



A SAVAGE edition of  
EARTHDAWN

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# WELCOME TO SAVAGE DAWN!

This little document is all you need to play Earthdawn with Savage Worlds rules. On the following pages you'll find rules for the races, for the various disciplines, how magic works without Power Points and so on and so forth.

This is a work in progress and while pretty much all the basics are covered, the feedback from playtests may dramatically alter the contents of this file.

## NEW STATS

There is one additional thing that you need to keep track of: the **Pattern Rating**. It's a derived stat and equal to half Spirit +2. When you swear Blood Oaths or buy Blood Charms, this reduces your Pattern rating. When your Pattern rating reaches 0, bad things might happen to you.

Removing Blood charms, raising your Spirit or not-renewal of Blood Oaths are all ways to raise your Pattern rating again.

You'll find a character sheet at the end of the player's section including the Pattern Rating.

Earthdawn has the Legendary Status, Savagedawn has your **Reknown rating**. It starts at 0, but is raised by one every time you level up (so you get +1 for every 5 xp). Whenever it might be important or interesting if someone has heard about you and your exploits, you roll d20. If the result is lower than you current Reknown, the person in question has heard about you. That doesn't have to be a good thing though – you can't control all the legends and rumours floating around about you.

This "Reknown roll" might be further modified at the GM's discretion. So if you spent the last year in Throal, solving some mysteries and breaking up a political conspiracy or two, you might only have a Reknown rating of 5, but in Throal you might get a bonus of a couple of points.

Lastly, there are Karma Points. They are detailed later in this tome.

# RACES

All Races are balanced to the Equivalent of +3 instead of +2 and are modeled using the Fantasy World Builder Toolkit.

## BLOOD-ELF

**Agile** – Blood-Elves start with d6 in Agility

**Low Light Vision** – Blood-Elves need much less light to see. They halve all darkness penalties unless it's total darkness.

**Thorns** – Blood Elves suffer a –2 to Charisma due to their grotesque appearance. They can also only wear light clothes and living armor. They start with a set of Living Armor.

**Pain Resistant** – The thorns of the Blood-Elves cause them constant pain, raising their threshold for acknowledging it. They can ignore one level of Wound penalties.

**Slow Healer** – The metabolism of Blood-Elves is constantly trying to heal the damage inflicted by the thorns. They suffer a –2 penalty to all Natural Healing rolls.

## DWARF

**Thermal Vision** - Dwarves can see in the infrared spectrum. As long as there's a source of heat, dwarves can see it. They suffer no penalties against warm-blooded targets even in total darkness.

**Slow** - Dwarves have a pace of 5", the running die is unmodified.

**Stout** - Dwarves start with a d6 in Vigor

**Knowledgeable** - Dwarves value knowledge like no other race. They receive a free Knowledge skill of their choice at d6

## ELF

**Agile** - Elves start with d6 in Agility

**Low Light Vision** - Elves need much less light to see. They halve all darkness penalties unless it's total darkness.

## HUMAN

**Free Edge** - Humans may take one edge for free at character creation. They still must meet the requirements for the Edge. They are the only race that may take the new Edge Versatility

**Fast learners** - Humans get a free d6 in any one skill they choose.

## OBSDIMAN

**Unbreakable** - their thick skin gives them a natural armor of 2. Beside this, Obsidimen may only wear living armor.

**Very Strong** - they start with a d8 in Strength and may raise it to d12+2

**Very Slow** - They have a Pace of 3" and a running die of d4

**Tough** - They start with Vigor d6

**Big** – Obsidimen have a size+1 and adjust their Toughness accordingly.

**Clumsy** - Agility takes two level ups to raise and two points to raise it at character creation.

**Slow Reaction** – Obsidimen aren't ones who rush into action. In combat, they get two initiative cards and act on the lower.

**Alienated** – Most Barsaivians are at a loss when they are dealing with these ancient beings. Obsidimen suffer a -2 to Charisma.

## ORK

**Gahad** - Orks are easily offended and suffer a penalty of -2 to rolls when resisting taunts. If they fail, they may decide to give in and attack the offender. Or they can try to make a Smarts roll to swallow their pride and anger. Either way, they suffer a penalty of -2 to all their rolls (except damage) until either the offender is put down or one day has passed. Orks with the Berserk Edge can go Berserk when Gahad has been triggered as well as when being wounded (no roll is necessary).

**Fast Runners** - Orks have a running die of d10.

**Strong** - Orks start with d6 in Strength

**Low Light Vision** - Orks need much less light to see. They halve all darkness penalties unless it's total darkness.

## TROLL

**Strong** - Trolls start with d6 in Strength

**Huge** – Trolls have size+1 and adjust their Toughness accordingly.

**Tough** - Troll start with d6 in Vigor

**Warlike people** - Trolls have the reputation of having short tempers and are quick to fight. They thus suffer a -2 penalty to their Charisma

**Old Grudge** – Every troll harbors an old grudge against some group, probably based on some slight (imagined or real) inflicted on his or her great-great-grandfather. Some might even go back long before the scourge! Troll characters have to pick one specific group that they bear a grudge against and should come up with some story, how “they” insulted troll honor. Examples include: Throal merchants, Therans, wizards, Windlings (a favorite), sailors. No matter which group the character picks, he always suffers a penalty of -4 to his charisma when dealing with them.

**Thermal Vision** - Trolls can see in the infrared spectrum. As long as there's a source of heat, Trolls can see it. They suffer no penalties against warm-blooded targets even in total darkness.

## T'SKRANG

**Natural Born Swimmers** - T'Skrang start with a d6 in Swimming

**Tail Attack** - T'Skrang may use their tail to attack opponents. This causes a damage of Str+2



**Heat resistant** - As reptillians, T'Skrang prefer hotter weather, although they don't need it. They gain a +2 bonus to Fatigue rolls against heat.

## **WINDLING**

**Flight** - Windlings may fly at a pace of 10". After every 15 minutes they have to make a Toughness roll or gain a Level of Fatigue.

**Small** - Windlings have size -1 and adjust their Toughness accordingly.

**Weak** - Windlings have to spend two level ups to raise their Strength and two points to raise it at character creation.

**Astral Sensitive Sight** - Windlings can see in the astral spectrum

**Agile** - Windling start with a d6 in Agility

**Attuned to Astral Space** - Windlings start with 2 extra Karma Points.

# DISCIPLINES

Obviously, Savage Worlds needs to handle Disciplines different than Earthdawn does. Not only follows ED a strict class-based approach, but the various disciplines are magical in themselves and offer abilities that can only be described as miraculous. To model this in SW, there are Disciplines as listed below. Each of these is a Professional Edge as per the Rulebook and offers some initial advantages. Each of these Edges comes also with a number of PowerPoints (re-dubbed Karma Points for Savage Earthdawn) that can be used in specific ways for each discipline. Generally, Karma Points are spent for a bonus to a given roll. Their use has to be announced before the roll is made. Every point spent adds +1 to the result in of the roll in total, after all other modifiers and aces have been determined.

Karma Points are recovered at a rate of 1 point/day, assuming that the adept practices his Karma Ritual.

Every one of these Edges also opens up another set of Discipline Edges that offer some of the abilities the talents in ED do.

A character can learn additional Disciplines if he finds a mentor willing to train him. Only one additional Discipline may be taken per rank, however. If two disciplines offer the same bonus, they don't stack.

All Discipline Edges grant the benefit that the practitioner learns the Ghost Master Ritual for his discipline. All Adepts qualify for the Durability Edge.

Note that every character can take one of these Edges for free at character generation. If a player wants to play a Non-Adept, he can choose another Edge from the SWRB or the list below instead.

## AIR SAILOR

*Racial Restrictions:* Obsidiman

*Requirements:* Agility d6, Air Sailing d6

Air Sailors gain +2 to Air Sailing rolls if they are part of the crew (working off a passage doesn't count, the adept has to be a regular member). This bonus does not stack with the Ace Edge. They also gain the benefit of the Steady Hands Edge while aboard an airship. See the Edges section for Discipline-specific Edges.

Air Sailors also gain 5 Karma Points they can use to boost their Air Sailing and Knowledge (Battle) rolls (the latter only for aerial battles).

## ARCHER

*Racial Restrictions:* Obsidiman

*Requirements:* Agility d6, Shooting d6

Archers gain the benefit of the Awareness Edge. See the Edges section for Discipline-specific Edges.

Archers also gain 5 Karma Points they can use to boost their Shooting rolls or for damage rolls after hitting with hand-carried missile weapon, like a bow or crossbow.

# BEASTMASTER

*Racial Restrictions:* Obsidiman, T'Skrang

*Requirements:* Spirit d6, Survival d6

Beastmasters are never attacked by wild animals unless the beasts are cornered or provoked. They start with an animal companion of their choice (but permission from the GM is required). The companion is an extra under the adept's player's control and may level up as per the usual rules. The Beastmaster may spend his Bennies or his Karma Points for his companion. See the Edges section for Discipline-specific Edges.

Beastmasters also gain 5 Karma Points they can use in tests dealing with beasts (like controlling or training them) or for Survival tests.

# CAVALRYMAN

*Racial Restrictions:* Obsidiman, T'Skrang

*Requirements:* Strength d6, Riding d6

Cavalryman start with a mount of their choice (but permission from the GM is required). The mount is an extra under the adept's player's control and may level up as per the usual rules. The Cavalryman may spend his Bennies or his Karma Points for his mount. Cavalrymen always use their Fighting or Riding skill when fighting while mounted, whichever is **higher** (in contrast to the original rules). See the Edges section for Discipline-specific Edges.

Cavalrymen also gain 5 Karma Points they can use for Riding tests or for damage rolls while mounted.

# ELEMENTALIST

*Racial Restrictions:* None

*Requirements:* Smarts d8

Elementalists are well-respected and gain +2 to their Charisma. They also learn the ability to summon Elementals. See the Summoning rules for more information. They start with two spells. See the Edges section for Discipline-specific Edges.

Elementalists also gain 5 Karma Points they can use while dealing with Elementals and for Casting, Weaving and prolonging their spells.

# ILLUSIONIST

*Racial Restrictions:* None

*Requirements:* Smarts d6, Persuasion d6

Illusionists gain +2 to rolls for detecting and disbelieving illusions. They start with two spells. See the Edges section for Discipline-specific Edges.

Illusionists also gain 5 Karma Points they can use to improve their illusions and on Persuasion rolls.

Note that all Illusionist spells are illusionary unless otherwise noted. That means that they can't kill anybody (although they're able to incapacitate a foe). Also, the spells' effects may be canceled by

actively disbelieving them. This is an opposed Smarts roll versus the Illusionist's Spellcasting. See the Spells section for more details.

Illusionists also have the ability to change the trappings of their spells at will. While the Bolt of an Elementalist always looks the same, an Illusionist may opt to fire ice shards in one round and bolts of lightning in the next. If they want to change the trapping of a spell, they have to weave an additional thread, though.

## **NETHERMANCER**

*Racial Restrictions:* Windling

*Requirements:* Spirit d8

Nethermancer have a fearful reputation and they do little to change that. They gain +2 to intimidation rolls. They learn the ability to summon Spirits. See the Summoning rules for more information. They start with two spells. See the Edges section for Discipline-specific Edges.

Nethermancer also gain 5 Karma Points they can use while dealing with Spirits and for Casting, Weaving and prolonging their spells, as well as for Intimidating their opponents.

## **SCOUT**

*Racial Restrictions:* Obsidiman, Troll

*Requirements:* Smarts d6, Survival d6

Scouts gain the benefit of the Woodsman edge (as per the SWRB). See the Edges section for Discipline-specific Edges.

Scouts also gain 5 Karma Points they can use to boost their Tracking, Climbing and Survival skills while in the wilderness.

## **SKY RAIDER**

*Racial Restrictions:* Obsidiman, Elf, Windling

*Requirements:* Strength d6, Air Sailing d6

Sky Raiders gain +2 to all rolls during the first round of a Boarding action while engaged in aerial combat. This includes Fighting and damage rolls. See the Edges section for Discipline-specific Edges.

Sky Raiders also gain 5 Karma Points with which they may boost their Strength and damage rolls (the latter only aboard an airship).

## **WORD MASTER**

*Racial Restrictions:* Obsidiman

*Requirements:* Agility d6, Taunt d6

Sword Masters are quick-witted masters of the blade. They gain +2 to Charisma. See the Edges section for Discipline-specific Edges.

Sword Masters also gain 5 Karma Points with which they may boost their Fighting and damage rolls, as long as they use bladed weapons.

## **THIEF**

*Racial Restrictions:* Obsidiman, Troll

*Requirements:* Agility d6, Stealth d6

Thieves gain the benefits granted by the Thief edge as per the SWRB. See the Edges section for Discipline-specific Edges.

Thieves also gain 5 Karma Points with which they may further boost their skills already enhanced by this edge.

## **TROUBADOUR**

*Racial Restrictions:* None

*Requirements:* Spirit d6, Persuasion d6

Troubadours gain +2 to their Charisma. See the Edges section for Discipline-specific Edges.

Troubadours also gain 5 Karma Points with which they can boost their performances.

## **WARRIOR**

*Racial Restrictions:* None

*Requirements:* Agility d6, Fighting d6

Warriors always cause +1 point of damage. See the Edges section for Discipline-specific Edges.

Warriors also get 5 Karma Points which they can use for Knowledge (Battle) rolls, as Bennies for extras under their command and for Spirit rolls.

## **WEAPONSMITH**

*Racial Restrictions:* None

*Requirements:* Spirit d6, Strength d6

Weaponsmiths start the game with a weapon of their choice that does +1 damage. See the Edges section for Discipline-specific Edges.

Weaponsmiths also gain 5 Karma Points they can use to notice flaws in an opponent's armor, thus offsetting penalties for called shots, as well as when forging new or improving existing armors or weapons (both would be done with the repair skill).

## **WIZARD**

*Racial Restrictions:* None

*Requirements:* Smarts d8

Wizards gain +2 to rolls concerning magical theory and start with three spells. See the Edges section for Discipline-specific Edges.

Savage Earthdawn

Wizards also gain 5 Karma Points they can use for Casting, Weaving and prolonging their spells. They can also use their Karma to enhance rolls that deal with magical theories or “book-knowledge”.

Wizards get access to the greatest number of spells, most of them unique to their discipline.

# SKILLS

All skills but Piloting are available from the SWRB. Instead of Piloting, Air Sailing (see below) is available.

Weaponsmiths may use the **Repair** skill to enhance existing blades. The roll is modified by the current strength bonus of the weapon (so to enhance a sword, the roll would be modified by -3). With a success they raise the damage of a weapon by 1, by 2 with a success. Every weapon can only be enhanced once. Armor can be enhanced in the same way, but the modifier is twice the current armor rating. Weapons that cause fixed damage can also be enhanced. Take half the die level of the weapon as negative modifier (to enhance a longbow, a modifier of -3 would apply). The damage of the weapon in question is raised by +1 or +2 as well. It's easier to forge better bolts or arrows – those rolls are done at no penalty.

In addition, there are a few new skills:

**Thread Weaving (Smarts):** This skill is necessary to weave astral threads when casting spells.

**Air Sailing (Spirit):** This skill is necessary for airships of all kinds, but does the same as Boating for water-based ships. Since it's a matter of willpower to keep an airship afloat, the skill is based on Spirit instead of Agility. Edges based on Piloting work based on Air Sailing.

# HINDRANCES

All Hindrances from the SWRB are available. Additionally, there are the some new Hindrances (see below). For reference, here are the available Hindrances from the SWRB:

Hindrance	Type	Effects
All Thumbs	Minor	-2 Repair; Roll of 1 on a mechanical or electronic device causes malfunction
Anemic	Minor	-2 Vigor to resist sickness, disease, poison or environment
Arrogant	Major	Must humiliate opponent, always look to challenge the 'leader'
Bad Eyes	Minor/Major	-2 to attack or notice something more than 5" distant
Bad Luck	Major	One less benny per session
Big Mouth	Minor	Unable to keep a secret, blabs at the worst time
Blind	Major	-6 to all actions that rely on vision, -2 on social rolls, gain additional Edge
Bloodthirsty	Major	Never takes prisoners
Cautious	Minor	Character is overly cautious
Clueless	Major	-2 to most Common Knowledge rolls
Code of Honor	Major	The character keeps his word and acts like a gentleman
Curious	Major	Character wants to know about everything
Death Wish	Minor	Hero wants to die after completing some task
Delusional	Minor/Major	Character suffers from grave delusions
Doubting Thomas	Minor	Character doesn't believe in the supernatural
Elderly	Major	Pace -1, -1 to Strength and Vigor die types; 5 extra skill points for any skill linked to Smarts
Enemy	Minor/Major	The character has a recurring nemesis of some sort
Greedy	Minor/Major	The character is obsessed with wealth
Habit	Minor/Major	A Minor Habit is simply annoying (Charisma -1); characters must make Fatigue rolls when deprived of Major Habits
Hard of Hearing	Minor/Major	-2 to Notice sounds; automatic failure if completely deaf
Heroic	Major	The character is a true hero and always helps those in need
Illiterate	Minor	Unable to read or write
Lame	Major	-2 Pace and running die is a d4
Loyal	Minor	The hero tries to never betray or disappoint his friends
Mean	Minor	The character suffers -2 to his Charisma for his ill-temper and surliness
Obese	Minor	+1 Toughness, -1 Pace, d4 running die
One Arm	Major	-4 to tasks requiring two arms
One Eye	Major	-1 Charisma, -2 to rolls requiring depth perception
One Leg	Major	Pace -2, d4 running die, -2 to rolls requiring mobility, -2 to Swimming skill
Outsider	Minor	-2 Charisma, treated badly by those of the more dominant society
Overconfident	Major	The hero believes he can do anything
Pacifist	Minor/Major	The character fights only in self-defense as a Minor Hindrance, and won't fight living creatures under any circumstance as a Major Hindrance
Phobia	Minor/Major	-2 or -4 to Trait tests when near the phobia



<b>Hindrance</b>	<b>Type</b>	<b>Effects</b>
Poverty	Minor	Half starting funds, general inability to hang onto future income
Quirk	Minor	The character has some Minor but persistent foible, such as bragging, elitism, or the pursuit of fame
Small	Major	-1 Toughness
Stubborn	Minor	Hero always wants his way
Ugly	Minor	-2 Charisma due to the character's less-than-average appearance
Vengeful	Minor/Major	Character holds a grudge, will kill to settle the score as a Major Hindrance
Vow	Minor/Major	The hero has a pledge to himself, a group, a deity, or a religion
Wanted	Minor/Major	The character is a criminal of some sort
Yellow	Major	The character is cowardly and suffers -2 to his Guts rolls
Young	Major	3 points for Attributes (instead of 5); 10 skill points (instead of 15), +1 benny per session

## NEW HINDRANCES

### **Kaer Dweller (Minor)**

You grew up in a Kaer that has only recently be opened. You suffer a -2 penalty to Common Knowledge rolls. This stacks with the Clueless Hindrance.

### **Weak Karma (Major)**

For some reason, the magic of your discipline doesn't flow as naturally through your veins as in other adepts. You start with only 3 Karma Points and recover only 1 point every two days.

### **Frail Pattern (Major/Minor)**

Some characters are born with weaker patterns than others. Careful study of their astral imprints shows flaws in the threads, putting the pattern of the namegiver under much more thread than usual. The Pattern rating is reduced by -1 (Minor) or -2 (Major).

## RACE-SPECIFIC HINDRANCES

### **Trolls only: Outcast (Major)**

This Troll has grievously insulted either his clan's or his entire race's honor – at least that's what his former clan members think. These Trolls consider whatever happened to be a great sacrifice to preserve their personal honor and are ready to suffer the consequences. Their horns are sawed or hacked off, marking them as honorless in the eyes of other Trolls. They suffer a -4 to Charisma and Troll NPCs are considered one level more hostile than normal.

# EDGES

This conversion introduces a couple of new Edges specific for this setting. They are detailed below.

## EDGES FROM THE SWRB

For easy reference, here are the available Edges from the SWRB:

Note that Arcane Backgrounds may be taken after character creation, but not before Seasoned Rank. A \* denotes a Background Edge that can only be taken at character generation.

Edge	Requirements	Effects
Ace	N, A d8	+2 to Boating, Driving, Piloting; may make soak rolls for vehicle at -2
Acrobat	N, A d8, St d6	+2 to nimbleness-based Agility rolls; +1 Parry if unencumbered
Alertness*	N	+2 Notice
Ambidextrous*	N, A d8	Ignore -2 penalty for using off-hand
Arcane Background*	N, Special	Magic & Miracles only
Arcane Resistance*	N, Sp d8	Armor 2 vs. magic, +2 to resist magic effects
Improved Arcane Resistance*	N, Arcane Res.	Armor 4 vs. magic, +4 to resist magic effects
Attractive*	N, V d6	Charisma +2
Very Attractive*	N, Attractive	Charisma +4
Beast Bond	N	Character may spend bennies for his animals
Berserk*	N	Smarts roll or go Berserk after being wounded; +2 Fighting and Strength rolls, -2 Parry, +2 Toughness; Roll of 1 on Fighting die hits random adjacent target
Block	S, Fighting d8	Parry +1
Improved Block	V, Block	Parry +2
Brawny*	N, St d6, V d6	Toughness +1; load limit is 8xStr instead of 5xStr
Charismatic	N, Sp d8	Charisma +2
Combat Reflexes	S	+2 to recover from being Shaken
Command	N, Sm d6	+1 to troops recovering from being Shaken within 5"
Common Bond	WC, N, Sp d8	May give bennies to companions in communication
Connections	N	Call upon powerful friends with Persuasion roll
Danger Sense	N	Notice at -2 to detect surprise attacks/danger
Dead Shot	WC, S, Shoot/Throw d10	Double ranged damage when dealt Joker

<b>Edge</b>	<b>Requirements</b>	<b>Effects</b>
Dodge	S, A d8	-1 to be hit with ranged attacks
Improved Dodge	V, Dodge	-2 to be hit with ranged attacks
Fast Healer*	N, V d8	+2 to natural healing rolls
Fervor	V, Sp d8, Command	+1 melee damage to troops in command
First Strike	N, A d8	May attack one foe who moves adjacent
Improved First Strike	H, First Strike	May attack every foe who moves adjacent
Fleet-Footed	N, A d6	+2 Pace, d10 running die instead of d6
Florentine	N, A d8, Fighting d8	+1 vs. foes with single weapon and no shield, ignore 1 point of gang up bonus
Followers	L, WC	Attract 5 henchmen
Frenzy	S, Fighting d10	1 extra Fighting attack at -2
Improved Frenzy	V, Frenzy	As above but no penalty
Gadgeteer	N, See text	May "jury-rig" a device with any available power once per game session
Giant Killer	V	+4 damage when attacking large creatures
Hard to Kill	N, WC, Sp d8	Ignore wound penalties for Vigor rolls made on the Knockout or Injury tables
Harder to Kill	V, Hard to Kill	50% chance of surviving "death" by some means
Healer	N, Sp d8	+2 Healing
Hold the Line!	S, Sm d8, Command	Troops have +1 Toughness
Holy/Unholy Warrior	N, See text	Spend 1 Power Point to make evil creatures make Spirit check or be Shaken; roll of 1 kills Extras, wounds Wild Cards; cost is 1 Power Point per creature affected
Investigator	N, Sm d8, Investigation d8,	+2 Investigation and Streetwise Streetwise d8
Jack-of-all-Trades	N, Sm d10	No -2 for unskilled Smarts based attempts
Level Headed	S, Sm d8	Act on best of two cards in combat
Improved Level Headed	S, Level Headed	Act on best of three cards in combat
Luck*	N	+1 benny per session
Great Luck*	N, Luck	+2 bennies per session
Marksman	S	Character gets the Aim maneuver (+2 Shooting) if he does not move
Mighty Blow	WC, S, Fighting d10	Double melee damage when dealt Joker

<b>Edge</b>	<b>Requirements</b>	<b>Effects</b>
Natural Leader	N, Sp d8, Command	Leader may give bennies to troops in command
Nerves of Steel	N, WC, V d8	Ignore 1 point of wound penalties
Improved Nerves of Steel	N, Nerves of Steel	Ignore 2 points of wound penalties
New Power	N, AB(Miracles)	Character gains one new power
Noble*	N Rich;	+2 Charisma; Character is noble born with status and wealth
Professional	L, d12 in Trait	Trait becomes d12+1
Expert	L, Prof. in Trait	Trait becomes d12+2
Master	L, WC, Expert in Trait	Wild Die is d10 for one Trait
Quick*	N	Discard draw of 5 or less for new card
Quick Draw	N, A d8	May automatically draw weapon as a free action
Rich*	N	3x starting funds, \$75K annual salary
Filthy Rich*	N, Noble Birth or Rich	5x starting funds, \$250K annual salary
Scholar	N, d8 in affected skills	+2 to two different Knowledge skills
Sidekick	L, WC	Character gains a Novice WC sidekick
Steady Hands	N, A d8	Ignore unstable platform penalty for mounts or vehicles
Sweep	N, St d8, Fighting d8	Attack all adjacent foes at -2
Improved Sweep	V, Sweep	As above but with no penalty
Strong Willed	N, Intimidation d6, Taunt d6	+2 Intimidation and Taunt, +2 to resist
Thief	N, A d8, Climb d6,	+2 Climb, Lockpick, Stealth, or to disarm traps Lockpick d6, Stealth d8
Tough as Nails	L	Toughness +1
Improved Tough as Nails	L, Tough as Nails	Toughness +2
Trademark Weapon	N, Fighting or Shooting d10	+1 Fighting or Shooting with one particular weapon
Improved Trademark Weapon	V, Trademark Weapon	+2 Fighting or Shooting with one particular weapon
Two-Fisted	N, A d8	May attack with a weapon in each hand without multiaction penalty.
Weapon Master	L, Fighting d12	Parry +1
Master of Arms	L, Weapon Master	Parry +2
Wizard	N, See text	Each Spellcasting raise reduces cost of spell by 1 point
Woodsman	N, Sp d6, Survival d8,	+2 Tracking Survival, and Stealth (while in Wilderness)

## NEW EDGES

The following edges are generally available to characters:

### Durability

*Requirements:* Seasoned, character must be an Adept.

Durability can be taken once per Rank and adds an additional Wound Level to the character. This also increases the maximum penalty a character can suffer from wounds (i.e., a character with 5 wounds would suffer a maximum penalty of -5 instead of -3).

### New Spell Matrix

*Requirements:* Any magical Discipline

This Edge gives the magician an additional Spell Matrix. This can be taken multiple times, but only once per Rank.

### Versatility (Background Edge)

*Requirements:* Human, Smarts d6

Humans with this Edge can learn Edges from different Disciplines. There's just one condition: they have to find a willing teacher and pay him a fee. Usually, the fee is 200 silver pieces per rank of the Edge in question. Humans can only learn Edges that are equal or below their current Rank.

### K'stulaami (Background Edge)

*Requirements:* T'Skrang, Spirit d6

Some T'Skrang are born with "wings", leathery flaps spanning from their thumbs to their ankles. These T'Skrang can glide when they jump down from a higher point, they can't take off by themselves. They use the Flying skill (based on Agility) for steering. They lose 1" height per 6" forward movement.

### More Karma

*Requirements:* Veteran, character must be an Adept

The adept gains 5 more Karma Points. This edge can be taken one additional time after achieving Legendary rank.

### Improved Karma Ritual

*Requirements:* Seasoned, Spirit d8

The adept recovers two Karma Points per day. The Weak Karma Hindrance is canceled out by this Edge.

### Create Magic Item

*Requirements:* Legendary

By permanently reducing his Karma Points by 1, an adept may try to create a magical item under the following conditions:

- The item must be used during a significant, climactic event.

- The item must be Named during this event.
- The adept makes a Spirit roll at -4. If he fails the roll, the Karma Point is lost, but the item remains mundane - no pattern has been formed.

Examples for a qualifying event are: a sword during an epic battle against a horror, a clearly visible necklace during a rousing speech that leads to an uprising.

After the item has been Named, it starts to exhibit magic powers at the GM's discretion. These powers should have some connection with the event during which the magic item was created. The mentioned sword may cause more damage versus Horrors and their constructs, the necklace may raise the bearer's Charisma and so forth.

## Robust Pattern (Background Edge)

*Requirements:* Wild Card, Spirit d6, must be an Adept

Some namegivers are born with a stronger magical pattern than others. They add +1 to the Pattern Rating. Their unusual strong pattern also makes them easier to find in Astral Space. Attempts to find or identify their astral pattern are at +2.

## Questor

*Requirements:* Seasoned, Spirit d6, Faith d4

All namegivers believe in the Passions. While most follow all of them, favoring none, some focus their devotion on one Passion. Some of these followers become questors and are blessed with wondrous abilities. Characters taking this edge have to decide which Passion they want to follow and automatically receive the Arcane Background (Miracles).

Details are in the Chapter Questors and the Passions.

## Lightbearer

*Requirements:* Seasoned, Spirit d8, Vigor d8, Fighting d8

The Lightbearers are a secretive society, recruiting heroes who have distinguished themselves battling horrors and their minions. On taking this edge, the character automatically receives the Arcane Background (Miracles).

Details are in the Chapter Lightbearers.

## Enchant

*Requirements:* Heroic, Spirit d8, Smart d8, Spellcasting d10, Thread Weaving d8, Adept must be a mage

Almost everybody can create a magical item under the right circumstances. Mages can do so on purpose. Elementalists weave true elemental into an item (or bind elemental spirits into it), Nethermancer bind spirits (either forcefully or after asking and convincing them). Both, as well as Illusionists and Wizards, might cast a spell onto an item and making it permanent.

A mage can only enchant an item with a spell he knows. He needs to spend 1 Karma point per rank of the power in question. He then rolls for the necessary threads, then for Spellcasting at -4.

If a spirit or elemental should be bound to an item, the spirit has to be summoned. The item has to be already prepared when the entity appears. Binding a spirit takes a test of will. With a success, the spirit is permanently bound to the item and grants the wielder one special ability of the spirit. For each raise, an additional ability is granted, but only after the owner connected his pattern to the item. Each additional ability is treated as an additional rank.

This edge grants only the ability to create a single item, but may be taken multiple times. The time to create an item varies and depends on the circumstances. This needs to be worked out together with the GM.

## DISCIPLINE EDGES

Below are the Edges that are specifically available per Discipline. Most, but not all of them, are exclusive. Some Disciplines share similar Edges - while technically they work the same, may even grant the exact same bonus, they are listed with separate names for a reason similar to a spell's trappings - while both the Beastmaster and a Skyraider may scream a warcry to frighten their enemies, the latter does so focusing on his prowess in battle, while the first draws on his animal instincts. This is mostly flavor, though.

Some of the Discipline Edges have to be "activated" by spending a Karma Point. They can't be learned without a teacher as well. These teachers may ask for favors or money in exchange for their knowledge. As a rule of thumb, a tutor may ask for a number of silver pieces equal to the necessary rank requirement times 200 (so for Seasoned Edges  $2 \times 200 = 400$  silver pieces).

### Discipline Edges - Air Sailor

The following Edges are available for Air Sailor Adepts.

#### Wind Catcher

*Requirements:* Air Sailor or Sky Raider, Agility d6

When falling, the adept may roll Agility. Every success and raise lowers the distance by 5" (10 yards) before calculating falling damage. The Adept may spend Karma Points to better the result.

#### Master Defender

*Requirements:* Air Sailor, Seasoned, Smarts d8, Air Sailing d8

An Air Sailor with this Edge adds +2 to defensive Maneuvers during air combat.

#### Supreme Captain

*Requirements:* Air Sailor, Veteran, Smarts d8, Air Sailing d10, Command,

Crews under the command of these Air Sailors add +2 to their Air Sailing rolls.

#### Skilled Navigator

*Requirements:* Heroic, Air Sailor, Air Sailing d10, Smarts d8

The character knows how to get the best out of his airship. He increases the Acceleration OR the Top Speed (his choice) of his boat by 1. He may also spend Karma Points to increase his airship's stats for one turn.

#### Safe Passage

*Requirements:* Legendary, Air Sailor, Air Sailing d10, Spirit d8

While navigating through a storm or difficult terrain, the character may contact an Air elemental and ask for his guidance. The Air Sailor has to spend one Karma Point and gains +2 on the next Air Sailing roll to navigate his airship on a clear and safe path. If the storm was created by magical means, this roll is opposed against the original roll of the summoner.

## Discipline Edges – Archer

The following Edges are available for Archer Adepts.

### Flame Arrow

*Requirements:* Archer, Spirit d6

By spending a Karma Point, the adept's arrow inflames itself and does 2d8 instead of 2d6 damage. The arrow is consumed in the fire. The target may catch fire as per the standard rules.

### True Shot

*Requirements:* Seasoned, Archer, Shooting d8.

The adept may spend Karma Points to offset Called-Shots modifiers in -2 increments. Example: Spending 3 Karma Points allows the Archer to negate 6 points of Called Shot modifiers.

### Multi-Shot

*Requirements:* Veteran, Archer Shooting d8, Smarts d8

The adept may spend Karma Points to fire additional arrows with his bow. For every Karma Point spent, he may fire one additional arrow. These arrows can be directed against different targets as long as each target is adjacent to the next. Damage is resolved separately.

### Explosive Arrow

*Requirements:* Heroic, Archer, Flame Arrow, Spirit d8

By spending Karma Points, the adept may fire an arrow with the effect of the Blast Power. Karma is spent like Power Points.

### Wind Bow

*Requirements:* Legendary, Archer, Spirit d10

The Archer creates a bow out of thin air - he still needs to have missiles to shoot them. Anything vaguely resembling an arrow will do, though (chopsticks, flutes, straight sticks). He needs to spend a Karma Point to use this Edge. A Wind Bow does 2d10 damage, regardless of the missile used.

## Discipline Edges – Beastmaster

The following Edges are available for Beastmaster Adepts.

### Claw Shape

*Requirements:* Beastmaster, Fighting d8

The dominant hand of the adept can be changed (as a free action) into a vicious claw. With this claw, the Beastmaster never counts as unarmed. If used in combat, the claw causes Str+2 damage. This damage may be increased with Karma Points.

### Borrow Sense

*Requirements:* Seasoned, Beastmaster, Spirit d8

The adept borrows a specific sense from an animal. The beast loses this particular sense for the duration, so only animals with a friendly attitude towards the Beastmaster allow this. In general, the borrowed sense is supposed to be superior to his normal one, so he gets an increase of +2 to his



Notice rolls. The Beastmaster may uphold this for a maximum of Smarts level minutes. He may spend a Karma Point to prolong this to at the ratio of 1 minute per Karma Point spent.

### **Chameleon**

*Requirements:* Veteran, Beastmaster, Stealth d8

By spending a Karma Point, the Beastmaster's skin changes to mirror his surroundings. Anyone looking for the Beastmaster suffers a -4 to his Notice. Only sight is affected, no other sense. This effect lasts for the remainder of the scene or until another Stealth roll is required.

### **Lionheart**

*Requirements:* Heroic, Beastmaster, Guts d8

The Beastmaster adds +2 to Guts rolls.

### **Howl**

*Requirements:* Legendary, Beastmaster, Intimidation d10

By spending a Karma Point, the adept lets loose a blood curling wolflike howl, sending fear into the heart of his enemies. All enemies in sight have to make a Guts roll or roll on the Fright Table. Extras who fail this roll are automatically shaken or panic if they roll a 1.

## **Discipline Edges – Cavalryman**

The following Edges are available for Cavalryman Adepts.

### **Empathic Link**

*Requirements:* Cavalryman, Smarts d8

The adept and his mount share a telepathic link, deepening their bond. While not really able to talk, rider and mount may communicate based on feelings. This also helps to keep the mount steady in stressful situations. The mount adds +2 to rolls when resisting fear.

### **Charge!**

*Requirements:* Seasoned, Cavalryman, Riding d8

When charging an opponent, the cavalryman may add the Strength of his mount to his damage roll. The mount must be running (exceeding its base Pace) when charging an enemy to gain the bonus.

### **Fearsome Charge**

*Requirements:* Veteran, Cavalryman, Intimidation d6

When charging one or a group of opponents (up to his Spirit level), the adept may frighten his enemies. In a normal battle, all have to roll Spirit or be shaken. In a skirmish, the attacked unit has to make a morale roll.

### **Spirit Mount**

*Requirements:* Heroic, Cavalryman, Spirit d8, Riding d8

The cavalryman may summon the spirit of a fallen mount. This spirit has the same stats as it did while in life. The mount can partially sink into the earth, allowing the adept to ride even in confined spaces (such as Kaers). The mount stays for a number of hours equal to his Spirit. By spending Karma Points, the mount stays longer at a ration of 1 hour per point.

## **Resurrect Mount**

*Requirements:* Legendary, Cavalryman, Spirit d10, Spirit Mount

The cavalryman may resurrect a fallen mount by permanently spending a Karma Point and rolling Spirit -4. If the mount has died longer ago than a year and a day, he takes an additional penalty of -1 per month, up to a maximum of -8. The adept has to stand over the remains of the mount. Resurrecting takes 8 hours of constant concentration.

## **Discipline Edges - Elementalist**

The following Edges are available for Elementalist Adepts.

### **Summoner**

*Requirements:* Elementalist or Nethermancer, Spellcasting d8

The adept adds +2 to his Summoning rolls.

### **Astral Sight**

*Requirements:* Seasoned, Spellcaster discipline, Notice d8

By spending a Karma Point, the Adept can see into Astral Space for a number of minutes equal to his Smarts level. Additional points may be spent to prolong this at a rate of 1 minute per Karma Point.

### **Master Summoner**

*Requirements:* Veteran, Summoner, Smarts d10

The Adept adds +4 to his Summoning rolls.

### **Create Orichalcum**

*Requirements:* Heroic, Elementalist, Smarts d10, Spirit d8

The adept rolls Spellcasting or Spirit (whichever is higher) at -4 to create Orichalcum. He needs at least 1 ounce each of all true elements (air, fire, water, earth, wood) to create 1 ounce of orichalcum. If he fails the roll, the material is wasted. He may never create more Orichalcum than enough for a single coin and may try to create Orichalcum once per day.

### **Unshakeable Earth**

*Requirements:* Legendary, Elementalist, Vigor d8, Spirit d8

The adept gains subtle support from Earth Elementals during combat. While standing on dirt, sand or earth ground, he adds +2 to Soak rolls.

## **Discipline Edges - Illusionist**

The following Edges are available for Illusionist Adepts.

### **Glamour**

*Requirements:* Illusionist, Smarts d6, Persuasion d6

The adept may spend a Karma Point to create Illusions for show. These illusions can feature up to Smarts persons and affect all senses except touch. They exist as long as the Illusionist concentrates

on the illusion. They are meant for entertainment only, so if there isn't an audience willing to suspend a little disbelief, all attempts to notice the Illusion and to Disbelief it are at +2.

### **Astral Sight**

*Requirements:* Seasoned, Spellcaster discipline, Notice d8

By spending a Karma Point, the Adept can see into Astral Space for a number of minutes equal to his Smarts level. Additional points may be spent to prolong this at a rate of 1 minute per Karma Point.

### **Trickster**

*Requirements:* Veteran, Illusionist, Smarts d6,

The adept adds +2 to Smarts-based Tricks, using minor illusions.

### **Monstrous Mantle**

*Requirements:* Heroic, Illusionist, Smarts d8, Spirit d8

By spending a Karma Point, the adept changes into a monstrous being. He may choose a single beast or entity (like a Fire Elemental) or a combination of various beasts (like a goat, a cow, a raven and a lion combined), but he has to have at least seen each of the beings used. He may include namegiver aspects in this illusion, but the resulting creature is always distorted. This illusion affects all senses and lasts for a number of rounds equal to the adept's Smarts. He may spend additional Karma Points to double the duration. He gains the following benefits: His Parry and Toughness increase by 2. He also adds +2 to Intimidation attempts.

### **False Face**

*Requirements:* Legendary, Illusionist, Glamour, Persuasion d10

By spending a Karma Point, the adept may impersonate any namegiver with whom he has spoken for a couple of minutes. This illusion affects all senses except touch. Otherwise it's perfect. No roll is necessary to persuade someone that he isn't the "real thing", unless the target has serious reasons to doubt the illusion (acting out of character, or the adept impersonates someone that the target is quite sure to be dead). This illusion lasts for a number of minutes equal to his Smarts. He may prolong this by spending additional Karma Points.

## **Discipline Edges – Nethermancer**

The following Edges are available for Nethermancer Adepts.

### **Summoner**

*Requirements:* Elementalist or Nethermancer, Spellcasting d8

The adept adds +2 to his Summoning rolls.

### **Astral Sight**

*Requirements:* Seasoned, Spellcaster discipline, Notice d8

By spending a Karma Point, the Adept can see into Astral Space for a number of minutes equal to his Smarts level. Additional points may be spent to prolong this at a rate of 1 minute per Karma Point.

## **Master Summoner**

*Requirements:* Veteran, Summoner, Smarts d10

The Adept adds +4 to his Summoning rolls.

## **Willforce**

*Requirements:* Heroic, Nethermancer, Spirit d8

The adept may add +2 to Spirit rolls.

## **Netherwalk**

*Requirements:* Legendary, Nethermancer, Spirit d10, Spellcasting d10

The adept can leave his body and send his spirit into Astral Space. He can stay there for a number of hours equal to half his Spirit. By spending a Karma Point, he may expand the duration by one hour. If he doesn't return to his body before the duration ends, his body dies and the spirit is trapped in the Netherworlds. If he doesn't wish to return to his body (for whatever reason), he may try to possess another namegiver. This target has to be near his body, since the Nethermancer is still anchored to his "dying place". He can enter an opposed Spirit roll for domination of the new host body. If the target touches his original body, the Nethermancer adds +2 to his roll. If successful, the Nethermancer takes temporarily over but the fight continues each time he goes to sleep. Each consecutive contest incurs a -1 penalty to the Nethermancer's roll since the other spirit's desperation grows with each day. Should the Nethermancer win all contests for a week in a row or should he ever beat the other Spirit with a raise, the other spirit is permanently cast into Astral Space, becoming another lost soul. The Nethermancer retains his Smart and Spirit, as well as all his mental Edges (like Strong Willed or Danger Sense), skills and mental Hindrances (like Mean or Cautious). All physical attributes are taken from the host, as well as any physical Edges (like Brawny or Ambidextrous) and Hindrances (like Ugly, or Lame). By repeating this process ever once in a while, the Nethermancer could live forever...

## **Discipline Edges - Scout**

The following Edges are available for Scout Adepts.

### **Friends Among Enemies**

*Requirements:* Novice, Scout, the background story

With this edge the character has a few friends in a particular "enemy" culture, such as Crystal Raider trollmoots, Ork Scorcher tribes, river pirate ships or similar groups. When dealing with these organizations, the hero's contact might be able to save his bacon, negotiate a temporary truce, provide information on a common enemy, and so on.

### **Navigator**

*Requirements:* Seasoned, Scout, Notice d6

Scouts excel at guiding their companions safely through the wilderness. Whenever they are presented with a random encounter, they may roll Notice at -2 to devise a plan for either meeting or evading the hazard, situation or beast.

### **Trap Initiative**

*Requirements:* Veteran, Scout, Notice d8

When checking for traps, the adept may roll Agility to \*just\* make it outside of the affected area.

## **Blend**

*Requirements:* Heroic, Scout, Stealth d8

The adept doesn't just know how to blend in with your surroundings he actually does it! He adds +2 to Stealth rolls while in the wilderness.

## **Map Mind**

*Requirements:* Legendary, Scout, Navigator, Smarts d10, Survival d8

This scout knows all the routes to everywhere. He can't get lost while in the Wilderness and he always knows a little shortcut. When he's in the lead, groups following him make the distance they'd cover in 8 hours in 6.

## **Discipline Edges - Skyraider**

The following Edges are available for Skyraider Adepts.

### **Wind Catcher**

*Requirements:* Air Sailor or Sky Raider, Agility d6

When falling, the adept may roll Agility. Every success and raise lowers the distance by 5" (10 yards) before calculating falling damage. The Adept may spend Karma Points to better the result.

### **Great Leap**

*Requirements:* Seasoned, Sky Raider, Agility d8

By spending a Karma Point, the adept may jump a number of inches up to his Agility.

### **Battle Bellow**

*Requirements:* Veteran, Sky Raider, Intimidating d8

By spending a Karma Point, the adept may add +2 to his Intimidate rolls.

### **Fireblood**

*Requirements:* Heroic, Sky Raider, Vigor d10

While in combat, the skyraider may spend a Karma Point to gain an immediate Natural Healing roll. This roll is an action.

### **Lightning Song**

*Requirements:* Legendary, Sky Raider, Spirit d8, Air Sailing d10

By spending 3 Karma Points the adept can summon a fierce storm under the following conditions: there must be clouds in the sky, the adept must be on an airship, and he must make a successful Spirit roll at -4. It takes 1d6+2 rounds to summon the storm, which stays for 1d4 hours.

## **Discipline Edges - Swordmaster**

The following Edges are available for Swordmaster Adepts.

### **Champion Challenge**

*Requirements:* Swordmaster, Spirit d6

The adept adds +2 to his Test of Will rolls when challenging someone to a duel. If he wins, his opponent has to accept the challenge.

### **Riposte**

*Requirements:* Seasoned, Swordmaster, Fighting d8

By spending a Karma Point, the adept may try to parry a successful attack. He rolls his Fighting skill. If he beats the attack beats, he has parried the blow. If he beats the number with a raise, he hits the attacker, causing normal damage. The adept can't get a bonus damage die when riposting.

### **Whirlwind**

*Requirements:* Veteran, Swordmaster, Fighting d8, Agility d8

With this Edge, the Swordmaster can strike multiple foes with one action. He has to spend a Karma Point to activate his edge. The Swordmaster has to move from one target to the other, striking each while passing them. He rolls one Fighting attack at -2 and compares the result to all target's parry score. The Swordmaster may add his running die to his action, suffering an additional multi-action penalty. Since he essentially leaves combat every time he passes a victim, his targets receive a free attack. The Swordmaster may spend Karma Points to incur this free attack with a penalty at a 1:1 ratio.

### **Keen Blade**

*Requirements:* Heroic, Swordmaster, Trademark Weapon, Fighting d10

By spending 1 Karma Point, the adept may increase the damage of his Trademark Weapon by +2. This increase lasts for a number of rounds equal to the Swordmaster's Spirit.

### **Ethereal Weapon**

*Requirements:* Legendary, Swordmaster, Spirit d10

By spending two Karma Points, the adept can turn his blade into a ghostly image, bypassing the armor of his opponent. This takes only a moment, but should another character have a hold action and interrupt the Swordmaster, the adept counts as unarmed! The weapon stays ethereal as long as the Swordmaster wishes, but not longer than his Spirit.

## **Discipline Edges - Thief**

The following Edges are available for Thief Adepts.

### **Surprise Strike**

*Requirements:* Thief, Stealth d8, Fighting d6

By spending a Karma Point and describing his action, the adept gains the Drop on an Opponent. This can only be achieved once during a combat scene.

### **Thieves Tongue**

*Requirements:* Seasoned, Thief, Smarts d6

The adept gains the ability to talk with other thieves regardless of race or language in a secret language. This can't be understood by any means by non-thieves. The receiving thief doesn't need this Edge to understand what he's told.

## **Trap Initiative**

*Requirements:* Veteran, Thief, Notice d8

When checking for traps, the adept may roll Agility to \*just\* make it outside of the affected area.

## **Shadowcloak**

*Requirements:* Heroic, Thief, Stealth d8, Agility d8

By spending a Karma Point, the adept may add +2 to his Stealth rolls.

## **Shadow Heal**

*Requirements:* Legendary, Thief, Spirit d8

By spending a Karma Point, the adept may make a Natural Healing roll. He has to be hidden in shadows to do this. This takes about 10 minutes. Should the shadow be pierced by light, he loses the Karma Point and doesn't gain any benefit.

## **Discipline Edges - Troubadour**

The following Edges are available for Troubadour Adepts.

### **Mimic Voice**

*Requirements:* Troubadour

By spending a Karma Point, the adept may add +2 to his Persuasion rolls when performing, bluffing or impersonating someone else.

### **Emphatic Sense**

*Requirements:* Seasoned, Troubadour

By spending a Karma Point, the adept may make a Notice roll to sense the inner feelings of a target character. A success reveals surface feelings, a raise tells the adept exactly what the target is feeling.

### **The Kiss**

*Requirements:* Veteran, Troubadour, Spirit d6

By spending a Karma Point, the adept may passionately kiss a character of the opposite sex (or same sex, if the target's homosexual), granting him a bonus of +2 to interaction tests.

### **The Tale**

*Requirements:* Heroic, Troubadour, Spirit d8

By spending a Karma Point, the adept gains +2 to Persuasion rolls. This may be used with The Kiss or Mimic Voice.

### **Confront Horror**

*Requirements:* Legendary, Troubadour, Spirit d8, Smarts d8

By spending 3 Karma Points, the adept may engage with a Horror in a Test of Wills. If he beats the Horror with a raise, the Horror is banished to the Netherworlds. If he succeeds, both are locked in the confrontation. Both roll again next round. If he fails the test, the Horror sucks the soul out of the adept's body, which falls lifeless to the floor. The body may not be resurrected by any means.

Should either of the participants take damage during these tests of wills, the contest is broken and both are shaken.

## Discipline Edges – Warrior

The following Edges are available for Warrior Adepts.

### Wood Skin

*Requirements:* Warrior, Vigor d8

The adept may use his Karma Points to temporally increase his Toughness. This lasts for a number of rounds up to his Spirit skill. He may declare this as a free action after an attack has been made, but before damage is resolved. In that case, the increase lasts only until the Warrior's next action.

### Earth Skin

*Requirements:* Seasoned, Warrior, Spirit d8

By spending a Karma Point, the adept gains +2 Armor vs. magical attacks. This lasts for a number of rounds equal to his Spirit.

### Body Blade

*Requirements:* Veteran, Warrior, Fighting d8, Spirit d8

By spending a Karma Point, an adept can transform one of his limbs into a weapon. This weapon does Str+2 damage (the bonus damage of the Warrior is already figured into this). The blade remains for a number of rounds equal to the Warrior's Spirit.

### Missile Twister

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

The adept creates an air funnel around him through fast movements that deflect incoming missiles. As long as the Warrior is aware of the shooter, all ranged attacks are at -2. By spending a Karma Point, the Warrior may increase this penalty for one round to -4. If the Warrior cannot move and keeps still, then the Edge cannot take effect.

### Resurrect Self

*Requirements:* Legendary, Warrior, Spirit d10

The adept may rise from the dead within 24 hours. He has to make a Spirit roll, modified by his number of wounds, regardless of any Edges that allow him to ignore these penalties. He may use Karma Points to offset any penalties, but can only spend a number of Karma Points he had at the time of his demise. If successful, the adept is restored to Incapacitated and Shaken. The Warrior may proceed to heal the rest of his wounds by normal means (at this point, only Natural Healing or potions are an option). He loses one Karma Point and one Wound Level permanently. His "death scar" never fully heals. Depending on the situation, this may grant a bonus of +2 or a penalty of -2 to his Charisma.

## Discipline Edges – Weaponsmith

The following Edges are available for Weaponsmith Adepts.

### Abate Curse

*Requirements:* Weaponsmith, Spirit d6

Savage Earthdawn



By spending a Karma Point, the adept may counter the curse of an item. He has to make a Spirit roll (modified by the power of the curse). If he makes it, the curse is negated for a number of days equal to his Spirit. With a raise, the curse is permanently lifted.

### Temper Self

*Requirements:* Seasoned, Weaponsmith, Vigor d6

By meditating for 30 minutes, the Weaponsmith may increase the Armor rating of any armor he wears by spending a like amount of Karma Points. This increase lasts for 24 hours.

### Blood Edge

*Requirements:* Veteran, Weaponsmith, Repair d8, Spirit d6

The Weaponsmith may increase the Damage of any weapon he holds by spending Karma Points. This increase lasts for a number of rounds equal to his Spirit.

### Forge Magic Item

*Requirements:* Heroic, Weaponsmith, Repair d10, Spirit d8

The Weaponsmith gains the ability to forge magical items. He needs to have access to the necessary tools (most often, a smithy) and take the time to create the item in question. First, he creates the item – a sword, a set of armor, a helmet, a belt are examples. Usually, the Weaponsmith takes the time to adorn the item, but this is not necessary for this edge to work. He then spends Karma and the money as listed below and makes a repair roll at –4. If successful, he has imbued the item with special powers. The costs represent additional material the Weaponsmith needs for creating an item. This might be true elementals, some exotic metal or a special method of creating the item.

The table below shows the Karma costs for the desired effect. To use the item, the owner has to connect his pattern to it (see the section on Magic Items). The Weaponsmith may include more effects, but each effect equals a “rank” of the item and needs additional attempts by the owner to connect it to his pattern. No more than three effects may be combined for an item. Note: the Weaponsmith doesn’t need to know the edge he wants to bind into an item, but the edge has to be of equal or lower rank as he is himself. So he can’t create an item that grants the ability of a Legendary edge before he has reached that rank himself.

Desired Effect	Costs in sp	Required Karma	Example
forging the item	Base costs of the item (see list of gear)	None.	A sword
Flat Bonus to a skill	1000 Sp per Bonus point	1 per Bonus point	A sword with +1 fighting, +2 damage
An edge	2000 sp	1 per edge rank	Boots that grant the Fleetfooted Edge
Limitation	Half the costs per limitation	-1 Karma Point	Armor with Bonus versus fire-based attacks.

### Create Orichalcum

*Requirements:* Legendary, Weaponsmith, Smarts d10, Spirit d8

The adept rolls Spellcasting or Spirit (whichever is higher) at -4 to create Orichalcum. He needs at least 1 ounce each of all true elements (air, fire, water, earth, wood) to create 1 ounce of

Orichalcum. If he fails the roll, the material is wasted. He may never create more Orichalcum than enough for a single coin and may try to create Orichalcum once per day.

## Discipline Edges – Wizard

The following Edges are available for Wizard Adepts.

### **Book Memory**

*Requirements:* Wizard, Smarts d8

By spending a Karma Point and flipping through the pages, the adept memorizes the content of any book, instantly gaining any knowledge contained between the covers.

### **Astral Sight**

*Requirements:* Seasoned, Spellcaster discipline, Notice d8

By spending a Karma Point, the Adept can see into Astral Space for a number of minutes equal to his Smarts level. Additional points may be spent to prolong this at a rate of 1 minute per Karma Point.

### **Evidence Analysis**

*Requirements:* Veteran, Wizard, Smarts d8

Equal parts observation, logic and divination magic, the Evidence Analysis Edge allows an adept to examine physical evidence and determine the answers to questions relating to his investigation. For example, an adept might examine a bed to determine that its occupant had not slept well, or he might identify a weapon as being the object used to murder someone. As a general rule, Evidence Analysis can only answer questions regarding “what” or “how” something happened to an object or place. The Wizard rolls Notice for the test. He may spend Karma Points on this roll.

### **Matrix Split**

*Requirements:* Heroic, Wizard, Thread Weaving d6

By spending a Karma Point, the adept can split his Spell Matrices temporarily in two. This lasts for a number of rounds equal to the adept's Thread Weaving. Additional Karma Points may be spent to increase the duration at one point per additional round.

### **Matrix Strike**

*Requirements:* Legendary, Wizard, Astral Sight, Smarts d10,

By spending a Karma Point, the adept may attack another spellcaster's Spell Matrix. This can be either a "physical" attack (using his Smarts for the attack and his Spirit for damage) in Astral Space or a spell. A Spell Matrix has a Toughness of 5. A single wound shatters it until the Spellcaster can reform it with a Thread Weaving roll at -4 or after 24 hours, whichever comes first.

## FAMILIAR EDGES

Some Adepts take on animals as companions, most notably Beastmasters and Cavalrymen, but to a rarer extent some magicians as well.

These beasts are as usual under the command of the main character's player and level up as other extras. But since they are magically connected to their owner, some of these animals develop great

abilities – rules wise, a player may opt to give his animal one of the following Edges when the animal levels up.

### **The Bravest Of Its Breed**

*Requirements:* Animal, Guts d8

Animals with this edge gain the *Fearless* monstrous ability. They can't be intimidated and will follow their owners to Hell and back.

### **Can't Be Put Down.**

*Requirements:* Animal, Vigor d8, Spirit d6

Animals with this edge gain the *Hardy* monstrous ability – they don't suffer a wound after getting shaken a second time.

### **Danger's Coming**

*Requirements:* Animal, Notice d8, Smarts d6(A)

Animals with this edge develop a sixth sense for dangerous situations. They automatically sense an ambush and the like (as per the Danger Sense Edge). They also try to warn their owners who may make a Smarts roll at -2 to understand their animal's intention.

### **Runs Like The Wind**

*Requirements:* Animal, Agility d6

The beast gains the Fleet Footed Edge. If it already has such ability, they still increase their basic pace by +2, but keep the d10 running die.

### **Nine Lives**

*Requirements:* Animal, Vigor d6

If the animal takes a wound, it may roll its Vigor at +2 after combat to see if it survives.

### **Been Through Worse**

*Requirements:* Animal, Vigor d8, Spirit d8, Fighting d8

The animal gains Toughness +1.

### **Stronger Than The Strongest Bull**

*Requirements:* Animal, Strength d8

The animals carrying capacity is doubled.

# GEAR

## MELEE WEAPONS

	Cost	Damage	Strength Minimum	Weight	Size
Knife	3 cp	Str+1		10 oz.	1
Dagger	8 cp	Str+1		1	1
Dwarf Sword	6	Str+2		2	2
Whip	10	Str+1		1	3
Short Sword	16	Str+2		2	2
Broadsword	25	Str+3	D6	3	3
Troll Sword	50	Str+4	D8	6	4
Two-handed Sword	125	Str+4	D8	7	5
Hand-axe	12	Str+2	D6	2	2
Battle-axe	35	Str+3	D8	5	4
Pole-axe	150	Str+4	D8	12	6
Pole Arms	100-175	Str+4	D8	12	6
Lance	150	Str+5	D8	10	6
Spear	3	Str+2		4	4
Trispear	25	Str+2	D6	7	3
Sap	1	Str		8 oz.	1
Quarterstaff	5	Str+1		4	5
Club	2	Str+1		3	2
Mace	20	Str+2		5	3
Flail	35	Str+2	D6	8	3
Spiked Mace	40	Str+3	D6	8	4
Warhammer	125	Str+4	D10	7	5

\*Minimum Agility of d6 required to use a whip.

## MISSILE WEAPONS

	Cost	Damage	Strength	Weight	Size	Range (in yards)		
		Step	Minimum			S	M	L
Blowgun	2	2d4		10 oz.	1	3	6	12
Box of 10 needles	1	-		8 oz.	-	-	-	-
Sling	3	Str+1		2	2	4	8	16
Troll Sling	15	Str+2	D8	3	4	5	10	20
Windling Bow	25	2d4		14 oz.	2	6	12	24
20 Windling arrows	5	-		8 oz.	-	-	-	-
Short Bow	15	2d6	D6	3	3	10	20	40

	Cost	Damage	Strength	Weight	Size	Range (in yards)		
		Step	Minimum			S	M	L
20 Short-bow arrows	5	-	-	5	-	-	-	-
Longbow	60	2d6	D8	4	5	12	24	48
20 Longbow arrows	10	-	-	7	-	-	-	-
Light Crossbow	50	2d6	D6	5	4	12	24	48
15 Light Crossbow bolts	15	-	-	3	-	-	-	-
Medium Crossbow	100	2d6+1	D8	6	5	15	30	60
15 Medium Crossbow bolts	20	-	-	3	-	-	-	-
Elven Warbow*	200	2d6	D8	4	5	15	30	60
20 Warbow arrows	25	-	-	7	-	-	-	-
Quiver	2	-	-	3	-	-	-	-

\*Minimum Agility of d8 required to use warbow.

## THROWING WEAPONS

	Cost	Damage	Strength	Weight	Size	Range (in yards)		
		Step	Minimum			S	M	L
Windling Net	15	NA	4	2	2	3	6	12
Net	15	NA	9	5	6	3	6	12
Darts	5 cp	Str+1	5	2 oz.	1	3	6	12
Dagger	8 cp	Str+1	9	1	1	2	4	8
Throwing Dagger	2	Str+1	12	12 oz.	1	3	6	12
Oil, Burning Flask of	6	Str+1	5	8 oz.	3	3	6	12
Bola	10	Str+2	4	1	2	4	8	16
Throwing Axe	25	Str+2	5	3	3	3	6	12
Flight Dagger	25	Str+1	12	12 oz.	1	5	10	20
Windling Spear	45	Str+1	4	8 oz.	2	3	6	12
Spear	3	Str+2	5	4	4	3	6	12
Hawk Hatchet	125	Str+2	9	2	3	4	8	16

## ARMOR

	Cost	Armor Rating	Mystic Armor?	Weight	Charisma
Padded Cloth	2	+1		3	-1
Leather	10	+1		15	0
Padded Leather	20	+1		20	0
Hardened Leather	40	+1		20	+1
Hide Armor	50	+1		25	+1
Obsidiman Skin	100	+1	Y	20	-4
Ring Mail	110	+2		30	0

	<b>Cost</b>	<b>Armor Rating</b>	<b>Mystic Armor?</b>	<b>Weight</b>	<b>Charisma</b>
Fernweave	125	+2	Y	15	+1
Chain Mail	180	+2		40	0
Blood Pebble	300	+2	Y	NA	+1
Crystal Ringlet	500	+2	Y	45	+2
Living Crystal	1,100	+3	Y	NA	+2
Plate Mail	3,000	+4		60	+1
Crystal Plate	12,000	+5	Y	90	+3

## SHIELDS

	<b>Cost</b>	<b>Parry Bonus</b>	<b>Mystic Armor?</b>	<b>Weight</b>	<b>Charisma Bonus</b>
Buckler	5	+1		5	0
Ferndask	22	+1	Y	5	+1
Footman's	15	+2		10	0
Rider's	20	+2		8	0
Crystal Viking	150	+2	Y	15	+1
Body	50	+3		15	0

## CLOTHING

### PACKAGE DEALS

Peasant's Garb	<b>Cost</b> 12 cp
(shirt, belt, sandals, breeches)	
—with robe or dress instead of breeches	3
Traveler's Garb	8
(soft boots, shirt, belt, breeches, traveler's cloak)	
—with robe or dress instead of breeches	9
Wealthy Traveler's Garb	40
(riding boots, belt, three patterned shirts, guild breeches or patterned dress, fine hat, shoes, satin-lined cloak, ornamental brooch)	
—with embroidered robe instead of breeches	50

## DISTINCTIVE ITEMS

Item	Cost	Item	Cost	Item	Cost
Belt	5 cp	Hats		Gloves	
Boots		Felt	4 cp	Leather	2
Soft	1	Woolen cap	12 cp	Quiet fingers	140
Riding	4	Fine quality	9	Sword scabbard	5
Mountain	8	Courtier quality	18	Toga	6 cp
Breeches		One-size	35	Tunic	4 cp
Peasant's	4 cp	Hooded mask	3		
Merchant's	1	Hosiery			
Guild member's	7	Plain	5 cp		
Brooch		Silk	20		
Plain brass	2	Jackets			
Ornamental	12	Wool	12		
Silver	15	Silk	90		
Gold	120	Courtier's	170		
Cloaksense	350	Pin	1		
Cloak		Robe			
Wool	5	Linen	15 cp		
Satin- or silk-lined	14	Embroidered	15		
Fur-trimmed	50	Elfweave	80		
Espagra-scale	120	Sandals	2 cp		
Dwarf winternight	275	Shirts			
Theran	380	Plain	2 cp		
Dresses		Patterned	1		
Plain	2	Silk	45		
Patterned	7	Shoes			
Embroidered	22	Merchant's	2		
Satin	100	Courtier's	40		
Ballroom gown	250	Scarf	5		
Theran	560				

## PROVISIONS

Item	Cost	Item	Cost
Week worth of trail rations	10	Lodging	
Week worth of dwarf mine rations	25	Flophouse (no bed)	1 cp
		Cheap inn	
Food		Public room, one large bed	5 cp
Simple meal	3 cp	Private room, one bed	1
Average meal	1	Merchant inn	
Good meal	3	Private room, one bed	3

<b>Item</b>	<b>Cost</b>	<b>Item</b>	<b>Cost</b>
Sumptuous feast	50	Private room with bath	5
Theran Uyglar	25	Guild inn	
		Room with bed and bath	8
Drinks		Room with security locks	12
Mug of average ale	5 cp	Luxury inn	
Mug of good ale	1	Room with bed and bath	25
Mug of dwarf stout ale	2	Room with magical amenities	40
Wine		Room plus personal valet	55 + tips
Glass	1 cp		
Bottle	5 cp		
Fine wine			
Glass	1		
Bottle	5		

## ADVENTURING EQUIPMENT

### PACKAGE DEALS

	<b>Cost</b>	<b>Weight</b>
Adventure's kit (backpack, bedroll, flint and steel, torch, waterskin, large sack)	15	10
Adventurer's kit with tent	40	25

### SPECIALIZED ITEMS

	<b>Cost</b>	<b>Weight</b>		<b>Cost</b>	<b>Weight</b>
Artisan tools			Lantern		
Carving	15	1	Hooded	9	6
Sculpting	30	1	Bull's-eye	27	6
Painting	45	2	Light quartz	75	8
Embroidery/Sewing	25	1	Map/scroll case	8 cp	3
Backpack	5	3	Musical instruments		
Bedroll	5	2	Whistle	2 cp	1
Belt pouch	8 cp	1	Flute	2	1
Blanket	15	3	Drum	7	5
2 candles	7 cp	8 oz.	Lute	25	6
Chain, light	10	5	Horn	70	7
Chain, heavy	50	10	Oil (per flask)	6	8 oz.
Chalk (5-piece box)	3 cp	8 oz.	Paper/Parchment (per sheet)	1	-
Fishhook	1 cp	-	Piton	9 cp	2
Fishnet (15 sq. ft.)	15	10	Rope		
Flint and steel	1	1	10-foot length	8	5



	<b>Cost</b>	<b>Weight</b>		<b>Cost</b>	<b>Weight</b>
Forge tools	100	20	25-foot length	15	12
Grappling hook	10	5	50-foot length	25	25
Healer kit	75	5	Sack		
Refill	50	-	Large	2	1
Iron pot	20	8	Small	1	-
Whetstone	2 cp	1	Sewing kit	5	-
Waterskin	2	2 when full	Tent	30	15
Wineskin	2	2 when full	Thieves' picks and tools	100	1
Writing ink (per vial)	10	8 oz.	Torch	5 cp	1

## SERVICES, VEHICLES, ANIMALS

<b>Service</b>	<b>Cost</b>	<b>Vehicles</b>	<b>Cost</b>	<b>Animals</b>	<b>Cost</b>
Armorer		Cart		Horses	
Armor repair	50	Small	10	Draft horse	150
Armor decoration	35	Large	25	Riding horse	125
Messengers		Wagon		War horse	1,500
Local	5	Small	30	Dogs	
City-to-city	30-75	Large	50	Hunting/Guard dogs	30
Sage	15-100	Boats		War hounds	50
Scribe	50-75	Canoe	15	Elephants	3,000
Library access		Rowboat	20	Falcon (trained)	3,500
Major-city library	25	Small sailboat	35	Pack mule	100
Throal library	20			Thundra beast	4,000
Transportation				Griffin (trained)	7,500
Caravan	3-5 per person, per day				
Riverboat	5 per person, per day				
Weaponsmith					
Weapon repair	55				
Weapon decoration	45				

## MINOR MAGICAL EQUIPMENT

**Cost Weight**

**Effect**

### Healing Aids

Booster potion	50	2	May make an immediate Natural Healing roll. Restores Fatigue.
Healing potion	300	2	Heals immediately one wound, plus one Natural Healing roll +2. Restores Fatigue.
Last Chance potion	600	1	Restores a character to Incapacitated if recipients makes a Vigor roll at +2. Does not heal any wounds or restore fatigue.
Resist Disease potion	75	2	+2 to Vigor rolls for resisting diseases
Cure Disease potion	500	2	Automatically heals any non-magical disease
Kelix's Poultice	50	1	+2 to Vigor rolls for resisting poisons
Kelia's Antidote	125	2	Automatically neutralizes one dose of poison for 4 hours.

### Light Quartz

Small	75	2	Lights an area of a medium burst template
Mid-sized	125	6	Lights an area of a large burst template
Large (used in kaers)	200	20	

### Blood Charms (in Brackets are the modifier of a characters Pattern Rating)

Absorb Blow (-1)	100	1	Absorbs one wound and is then rendered inert.
Astral Sensitive Eye (-1)	325	1	Grants the Ability to see into Astral Space. Normal vision through the eye is cloudy, invoking a -2 penalty for sight-based trait rolls when depending on that eye only.
Death Cheat (-2)	450	1	When dead, character may make an immediate Vigor roll at +2 to restore a character to Incapacitated. With a raise, the character is Shaken. Wounds are not healed.
Desperate Blow (-3)	275	1	Activated with a Benny; Grants +4 to a single Attack or Damage roll. May be re-used.
Desperate Spell (-3)	300	1	Activated with a Benny; Grants +4 to a single Thread Weaving, Spell Casting or Spell effect roll. May be re-used.
Horror Fend (-1)	200	1	Activated with a Benny; Grants the Arcane Resistance Edge for a number of rounds equal to the character's Spirit. May be re-used.
Targeting Eye (-1)	450	1	Grants the Marksman Edge. Normal vision through the eye is cloudy, invoking a -2 penalty for sight-based trait rolls when depending on that eye only.

## MAGICAL GEAR

This section covers Thread Items, available in major cities of Barsaive – they are expensive, but easier to find than legendary items. They may be turned into items of legend themselves at some point during an adept's career, as per the usual rules. However, the necessary Spirit roll is only penalized with -2 instead of -4.

All of these items have only one key knowledge – its name. If they buy the item, the merchant will tell the player characters the name. If they take it off somebody else, they'll have to find some other way of learning it.

## WEAPONS

	<b>Cost</b>	<b>Un-/Activated</b>	<b>Strength Minimum</b>	<b>Weight</b>	<b>Size</b>
Crystal Axe	2,100	Str+3/Str+5	D6	10 oz.	3
Crystal Sword	3,500	Str+4/Str+6	D8	1	5
Elemental Long-Spear	4,000	Str+2/Can't break, Parry+2	D6	2	5
Maul Hammer	2,200	Str+4/Str+5, Soak rolls are at -2	D8	1	5
Prince Axe	2,100	Str+4/Str+5, Parry +1	D8	2	4
Rain Club	3,100	Str+1/Str+2		3	2
Stone Broadsword	4,500	Str+2/Str+4	D8	8	4
Stone Dagger	1,200	Str+1/Str+3	D6	4	2
Three-Axe	2,100	Str+2/Str+5	D6	6	3
Wrist Carver	2,000	Str+1/Str+3		1	2
Long Bow	1,900	Either +2 to damage or range		4	5
Sling	1,000	Either +2 to damage or range		1	2
Throwing Axe	1,300	Either +2 to damage or range		2	3

## ARMOR

All threaded armor protects against magical attacks.

	Cost	Un-/Activated	Weight	Charisma
Leather	1,400	+1/+2	15	0
Hardened Leather	1,600	+1/+2	20	+1
Obsidiman Skin	2,500	+1/+3	20	-4
Ring Mail	2,200	+2/+3	30	0
Chain Mail	4,000	+2/+3	40	0
Plate Mail	12,500	+4/+5	60	+1
Wyvernskin Robe	6,000	+1/+2	15	+2

## ITEMS

	Cost	Effect	Weight
Amulet	550	+1 to Charisma, spells targeted against the wearer are rolled at -1	1
Boots	1,800	+2 to pace	2
Bracers	1,100	+1 to Parry	2
Brooch	450	+2 Charisma	1
Cloak	1,750	+1 to Charisma, Fighting attacks against the wearer are at -1	2
Container	1,800	Container can hold up to 20 times it's own weight.	1+
Crystal Box	3,000	Items within are concealed in Astral space – can only be detected at Notice -4	3
Forest Robes	3,000	Stealth +1, up to four items can be concealed within the robes (Notice rolls to detect them at -4)	1
Gauntlets	2,000	+1 to close combat damage rolls.	4
Instrument	5,000+	+2 to Persuasion when performing	2+
Lightning-Bolt Earrings	3,000	+2 to Agility-based Tricks	1
Map of Location	4,000	+2 to tests for navigation	1
Naga-Scale Brooch	2,000	+3 to Charisma	1
Ring	1,500	Spells targeted against the wearer are rolled at -2	1
Ring of Accuracy	1,500	+1 to Fighting, Shooting or Throwing rolls with this hand	1
Spell Matrix Object	1,500	A mage can use this item as an additional Spell Matrix	2+
Vetta-Skin Bridle	1,700	Mounts with this bridles gain +2 to rolls for resisting fear	2
Vial	2,000	Once per day, the vial works like a Booster Potion with a Bonus of +2	1
Wand	2,100	The wielder adds +1 to his Spellcasting rolls	2

# MAGIC IN EARTHDAWN

Magic in Earthdawn is infinite - you can't run out of it. You simply need time to work it. Therefore, you don't spend Power Points, but have to weave Threads to power your spells. All Spells from the SWRB are available. Converting the Power Point costs to necessary Threads is easy: it's 1:1.

Spell Matrices can hold one Thread indefinitely, so you could cast standard Bolts each round, once they're in the Spell Matrix. How this works exactly is described below.

Another form of magic is Summoning - this is only available to Elementarists and Nethermancers though.

The Spells section details which disciplines may take what Spells and their trappings. It also includes some new Spells.

Finally, there's Magic Items. How they work, what they do and what your character has to do to use them.

## SPELL MAGIC

The world of Earthdawn has a very high magic level. The Astral Space is strong which makes it both easy and difficult to use it: Easy, because you can't run out of magic (ie, Power Points); difficult, because it takes time and consideration to cast your spells.

Each mage needs two skills to use magic: Thread Weaving, to form the astral energies according to his will, and Spellcasting, to actually power the Spell. Since the channeling of this raw energy poses an enormous risk for a mage, most use Spell Matrices to channel a spell's energy through - instead of their own bodies (ie like Horrors or very desperate - or insane - mages).

Each mage starts with one Spell Matrix and may get additional through the Spell Matrix Edge. It takes a Thread Weaving test (if in a hurry) to place a spell in the Matrix. This test is modified by -1 per Rank requirement of the spell. If successful, the spell and its first thread is stored until replaced. If the mage has time, quiet meditation and 10 minutes time will do the same, no roll is necessary.

A mage can only cast a spell once all necessary threads are woven. If he has a multi-thread spell in the matrix, he still needs to re-weave them prior to every casting - the Spell Matrix always holds only one thread. When not in combat, these Thread Weaving rolls are assumed to be automatically successful, so you don't need to roll when you have enough time and can focus on the task at hand.

If - for any reason - a mage doesn't want to cast using a Spell Matrix, he has two other options:

### Casting from a Grimoire:

A mage can cast any spell he has in his or other Grimoires, regardless of whether he already knows he Spells or doesn't. Casting from a grimoire enables him to cast spells that are of a higher rank than he is. No Matrix is required or provided, so he has to weave all necessary threads. Since this is a form of Raw Magic, the grimoire may suffer damage (see below). Most grimoires have a Toughness of 5 when determining the effects of Raw Magic.

### Raw Magic:

In some instances, it might be necessary to take drastic measures. There's nothing more drastic than casting Raw Magic. It enables a mage to cast any spells he knows (ie has previously copied them

into his grimoire) without the need to weave any Threads, instead powering the spell with his own life energy: for the purposes of using Raw Magic, a mage has a number of Power Points equal to his Spellcasting die. Resolve the casting as per standard SW rules. (Spent Power Points are fully recovered at the end of a scene.)

Raw Magic can be very dangerous, depending on the condition of the surrounding Astral Space. Each area of Astral Space falls into one of the categories detailed below. When casting a spell using Raw Magic and the Spellcasting Die comes up as a 1, the mage may take damage. Also, casting Raw Magic may result in a Horror Mark (if the character survives).

**Safe:** Safe regions of astral space are those areas the Horrors were unable to touch or corrupt. For example, because the entire city of Throal and the surrounding area was sealed off from the rest of the world during the Scourge, the astral space connected to Throal was not invaded by the Horrors and so remains pure. It is safe to cast raw magic in Throal. (Most mages won't do it, though, instead relying on their Thread Weaving talent.)

**Open:** Open regions are those areas where Horrors passed through, but used little magic. In these places they caused little pain and suffering and left the countryside mostly intact; what they did destroy has been rebuilt since the end of the Scourge. Most of Barsaive fits into this classification. If the Spellcasting die comes up with a 1, the mage takes 2d6 damage. No armor protects against this damage, but it can only cause Fatigue Levels, not Wounds. For determining a Horror Mark, roll a d20. Add one point per Power Point spent and one per Rank of the spell to the roll. If the result is 20 or higher, the character is Horror Marked.

**Tainted:** Tainted regions are those areas where the Horrors caused considerable destruction and pain. Though Horrors may no longer be active in the area, the region once suffered terribly under the Horrors' influence. Some areas of the cities of Parlainth and Haven fall under this classification. If the Spellcasting die comes up with a 1, the mage takes 2d8 damage. No armor protects against this damage. For determining a Horror Mark, roll a d20. Add two points per Power Point spent and two per Rank of the spell to the roll. If the result is 20 or higher, the character is Horror Marked.

**Corrupt:** Corrupt regions are areas currently inhabited by a Horror. A Horror can affect a region varying in size from a few hundred yards to hundreds of square miles, depending on its power. The Badlands, the Wastes, and some areas of Parlainth are Corrupt. If the Spellcasting die comes up with a 1, the mage takes 3d10 damage. No armor protects against this damage. For determining a Horror Mark, roll a d20. Add three points per Power Point spent and three per Rank of the spell to the roll. If the result is 20 or higher, the character is Horror Marked.

*Example:*

*Ruan the Wizard has to cast a Bolt to defend himself against a charging Ork Scorcher. He doesn't have the time to place the Spell into his Matrix, so he decides to use Raw Magic. To make sure that he kills the Ork with a single casting, he pumps six Power Points into the Spell. He rolls his Spellcasting and his skill die comes up with 1! Luckily, his Wild Die aces, so the Spell succeeds. After determining the outcome of the Bolt, the Raw Magic effects are determined. Ruan cast the Spell in a Tainted region of Astral Space, so first, he takes 2d8 points of damage. Then, he checks if he acquired a Horror Mark: He rolls a d20, adding 2 points for the rank of the spell (Novice). Since he spent 6 Power points, he has to add another 12 points to the roll, resulting in a total bonus of 14! If he doesn't roll less than 6 on his d20, he's attracted the interest of a Horror who immediately marks the young Wizard!*

## SUMMONING

Summoning is taught to Nethermancers and Elementalists. But it's hard to do and only masters of the discipline can do it without great risk to mind and body.

Summoning is a Spirit roll, modified by various circumstances (listed below). If successful, the summoned entity appears. Elementals and Spirits do not like to be summoned, so any task the Summoner demands may have to be enforced on the entity. Asking a Fire Elemental to burn down an old house warrants no roll. Asking the same Elemental to attack a riverboat crew under deck off a boat floating on Lake Ban does. It only takes 3 rounds to summon a Spirit or an Elemental, but it gets easier the longer the magician focuses.

All Summoning rolls start at a base modifier of -4 (which makes it pretty hard for Novice magicians and still a challenge for Legendary ones).

All Spirits and Elementals have a Strength rating (ranging from 1 to 10). The Strength rating is also a negative modifier.

The following table lists usual modifiers:

<b>Condition</b>	<b>Modifier</b>
Summoning takes place in a hospitable environment (Graveyard for Spirits, a jungle for Wood Elementals)	+2
Every 3 rounds the magician takes longer to summon	+1 (max. +4)
Magician uses appropriate bait (Rare and precious wood for a Fire Elemental, an empty vessel (ie a body) for a Spirit)	+1 to +3
Summoner knows the name of the entity	+2
Summoning takes place in an uncomfortable environment (Consecrated ground for Spirits, a sealed room for Air Elementals)	-2
Summoning takes place in a dangerous environment (a burning forest for Water Elementals, anywhere where Astrals Space has been warped by Horrors for Spirits)	-4
Every round shorter summoning time (minimum: 1 round)	-2
Entity Strength Rating	-Strength Rating
Wounds or Fatigue	Wound Modifiers
Summoner re-summons same entity	-1/Summoning
An entity stays for a number of rounds equal to the magician's Spirit. By spending a Karma Point, this may be increased to minutes. Additional points may be spend to increase the time frame.	
For stats, use the Elementals from the SWRB, page 127. Spirits use the Ghost Stats from the SWRB, page 128.	

The Strength Rating of the entity equals the creature's number of Karma Points. Spirits and Elementals can use their Karma Points on all their actions as well as for increasing any of their stats.

## **SPELLS**

This entry describes the available Spells for each discipline with the various trappings. New Spells are acquired through books or teachers rather than the New Power edge. The durations of spells that

run longer than 1 round are changed to the Spellcasting level – i.e., an Illusionist with Spell casting d8 could cast Invisibility and the effect would last for 8 rounds. See the table below for details.

## **Illusions**

An illusionist carries a wide array of spells, but most of his effects are illusionary and may be disbelieved. Disbelieving an illusion takes an action and is an opposed Smarts roll versus the Illusionist's Spellcasting. If the roll is successful, the same spell has no further effect against that target. Others may try to disbelieve the same spell and add +2 per successful test of their friends to their rolls. If the illusionist is beat with a raise, all his spells are rolled at –2 for the remainder of the scene.

## Spells from the SWRB

### **Armor**

**Elementalist Trappings:** The spell creates a protective cushion of air. The magician blows on the parts of the target's body to be covered with armor and makes a Spellcasting Test. If the test succeeds, air rushes in under the target's clothing, pushing outward and providing padding as well as ventilation. Additionally to the protection, the armor provides the same bonus to Fatigue rolls due to heat. *Name of the Power: Air Armor*

**Illusionist Trappings:** Not available

**Nethermancer Trappings:** The nethermancer touches the target of the spell. If the Spellcasting Test is successful, a glimmering set of blue chain mail seems to cover the recipient and then sink into his or her body. *Name of the Power: Spirit Armor.*

**Wizard Trappings:** The magician slams his hand into the armor to be enhanced, while uttering a soft, thudding sound, as if an ineffectual blow had landed.

### **Barrier**

**Elementalist Trappings:** With this spell, the magician summons an earth wall that he may place along the ground wherever he chooses. *Name of the Power: Earth Wall.*

**Illusionist Trappings:** This spell creates a wall of illusory fire. While casting the spell, the illusionist makes crackling, hissing noises like a roaring fire. Characters passing through it take 2d6 points of damage. *Name of the Power: Wall of Unfire.*

**Nethermancer Trappings:** This spell creates a circle of cold that can damage characters who enter it. While weaving the threads, the nethermancer spins in a slow circle, increasing speed as he nears the end of the spellcasting. He stops suddenly, kneeling to touch the center of the circle. A wave of cold ripples out 5 yards in every direction from the center. A character crossing takes 2d6 damage. *Name of the Power: Chilling Circle.*

**Wizard Trappings:** Not available.

### **Beast Friend**

**Elementalist Trappings:** Not available.

**Illusionist Trappings:** Not available

**Nethermancer Trappings:** This spell allows the nethermancer to converse with and command nocturnal flying creatures, such as owls, bats and krilworms. The nethermancer imitates the flying or speaking sound of the animal and then makes a Spellcasting Test. *Name of the Power: Command Nightflyer.*

**Wizard Trappings:** Not available



## Blast

**Elementalist Trappings:** The elementalists needs a source of flame to cast the Fireball spell. As he weaves the thread, he places one of his hands to the side of the flame, then moves it over the top in a circular motion. When cast, the fireball expands to the size of a beach ball. As the fireball reaches the point of impact, the elementalists 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 fireball. The magician then rolls the Effect dice. All characters within 10 yards take damage equal to the result of the Effect dice roll. Mystic armor protects against fireballs. *Name of the Power: Fireball.*

**Illusionist Trappings:** The illusionist releases a barrage of illusory missiles. *Name of the Power: Illusory Missiles.*

**Nethermancer Trappings:** The nethermancer taps the uglier regions of astral space, drawing the foul vapors to the physical plane. *Name of the Power: Foul Vapors.*

**Wizard Trappings:** Not available.

## Bolt

**Elementalist Trappings:** The elementalists flings dirt into the air while weaving the thread for the spell. The dirt then changes into crystalline darts that fly at the foe when the spell is cast. *Name of the Power: Earth Darts.*

**Illusionist Trappings:** The spell creates a wriggling, glowing green bolt. If the Spellcasting Test is successful, the illusionist rolls the dice for non-lethal Damage. *Name of the Power: Ethereal Bolt.*

**Nethermancer Trappings:** While weaving the spell threads, the nethermancer extends his hand in a grasping motion, facing the victim. If the Spellcasting Test is successful, the spell surrounds the victim's heart with a squeezing layer of astral force. Physical armor does not protect the target. *Name of the Power: Spirit Grip.*

**Wizard Trappings:** The spellcaster whips her arm as if throwing a dagger. This creates a dagger of pure astral energy. No physical armor protects against this damage. *Name of the Power: Mind Dagger.*

## Boost Trait

**Elementalist Trappings:** Not available.

**Illusionist Trappings:** Depends on the effect. Boosting Strength seems to make the target's muscles to swell, maybe even taking on a different color, Boosting Fighting leads to an after-image when the weapon is swung and so on.

**Nethermancer Trappings:** The nethermancer summons a minor spirit with the intended superior trait and allows him to take possession of the target.

**Wizard Trappings:** The wizard infuses the target with pure astral energy.

## Lower Trait

**Elementalist Trappings:** Not available.

**Illusionist Trappings:** Depends on the desired effect, but may include a rapidly aging process, or the feeling that something flew into the target's eye and so on.

**Nethermancer Trappings:** The nethermancer summons a minor spirit with the intended inferior trait and allows him to take possession of the target.

**Wizard Trappings:** The wizard infuses the target with pure astral energy.

## Burrow

**Elementalist Trappings:** The elementalists becomes one with the elements, sinking into the earth.

**Illusionist Trappings:** Not available.

**Nethermancer Trappings:** The Nethermancer lets himself pull under the Earth by the dead lying there. Works always in graveyards or battle sites, but the GM may incur a penalty to the Spellcasting for less "dead-infused" areas.

**Wizard Trappings:** Not available.

## Burst

**Elementalist Trappings:** This spell creates a howling wind to blast a path starting directly in front of the spellcaster. The elementalists weaves the thread, placing both hands to his lips when finished. Then he casts the spell by blowing hard and flinging his arms wide. A successful Spellcasting Test creates an air blast path. Targets caught in the Blast are Shaken, no damage is rolled. *Name of the Power: Air Blast.*

**Illusionist Trappings:** The illusionists claps his hands spreading them, releasing a fan of singing hot flames. *Name of the Power: Fireburst.*

**Nethermancer Trappings:** Not available.

**Wizard Trappings:** Not available.

## Deflection

**Elementalist Trappings:** The elementalists snaps his fingers to create a spark of electricity, which leaps to the target's shield (which has to be supplied). Whenever an attacker only misses because of the penalty, he takes a jolt of lightning in return, taking 2d6 damage. *Name of the Power: Lightning Shield.*

**Illusionist Trappings:** The Illusionist creates illusionary clones of the target, making it harder to determine the "real thing". *Name of the Power: Phantom Warrior.*

**Nethermancer Trappings:** The The Shield Mist spell creates a shield of mist that hardens and moves to deflect blows directed against the magician. While weaving the spell thread, the magician moves his hands over his form while wisps of mist pour from his fingertips, then makes a Spellcasting Test. *Name of the Power: Shield Mist.*

**Wizard Trappings:** This spell moves the magician out of the way of injury. The magician hops frantically up and down while weaving the spell threads, then makes a Spellcasting Test. If the test succeeds, the magician is imbued with a magical "sixth sense" that detects physical attacks targeted directly or indirectly at the magician, and moves him out of harm's way. *Name of the Power: Displace Self.*

## Detect Arcana

**Elementalist Trappings:** This spell allows to detect elementalists spells. *Name of the Power: Detect Elementalism.*

**Illusionist Trappings:** This spell allows to detect illusionist spells. *Name of the Power: Detect Illusions.*

**Nethermancer Trappings:** This spell allows to detect nethermancer spells. *Name of the Power: Detect Nethermancy.*

**Wizard Trappings:** This spell allows to detect spells, items, curses and other uses of magic from every magician's discipline.

## Conceal Arcana

**Elementalist Trappings:** Not available.

**Illusionist Trappings:** This allows the illusionist to make his illusions harder to disbelieve. *Name of the Power: Conceal Illusions.*

**Nethermancer Trappings:** Not available.

**Wizard Trappings:** This allows to warp Astral Space just enough to create a "pocket" to hide items, spell use and the like.

## Dispel

**Elementalist Trappings:** Not available

**Illusionist Trappings:** Not available

**Nethermancer Trappings:** Not available

**Wizard Trappings:** See SWRB.

## Elemental Manipulation

**Elementalist Trappings:** See SWRB.

**Illusionist Trappings:** Not available

**Nethermancer Trappings:** Not available

**Wizard Trappings:** Not available

## Entangle

**Elementalist Trappings:** The spell causes a massive earthen or stone hand to rise out of the ground and seize the target. The target must be standing on earth or stone for this spell to be effective against him. The magician clutches at the air while weaving the spell thread, then points his hand at the target and makes a Spellcasting Test. *Name of the Power: Grasping Hands of Earth.*

**Illusionist Trappings:** The floor below the target seems to melt, sucking at his feet, gripping them fast. *Name of the Power: False Floor.*

**Nethermancer Trappings:** Skeletal hands break through the earth, gripping the target.

**Wizard Trappings:** Vines appear from undergrowth, grabbing at a single target character.

## Environmental Protection

**Elementalist Trappings:** Versus cold: The elemental conjures frost on his palm. The frost melts away as he touches the target. Versus heat: The elemental conjures a small flame on the tip of each index finger. She touches the target on the eyebrows (or ridge above the eyes approximating the position of the eyebrows). A bright flash singes the brows, but does no damage. Underwater: The elemental mimics the mouthings of a fish while weaving the threads, then touches the target of the spell. The spell allows a character to breathe comfortably underwater but does not prevent a character from breathing air.

**Illusionist Trappings:** Not available

**Nethermancer Trappings:** Can cast the spell only in Astral Space. The Nethermancer is surrounded by spirits, guarding him from harm that might come from tainted regions of Astral Space. *Name of the Power: Circle of Astral Protection.*

**Wizard Trappings:** Not available

## Fear

**Elementalist Trappings:** Not available

**Illusionist Trappings:** This spell deceives the target into believing he has been transported to astral space. While weaving the spell, the illusionist conjures up memories or imaginings of astral space. *Name of the Power: Astral Nightmare.*

**Nethermancer Trappings:** This spell transforms the nethermancer's head into a gore-spattered skull. The nethermancer touches his face as he casts the spell. *Name of the Power: Death's Head.*

**Wizard Trappings:** Not available

## Fly

**Elementalist Trappings:** The elementalists casts this spell by taking a sitting position. If the Spellcasting Test is successful, a Throne of Air forms as a wavery, turbulent image underneath the magician. The elementalists can move in the throne, it has a pace of 8. The Throne of Air spell has limited vertical movement. It can move above the ground a number of inches equal to the magician's Spellcasting Rank. *Name of the Power: Throne of Air.*

**Illusionist Trappings:** This spell is not an illusion. It enchants a carpet or other piece of cloth to become a flying platform. If the illusionist makes a successful Spellcasting Test, he may command the carpet with verbal instructions. The illusionist may also turn over command of the carpet to another character, but he can only do so once during the spell's duration. *Name of the Power: Flying Carpet.*

**Nethermancer Trappings:** Not available

**Wizard Trappings:** The magician flaps his arms up and down while weaving the spell threads, then makes a Spellcasting Test. If the test succeeds, the magician gains the ability to fly. *Name of the Power: Solo Flight.*

## Greater Healing

**Elementalist Trappings:** Not available

**Illusionist Trappings:** Not available

**Nethermancer Trappings:** The nethermancer touches a limb that has been crippled while infusing it with energy from another plane, taking a penalty of -3 to the roll. *Name of the Power: Reverse Withering.*

**Wizard Trappings:** Not available

## Healing

**Elementalist Trappings:** This spell heats up food and infuses it with magic that will have a beneficial effect on the target. The elementalists breathes on his hands as if to warm them, and his hands begin to glow a gentle red. As the elementalists touches the food to be warmed, the glow transfers to the food. Within a minute, the food is steaming hot. Eating the food removes all Fatigue levels and adds +2 to Natural Healing rolls (+4 with a raise). *Name of the Power: Heat Food.*

**Illusionist Trappings:** Not available

**Nethermancer Trappings:** The Nethermancer touches the wounded character with icy fingers numbing any pain and summoing minor spirits who knit the flesh. *Name of the Power: Recovery.*

**Wizard Trappings:** Not available

## Invisibility

**Elementalist Trappings:** This spell makes a character blend completely with his surroundings, making it more difficult for someone else to spot him. The elementalist throws a stone, rubs some dirt, or touches a pebble to the spell target. The elementalist and the target must both be standing on stone or earth for the spell to work. *Name of the Power: Earth Blend.*

**Illusionist Trappings:** The illusionist concentrates intensely on the thought of “nobody here” while weaving the thread. The spell centers on the spot where the illusionist casts it, radiating out 5 inches. The effect does not move. Characters who exit the circle lose the benefit of the spell, regaining the benefit only by moving back inside the circle. *Name of the Power: Nobody Here.*

**Nethermancer Trappings:** Not available

**Wizard Trappings:** Not available

## Light

**Elementalist Trappings:** The elementalist conjures a small flame in the palm of his hand, illuminating everything within a 10 feet radius. *Name of the Power: Palm of Fire.*

**Illusionist Trappings:** Light is a real spell, not an illusion. The illusionist briefly taps into the astral plane to release some energy for the light. The Light spell forms a floating, glowing sphere about the size of an orange, illuminating everything within a 30 feet radius.

**Nethermancer Trappings:** With this spell, the nethermancer pierces astral space to gather pure light. If the test is successful, a globe of light hovers about 2 or 3 feet above the nethermancer, but no higher. The globe pulses with a white light with a greenish hue, illuminating everything within a 5 feet radius.

**Wizard Trappings:** Not available

## Obscure

**Elementalist Trappings:** Not available

**Illusionist Trappings:** Whatever the Illusionist can think of!

**Nethermancer Trappings:** Using this spell, the Nethermancer draws a bit of darkness from another dimension, then commands it to billow and expand. *Name of the Power: Ethereal Darkness.*

**Wizard Trappings:** Not available.

## Puppet

**Elementalist Trappings:** Not available

**Illusionist Trappings:** The Illusionist gains a very persuasive voice and manner, tricking others into doing his will. *Name of the Power: Best Face.*

**Nethermancer Trappings:** The Nethermancer does a herky-jerky jig while weaving the spell, pointing at the target as he casts the spell. If the Spellcasting Test is successful, the spell infuses the target’s skeleton with an independent living force, which then moves the skeleton against the target’s will. *Name of the Power: Bone Dance.*

**Wizard Trappings:** Not available

## Quickness

**Elementalist Trappings:** Not available.

**Illusionist Trappings:** Not available.

**Nethermancer Trappings:** The Nethermancer summons a spirit that enhances the target's combat abilities. *Name of the Power: Speed of the Dead.*

**Wizard Trappings:** The wizard infuses the target with pure astral energy. *Name of the Power: Astral Quickening.*

## Shape Change

**Elementalist Trappings:** Not available

**Illusionist Trappings:** By casting the spell, the adept changes into a monstrous being. He may choose a single beast or entity (like a Fire Elemental) or a combination of various beasts (like a goat, a cow, a raven and a lion combined), but he has to have at least seen each of the beings used. He may include namegiver aspects in this illusion, but the resulting creature is always distorted. This illusion affects all senses. He gains the following benefits: His Parry and Toughness increase by 2. He also adds +2 to Intimidation attempts. *Name of the Power: Monstrous Mantle.*

**Nethermancer Trappings:** Not available

**Wizard Trappings:** Not available.

## Smite

**Elementalist Trappings:** The elementalist conjures a small flame as he weaves the first thread. This flame leaps to cover a weapon chosen by the elementalist, except where the wielder touches it. *Name of the Power: Flame Weapon.*

**Illusionist Trappings:** The Weapon starts to drip blood from its edge. This spell doesn't work with blunt weapons. *Name of the Power: Bleeding Edge.*

**Nethermancer Trappings:** The Nethermancer calls upon the netherworld, infusing the weapon with the cold of the dead. *Name of the Power: Netherblade.*

**Wizard Trappings:** The spell changes the weapon in question on a molecular basis, heating up the weapon the effect. This Spell works only with metal weapons. *Name of the Power: Heat Metal.*

## Speak Language

**Elementalist Trappings:** The elementalist puts his ear to a plant as he casts this spell. This spell enables him to converse with the spirits who often inhabit such plants rather than with the plants themselves. Plant spirits vary widely in intelligence, but they are a considerable step up from the plants they inhabit. Plant spirits vary in temperament as much as characters do. They may be very willing to talk, for example, or grumpy and taciturn or even sleepy from lying out in the sun so long. Plant spirits are usually aware of events that happen within one to five yards of their roots. Plant spirits only inhabit living plants; they must seek a new plant when their old host dies. *Name of the Power: Plant Talk.*

**Illusionist Trappings:** The illusionist makes the target believe that he understands him. This doesn't work in the other direction. *Name of the Power: Twisted Language.*

**Nethermancer Trappings:** The nethermancer summons a quavery spirit that acts as a translator. *Name of the Power: Translator Spirit.*

**Wizard Trappings:** The wizard draws on his enormous knowledge of ancient scrolls and magical tomes to remember just enough vocabulary for the conversation. *Name of the Power: Linguistic Excellence.*

## Speed

**Elementalist Trappings:** Gusts of wind increase the elementalists movement. *Name of the Power: Windblast.*

**Illusionist Trappings:** The target of the spell imagines a perfect route for is movement, ignoring any obstacles, inventing shortcuts and the like which enable him to increase his pace. *Name of the Power: Shortcut.*

**Nethermancer Trappings:** Not available.

**Wizard Trappings:** This spell gives the target greatly increased leaping movement. When casting the spell, the magician has the target leap to him, then he touches the character as he lands alongside. *Name of the Power: Leaps & Bounds.*

## Stun

**Elementalist Trappings:** The elementalist inhales sharply. He drastically lowers the temperature for a moment, shocking the targets. *Name of the Power: Blizzard Sphere.*

**Illusionist Trappings:** The illusionist throws something to the ground, which seems to detonate, not hurting, but stunning the targets. *Name of the Power: Phantom Fireball.*

**Nethermancer Trappings:** The spell inflicts excruciating agony on a single character. The magician makes stabbing motions with his hands, then makes a Spellcasting Test. If the test succeeds, the target is racked with excruciating waves of agony. Nethermancers have only to weave one Thread instead of two. *Name of the Power: Pain.*

**Wizard Trappings:** The spell conjures a whirling dust storm, blurring and irritating those caught in it. The magician throws a handful of dust into the air as he weaves the required spell threads, then makes a Spellcasting Test. *Name of the Power: Dust Devil.*

## Telekinesis

**Elementalist Trappings:** This spell creates a pair of invisible hands with which the magician can lift and manipulate objects. To observers, a faint breeze seems to move the targeted item. The magician wiggles his fingers while weaving the spell thread, then makes a Spellcasting Test. *Name of the Power: Fingers of Wind.*

**Illusionist Trappings:** Not available

**Nethermancer Trappings:** The Nethermancer summons some minor (invisible) spirits who pick up the item to be moved. The spirits constantly argue about who gets to carry it, though, so the movement is in no way preciser than with the other trappings. *Name of the Power: Dead Porters.*

**Wizard Trappings:** The wizard imagines the astral counterpart to move in Astral space, thus prompting the real-life item to move in the same way. *Name of the Power: Mirror Movement.*

## Teleport

**Elementalist Trappings:** Not available.

**Illusionist Trappings:** This joins two entrances that are no more than 1 mile apart. This spell must be cast twice within 2 hours, first on the destination portal and then on the departure portal. The portals are linked by a warping of space. The warping is real, but this spell takes a number of illusory “shortcuts” that can be broken to disrupt the link. *Name of the Power: Other Place.*

**Nethermancer Trappings:** Not available.

**Wizard Trappings:** The wizard has to know the place where he wants to exit. He makes a step to the side, entering Astral Space for a moment. By warping the Space, he bring his destination in

Astrals Space close enough to reach it in one step. As soon as he steps over and appears at the destination, the warped space snaps back to normal. *Name of the Power: Astral Shortcut.*

## Zombie

**Elementalist Trappings:** The elementalists casts this spell at small trees or bushes, animating them. He may animate a number of "plant zombies" up to his level in Spellcasting. *Name of the Power: Animate Plants.*

**Illusionist Trappings:** Not available

**Nethermancer Trappings:** The nethermancer must be in a graveyard or else have a supply of skeletons to use this spell. He may animate a number of skeletons up to his level in Spellcasting per spell. *Name of the Power: Animate Skeletons.*

**Wizard Trappings:** Not available

## Spell table

Power	Rank	E	I	N	W	Duration – Spellcasting Level
Armor	N	Y	--	Y	Y	Rounds
Barrier	S	Y	Y	Y	--	Rounds
Beast Friend	N	--	--	Y	--	Minutes
Blast	S	Y	Y	Y	--	
Bolt	N	Y	Y	Y	Y	
Boost Trait	N	--	Y	Y	Y	Rounds
Lower Trait	N	--	Y	Y	Y	Rounds
Burrow	N	Y	--	Y	--	Rounds
Burst	N	Y	Y	--	--	
Deflection	N	Y	Y	Y	Y	Rounds
Detect Arcana	N	Y	Y	Y	Y	
Conceal Arcana	N	--	Y	--	Y	Minutes
Dispel	S	--	--	--	Y	
Elemental Manipulation	N	Y	--	--	--	
Entangle	N	Y	Y	Y	Y	Rounds
Environmental protection	N	Y	--	Y	--	Minutes
Fear	N	--	Y	Y	--	
Fly	V	Y	Y	--	Y	Rounds
Greater Healing	V	--	--	Y	--	
Healing	N	Y	Y	Y	Y	
Invisibility	S	Y	Y	--	--	Rounds
Light	N	Y	Y	Y	--	Times 10 Minutes
Obscure	N	--	Y	Y	--	Rounds
Puppet	V	--	Y	Y	--	Rounds
Quickness	S	--	--	Y	Y	Rounds
Shape Change	Spec.	--	Y	--	--	Rounds
Smite	N	Y	Y	Y	Y	Rounds
Speak Language	N	Y	Y	Y	Y	Rounds
Speed	N	Y	Y	--	Y	Rounds
Stun	N	Y	Y	Y	Y	Rounds
Telekinesis	S	Y	--	Y	Y	Rounds
Teleport	S	--	Y	--	Y	
Zombie	V	Y	--	Y	--	Minutes



## New Spells

Following are a list of spells taken from the Fantasy Worldbuilder Toolkit, available at [www.peginc.com](http://www.peginc.com), and which discipline could use them.

## **Elementalist Spells**

*Bellow*

*Blinding Flash*

*Farsight*

*Purify*

*Quake*

*Tempest*

*Whirlwind*

## **Illusionist Spells**

*Blind*

*Confuse the Mind*

*Mirror Self*

*Tongue Tied*

*Zone of Silence*

## **Nethermancer Spells**

*Darksight*

*Grave Speak*

*Intangibility*

*Poison Touch*

*Sentry*

*Spirit Shield*

## **Wizard Spells**

*Analyze Foe*

*Berserker*

*Bodyguard*

*Decipher*

*Fortune*

*Freeze Pattern*

*Guiding Hand*

*Hypnotic Trance*

*Ignite*

*Locate*

*Savage Earthdawn*

*Lock*

*Mishap*

*Open*

*Slow*

*Sluggish Reflexes*

*Slumber*

*Transparency*

*Viper Weapon*

*Wall of Blades*

*Wall Walker*

## **MAGIC ITEMS**

Some of the heroes of Earthdawn turn into legends - as well as their weapons, shields or other significant personal items.

An item can be identified as magical through a Astral Sight or Sense test, using Notice for the skill roll.

To actually activate the power, the character has to spend a little of his own life force to connect himself to the item. He also has to know specific Key Knowledges relevant to the item's history. Ruleswise, this means the character has to spend a Benny and make a Spirit roll. Harnessing additional powers may cost multiple Bennies - the player may spend all at once or one at a time to activate the item, but all necessary Bennies have to be spent before the power can be accessed. As soon as a power is “bought into”, the character does not need to spend additional bennies to use the item.

## **BLOOD MAGIC**

There are three types of Blood Magic in Savagedawn: Blood Oaths, Blood Charms and Sacrificial Magic.

### **Blood Oaths**

There are three different types of Blood Oaths – each is detailed below. Every oath reduces the Pattern Rating of all participants by a designated amount.

#### **Blood Peace**

A blood peace oath seals a truce between two characters. Any two living characters may swear a blood peace oath. A character may swear separate blood peace oaths with as many characters as he wishes, limited only by his Pattern rating.

Swearing a blood peace oath reduces the Pattern rating by –1. The oath lasts for a year and a day. If one of the two breaks the truce, the violator immediately suffers a wound. Additionally, the violator has to roll on the table for permanent injuries.

## **Blood Promise**

Characters who swear a blood promise oath pledge to perform certain dangerous or heroic deeds. Any two living Namegiver characters with at least Unfriendly attitudes toward each other may swear a blood promise oath. Characters may only swear one blood promise at a time.

Swearing a blood promise oath reduces the Pattern rating by  $-2$ . The oath lasts for a year and a day. If one of the two breaks the oath, the violator immediately suffers two wounds. Additionally, the violator has to roll on the table for permanent injuries.

Both characters of a blood promise receive two extra bennies that they may only use in direct connection to fulfill the promise. These bennies can not be exchanged for xp.

## **Blood Sworn**

The most potent blood magic oath is the blood sworn oath. Only characters with Loyal attitudes toward each other may be blood sworn. A character may be blood sworn to only one other character.

Swearing a blood sworn oath reduces the Pattern rating by  $-3$ . The oath lasts for a lifetime. If one of the two breaks the oath, the violator immediately suffers three wound. Additionally, the violator has to roll on the table for permanent injuries. Even when the wounds are healed, the violator's toughness is permanently reduced by 1, as well as his Pattern Rating.

Both characters of a blood sworn oath receive several benefits:

- The two characters are mentally connected and can freely share their bennies. They also have always a general idea of the direction where the other is and in what state he is (is the other well or in pain, angry, sad or happy,...).
- The characters can try to resurrect each other. The living character has to make a Spirit roll (modified by his friend's wounds). If the roll is successful, the dead character is resurrected. This roll has to occur withing the golden hour.

## **Blood Charms**

Blood charms, their benefits and how they modify the Pattern rating are listed in the Gear section.

## **Sacrificial Magic**

Sacrifice magic is the most extreme form of blood magic practiced by player characters. All sacrifice magic must be performed by characters who are conscious and capable of action. A character sacrifices his own life, channeling his entire life force into a single magical act. There is no known means to restore life to someone who dies through the use of sacrifice magic. Even magical life-restoring methods such as last chance salves and death cheat charms have no effect.

## **Dying Act**

A dying act is a final, heroic feat aided by sacrifice magic. The character must declare his intention to perform a dying act and describe the act before performing it. On his next action, the character rolls his step dice for the test and adds 1d6 for each Karma Point he has remaining. After the character performs the action, he dies. During this action, the character suffers no penalties due to wounds or fatigue.

## **Dying Curse**

Characters may use sacrifice magic to pronounce a dying curse on an enemy, a place, or an item. The specific effect doesn't have to be immediately clear. Player and GM should together work out the curse in detail. Examples are:

- A Penalty to all Natural Healing rolls in a cursed house.
- A major Hindrance for a cursed enemy.
- A penalty to all or specific rolls of the wearer of a cursed item.

## **Dying Legacy**

When creating a dying legacy, a character uses sacrifice magic to create a True pattern, most usually for an item. This works like the Create magic item edge, but is an automatic success (there still has to be a qualifying event). Player and GM should together work out the Key Knowledges of the item.

## **Dying Oath**

A dying character can also use sacrifice magic to extract a dying oath from another character, usually to perform a specific deed such as avenging the dying character or finishing a task or quest that the dying character is forced to leave undone. The dying oath binds the surviving character to perform the deed and provides that character with additional ability to do so. Both characters must willingly and knowingly enter into the dying oath. Once the surviving character has sworn the oath, the character calling for the oath dies.

The surviving character gains all Karma Points that the dying character has (his total number, not his current). He can use these points in all situations dealing with fulfilling the oath.

# QUESTORS AND THE PASSIONS

The Passions of Barsaive grant their power sometimes to any ordinary Namegiver in need of their help - but there are a few chosen who dedicate their life to follow the ideals of one Passion. Those who do are blessed by additional powers granted by their patron Passion.

To become a questor, a character needs the **Questor** Edge, as well as the **Faith** skill.

This Edge can be taken after character creation as well, but it should only come after some kind of revelation. Additional Powers can be bought as usual through the New Power Edge, but a GM may request some act of devotion first.

Each Passion grants the Powers as listed below, with the trappings and/or restrictions provided. The questor starts with one power.

**IMPORTANT:** As with Magic, Powers cast through the Miracles Background do not consume Power Points!

Durations are always (unless otherwise noted) a number of rounds equal to the Faith skill.

As generally the case with the AB (Miracles), characters have to follow the ideals of their passion. If they fail to do so, the Sinning rules from the SWRB apply.

## ASTENDAR

Aspects: Love, Art, Music

**Enchanted Gift:** The questor can use his Faith skill to boost his Persuasion as per the Boost Trait power.

**Instill Love:** The questor rolls his Faith skill. With every success and raise he can better the Reaction of his target by one step.

**Return Youthful Spirit:** The Return Youthful Spirit power allows a questor to draw on the vibrant energy of youthful passion in the darkest of times, finding the strength and personal fortitude to speak words of comfort and inspiration to those suffering injuries, and revive hope for a better future. The questor speaks inspirational words for 3 rounds, then makes a Faith Test. If the test succeeds, the questor distracts his companions from the grim reality of their present situation by painting a vivid verbal picture of a fantastic world where everything is possible and nothing can stand in their way. While they are affected by the power, characters ignore their injuries and suffer no penalties from Wounds or Fatigue. This lasts for a number of minutes equal to the questor's Faith skill. By spending a Karma Point, the questor can increase the duration by one minute.

## CHORROLIS

Aspects: Wealth, Trade, Jealousy, Desire

**Incite Greed:** By making an opposed roll of Faith versus Smarts (after a few rounds praising the subject), the questor can try to infuse the target with the longing to own a specific item, follow an idea, see an official elected or the like. The effect lasts for a number of hours equal to the questor's Faith skill. If others try to change the target's mind, their roll is at -2, -4 if the questor won the opposed test with a raise.

**Encourage Trade:** By making a Spirit-opposed Faith roll, the questor makes the target willing to trade. This increases the chances of haggling and offers a +2 to rolls for this purpose. If the target

originally doesn't want to sell an item (like the priced magical sword he just found), he's now willing to negotiate a price.

**Locate Valuables:** The questor can substitute his Faith skill for Notice when searching for treasures. His sense is always drawn to the biggest treasure in the vicinity - which may be a priceless artifact his companions already found. This has a range of his Faith skill times 3 in (game) inches.

## DIS (MAD PASSIØN)

Aspects: Confusion, Unnecessary work, Bureaucratic hierachies, Slavery and Mastery

**Enslave:** With a Faith roll, the questor may cast the Lower Trait power, but only on Spirit.

**Confuse:** With a Faith roll, the questor may cast the Lower Trait power, but only on Smarts.

**Living Death:** With a Faith roll, the questor may cast the Puppet power.

## FLØRANUUS

Aspects: Revelry, Victory, Energy, Motion

**Inspire Stamina:** With a Faith roll, the questor may cast the Boost Trait power for Vigor.

**Increase Speed:** With a Faith roll, the questor may cast the Speed power.

**Speed Ships:** With a Faith roll, the questor may increase the speed of air ships by +1, +2 with a raise.

## GARLEN

Aspects: Hearth, Healing

**Heal:** With a Faith roll, the questor may cast the Heal power.

**Seal Home:** With a Faith roll, the questor may cast the Barrier power. This works only to seal entrances like doors and windows and lasts for a number of hours equal to the questor's Faith skill. Evil creatures have to roll Spirit at -2 (-4 with a raise) to cross the threshold. If they fail, they are shaken and repelled. If they roll a natural one and the Barrier was cast with a raise, they take a wound.

**Comfort:** With a Faith roll, the questor eases the target's mind, making it easier for him or her to relax, to make difficult choices and to forget their fears and worries for a while. If the target makes a Smarts roll, the GM may hint at the best course of action for the character.

## JASPREE

Aspects: Growth, Caretaker of Flora and Fauna

**Plant Growth:** With a Faith roll, the questor accelerates Plant growth. He can affect an area of square meters equal to his Faith skill. Every sucess and raise accelerates the natural growth by about a week.

**Animate Plant or Tree:** With a Faith roll, the questor may cast the Zombie Power. This works only on trees or other plants.

**Command Animal:** With a Faith roll, the questor may cast the Beast Friend power.

## LOCHOST

Aspects: Rebellion, Change, Freedom

**Break Shackles:** With a Faith roll, the questor may cast the Boost Trait power, but only for Strength, when the target is bound or imprisoned. However, double all benefits of the power in those cases.

**Inspire Rebellion:** The questor speaks for 5 rounds, inspiring his targets to rise up and defeat their oppressors. He then makes a Faith test at -2. Every success and raise adds +2 to all actions the targets undertake to gain their freedom. This power can only affect Extras in captivity up to a number of twice the questor's Faith skill.

**Change Thoughts:** With a Faith roll, the questor may cast the Boost Trait power, but only for Persuasion.

## MYNBURJE

Aspects: Justice, Compassion, Empathy, Truth

**Increase Perception:** With a Faith roll, the questor may cast the Boost Trait power, but only for Notice.

**Perceive Emotion:** With a Faith roll opposed by Spirit, the questor gets a glimpse of the target's emotions about specific subjects. The question: "What do you think about the miller?" could cause a reaction of hate or love, even if the target tries to hide it. With a raise, the questor also gains a glimpse about how recent the cause for the emotion is. In the example above, the questor may get the impression that the target hates the miller, but only since a few days.

**Ease Pain:** With a Faith roll, the questor may reduce penalties due to wounds or fatigue. Each success and raise lowers the penalty by -1. This lasts for a number of hours equal to the questor's Faith skill. The power affects only existing penalties. A questor can't cast Ease Pain on a subject in the morning so that the target doesn't suffer the wound penalties from wounds received 3 hours later. A target can also only benefit from one Ease Pain effect at a time.

## RAGGOK (MAD PASSION)

Aspects: Vengeance, Bitterness, Jealousy

**Painful Memories:** With a Faith roll, the questor may cast the Stun power.

**Cause Pain:** With a Faith roll, the questor may cast the Blast power. He must be able to speak to use this power. This power has a duration of one round. Only the base effect is possible (ie, no extra Power Points).

**Inspire Rage:** With a Faith roll opposed by the target's Spirit, the questor may grant the target the benefits of the Berserk Edge. The target always attacks the nearest target in sight, preferably a player character ;-). The questor has to talk to the target for 5 rounds for the power to take effect. He may target more than one subject at a time, but every target after the first incurs an additional -1 penalty.



## THYSTONIUS

Aspects: Physical Conflict, Valor

**Absorb Damage:** With a Faith roll, the questor may cast the Armor power.

**Inflict Extra Damage:** With a Faith roll, the questor may cast the Quickness power. [Alternative: The questor may substitute the bonus of his weapon with his Faith die. (Ghorak fights with a sword which normally causes damage of Str+3. Since he is a questor of Thystonius with a Faith of d8, he rolls Str+d8)].

**Increase Strength:** With a Faith roll, the questor may cast the Boost Trait power, but only for Strength.

## UPANDAL

Aspects: Building, Construction, Planning

**Create Bridge or Tower:** With a Faith roll, the questor temporarily creates a stone bridge or stone tower. This has an duration of a number of hours equal to his Faith skill. Every success and raise adds a lane to the bridge or a story to the tower, respectively.

**Create Weapon:** With a Faith roll, the questor temporarily creates a weapon. It can be any weapon, but it always does Str+2 with a success, Str+4 with a raise.

**Fortify Structure:** With a Faith roll, the questor may cast the Armor power on structures, thus raising it's Toughness. This affects only a part of the structure - he may fortify the south wall or the gate or one of the corner towers, but not the whole castle.

## VESTRIAL (MAD PASSION)

Aspects: Manipulation, Deceit

**Deceit:** With a Faith roll, the questor may cast the Lower Trait power, but only for Smarts.

**Discover Desire:** With an Faith roll opposed by Smarts, the questor may discover the greatest wish of the target. These are in general long-term goals or dreams (like "restore Bloodwood"), simpler minds may simply wish for "a lot of gold".

**Manipulate Desire:** With an Faith roll opposed by Smarts, the questor may implant the desire for something for a duration of a number hours equal to his Faith skill. During this time, the questor adds +2 to all interaction tests (+4 if he beat the target with a raise) that are aimed to help the target to accomplish that goal. If he'd try to deter the target from the desired object, he'd suffer a penalty of -2 (or -4, respectively). Should he merely deepen the desire of the target, he adds +2 to his roll. Example: The simpleton who just wants "a lot of gold" is manipulated to want all the gold that \*that\* merchant now has. The questor has to talk for about a minute to the target for the power to take effect.

# LIGHTBEARERS

Lightbearers are a society dedicated to eradicate all traces of the scourge. They are somewhat of the exact opposite of the Hand of Corruption.

Nobody can become a Lightbearer by himself - he has to be invited into the brotherhood. No individual receives such an invitation before he has achieved at least Seasoned rank and has distinguished himself in fighting the Horrors or their minions (GM's decision, when exactly a character is qualified).

Being a Lightbearer means to take on an oath (Major Vow Hindrance) to never use Blood magic. A character who used it (for Blood Magic charms and the like) has to get rid of it or he won't be able to join the group. There's a secondary position: All friends of the Lightbearer may take a lesser oath that allows the use of Blood Magic (minor Vow Hindrance). An Oathtaker does not gain the Arcane Background, but he can benefit from the Powers of a Lightbearer.

After accepting an invitation to join the Lightbearers, the character can take the **Lightbearer** Edge. If he doesn't have a level up available, he may pre-spend the necessary points before he actually earned them. With the Edge comes the **Faith** skill as well, at d4.

The newly anointed Lightbearer gets to choose two Powers from the list below, one of which must be the Heal Power. He can learn new Powers as by the rules of the SWRB.

**IMPORTANT:** As with Magic, Powers cast through the Miracles Background to not consume Power Points!

## AVAILABLE POWERS FROM THE SWRB

### Light

**Trapping:** In the Lightbearers palm appears a small ball of light. After being conjured, it stays near the character (within 6") and can be directed by a simple gesture. The character can send the ball of light ahead, but no farther than his faith level (ie, with faith d8, the ball can be send away a maximum distance of 14" from the character). The ball moves with a speed of maximum of 6" per round. Karma Points may be spent to extend the range or increase the light.

### Barrier

**Trapping:** A circle of light surrounds The Lightbearer in an area covered by a Medium Burst Template. Evil beings can only pass this barrier after passing an opposed Spirit roll.

### Heal

**Trapping:** A mystical glow flows from the Lightbearer's hands. Works only on Lightbearers and Oathtakers.

### Smite

**Trapping:** The business end of the weapon - the edge of an axe-blade, the point of a spear - glows with light. Works only against evil forces.

### Dispel

**Trapping:** Works only against Horror powers.

## Armor

**Trapping:** The Lightbearer's armor seems to sparkle and radiates a soft light, illuminating one inch around him.

## Greater Healing

**Trapping:** As Healing, but works on everybody.

## Teleport

**Trapping:** The Lightbearer disappears and re-appears in a blinding flash of light.

## NEW POWERS

### Light Sprite

**Trapping:** The Lightbearer summons a tiny spirit of light as a messenger. The spirit travels as a tiny ball of light to his target, then slightly growing bigger, releasing the message.

### Lesser Incarnation

**Trapping:** In the moment the Lightbearer's dying, he releases a part of his soul, sending it out to search for someone to pass on his knowledge. The next character of this player starts with  $\frac{2}{3}$  instead of half the xp of the Lightbearer. He also has the memories of the Lightbearer. Some of these memories may be half-hidden or hard to decipher - but it's possible that the Lesser Incarnation suddenly recognizes someone, even if he doesn't know why.

# GAMEMASTER'S SECTION

# MAGIC ITEMS

Some of the heroes of Earthdawn turn into legends - as well as their weapons, shields or other significant personal items.

An item can be identified as magical through a Astral Sight or Sense test, using Notice for the skill roll.

To actually activate the power, the character has to spend a little of his own life force to connect himself to the item. He also has to know specific Key Knowledges relevant to the item's history. Ruleswise, this means the character has to spend a Benny and make a Spirit roll. Harnessing additional powers may cost multiple Bennies - the player may spend all at once or one at a time to activate the item, but all necessary Bennies have to be spent before the power can be accessed.

This section lists only a few items from my campaign, but it should give an idea on how to convert other magic items to Savage Worlds.

## The Ice Blade of Omífan

Non-Windlings suffer a -2 penalty to their fighting rolls with this sword. Before activated, the sword does Str+1 damage

**Rank 1 costs:** 1 Benny

**Key Knowledge:** The adept must learn the name of the sword.

**Effect:** The Sword does Spirit+1 damage because of the coldness of the blade.

**Rank 2 costs:** 2 Bennies

**Key Knowledge:** The wielder must learn that the Elemental bound to the blade is an air elemental called Dokelnacht.

**Effect:** The Sword does Spirit+2 damage. It also contains a Spell Matrix that can be attuned by any mage. The wielder can release the Spell with a Spellcasting roll (or unskilled if he doesn't have the skill).

**Rank 3 costs:** 3 Bennies

**Deed:** The wielder has to rebind the Air Elemental to the blade.

**Effect:** The Sword does Spirit+3 damage. The wielder adds +2 to Fatigue rolls to withstand the cold.

## Kegel's Sword

**Rank 1 costs:** 1 Benny

**Key Knowledge:** The character must know that the sword is Kegel's and must also know the name of Kegel's beloved, to whom he pledged the sword.

**Effect:** The Sword does Str+5 damage. The tip of the sword can blaze into flame as if it were a torch. The wielder has to spend a Karma Point to "light up". The blade burns for 1 hour or until extinguished.

**Rank 2 costs:** 2 Bennies

**Key Knowledge:** The wielder must learn the Name of the weaponsmith who created the sword.

**Effect:** At a cost of 1 Karma Point, the character may take on a more fluid form. Though retaining his basic shape, the character can flow around an attacker's blow, adding +2 to his Parry.

**Rank 3 costs:** 3 Bennies

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

**Effect:** The sword does Str+6 damage. The power of the winds can chill the blade edge to bone-freezing cold. This costs the wielder a point of Karma. When used against targets affected by cold, it automatically causes a wound. The chilled edge lasts an hour or until used, whichever comes first.

## Bowcaster

This looks like an ordinary, but well-crafted bow, sporting a yellow jewel in the middle.

**Rank 1 costs:** 1 Benny

**Key Knowledge:** The adept must learn the name of the bow.

**Effect:** The bow's range increases to 15/30/60

**Rank 2 costs:** 2 Bennies

**Key Knowledge:** The adept must learn the name of the Illusionist who created the bow.

**Effect:** The wielder may cast the Bolt Power as per the SWRB as if one Power Point was spent. The damage is illusionary (ie, non-lethal).

**Rank 3 costs:** 3 Bennies

**Key Knowledge:** The adept must learn who the last owner of the Bow was

**Effect:** The wielder may cast the Blast Power as per the SWRB as if two Power Points were spent.

## The Staff of Ur Atua

This is an old, straight fighting staff, blackened through age, but looks otherwise completely normal.

**Rank 1 costs:** 1 Benny

**Key Knowledge:** The adept must learn the name of the staff.

**Effect:** The staff does Str+2 damage. The wielder may make a second attack with the staff at -2 (as with the Frenzy Edge). If he has the Frenzy Edge, he suffers no penalty for the second attack.

**Rank 2 costs:** 2 Bennies

**Key Knowledge:** The adept must learn where the wood of the staff comes from.

**Effect:** The staff does Str+3 damage. If the wielder is aware of the attack, he can use the staff to deflect incoming missiles. Ranged attacks are at -2 against the wielder.

**Rank 3 costs:** 3 Bennies

**Deed:** The adept has to save another one from an enemy more powerful than himself and defeat him in a duel.

**Effect:** The staff does Str+4 damage. His parry is increased by +2 (instead of the normal +1)

## The Armaments of Byrnicus

These are legendary treasures from the time of the Founding of Throal. The Weaponsmith Byrnicus created 5 swords and 5 shields for himself and his companions. These treasures are more than just magical items, they are true relics (as detailed in the Fantasy Gear Toolkit) and are intimately connected with Throal's True Pattern. Heroes wielding these armaments do not need to weave a thread to the items' patterns, but immediately gain all advantages and suffer all consequences as long as they carry them.

Ambica has hid the Armaments after Thandos' death, presumably in a cave that's known as The Last Place (supposedly because it's the last place you're going to look for them before you find them). Legend has it that the Armaments are all at that same hiding place, but no one knows for sure.

### The sword and shield of Byrnicus

The sword resembles a dwarf sword and does Str+5 damage and is considered AP 3 (making it cut through most non-magical armors). As long as the shield (a buckler) is carried, metal weapons of

an opponent are automatically drawn to it, making the wearer almost impossible to hurt. The shield has no effect on non-metal weapons.

In mass battles, the wielder always suffers one die less damage than normal.

Drawback: The wielder of the sword gains the cautious hindrance. When carrying the shield, the wielder can't run and his pace is reduced to 4.

### **The sword and shield of Tav Korelsed**

The sword is a little longer than a usual dwarf sword, with a broad crossguard. Whenever the wielder wounds someone in combat (and the victim survives), the victim's stance increases to loyal. In mass battles, he recovers tokens at one point better than usual (so with 3-6 if he won, 4-6 if he lost and so on).

The shield, of round design featuring the face of a growling bear strikes fear into the heart of his enemies. In normal combats, the wielder can cast the Fear power as an action, all enemies in sight have to make a Spirit roll. In mass combats, whenever the enemy army has to make a morale check, the roll is modified as if one additional token had been lost that round.

Drawback: The wielder of the sword gains the Bloodthirsty hindrance, the shield incurs the Arrogant hindrance.

### **The sword and shield of Thandos**

A long, slim blade with disc as crossguard. Thandos' sword carries all memories of all namegivers it ever wounded, giving a +4 bonus to knowledge rolls when dealing with ancient history. To account for the memories of new victims, the wielder adds +1 to his Common Knowledge rolls for every rank he advances (if he is of Legendary rank, once for every 20xp), up to a maximum of +4.

The shield, the size of a bodyshield, carries the emblem of a grinning dragon face. Faced with this shield, enemies have to enter an opposed Spirit roll or lose their next action. The wielder adds +2 to his roll. The wielder may initiate another spirit test, but these additional uses count as an action.

Drawback: Both armaments incur the Pacifist hindrance. If a wielder carries both, he suffers the major version of that hindrance.

### **The sword and shield of Ambica**

A short sword of brownish steel with an emerald in its hilt, this weapon enables its wielder to cast the Bolt power as an action (using his Spirit for the roll). Only bolts worth one power point may be fired, though. The bolts take the form of the blade flying through the air, striking the target. During this time, the wielder counts as unarmed. After the attack is concluded, the blade reappears as if it was never gone.

The shield, a small round buckler, causes all attackers in their first round of combat against the wielder to lose their weapon if they don't make a Spirit roll at -2.

Drawback: The wielder of the sword has to power it with a part of his life force to make the bolts possible. He gains one less benny per session. If, for any reason, he'd be reduced to below zero bennies, he takes a level of Fatigue instead. He can recover from that only after spending a benny.

The shield incurs the Overconfident Hindrance, prompting the hero to seek unnecessary risks.

### **The sword and shield of Garaham**

A scimitar made from bronze, enforced with steel, the sword acts as a sidekick for the wielder. The sword attacks with Fighting d12 and moves with a pace of 8. It can move away from the wielder to

a maximum distance of three times the wielder's Spirit. The sword gains its own initiative cards, can't be intimidated or wounded, but it can be tricked – it has a Smarts of d4.

The shield catches all spells directed at the wielder and converts them into power points (each spell results in one power point). These power points can be stored until they are released and can be used to cast any spell the wielder knows as if he was casting raw magic – without suffering the consequences.

Drawback: The sword draws on the life force of the wielder to sustain itself. The wielder gains the Anemic hindrance and suffers a penalty of -2 to Soak rolls as well. The shield doesn't have much of a drawback but absorbing all spells and powers that would benefit the wielder (like Healing) as well!

There's one additional relic from that time: Tav Korelsed's Battle Banner. It was lost before Thandos claimed the throne of Throal. So it's not hidden in The Last Place but is probably buried somewhere at one of the ancient battle sites.

### **Tav Korelsed's Battle Banner**

The banner, featuring a black bear on a crimson field, was carried by Tav Korelsed's men into every battle he thought. In normal combats, extras under the command of the wielder add +2 to their fighting and Spirit rolls. In mass battles, the Knowledge (Battle) and morale rolls are at +2.

The banner attracts followers to the wielder, urging him to take them into battle and to conquer a new kingdom for them with him as their king.

Drawback: The wielder gains the Heroic hindrance and at least one powerful enemy as well (basically every established ruler is a prime candidate).

## **BEASTIARY**

The bestiary contains a number of npc and monsters ready to through at your party. Additional foes are in the SWRB, the Fantasy Bestiary Toolkit and the free PDF "Savage Beasts" by Butch Curry, available at <http://zombienirvana.sitesled.com/savage/SavageBeasts.pdf>.

(The latter converting many villains & monsters from the D&D world.)

## **NPC**

### **Town Guard**

**Attributes:** Ag d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Shooting d6, Fighting d6, Intimidation d6, Notice d6, Guts d6

**Charisma:** 0 **Pace:** 6 (d6) **Parry:** 6 **Toughness:** 7 (2)

**Hindrances:**

**Edges:** Connections

**Equipment:** Spear, Chain Mail, Shield (Parry +1)

### **Ork Scorcher**

**Attributes:** Ag d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Throwing d6, Fighting d8, Intimidation d8, Notice d6, Guts d6

**Charisma:** 0 **Pace:** 6 (d6) **Parry:** 8 **Toughness:** 8 (2)

**Hindrances:**



**Edges:** Steady Hands, Berserk

**Equipment:** Axe or Morningstar (Str+3), Chain Mail, Rider's Shield (Parry +2), Mount

### **Theran Soldier**

**Attributes:** Ag d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

**Skills:** Shooting d8, Fighting d10, Intimidation d8, Notice d8, Guts d8

**Charisma:** 0 **Pace:** 6 (d6) **Parry:** 9 **Toughness:** 9 (3)

**Hindrances:**

**Edges:** Combat Reflexes,

**Equipment:** Spear (Str+2), Sword (forged) (Str+4), Chain Mail (forged), Shield (Parry +2)

### **Iopos soldier**

**Attributes:** Ag d8, Smarts d6, Spirit d10, Strength d8, Vigor d8

**Skills:** Shooting d8, Fighting d8, Intimidation d10, Notice d8, Guts d8

**Charisma:** 0 **Pace:** 6 (d6) **Parry:** 9 **Toughness:** 9 (3)

**Hindrances:**

**Edges:** Sweep, Frenzy, First Strike

**Equipment:** Spear (Str+2), Sword (forged) (Str+4), Chain Mail (forged), Shield (Parry +2)

### **Named NPC**

These are from my campaign, a few notes on them are provided below.

#### **(WC) Silas Bone**

**Attributes:** Ag d6, Smarts d12, Spirit d12, Strength d6, Vigor d6

**Skills:** Spellcasting d12, Fighting d8, Persuasion d12, Thread Weaving d12, Intimidation d8, Notice d12, Guts d8

**Charisma:** +2 **Pace:** 6 (d6) **Parry:** 6 **Toughness:** 7 (2)

**Hindrances:**

**Edges:** Charismatic, Illusionist, Spell Matrix (2x), Questor (Vestrial), False Face

**Spells:** Bolt, Fly, Barrier, Deflection, Conceal Arcana, Shape Change, Speed, Stun, Blind, Confuse the Mind,

**Questor powers:** Deceit, Discover Desires, Manipulate Desires

**Equipment:** Spear (Str+2), Sword (forged) (Str+4), Chain Mail (forged), Shield (Parry +2)

**Notes:** Silas generally appears in the disguise of an ork or an elf, but actually he is human. He's a questor of Vestrial and specializes in stirring up mayhem in the Throal mountains. Currently, he enticed the mountain barons to declare their independence from the Kingdom of Throal and he tricked the cave trolls into believing that Palaja is their saviour. The cave trolls are massing in the mountain ranges and will descend onto the baronies and on the Throalic army who has come to quell the insurrection – while Silas will be busy with other machinations.

Silas is believed to be part of the Whisperers (see Secret Societies of Barsaive), but he has no known accomplices.

#### **(WC) Sludig Hawkclaw**

**Attributes:** Ag d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d12, Persuasion d6, Intimidation d8, Notice d12, Guts d8, Riding d8, Throwing d8, Shooting d6, Swimming d8, Boating d6, Knowledge (Battle) d8

**Charisma:** +1 **Pace:** 6 (d6) **Parry:** 6 **Toughness:** 7 (2)

**Hindrances:** Loyal (K'Tenshin), Overconfident

**Edges:** Swordmaster, Champion Challenge, Riposte, Whirlwind, Fleet Footed, Florentine, Improved Level Headed, Quick Draw

**Equipment:** Magical Hardened Leather Armor (+2), Kegel's Sword

**Notes:** Sludig's a legendary Human Swordmaster. His origin's are unknown, but he's one of the few non-T'Skrang to ever attend the K'tenshin War College. And he is the only non-T'skrang to ever achieve the honorary and prestigious title of Warmaster, making him one of the best alumni ever. He's also the leader of an adventuring band called Sludig's Hawks.

Sludig's against slavery and has no love of Therans, but his sense of loyalty prevents him from acting against the aropagoi of the nine diamonds. During the 2<sup>nd</sup> Theran War, he committed himself to various expeditions far away from the reach of the K'tenshin, only returning after the war was won. With him he carried fabled weapon Kegel's sword, which gained him even more prestige.

## HORRORS

Horrors have a number of special abilities; almost all but the most minor ones are wild cards as well. Horrors don't weave threads – they always cast raw magic but suffer no penalties. Horrors see real and astral space at the same time and don't suffer from lighting penalties. Additionally, they can spend their Power Points as heroes use Karma Points.

Here are just a few of the Horrors from the main rulebook.

### (WC) Bloatforms

**Attributes:** Ag d6, Smarts d12+2, Spirit d12, Strength d12+4, Vigor d12

**Skills:** Fighting d12, Intimidation d12, Notice d12, Climbing d12

**Charisma:** 0 **Pace:** 4 **Parry:** 8 **Toughness:** 11

**Power Points:** 20

**Special Abilities:**

- **Size +3:** Bloatforms are usually huge, distorted figures.
- **Vicious Claws:** In hand-to-hand combat, this Horror makes Str+2 damage.
- **Fear -4:** Encountering a Bloatform warrants a Guts roll
- **Corrupt Karma:** Whenever an Adept uses Karma, he has to make a Spirit roll or suffer a level of Fatigue.
- **Horror Mark:** By winning an Opposed Spirit roll, the Horror can mark a victim, establishing a permanent link. This enables the Horror to use its powers on the victim regardless of the distance.
- **Wizard Spells:** Bloatforms know all Spells available to Wizards.
- **Thought Worm:** By winning an Opposed Spirit roll, the Horror can plant ideas into his victim's mind, prompting him to strange and disturbing actions.
- **Can't run:** Bloatforms can only move their basic pace.

### (WC) Despairthought

**Attributes:** Ag d4, Smarts d8, Spirit d6, Strength d8, Vigor d6

**Skills:** Fighting d6, Notice d8,

**Charisma:** 0 **Pace:** 6 **Parry:** 5 **Toughness:** 7

**Power Points:** 10

**Special Abilities:**

- **Size +2**
- **Mouth and Tentacles:** In hand-to-hand combat, this Horror makes Str+4 damage.

- **Fear -2**
- **Corrupt Karma:** Whenever an Adept uses Karma, he has to make a Spirit roll or suffer a level of Fatigue.

## (WC) Hate

**Attributes:** Ag d8, Smarts d10, Spirit d10, Strength d12, Vigor d8

**Skills:** Fighting d10, Notice d8, Throwing d8, Spellcasting d10, Intimidation d10, Persuasion d6, Taunt d6

**Charisma:** 0 **Pace:** 6 **Parry:** 7 **Toughness:** 7

**Power Points:** 40

**Special Abilities:**

- **Size +1**
- **Vicious Claws:** In hand-to-hand combat, this Horror makes Str+3 damage.
- **Improved Frenzy:** Hate can make two attacks each round
- **Fear -4:** Encountering the Horror warrants a Guts roll
- **Animate Dead:** By making a Spirit roll, the Horror can animate up to 3d6 Cadaver Men from nearby corpses.
- **Horror Mark:** By winning an Opposed Spirit roll, the Horror can mark a victim, establishing a permanent link. This enables the Horror to use its powers on the victim regardless of the distance.
- **Cursed Luck:** Characters adjacent to the Horror have to take the *lower* of their trait die and their wild die. This power has no effect on extras.
- **Damage Shift:** When making a soak roll, the Horror can attempt to transfer the wounds to another target in his sight. Instead of Vigor, he makes an opposed Spirit roll. Each success and raise transfers a wound to the target.
- **Skin Shift:** By making a Spellcasting roll, the Horror can convert his power points into damage points at a 1:2 basis. No armor protects against this damage, although wounds suffered may be soaked normally. (Example: After making a successful Spellcasting test against an attacker, the horror spends 10 power points, causing 20 points of damage!)
- **Terror:** The Horror adds +2 to Intimidation rolls.
- **Illusionist Spells:** Hate has access to all Illusionist spells.
- **Hardy:** A second Shaken result doesn't cause a wound.

## Kreescra

**Attributes:** Ag d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Notice d8,

**Charisma:** 0 **Pace:** 4 **Parry:** 5 **Toughness:** 5

**Power Points:** 10

**Special Abilities:**

- **Cursed Luck:** Characters adjacent to the Horror have to take the *lower* of their trait die and their wild die. This power has no effect on extras.

## (WC) Verjigorm

**Attributes:** Ag d12+4, Smarts d12+4, Spirit d12+4, Strength d12+10, Vigor d12+4

**Skills:** Fighting d12+2, Intimidation d12, Notice d12,

**Charisma:** 0 **Pace:** 8 **Parry:** 9 **Toughness:** 14

**Power Points:** 80

**Special Abilities:**

- **Size +4**

- **Vicious Claws:** In hand-to-hand combat, this Horror makes Str+4 damage.
- **Animate Dead:** By making a Spirit roll, the Horror can animate up to 3d6 Cadaver Men from nearby corpses.
- **Corrupt Karma:** Whenever an Adept uses Karma, he has to make a Spirit roll or suffer a level of Fatigue.
- **Cursed Luck:** Characters adjacent to the Horror have to take the *lower* of their trait die and their wild die. This power has no effect on extras.
- **Damage Shift:** When making a soak roll, the Horror can attempt to transfer the wounds to another target in his sight. Instead of Vigor, he makes an opposed Spirit roll. Each success and raise transfers a wound to the target.
- **Horror Mark:** By winning an Opposed Spirit roll, the Horror can mark a victim, establishing a permanent link. This enables the Horror to use its powers on the victim regardless of the distance.
- **Wizard Spells:** Verjigorm know all Spells available to Wizards.
- **Thought Worm:** By winning an Opposed Spirit roll, the Horror can plant ideas into his victim's mind, prompting him to strange and disturbing actions.
- **Unnatural Life:** By making a Spirit roll and spending 10 power points, the Horror can awaken a corpse as a wild card. The re-animated corpse sustains all skills and edges it had while living. Additionally, each round the corpse may roll Vigor to regenerate wounds as an action.
- **Hardy:** A second Shaken result doesn't cause a wound.
- **Improved Sweep**
- **Improved Frenzy**

## (WC) Wormskull

**Attributes:** Ag d10, Smarts d10, Spirit d10, Strength d12+6, Vigor d12

**Skills:** Fighting d12+2, Intimidation d12, Notice d10, Climbing d12

**Charisma:** 0 **Pace:** 8 **Parry:** 8 **Toughness:** 13 (4)

**Power Points:** 30

**Special Abilities:**

- **Size +1**
- **Vicious Claws:** In hand-to-hand combat, this Horror makes Str+2 damage.
- **Fear -4**
- **Armor +4:** Wormskulls cover themselves with metal piece-meal-armor.
- **Animate Dead:** By making a Spirit roll, the Horror can animate up to 3d6 Cadaver Men from nearby corpses.
- **Skin Shift:** By making a Spellcasting roll, the Horror can convert his power points into damage points at a 1:2 basis. No armor protects against this damage, although wounds suffered may be soaked normally. (Example: After making a successful Spellcasting test against an attacker, the horror spends 10 power points, causing 20 points of damage!)
- **Nethermancer Spells:** The Horror has access to all Nethermancer spells
- **Frenzy**