

The cover art for the roleplaying game 'Arcanis: The World of Shattered Empires' features a dramatic scene. On the left, a woman with long, flowing blonde hair and a red, intricately patterned dress stands amidst a large, bright fire. She has a small, dark, geometric mark on her forehead and is looking towards the viewer with a slight, enigmatic smile. On the right, a man in detailed, dark purple and gold Roman-style armor is shown from the chest up. He wears a helmet with a prominent red plume and has a goatee. He is holding a sword with a silver blade and a dark hilt. The background is a dark, textured landscape with a large, glowing red and orange flame-like shape behind the man. The title 'ARCANIS' is written in large, golden, serif letters across the top, with 'THE WORLD OF SHATTERED EMPIRES' in smaller, white, serif letters below it. The overall mood is epic and fantastical.

# ARCANIS

THE WORLD OF SHATTERED EMPIRES

ROLEPLAYING GAME

Steve Hays





# ARCANIS

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## THE WORLD OF SHATTERED EMPIRES

# THE ROLEPLAYING GAME

by Pedro Barrenechea, Henry Lopez, and Eric Wiener

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CODEx

# OF ARCANIS

## NATIONS OF THE SHATTERED EMPIRES

ABESSIAN DOMINION

FREE CITY STATES  
OF ALMERIC

ALTHERIAN REPUBLIC

BLESSED LANDS

THEOCRACY OF CANCERI

CORYANI EMPIRE

DWARVEN ENCLAVES

ELORII NATIONS

HINTERLANDS

LEAGUE OF PRINCES

KINGDOM OF MILANDIR

PIRATE ISLES

SSETHREGORAN EMPIRE

UNSCALED LANDS

YMANDRAGORE

## RELIGIONS OF ARCANIS



# THE ABESSIAN DOMINION

Poised, like their namesake, under the proverbial heel of the Coryani Empire, the Abessian Dominion has waited patiently for their freedom from the imperial yoke. Finally, with the aid of the Yigites, they achieved what they had been longing for – but the former Myrantsians might soon discover that the price they had paid for their independence is much too high.

The ancestors of the human citizens of the Abessian Dominion were religious refugees from a kingdom far to the south, whose worship of the so-called Myrastian Pantheon had been proscribed. Fleeing by sea, they traveled north, hoping to find a place beyond the reach of their oppressors. Reaching the Lauriol Sea, the beleaguered exiles went inland and, upon ancient ruins steeped with eldritch energy, founded the city of Myrantis.

Under the dread leadership of the Necromancer Lords, the Myrantsians flourished and, at its height, had established a total of six other cities: Abessios, Aperis, Negath, Sarnen, Tigare and Waset. These cities eventually made up the Myrastian Hegemony and with the exception of the Ssethregoran Empire and the Malfelan elorii in the Felglade, they were the dominant power in the region, until the coming of the Eryunellian Battle-Magi.

Who or what the Eryunellian Battle-Magi were is cloaked in mystery and obscured by legend; but what the various tales and fables all agree upon is that these Magi were descended from the Emperor of Man's personal cadre of sorcerers. After the fall of the First Imperium, known also as the First Imperium of Man, the Eryunellians traveled across the face of Onara, seeking a place of sanctuary. Where these sorcerers eventually settled is unknown, but it was apparently close enough to the Hegemony's border that the Necromancer Lords felt threatened. A long and protracted war between the two people waxed and waned for decades, during which two of the cities of the Hegemony were destroyed – Aperis, in the outskirts of what is now known as the Golden Boughs of Saluwe', and Tigare', upon which modern-day Sulpecci now stands. Eventually the war settled into more of a cold war with neither side gaining the upper hand, until the arrival of a strange traveler.

The Necromancer Lords could feel the raw, unmitigated power radiating from this stranger, known only as Amanth. Whether the stranger was duped by the Myrastian rulers or was playing his own devious ploy is unknown. What is known is that Amanth, also known as the Sorcerer-King of Mandragore, allied himself with the dread Necromancers and made war upon the Eryunellians in exchange for what must have been a heavy price – too heavy a price for the Myrantsians to actually pay.

With characteristic duplicity, as the Mandragoran forces arrived from the Isle of Tears to join their master, the Myrastian Lords infected them with a virulent and insidious disease known as the Betrayer's Plague, with the hopes that by the time the joint Mandragoran and Myrastian forces destroyed the Eryunellian Battle-Magi, the Sorcerer-King and his army would be too weak to resist a coup de grace from the immunized Myrastian forces.

Their plan worked flawlessly, except for one small wrinkle – the Sorcerer-King himself proved incapable of contracting the disease. Infuriated by this treachery, His Sorcerous Majesty immolated the Myrastian soldiers and began his inexorable march towards Myrantis itself, leveling the city of Waset merely for being in his way.

The Necromancer Lords, knowing that their lives were forfeit, attempted one final gambit. In an act of brutality that remains unmatched, the Black Lords of Myrantis gathered the entire populace of the city as well as the outlying region and sacrificed them in a bloody ritual that made even the Sanguineous Lord Sarish cry, "Enough!" Thus infused, the ritual was crafted so that when the last of the Necromancer Lords' heart beat its last, an eldritch blast of unparalleled power would crush the city of Mandragore and decimate its inhabitants. In addition, the crafty Lord Qa'a siphoned a small bit of the ritual's power to craft his own curse upon the Sorcerer-King - a curse that would not only affect the Lord of the Isle of Tears, but eventually all of Arcanis as well.

True to his word, the self-proclaimed Master of Sorcery devastated Myrantis. So great was his rage that he failed to note the only people left in that tomb of





a city were its black-hearted leaders. The Necromancers' warnings of dire consequences should he harm them fell upon deaf ears. As he crushed the last Necromancer Lord's spine to dust, a terrible blot arced into the sky and flew to the east.

Echoing throughout the sepulcher that was once Myrantis, the voice of Lord Qa'a reverberated from the grave – "Never again shall Ye set foot upon Onara – for should so much as a toe touch the good earth of this continent, Hell itself will meet Ye!"

With a mirthless chuckle, Amanth crushed Lord Qa'a's skull beneath his heel and turned east towards Mandragore, leaving Myrantis partially swallowed by the earth and soon thereafter drowned by the swamp.

With the destruction of its capitol, the people of Abessios mourned the loss of their relatives living in Myrantis and tried to go on with their lives. Though no longer owing any fealty to the Necromancer Lords, the Abessian citizens continued to refer to themselves as Myrantsians; whether out of some ethnic pride or nostalgia, it is unknown.

The destruction of Myrantis had a huge effect upon the Abessians as they could no longer trade for items that were critical for their survival, such as foodstuffs. Even contact with their sister city of Negath, at the mouth of the Nekhty River, went unanswered. The land surrounding Abessios was not very fertile, and what did grow was sparse and barely nourishing. Blood sacrifices to Tzizhet and the rest of their Pantheon escalated, but the Gods seemed uncaring to their plight.

It was during this desperate period that a strange and wondrous people came out of the swampland to the South. They called themselves Yigites and brought with them gifts and knowledge unknown to the Myrantsians. By the time the next planting season arrived, new techniques in agriculture along with precious seeds gave people hope that they would not perish of hunger. By the harvest season, the Abessians not only had enough to fend off starvation, but were able to replenish their near exhausted larders.

In gratitude, the people of Abessios opened their hearts and homes to these strangers. True, they had strange characteristics that were reminiscent of reptiles and they worshipped a strange serpent goddess,

Centuries of Coryani rule has drastically altered the classical naming style of the Myrantsian peoples. In antiquity, a name was given by the mother that kept until adulthood, at which time the priests of Mahememnûn determined your true name as known by your ancestors.

The suppression of worship of the Myrantsian Gods by the Inquisition of the Mother Church put an end to this practice – and slavery and suppression of the native authority stripped family names from the ancient clans in order to disrupt ancient alliances.

There is an effort from the human Phaeron to bring back the original clan names, but centuries of neglect and deliberate misdirection has made this extremely difficult. Most persons claim decent from only the most prestigious clans, and slaves were granted wives at the whim of their Coryani masters, so it is unlikely that any "pure" bloodlines were preserved in any case.

As a result, people have a childhood name, which they keep for their life, and a second given name granted by a family elder. For example: Heru (child name), Bas (granted name).

The Ssethregoran names are strange to human ears, but – to the consternation of the Ssanu, many Yissera have begun taking Myrantsian names as readily as human mates.

**Common Given Names:**

**Male:** Ai, Be-nipu, Hannu, Khamat, Pa-mu, Shoshenq, Unas, Usati, Utu.

**Female:** Ama, Beket, Iset, Nemathap, Nodjmet, Tuya, Uiay.

but they assimilated well within Myrantsian society and only proselytized the tenets of their religion to those who were curious. Within a few generations, one could no longer tell the difference between a native Myrantsian and a Yigite, unless they smiled, of course.

The people of Abessios thus lived in peace and relative prosperity, until the day that the Necromancer Lords' curse came back to haunt the Sorcerer-King. Eventually





Amanth returned and set foot upon the continent of Onara. At that very moment, the sepulchral voice of Lord Qa'a rang out as the veil between this Mortal Plane and that of the Hells was ripped asunder, heralding the beginning of the Time of Terror.

Besides the obvious ramifications of having to deal with hordes of Infernals, the Time of Terror also gave way to something else that would have a much greater and lasting effect upon the people of Abessios – the Coryani Empire. Within less than two generations since its founding, the rapacious Coryani expanded south and made contact with the “lost” people of Abessios and their heretical worship of monstrous entities. Seeking to bring the gift of enlightenment to their benighted brothers, the Coryani launched an invasion, which they euphemistically called the Deliverance of Abessios.

Though annexed into the Coryani Empire during its early period, the Myrantians living in the newly minted province of Toranesta were never assimilated into the imperial populace as a whole. While other peoples and provinces were able to adapt and eventually prosper as full members of the Empire, the population of Abessios remained foreigners and outsiders. Even forced integration and migration failed to assimilate the Myrantians into Coryani society; though as a byproduct of this program, there are now large pockets of Myrantians living in so-called ghettos in and around Plexus, Sulpecci and even Old Coryan.

The vals, and the legions associated with the subjugation of the Myrantians, were removed, and the val'Mordane and val'Mehan were bequeathed power to rule there in the emperor's name. It was thought, since the Mother Church had deemed the Myrantian deity Tzizhet to actually be an amalgamation of Neroth and Sarish, that these val families could find some common ground with the people of Abessios, but instead the val'Mordane and val'Mehan were hated and viewed as insidious infiltrators trying to corrupt the Myrantian people and their way of life. For every Coryani throat cut came the obligatory retaliation - the execution of ten times that number of Myrantians. And with each death sentence, the gulf between the two people widened.

It seemed roughly every generation or so, the entire province would rise up in rebellion, requiring a swift and brutal response from their imperial masters. After such reprisals, things would seem to settle down,

until another charismatic leader would call for their independence and the cycle would begin anew.

Many speculate it was not the Coryani Empire's inability to quash yet another uprising due to its attention being turned upon its own Civil War, but rather the Emperor's exhaustion and indifference at dealing with that “tiresome province” that allowed the last rebellion of 1026 to succeed. Though outnumbering their Coryani masters by sheer numbers and heavily augmented by their undead ancestors, it was only the timely intervention of their ancient allies, the Yigites, which allowed the native Myrantians to finally oust their conquerors.

After the bloody rebellion, with the apparent destruction of the Legion of Radiant Glory as well as the routing or execution of every val'Mordane and val'Mehan within their borders, the leaders of the uprising, one human male and the other a female Yissera, crowned themselves the twin Phaerons of Abessios, and resolved to jointly rule their lands and peoples as equal sovereigns.

Within a few short weeks, the rebellion spread to Abessios' sister city Negath, and later Sarnen, with equally bloody and successful results. The low-lying lands that made up the former Toranesta province were free of Coryani influence for the first time in almost 900 years. Now with their ancient allies, they stand upon the edge of a precipice – with either peace and prosperity awaiting them or the yawning chasm of complete annihilation at the hands of their interminable foes to the north.

## APPEARANCE

The typical Abessian is of average height (5'6” to 5'9”) and has golden tan skin tones due to the intense heat that bakes the region. Lice infestation is a concern for most of the inhabitants, so the natives have taken to shaving their heads in the hope of overcoming this nuisance. In turn, this has created a cottage industry of wig weavers – as no woman of a status higher than the lowest slaves would let themselves be seen in public looking like the hated val'Mordane.





Ever a pragmatic people, the Abessians place little concern on modesty, as both men and women are usually bare-chested but for a utility harness, and wear a pleated kilt and sandals due to the daytime heat. The associated glare from the overbearing sun is combated with the application of a thick black paste beneath their eyes, making the average Abessian look sinister and menacing to outsiders.

The Yigites, in turn, are not a homogenous people, but are instead three distinct species held together by their fervent, some would say fanatical, belief in the goddess Yig, She of the Shifting Scales. The three groups are the Yissera, the Hussuma, and the Ssanu, though it is the more human-like Yissera who are the most commonly seen Yigite on the streets of Abessios.

Yissera are almost indistinguishable from humans, with the exception of slightly exaggerated canines, which appear to be atrophied fangs. Created by the Ssanu as spies that could easily infiltrate human society, they are a marked improvement from the Hussuma, with greater intelligence and personality though not as long-lived.

Like their cousins the Yissera, the Hussuma were created by their Ssanu masters to infiltrate elorii society and as such they appear much like a “generic” elorii – tall, lithe humanoids with long pointed ears, feral teeth and almond shaped eyes. Unlike the Yissera, however, the Hussuma tend to be more brutish and are quick to anger over the slightest of offenses.

The Ssanu are the true power behind the Yigites, although it is the Yissera who appear to be in charge. This is exactly as the Serpent People wish, as they understand that their serpent heads and lower bodies in combination with a humanoid torso make most humans recoil. Patient as their goddess, they are satisfied to pull the strings manipulating the course of their fledgling nation, all the while knowing they need the humans to protect them from their brethren in Ssethregore.

## GENDER ROLES

Oddly enough, the gender roles of the human Abessians and the Yissera are the exact opposite of one another. Abessian society is patriarchal in nature, with females tending to take a subordinate role to the

males in all matters outside their own home. Within the home, the males are taught to leave the running of the household to their spouse; their only role is to provide the wherewithal so that the women can keep the homestead functioning.

Politics, trade and war are the province of men. In fact, while it is customary for men to compliment a male host on the beauty of his wife, it is forbidden for men outside the household to speak directly to or to touch a woman of another’s household. Traditionally, those seeking pleasures outside of matrimony would need to content themselves with slaves or opportunities that present themselves while traveling abroad. Lately, however, this has changed with the reappearance and integration of the Yissera into Abessian society.

The Yissera, on the other hand, is a matriarchal society; the men are subservient to the females, and exist for procreation and to care for the needs of the females and their Ssanu masters. Conversely, unlike the equally subservient val’Dellenov males, the Yissera males are as aggressive and powerful as any other human male – indeed it is they that are expected to take the field of battle when necessary; the Yissera females assist the Ssanu priestesses in calling upon the divine power of Yig to aid in the war effort.

Since their integration within Abessian society, female Yissera seem to have developed a taste for human males as consorts and lovers. To say that this has led to some friction with the male Yissera would be an understatement; many a duel has been fought, or a throat cut by a jealous hand.

## THE NOBILITY

Female Yissera are treated as de facto nobility within the Dominion, with one of their own, Nikara, being the current co-ruler and phaeron. The truth, however, is that the Yissera, regardless of sex, are subservient to the whims and wishes of their Ssanu masters. For their part, the Serpent People are content to allow the Yissera to be the face of the Yigites. This frees them to tend to Yig’s wishes, as well as giving them time to pursue their favorite pastime: scheming for ways to better their social position within the hierarchy.





Male Yissera, along with their human counterparts, have a more varied selection of roles - from traders to warriors. Certain select males are given a great honor by being allowed to tend to the eggs of the Daughters of Yig - serpents that grow to gargantuan size! This is a thankless job as they usually end up being the hatchling's first meal.

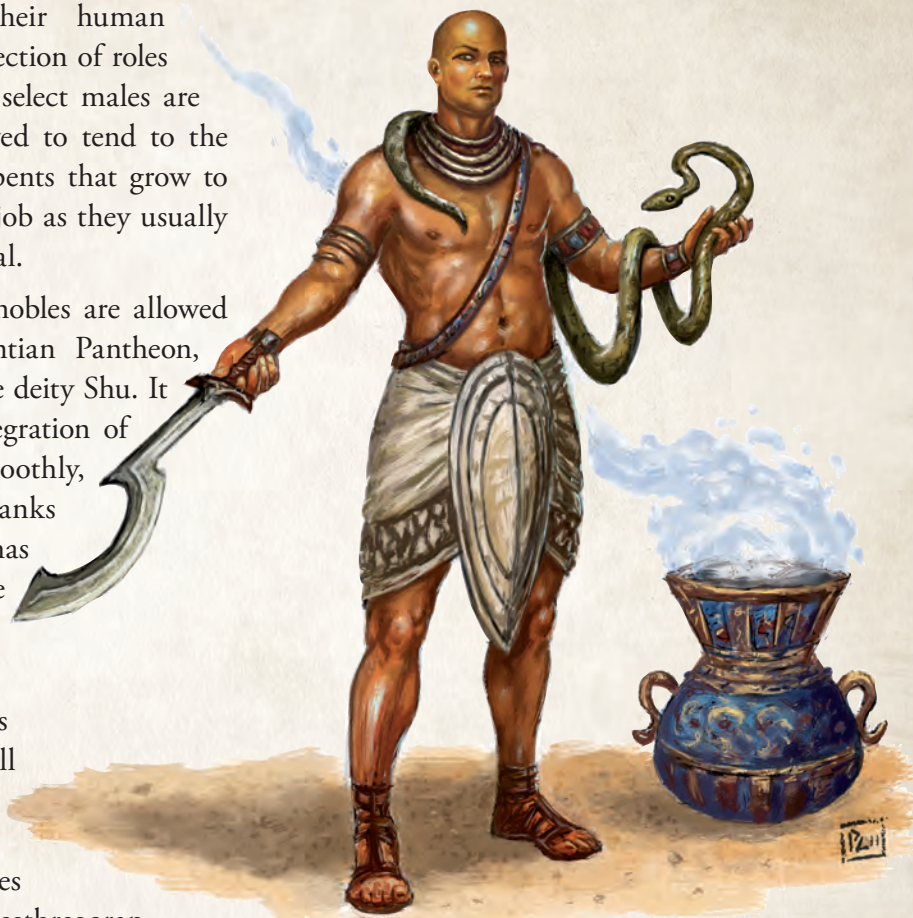
Both human male and female nobles are allowed into the priesthood of the Myrantian Pantheon, though females primarily tend to the deity Shu. It should be noted that while the integration of the two peoples has gone rather smoothly, no human has ever ascended to the ranks of the priestesses of Yig and neither has a Yissera ever attempted to enter the priesthood of any of the Myrantian Gods.

One final note on Yisseran traders - the practice of slavery is alive and well within the Dominion. Though the Crimson Slavers of Garundi have a brisk business there, vaster fortunes are made by trading with the Ssethregoran Empire. Though technically any and all adherents of Yig are to be killed if found within Ssethric territory, the unscrupulous Ssanu of Pit Maliss in Chelydra tend to turn a blind eye to such technicalities as long as fresh meat is made available to them. For their part, the Yissera slavers see Ssethregore as nothing more than one more market for their wares.

## VAL

Since the rebellion and the expulsion of the Coryani, one would think that vals would not be welcome within the Dominion - that would be true but for the strange case of the val'Inares.

During the Coryani Civil War, the Champions of Light, those Heroes that eventually overthrew the Valinor Manetas, discovered an ancient secret - that the serpentine goddess Yig and the Pantheon of Man goddess Anshar were one in the same. This secret is not common knowledge and is known only to a very select and powerful few.



*With the infusion of the val'Inares into Abessian society, now more than ever does the balance threaten to tip and destroy the peace between the Myrantians and the Yigites.*

The val'Inares are the scions of Anshar. However, while all the other val families are descended from the Valinor of a particular god, Anshar (or Yig) has no such servants. So the val'Inares were created like the other 'children' of Yig - directly by Her.

But the val'Inares are not crude creations like the Yissera - they were crafted by the goddess Herself and are thus unique. Appearing as normal vals, the val'Inares have a much longer life span than the other val families. However, no val'Inares over the age of sixty has ever been seen. This is because sometime between the ages of 40 - 60, they begin to change; their skin begins to flake off, their eyes begin to shift from grey to yellow and their bodies begin to morph.

During the time when the change begins, all val'Inares have the urge to travel through a Portal of Anshar and arrive at an unknown destination - the secret sanctuary of the Yigites





within the Ssethregoran Empire. Unfortunately, the Ssanu recognize that should a val’Inares be allowed to completely transform, they would be more powerful than any of the Serpent People. Paranoia being a way of life for the Ssanu, they took to sacrificing the bewildered and confused val’Inares to Yig.

This diabolical practice ended when Nescor val’Inares, the Arch-Prelate of Anshar, discovered the truth and ended it just prior to the closing stages of the Coryani Civil War. Due once again to the actions of the Champions of Light, Nescor succeeded in gaining the favor of the human phaeron, who saw these reborn val’Inares as a way to tip political power slightly in his favor, and fought to secure the right for the val’Inares to settle in the Dominion as their birthright as Children of Yig.

## RELIGION

The religion of the Abessian Dominion is a strange tripartite clerisy, whereby the Abessian humans worship the gods of the ancient Myrantian Pantheon, the Yissera (along with the Ssanu and other assorted Ssethrics) worship Yig, and the newly arrived val’Inares try to convert members of either group to the worship of Anshar.

Each of the religions seem to be satisfied with their segment of the population, as the Ansharans have made very small inroads into either population, but should this teetering balance be tipped heavily into one direction, then some sort of repercussion would likely occur.

Ironically, the Ssanu and the Myrantians share something in common – they were both heretics in the eyes of their people and were forced to worship in secret until eventually the opportunity came when they could escape to a new land. Yig, once venerated in the Ssethregoran Empire, has been cast down as a minor deity by the new masters of the Scaled Empire – the otherworldly Varn.

While most Ssanu easily switched their allegiance, worshipping the gods of the Varn, there remained pockets of resistance, most notably the Ssanu priestesses of Yig that remained true to their goddess.

For more details into the Myrantian Pantheon, Yig and Anshar, see the Religion section on page 81.

## CURRENT YEAR: 1071 I.C.

The original peaceful integration of the societies and the good will engendered by the assistance of the Yissera in overthrowing the Coryani has begun to fray at the edges after forty some odd years. The reason for this has mainly to do with the introduction of the “transformed” (though some would say “evolved”) val’Inares to the Dominion.

The current human phaeron, the wily Khefru, has used the val’Inares at times as a carrot on a stick. Phaeron Nikara walks a fine line, knowing that she must keep up appearances by moving to curtail the val’Inares for her Ssanu masters while at the same time knowing that those same Ansharans can be used as a dagger at the throat of the Ssanu should they try and turn against her.

For his part, Nescor is content in assuring that the val’Inares are safe from being sacrificed to Yig by the fearful Ssanu, while at the same time reveling at the newly discovered powers and abilities never before known by a val’Inares. Nescor is also very concerned at what actions the Mother Church may take against him and his people. He knows that Elandre’ val’Assante’ understands the secret of the val’Inares, but has so far refrained from acting upon that knowledge.

Further, once the “change” came over him, Nescor abdicated his position as Arch-Prelate of Anshar, knowing that the human portion of his flock would never accept him as he now was. While he has been enlightening select members of the val’Inares family as to their true heritage, more and more of the burden of leading the Ansharan faith within the Mother Church has fallen to the human portion of the congregation. Though he is trying to somehow forge a bridge between the traditional worship of Anshar and the newer, more enlightened manner, he fears the day when a schism may develop between the two groups – a schism that will lead to more bloodshed and strife for the people of Arcanis.





# ALMERIC, THE FREE CITY-STATES OF

Shortly before the inception of the Coryani Civil War, the head of the Coryani val'Tensen family, Menesis, received an urgent summons by a Beltinian priest. This priest took him to a place where three Shades awaited him. One of these Shades, his long dead father, spoke to Menesis and told him of the horrors the entire val'Tensen family - both the Coryani and Milandisian - suffered after death.

The family was cursed to dwell in the threshold of the Cauldron, never allowed to go before the judgment of Nier, never to know one's final reward, good or ill. Instead they were doomed to wander mindlessly through the endless mists - barred from eternal rest forever more.

Unless...

Unless the two sides of the family were rejoined and their oaths to both the Coryani Emperor and the Milandisian Crown could be reconciled.

Shaken from the experience, Menesis launched an invasion on the val'Tensen lands in Milandir, the Duchy of Moratavia, and set in motion events that would eventually lead to his death and unexpected resurrection. While in the afterlife, Menesis saw that the Shades spoke true. For generations unending, the noble val'Tensen, the Defenders of Man, were deprived of entry into the Cauldron and beyond.

Events after his return to the Mortal Plane occurred with such rapidity that it was impossible for him to do more than relate the horrors to his successor, Darius val'Tensen, before his death at the hands at the Fallen Valinor, Manetas.

Soon, every val'Tensen on either side of the political divide knew the tale, as it spread from the mouth of Darius as well as the Champions of Light who went into the Cauldron to retrieve the soul of Menesis in the first place. The tales were told with such desperation and passion that even Duke Gustov val'Tensen began to wonder, and worry, about the ultimate legacy of the Scions of Hurrian.

For years, both Darius and Gustov pleaded with their respective lords for some sort of solution to the dire problem. Every day, week or month, a val'Tensen died; died and then was consigned to limbo for eternity. But each entreaty, each oratorical supplication ended the same way - sympathy from the sovereign ruler and a promise to think about it. Even discussions between

Darius and Gustov were contentious - yes, they agreed that the family had to be reunited, but under which banner - Coryan or Milandir? Both sides were loath to raise arms against their former allies and countrymen. Additionally, who would be the head of the family and would the rest of the Children of the Storm agree to follow whoever was selected? How would such a selection take place?

Months dragged into years with no resolution. Other matters of urgency presented themselves, such as the Crusade in the Hinterlands and Malfelan incursions in the south. Frustration grew, as neither side seemed any closer to a solution.

Finally, an opportunity to resolve the issue presented itself. During the closing days of the Fifth Crusade of Light, a conflict over the massacre of a hundred Coryani legionnaires by a large number of Milandisian knights happened in the city of Mil Takara in the Hinterlands. It seemed that the Coryani Empire and Milandir might go to war again, something both nations could ill afford.

Darius and Gustov proposed that the Coryani Emperor Scipio and Milandisian King Osrice meet in a neutral area, the small town of Cavantai, which had the dubious honor of being situated on both the Coryani and Milandisian side of the border, depending how far north the river flooded.

The Duke and Governor were prepared to present a united front to their respective leaders in the hopes that some settlement could be arranged. Days passed and the discussion focused solely on the issue of the Mil Takaran massacre and what reparations each side was demanding of the other. Endless bickering and squabbling occupied the sovereign's time until war seemed inevitable.

Then, on the night before both leaders prepared to leave in frustration and in accordance to custom, Osrice and Scipio shared a goblet of wine before returning to their nations with the matter at hand still unresolved. Unexpectedly, a lovely maiden wearing a voluminous cloak of grey appeared at the table, holding only a simple lute. Scipio and Osrice later tell that neither one felt threatened, or even outraged, but curious and then a strange feeling of lassitude as she raised her lyre and plucked chords that produced the most exquisite music either of them had ever heard.





Details of what occurred next are contradictory, but what both the King and Emperor agree upon is that they awoke in a monochrome colored land, filled with mists that chilled the soul. Before them the grey-cloaked maiden stood holding a strange staff topped with an eerie looking lantern. She beckoned the two startled men and led them down a winding trail, invisible to their eyes until they arrived on the banks of a river where an endless multitude of people stood wandering about empty of mind, purpose or hope – immediately they knew that they were being shown the harrowing torments that the val'Tensen suffered at the threshold of the Cauldron.

Time passed strangely there; to Osric and Scipio it seemed they had spent an interminable period of time among the dead, but by the time Illiir's first rays of light shone upon Cavantai, the maiden was gone and both leaders, though shaken, were back at the table, their cups of wine still in hand. When their staff appeared to arrange for breakfast, both leaders were well on their way to resolving many of their disputes. Both agreed that in comparison to what their loyal val'Tensen subjects suffered, the matter of Mil Takara paled in comparison. Milandir agreed to pay some token reparation to the family of the legionnaires and Coryan would reciprocate in paying a blood debt to the family of the knights that were killed that night as well.

Turning their attention to the true issue at hand, they both agreed that having an entire nation of val'Tensen on the side of Milandir or the Coryani Empire would tip the balance of power in the region, and would be something neither one could ever sell to their political critics at home. The only solution was to free both sides of the family from their oaths of fealty and let them form a buffer state between their nations, making the chance of a Coryani invasion on Milandir, or vice-versa, a moot point as either would first have to conquer the lands of the Scions of Hurrian. Additionally, the val'Tensen would act as gatekeepers into the Blessed Lands, ensuring that the flow of pilgrims, goods and commodities would flow freely to the rest of the Known Lands.



*Had it not been for the former Defender of the Empire Menesis val'Tensen, the proud Scions of Hurrian might never have known their plight in the afterlife.*

Satisfied that they had been able to unravel the fabled Altherian Knot without the use of a sword, they cheerfully told Governor Darius and Duke Gustov that from this day forth, the fate of the val'Tensen family was in their hands and their hands alone. Stunned, the two val'Tensen were barely able to babble a coherent word of thanks as Emperor Scipio and King Osric went back to their nations.

Yet though freed of their obligations by a word and stroke of pen, the actual logistics of uniting the two halves of their families took years to accomplish. Finally, after a decade of discussion, passionate oration and not an inconsequential number of knockdown, drag out fights, the nation of Almeric was founded. Only a final thorny issue remained – who would lead the family into this brave new world?





Almeric is a young nation born from the melding of 2 small dominions pulled from other lands. Only a single generation has passed since the founding of this young nation and the traditions of naming have not changed much in this short time. The common people typically have a given name and a surname (often a profession name such as Shoemaker or Bauer) whereas the nobility have elaborate naming structures as described in the Milandir and Coryani Empire sections.

To seek out names on your own, Germanic names would be suitable.

#### Common Given Names:

##### Ulfa

**Male:** Adalbard, Bergen, Carl, Eryk, Gerald, Jurgen, Konrad, Luthold, Reinhard, Symon, Wernher, Wolfram.

**Female:** Agnes, Bertha, Clare, Hedwig, Jutte, Osanna, Ursula, Veronica.

##### Moratavia

**Male:** Andreas, Alberich, Benedikt, Heinrich, Jerrold, Ludwig, Richard, Victor, Siegmund.

**Female:** Agathe, Brigit, Henriette, Gertrud, Matilde, Susann, Tresa, Ursula, Waltraud

**Common Freeman Surnames:** Bauer, Deak, Eggers, Kaufmann, Schiffer, Ziegler

**Common Noble Surnames:** Balin, Fuchs, Gelbächen, Kreiger, Westermarker

Both Darius and Gustov were proud men, accustomed to having their every word followed without question. For either one to bend knee to the other was like a sword thrust through their hearts. Yet, for the future of their fledging nation, as well as their very souls, that was indeed would have to occur.

After much delay and debate, it was agreed that a meeting of all the major landowners and nobles of the land be gathered and a final vote would crown the first Almeric king. By lot, Nevanne was chosen as the place where the historic decision would take place.

On the eve of the gathering, heralds sent to escort the former Ulfilian governor to speak before assembled nobles and gentry made a horrible discovery – the body

of Darius val'Tensen lay slumped at his desk, a goblet of poison wine clutched in a death grip.

Immediately accusations flew, tempers flared and swords were drawn as cousin turned on cousin. In a heroic effort, worthy of epic song, Gustov led his contingent through the gauntlet that was Nevanne and back to Treslau.

Shocked and unable to believe that all the hard work both he and Darius had done was unraveling, he threw out his advisors and sealed his study in the hope that some peace and quiet would allow him a way to figure a way out of this calamity.

Gustov's orders are usually followed to the letter, but his sons and grandsons began to grow concerned when he did not appear for breakfast the following morning, nor lunch and was now about to miss dinner. Banging on the stout door of the study brought no response and they literally had to break the door down to get inside.

There they found proud Duke Gustov val'Tensen, eyes bulging and tongue purple, garroted so viciously that his head hung connected to his neck by the thinnest bits of gristle. No one else was found in the study nor was any method of egress uncovered – it was as if the shadows themselves swallowed the assassin.

Once again, accusations flew furiously and the few cool heads that remained were shouted down. Darius and Gustov were the only two real contenders for the position of king. Upon their death, every nobleman, patrician, knight-commander or burger of a major city began to put forth their claim to the throne.

Some tried diplomacy and negotiation to garner support of their fellows, but the majority took up arms to force said support. Within months, Almeric was reduced to a group of city-states, each claiming their own small piece of territory as their personal fiefdom.

## APPEARANCE

There hasn't been enough time since the creation of Almeric for it to develop its own ethnicity, so most still hearken back to their Milandisian or Coryani ancestry. If a stereotype had to be made of the average Almerian it would be a dour, stout person, normally malnourished and unwashed, with stringy dark hair and clouded bloodshot eyes.





## GENDER ROLES

With the amount of internecine war carried out, day in and day out in Almeric, the role of women is based upon necessity – those women who can wield a sword with any amount of skill are needed to fight for their ‘prince’ or ‘princess’, of the city-state they have sworn their allegiance, whereas those women capable and of child bearing years are needed to propagate, as recently, there are more Almerian deaths than births.

## THE NOBILITY

The “nobility” of Almeria is like no other in the Known Lands. With the implosion of any sort of political unity, each person who had any sort of legitimate claim to put forth for the crown of Almeric, legitimacy usually being the number of sell swords under ones command, took the title of “prince” or “princess”. Any other titles are bestowed, at a whim it seems at times, to those who back their claim.

## VAL

As noted, the most common val in Almeric are the val’Tensen, Scions of Hurrian. Once they were the most level headed and compassionate of the val and widely known as the Protector of Man. Yet since the event known as "The Storm", where the ancient Valinor known as the Rage of Hurrian was released from its captivity, the val’Tensen have grown short tempered and likely to fly into a rage.

Many speculate that if the ‘old’ val’Tensen had been in existence when the deaths of Gustov and Darius took place, none of the resulting misery would have taken place.

## COMMONERS

In a land where it seems that every stable boy holds the title of viscount, it is surprising to discover that, in actuality, the vast majority of Almeric’s population are common folk.

Before the outbreak of the wars, Almeric enjoyed a thriving middle class of merchants, craftsmen and artists, but now most of the commoners are put to work either in the field of battle or in the fields to feed the army. But these farms are growing less and less able to support the populace that grows the food, let alone

the men at arms that are fielded. When supplies are not enough, it is the common man who starves while their labor is taken from their very mouths.

## RELIGION

Whether the Temples in Almeric follow the newly formed Milandric Church or the tenants of the Mother Church of Coryan is still up for debate, as many of the temples have been destroyed during the fiercest of battles and there are not enough priests to gather together and decide what holy text to follow. The reason for this is that most priests have been drawn into the military and are told that Hurrian’s preeminent aspect is now War and not as it was during peacetime. Cants of battle rather than blessings should be supplicated for until these trying times are over.

## MILITARY

As must be blatantly obvious by now, Almeric is an armed camp, with either standing armies under the direct control of a particular prince or roving bands of heavily armed and well trained bandits roaming the region. Almeric has yet to be invaded by a foreign army, thus it’s unsure whether or not they would band together against a common foe. The common defense has been assumed by the monks of the Order of the Blade, the keepers of the holy sword, Precision.

These monks patrol the most heavily used paths by pilgrims traveling to the Blessed Lands and do their best to protect them through the war zone that is Almeric. At the same time, while maintaining their neutrality in the battle for the crown, they do attack any military units engaging in atrocities.

## CURRENT YEAR: 1071 I.C.

Even after a dozen years of almost constant warfare, there still has not emerged a figure to unite the desperate factions of Almeric. The once rolling, lush hills are now muddy fields of death, with crops irrigated by blood rather than cleansing water. Perhaps the best candidate by blood and respect, Markgraf Roderick val’Tensen of Treslau is possibly the only noble of note not to claim the throne.

How much longer before the internecine war precipitates either Milandir or Coryan to step in to try and re-establish order remains to be seen.





# THE ALTHERIAN REPUBLIC

Altheria is a republic forged in the fires of strife and suffering. Through these tribulations, it has emerged as the true inheritor of the legacy of the First Imperium. The Republic of Altheria is ruled by the Council of Wisdom from its seat of power in the capitol city of New Althré. The council consists of seven members who are elected from the populace at large. One member is elected every year on a seven-year rotating cycle, and each elected member then serves for seven years until his or her next election. A council president is elected every year from the current members of the council, and the president acts as the city-state's chief executive officer for one year, until a new president is elected. This system of government has served the Altherians well. Naturally, it has spawned a huge bureaucracy to support itself. While cumbersome, the government of Altheria is the only true representative regime in the Known Lands, so it is only fitting that the most enlightened and divinely blessed people are the ones to enjoy its benefits.

A typical Altherian views his nation as the most knowledgeable place in the world. Many Altherians believe that their duty is to spread their wisdom to the ignorant masses of the other nations. This "sharing of their culture" is rarely accomplished through warfare and is usually achieved through trade, political overtures and their acclaim as tutors; having an Altherian scholar as a private tutor for the children is something of a status symbol among the Coryani and Milandisian nobility.

The val'Abebi of Altheria also hold a monopoly on the crafting of flintlock pistols and other types of firearms. Outside of the Altherian Shining Patrol, these very stylized weapons are illegal in the hands of anyone other than the nobility; possession of such carries with it a penalty of anything from enslavement, maiming or death. It is tradition for an Altherian monk to give a specially crafted and ornate flintlock to a noble in a grand ceremony upon their reaching adulthood.

The majority of the people in Altheria believe their country and ways are superior to everyone else's – and they don't mind expressing this belief out loud. Altherians are a very proud people, bordering on conceited. In their minds, they receive Althares' gifts, and they in turn are His gift to everyone else.

A part of their conceit may come from the many achievements in the sciences, engineering and the arts. As an example of their mastery over the environment, they point to the fact that only New Althre' is lit at night through a series of pipes that channel natural gas to the lamps that line the main thoroughfares of the city.

Generally speaking, Altherians are intelligent, thoughtful and artistic. They are collectors of information, master craftsmen, inventors and scholars. They are quick to investigate and exploit any new technology and the first to offer words of wisdom to ears they deem worthy. However, these words of wisdom are occasionally misunderstood or unwelcome, and many Altherians are met with suspicion or resentment despite their best intentions. Altherians are an extroverted people and they will trek to any destination to seek obscure knowledge or information. Trade is the lifeblood of Altheria, and most foreigners are welcome within its borders as long as they respect Altherian laws and religious practices. However, Ss'ressen are typically viewed with suspicion, due to the Republic's past history and near-constant state of war with the Ssethregoran Empire.

## APPEARANCE

Altherians enjoy a variety in their appearance, though their hair and eye color are a universal light brown to black. Their skin tones vary from a light brown to a deep, dark tone that appears black to some. Due to their prosperity as a nation, most Altherians enjoy a healthy diet that aids in the development of well-muscled bodies that complement their keen intellects. Altherians usually have open features, broad noses, and most grow to just below six feet in height. They dress in simple robes or leggings in a variety of colors that offset their dark skin, and some Altherians have begun to favor elaborate headdresses.

*"Every man's brother, every father's son.  
The whole of the people is your family."*  
– Credo of the Monks of Althares





## GENDER ROLES

Traditionally, women have been delegated to subservient roles in the church, military and government. While not explicitly denied access to any profession or position of power, women have not enjoyed equal treatment or opportunities for advancement. In the military, a woman may theoretically be promoted to any rank in the Shining Patrol, but as a matter of practice all leadership positions are given to men, even if a woman is better suited to the task. In the church, it has become common practice for priests of Althares to marry multiple brides, thereby gaining multiple dowries. However, priestesses of Althares are not allowed to marry multiple husbands or even to request dowries from their male mates. This practice has made the priests of Althares some of the wealthiest citizens in Altheria, but the priestesses have enjoyed no such financial boon.

Many women began to balk at this subservient role and, due to the efforts of the first woman council member, Cradnaka, the status of ‘ugabi’, meaning liberated, has been adopted by some. Upon reaching maturity, what many call “flowering”, a woman may elect to declare that she is ugabi. They will then be treated with all the privileges and duties of a male. They may hold leadership rank in the Shining Patrol, have multiple husbands with the expected dowry and even hold high office as a matter of course. However, such liberties also come at a cost, as an ugabi can no longer look towards her family to defend her honor, protect her from unscrupulous business dealings or even arrange for a suitable marriage partner. They are, for all intents and purposes, men in the eyes of the law and society, with all the liabilities and benefits that gender enjoys.

## THE NOBILITY

While val are traditionally treated with deference and respect in Altheria, there is no titular “nobility” as such. Certainly there is an upper class, composed largely of powerful and wealthy individuals who work openly – or, more frequently, behind the scenes – to forward their own agendas, but they have none of the gentrified titles or other appellations of “high birth” that are often found in other nations. When traveling abroad, these influential citizens often take the title of “Ambassador.” Those who style themselves nobles are often

### FLINTLOCKS & BLASTPOWDER

As mentioned previously, the possession or usage of a flintlock in the Known Lands by anyone other than the noble caste of a nation or an Altherian citizen is punishable by anything from enslavement, to maiming or even death. Though outsiders joining the Shining Patrol may be issued and trained in the use and care of a firearm, they are required to relinquish that weapon when they muster out of the Patrol.

Since the blatant abuse of blastpowder during the Coryani Civil War, the sale and distribution of blastpowder is controlled under the auspices of the Mother Church in general and by the Temple of Althares in particular. Possession of blastpowder without the right to carry a flintlock holds the same penalties.

viewed by Altherians as oppressive and domineering even if they have the best of intentions. For example, in Milandir the citizens are told, “A Milandisian is the equal of all.” But, they are also told, “I am a noble or a king, so you must listen to me because I am first among equals.” Altherians have no need of this creative definition of equality. Such trappings are only found in the lesser lands of lesser peoples, not in the enlightened Republic of Altheria.

## VAL

While val families hold positions of great power and prestige in other nations, their influence is much less substantial in Altheria, at least on the surface. The val’Abebi are the most prominent val family found here, but their power and influence seems to be confined within the Church of Althares (in which they frequently become leading clergy). Ironically, the higher-ranking clergy of Althares are some of the most wealthy and influential citizens in Altheria, thereby granting the val the benefits they normally enjoy in other nations, but through a different venue. Members of the other val families are treated with respect and courtesy in Altheria, but they do not receive the level of deference, authority, or special privileges that they often enjoy in other nations.







*"The only enlightenment you will find lizard, is at the end of my flintlock."*

Jyala val'Abebi Lieutenant of The Shining Patrol

## COMMONERS

The common folk of Altheria are abundant and thriving; organized in familial groups known as clans. These clans vary in size, influence and wealth, but all bestow upon their members citizenship, which is a treasured commodity. Many ingenious inventions help with the mundane tasks of everyday life, and the countryside is made up of lush farmland that is equally capable of growing crops or grazing cattle. Most of the country is contained atop a plateau, and is thereby sheltered from potential enemies. However, on the border abutting the Ssethregoran Empire, small forts and Shining Patrol outposts dot the land. Unlike the commoners of most other nations, many of the citizens

of Altheria will travel across large distances and visit many different countries during their lifetimes. Often their pursuit of knowledge or their desire to form new trade routes will lead the scholars and merchants of Altheria away from their homeland for months or even years at a time.

Within the cities and towns of Altheria, the church and the artisans' guilds are the main power centers, although some towns do institute a local government that is built on the same principles and procedures as the Council of Wisdom. The Shining Patrol Garrison in each city or town is responsible for the protection of the territory in the surrounding area.





## RELIGION

The Altherians consider themselves the chosen people of Althares, the God of Knowledge, and they believe their works are an extension of His will. The tenants of the Mother Church of Coryan are followed in the Republic, though the Temple of Althares is one of the largest and most powerful organizations in Altheria, second only to the Council of Wisdom itself (at least publicly). The teachings of Althares are driven into the populace, and these teachings govern the daily affairs of the entire nation, from the common laborer to the master architect. Altherian craftsmen undergo daily religious rituals to receive inspiration directly from their patron deity. Though the exact means are a closely guarded secret, the Temple of Althares is the only religious group that claims to still enjoy direct communication with its god. The Mother Church takes a dim view of this assertion, but has as yet taken any direct action.

## MILITARY

Citizens of Altheria, both male and female, are required to serve for at least four years within the Shining Patrol. The Shining Patrol is the bulk of the military might of Altheria. It is made up of soldiers (and even complete units) from other nations who have agreed to help defend Altheria from the Ssethregoran Empire in exchange for continued trade in Altherian blast powder, flintlocks and other inventions. These foreign units serve under the command of an Altherian general for a predetermined duration. At one time, the Shining Patrol was probably the largest standing army on Onara, but times change. Since the Ssethregorans were repelled at the Battle of Semar in the year 1026 and again at the aptly named, Second Battle of Semar, many of the formerly-contributing nations have experienced internal turmoil that has forced them to recall all – or, at least, a significant percentage – of their troops from service in the Patrol. The resulting troop shortage spread the Patrol dangerously thin at every level. This shortage led the Council of Wisdom to accept an overture from the elorii in Seremas to help repel a massive Ssethregoran invasion. Yet, due to inaccurate translations and a series of miscommunications, the Seremasi took the Republic as a protectorate

The Altherian language is an evolved form of the ancient tongue of the First Imperium of Man. As a result, the Altherians believe that their names are ancient and reflect the “proper” civilized order of things. The truth of such a belief is only a matter of speculation because, even though the Altherian people have the most extensive histories – many tomes and much knowledge was lost during their long exodus across the skies.

The naming process is very simple. Every Altherian has a given name, granted at birth by the parents. Then, each is also known by the name of the father (so even women have masculine middle names). Then each has a family name – most of which date back in some form or another thousands of years to the days of the First Imperium.

To select names on your own, the Bantu and Swahili peoples have names of suitable sound.

**Common male given names:** Amani, Dakar, Eammon, Makkonen, Rasheed

**Common female given names:** Asura, Hasina, Ilisa, Khadija, Rhaxma

**Example family names:** val’Abebi, Khafran, Nakhale, Rahmané, Zombrané

of their nation, supplanting Altherian generals with their own. This sometimes led to internal strife and in one particular instance, a horrible loss of life as elorii elemental weapons malfunctioned, killing scores.

## CURRENT YEAR: 1071 I.C.

Altheria had little direct involvement with the Coryani Civil War and the attempted ascension of the Illiirite Valinor, and was thus spared from the widespread catastrophe that followed in its wake. This does not mean, however, that the Altherian Republic was spared from devastation in its own right.

The yoke of obedience, even to the fairly unobtrusive Seremasi, was a condition that the independent Altherians could not withstand for long. Within months





**“THE SSETHREGORAN AMBUSH FELL UPON OUR PATROL LIKE RAVENOUS BEASTS. THE TROGS WERE EACH AS STRONG AS TWO MEN AND THEIR PRIMITIVE STONE AXES BIT THROUGH STEEL AS WELL AS FLESH. OUTNUMBERED AS WE WERE, I RESOLVED MYSELF TO FACE MY END IN A MANNER BEFITTING A CORYANI. IF MY LIFE WERE TO END, THEN AT LEAST A DOZEN OF THESE BEASTS WOULD BE AVAILABLE TO PROVIDE MY INTRODUCTION TO NEROTH. FORTUNATELY, MY HEROIC END WAS NOT TO BE THAT DAY. DOZENS OF SHARP REPORTS ISSUED FROM THE RISE ABOVE US AS THE ALTHERIAN GUNS SMASHED INTO THE REPTILIAN SCUM, DRIVING THEM BACK. I RAN TO PURSUE, BUT THE OLD CENTURION STOPPED ME. “LET THEM RUN, BOY,” HE SAID WITH A WRY SMILE, “THEY WILL ONLY DIE TIRED.”**

**“MY SERVICE IN THE LEGION OF SHINING GLORY” - DARRALIN VAL’ASSANTE**

of the declaration that made it into a protectorate state of Seremas, the Altherians began to chafe under their rule. Deciding that the elorii leadership would graciously release them for enough compensation, a delegation from the Council of Wisdom was sent to negotiate their freedom from their new overlords. After many weeks of political wrangling, the elorii made it clear they had neither need for material wealth nor any scientific secrets that the Altherians might possess. “Why attempt to bend the natural order of things to their will,” they asked, “when they could call upon nature at their whim as was their birthright?”

Rebuffed, it was then that the youngest member of the Council of Wisdom made his greatest, and last, gaff. He announced to the elorii leadership that they would either be given their freedom as one civilized people to another, or they would unleash the savagery that was every human’s birthright. The elorii response was swift and brutal, showing that they were also capable of acts of wanton cruelty.

The invasion of Altheria by the elorii was as brutal as any attack launched by the Ssethrics. Always repelling incursions from the Kraldjur Morass below, the children of Althares were unprepared for attacks from above. No settlement escaped the devastation brought on by the Seremasi and their human allies. Ancient buildings were razed, ancient fortress walls were breached and the famed Grand Library barely escaped being burned down by a squad of overzealous Kelekene by the heroic sacrifice of a squad from the Shining Patrol.

So brutal was the war that Seremas herself was not spared in the confrontation. Though the elorii managed to contain the Altherian assault to the human section of the city, a trio of airships broke through the Osalikene defenses and executed suicide runs at the heart of Seremas herself.

The war ebbed and flowed as many such conflicts are wont to do and would have continued for a longer period of time were it not for the Ssethregorans choosing that moment to exact their vengeance on their former slaves. Though many conspiracy theorists maintain that it was the Altherians themselves that negotiated the deal that would bring the Ssethrics into the confrontation, no such proof was ever found to substantiate such a claim.

The Altherians wasted no time in proposing a deal with their subjugators – they would assist in the defense and repulsion of the Scaled Horde in exchange for the Seremasi relinquishing all claims to the people and lands of the Republic. Their backs to the wall, the elorii agreed under duress. With the combined forces of the Altherians and the Seremasi, the Ssethregorans were pushed back into the sea in short order.

After close to a dozen years of brutal bloodshed, Altheria knew peace once more. While rebuilding the nation would take close to two score years, Altheria is once more the beacon of human achievement upon the continent of Onara.





# BLESSED LANDS

It can certainly be argued that the Blessed Lands is the focus of, and so important to, the nations and people of the Known Lands because it sits in the geographic center of the continent, but the truth is not so simple.

The Blessed Lands, and the Plateau of Dahga in particular, is of religious and historical importance to no less than four dominant species and their nations, not to mention at least one or possibly two additional societies that are presumably extinct. The Ssethregoran Empire, the elorii, the Coryani and the Khitani all believe without any reservations that the Plateau and the region that lies about it is their birthright and that no effort should be spared in the reclaiming of that territory.

Endless wars have been fought, oceans of blood spilled, and the very land itself reshaped during the ages that the region has been populated. The fact it is written in each of their holiest of texts that the gods have visited and even lived amongst them exerts enormous pressure upon the most religious to believe their holiest of holies lies in the hands of the unclean, and that such a taint can only be washed away with the blood of the infidels.

The earliest known inhabitants of the Plateau are known to the modern world because of the meticulous history kept by the Ssethrics. They claim to have migrated north to avoid the cooling of their homeland. There they found a veritable paradise - an immense mesa thrusting out of a basin, surrounded by lush forests. Unfortunately, the region was already inhabited by the insectoid Issori.

Told by their deities that this was their promised land, the Ssethrics would brook no compromise and wiped out the Issori to the last and laid claim to their lands. Upon the ruins that rose above the Plateau, they built their city, Yahsremore. The Issori appeared to have burrowed out a vast tunnel network within the mountain and even though the area has been populated for countless millennia, the warrens have never been fully explored.

As with all empires, that of the Ssethrics waxed and eventually waned until it was overthrown by their servitor race, the elorii. Here the elemental elorii built one of the most beautiful cities to ever grace the Known Lands, Belestor, the capitol of their Shining Nation.

The elorii spent some time here, living among their Elemental Lords, though they seemed to come and go with greater and greater frequency. Only the goddess Belisarda stayed for any extended period of time with Her children, the Ardekene.

One fateful day, a strange and powerful being arrived at the gates of the city with a handful of angelic beings and a small number of followers He called Man. Sensing a power within Him that rivaled Her own, Belisarda invited Him to enter the city and named Him Umor, the Tattered and Sad Lord.

Umor sought sanctuary within the walls of Belestor from His fellow gods that pursued Him relentlessly. For some reason, Belisarda believed Him and persuaded the Elemental Lords to grant the stranger asylum.

Years passed without incident until finally an immense force of humans arrived upon the eastern shore of Onara. They were greeted by the elorii with open arms and entreaties of peace and brotherhood. At first, the humans were confused by this, but accepted the friendly gestures and ate, drank and traded stories with the elorii.

Strangely, after some time, the elorii began to tell stories of a stranger who came upon their shores. Other gods were pursuing this strange one because His brethren misunderstood His goals and deeds. If He were only given the opportunity to explain His actions, there would be no need for violence, they said.

Instantly the humans understood that the Other and the being the elorii called Umor were one and the same. The Valinor that shadowed the humans, but remained hidden far up in the clouds, heard this and called forth the Pantheon to these shores.

*“For centuries, the Coryani and Khitani have contested over this filthy ruin, and they don’t even know the half of its worth” – Gelman Xolfar, merchant of the First City*





At the gates of Belestor, the god Illiir called forth the Elemental Lords and demanded that the Other be brought forth immediately. At first the Elemental Lords pleaded with the Pantheon, entreating them to speak with Umor and thereby avoid any further unpleasantness, but Illiir would not be swayed. Seeing no other choice, Osalian did go to bring Umor forth to face His brethren when it was discovered that both He and Belisarda had disappeared.

Incensed by this treachery the Elemental Lords offered the aide of their people, the elorii, to join forces and hunt down Umor and punish him for his grand betrayal. When they finally confronted Umor, he was defiant and no sign of Belisarda was seen. Umor attacked the combined forces of the gods, while his Valinor and men engaged the humans that sided with the Pantheon as well as the elorii amassed to assist them.

The battle was titanic and laid to waste many parts of Onara, especially the region surrounding the Plateau of Dahga. Gone was the lush and primordial forest and in its place lay a burnt and charred land, where only the hardiest of plants would grow, even millennia after the battle.

Even with the combined power of the Pantheon and the Elemental Lords was not enough to defeat the Other. Prior to escaping to the shores of Onara, Umor had absorbed the power and essence of one of the Pantheon completely and had begun to sap the divinity from the rest. With such power, it was possible that even the gods would be defeated.

At that critical juncture did appear the Forgotten One, Anshar. She claimed to be the youngest of Illiir's siblings and had been hiding from Umor since the beginning of time. She whispered in Illiir's perfect ears that the only way They would be able to defeat the Other was to do the unthinkable – absorb the essence of the Lords. With that additional power added to their own, the Other would fall!

With great reluctance and sorrow in His heart, Illiir knew that Anshar's words were true. He ordered each of the Elemental Lords be hunted down and their essence absorbed by only one god for each Lord. Thus, He commanded His two sons Hurrian and Nier to destroy Osalian and Keleos, Yarris to take within His endlessness Beroe, and finally His wife, Saluwe', to undo Marok and take for Herself His power.

Thus did the Pantheon of Man destroy the Elemental Lords and did humanity fall upon the elorii.

So empowered, the Pantheon confronted the Other before His Ashen Temple, a place honoring Him, built by His followers upon a plane of black crystal. Though defeated, they had not the power necessary to destroy the Other and so He was imprisoned for eternity, torn in twain– never to awaken again.

When the deed was done, Illiir looked down upon the warring humans and elorii and spoke thusly, "What was done was done from dire necessity. You are free now, but this place is no longer yours. Raise not your hand in aggression to my Children and you shall have free passage to live elsewhere – but not here.

"Now and forever more shall I grant this place to the dominion of man and here they shall grow and prosper! Now be gone!"

While many heeded the words of Illiir and gathered their belongings and traveled north or south, others refused to believe that their time as rulers of this world was done and fought bitterly. But in the end, their destiny was written and the dominance of the elorii was over and the reign of man had begun.

Finding themselves in a strange land and surrounded by enemies known and unknown, one of the first orders of business was the construction of a series of citadels in the surrounding land. These citadels would act as the first line of defense against any attack against humanity, and would be able to alert one another through an ingenious series of polished disks that could amplify and direct a single torchlight as if it were the bright eye of Illiir Himself.

Over the millennia, what would be known as the First Imperium of Man flourished and reached over almost every corner of the continent, and even to worlds beyond this one. But like all things, they eventually became decadent and indolent, searching for new and ever more bizarre and deviant behavior to entertain their jaded tastes. Until finally, amongst a group of soldier-slaves known as the val'Virdan, there rose a man known as the Sword of the Heavens and with religious fervor, he brought down the Imperium of Man stone by stone.





The Sword of the Heavens claimed to have done this at the behest of Nier, who felt that humanity had grown fat on the bounty of its empire and had strayed from the teachings of the Pantheon. While he claimed the title of emperor, historians believe the man that the Sword of the Heavens slew to be the last ruler of the Imperium of Man, and call the time after the Theocracy of the Cleansing Flame.

Though purportedly sanctioned by Nier Himself, its rule lasted but a generation, before the Sword of the Heavens was imprisoned within a pillar of frozen flame. With the dousing of his light, the peoples of the Known Lands found themselves benighted with the coming of the Shadow Age.

During the Shadow Age, the First City, the city that humans had built upon the ruins of the elorii capitol of Belestor, was largely abandoned. When the Sword of the Heavens overthrew the Emperor, many of the people fled before his arrival. Some fled south and east, while others, it is said, were given visions by a Valinor and led away in a mass migration to the west and north. These people would eventually found the Khitani Empire and the Valinor who led them would become their Sleeping Emperor.

The First City and the Plateau of Dagha was eventually rediscovered by an expedition of the Emerald Society funded by the Mother Church of Coryan. Ancient artifacts, holy texts and other items from antiquity began to trickle in from the Blessed Lands. Finally, the Patriarch of the Mother Church, Decinus val'Ishi took the arduous pilgrimage, traveling east and following the southern edge of the Corlathian Mountains until finally entering into the Plains of Golari just past Nevanne.

His caravan visited each of the citadels discovered at that time and finally made its way to the First City. There, he blessed the ancient temples that had been rediscovered and held a service before leaving. The ancient Cathedral of the Pantheon echoed with a holy mass for the first time in ages.

In an unfortunate turn of events, bandits ambushed the patriarch's procession and he was killed. So beloved was this particular patriarch that pilgrims began to follow his route to the First City in his honor.

His successor, Patriarch Semtimus val'Assante' declared that those who made the holy trek, visiting each of the citadels and finally setting foot within the Cathedral of the Pantheon would be absolved of all sin and upon death, be delivered directly to the Paradise of the Gods.

But the pilgrims tend to be easy targets for bandits and other unholy and unnatural predators. To watch over them, a band of devout men and women were granted a vision by Illiir to protect these pious people from any and all harm. They became known as the Soldier-Saints of Dagha and even after generations, new recruits feel the calling to join the order and protect the weak from the strong and villainous.

But not only bandits and bizarre creatures roam the Blessed Lands. At least two wars have been fought over the control of the First City. Known as the First and Second Coryani-Khitani Wars, these two powerful empires clashed upon the plains surrounding the Plateau of Dagha with the lives of countless hundreds lost.

The Second Coryani-Khitani War almost spelled the end of the Coryani Empire, as the Khitani forces were able to get within a bow shot from the northern gate of the capitol city of Grand Coryan.

Thus far, neither empire has been able to claim exclusive control over the First City. At the end of the Second Coryani-Khitani War, the Altherians were able to broker a treaty whereby both empires would jointly defend the "cleared" area of the First City, but would allow the citizens living there to govern themselves.

## CURRENT YEAR: 1071 I.C.

The treaty of the First City has held throughout the years, with the Coryani and the Khitani following its provisions to the letter. Each empire has stationed exactly one hundred warriors to patrol the cleared area and protect the citizens from the abominations and creatures that lurk within the sections of the city that have not yet been declared safe for habitation.

A council of merchant houses runs the day to day affairs of the city and trade is brisk, coming not only from the Khitani and the Coryani, but from the far off exotic lands of the west. Though abandoned for centuries, the First City is once again echoing with the sounds of life, and is a destination for merchants and travelers from around the world.





# THE THEOCRACY OF CANCERI

Little can be said to be truly common to all of Canceri; the current power structures and territorial arrangements have arisen from a history of strife, both internal and external. Many times, the people of Canceri have been betrayed. They are despised by the rest of the world. But they endure, secure in the belief that they are made strong by their hardships. Since the Reign of the Devil-Kings, the customs of Canceri have continued uninterrupted, though the government has not. The Milandisians have a proverb: "Everything wicked comes from Canceri." This saying illustrates the depths of ignorance about the country.

The lands of Canceri are harsh and unforgiving. Canceri was once the largest Coryani province and, at the same time, its least populated. Arid plains of dry, hard earth and rocky badlands dominate the landscape. Summers on the plains are oppressively hot and winters are bitterly cold. There is precious little to recommend most of the nation as a comfortable place to live.

Northern Canceri is dominated by Nier's Spine, a rugged mountain range of active volcanoes. This unforgiving land has forged a harsh and warlike people. The Nierites of this area are ruled by the val'Viridan family and they follow a simple creed: only the strong survive. Infants that appear at all sickly or deformed are left in the wilderness to die. If such a babe lives long enough to be found by some shepherd or wanderer, then it is deemed worthy to live, and indeed many of the greatest Heroes of the north had their beginnings in just such a fashion. To be considered a man, a Nierite must set forth into the mountains with nothing but a knife. There, he is expected not only to survive, but also to prosper. Those that succeed may take their place as warriors; those that fail either die in the mountains or are cast into the lowest ranks of society.

Southern and western Canceri is dominated by the Cold Plains, an unforgiving landscape with extremely limited agricultural potential. This is the land of the Nerothians, a grim and humorless people. The commoners live their lives in constant fear of the tyrannical rulers that lord over them. The ruling class made up exclusively by the val'Mordane, on the other hand, has no fear of death - death means release from the eternal crushing weight of the material world. They have no fear of evil, for by acting on impulse, they purge their souls of regret. They have no fear of suffering,

because hardship only leads to the strengthening of the spirit. The holy prophet Becherek taught them the material world itself is inherently evil, and thus the things of the body are of no consequence. Death is a journey that only the mind can take. It represents the natural end of earthly suffering; true, final, eternal death is only achieved by those that are pure in spirit. All others are reborn continually from the Cauldron, ever seeking to relearn the lessons that hardships teach, until their souls are pure. Sentient undead are the Blessed of Neroth; only those whose souls are close to purity can live on as beings of pure intellect, free to contemplate spiritual perfection while completely unhindered by the demands of living flesh. They rise on rotting limbs to teach Neroth's lessons to the living.

Central and eastern Canceri are the most hospitable regions, where the Tenges and Niechau rivers provide ample water for agriculture and help to temper the climate. This is the home of the urbane val'Mehan family and the seat of the worship of Sarish. Outwardly the most friendly and accommodating group of Cancereese, their civil discourse and pleasant manner conceal a deadly wit and treacherous nature. Their way of life is filled with formulae and rituals. From the earliest days, they are taught charms and catechisms meant to bring order to the chaotic and unpredictable world around them. Tradition holds that Lord Sarish long ago taught his children words have power, and he gave to them the necessary formulae to regulate and bind His Infernal servitors. Even today, children are taught the ancient prayers, regardless of caste; even if they do not understand the tongues in which these words were written, they learn to pronounce the incantations by rote.

Sarish taught that words can not only make powerful rituals, but can also be used to craft binding oaths. Vows such as 'I so swear this by Sarish' is a powerful oath and even when not sanctified by a Sorcerer-Priest of Sarish are thought to carry the curse of the Lord of Oaths. So useful is this vow, that its usage is commonplace across the Known Lands. Beggars to kings, commoners to nobles, soldiers to priests (even of other gods) regularly invoke this oath. It is illustrative to note the vows taken by every king or emperor, and even by the head of the Mother Church, just before taking office all end with the phrase, "I so swear this by Sarish."







*Her screams fell upon the deaf ears of the Nerothian priests. She would serve her husband in death as she had in life.*

## APPEARANCE

The people of Canceri are a mixed breed. Outcasts from a hundred ancient empires have ended up in the far northern reaches of Onara. Khitani, Yhing hir, Milandisians, Coryani, and others have all blended to form a people of exceptionally varied physical appearance. Robes are the common mode of dress and shaven heads are common among both genders in Nerothian lands.

Canceri society is held in a rigid caste structure. Cancere display their differences in caste through clear visual cues. The nobles embroider their robes and cap their beards in gold. The freemen cap their beards with beads, the more beads worn signifying the higher station in society, and wear simple, well-fashioned robes. The slaves, who make up a very large portion of the population, are not permitted to grow beards and wear old and threadbare robes.

*“Everything Wicked Comes from Canceri”*

- Milandisian Proverb

## GENDER ROLES

Canceri society, as a whole, is far from egalitarian, but the strong will rise to rule their fellows regardless of gender. Among the northern Nierite tribes, a woman can demand to take the test of manhood, and if she succeeds, she is counted as an equal. Under the law she becomes a man, with all the rights and responsibilities thereto. If the law says only a man may perform a deed or hold a rank, then she may perform that deed and hold that rank.

Among the Nerothians, there is little concern over gender in most roles. The body is a transient thing meant to hold the soul during its time of testing. If the Gods choose a woman’s form to hold the soul, then so be it; such a form is no more or no less a vessel than that of a man.

Among the Sarishans, a woman who is an accomplished member of a profession – be it magician, artisan, financier, or priest – is treated the same as a man under the law. However, in their culture, young women are strongly dissuaded from entering such roles. As a result, women in positions of power tend to be determined and ruthless, and by necessity are often superior in skill to men of a similar rank.





Canceri names are simple. If one is not a member of the nobility, you have one name. Nobles have a family name; in the case of the val lines, they use both a name for a

line within the family and their val name. The fact that there can be dozens or even hundreds of people with the same name in a city is of little consequence to the priesthood, and the common folk resort to nicknames to keep everyone straight.

To seek out names on your own, use the following ethnic guidelines:

**Nerotherian:** Indian

**Nierite:** Slavic

**Sarishan:** Persian

#### Common Canceri Male Names:

**Nerotherian:** Chitraksh, Jayakar, Mahesh, Naresh, Prabhu, Prakash, Rupak, Varaa, Vikas

**Nierite:** Ambrose, Emaus, Grygory, Lech, Milosh, Petsha, Tobar, Vaya, Vladamir

**Sarishan:** Ardak, Bedros, Gaidzig, Iskhanig, Mado, Nerseh, Parouyr, Sirak, Virab

#### Common Canceri Female Names:

**Nerotherian:** Akasamalaa, Buhpathi, Janaki, Latha, Nehru, Prajna, Ramji, Surjit, Vinita

**Nierite:** Domka, Kapica, Lukreciya, Nataliya, Pesha, Stanka, Tshaya, Yeva, Zolfina

**Sarishan:** Anoush, Dzovig, Hamasia, Keghouki, Markarid, Shamiram, Tamar, Yhsa, Zaro

#### Noble Surnames:

**Nerotherian:** Chandna, Dhawan, Gajraj, Janjua, Keshab, Mahalingam, Nirmal, Purva, Silesh

**Nierite:** Bailzow, Faher, Gnougy, Kaslov, Lazarovich, Maximoff, Stankovich, Tangevec, Zigair

**Sarishan:** Arkoian, Derderian, Goudian, Mardiossan, Panjarjian, Tavidian, Yegmalian, Zadigian

## NOBILITY AND THE ROLE OF RELIGION

Technically, all Cancerese nobles are part of a particular congregation of the church. Every noble is considered a priest of the god his or her family is sworn to, though not all learn the rituals specific to that god's clerisy. Relatively few are actually priests in the sense that they have been taught divine chants. Both priests and laymen may hold positions within the Church of the Dark Triumvirate, so that it is possible for a val'Virdan warrior of Nier to become a member of the Nihang Council or a val'Mehan sorcerer of Sarish to be elected as Dark Apostate. Collectively, this caste is called the awilu.

Even though the practices and organization of the nobility in Canceri is deeply tied to their religion, it should be understood that the religion of these families is not reflective of the worship of these gods. The priesthood has been affected as much by its integration into a noble family as that family has been affected by its transformation into the priesthood. As one might expect, the priests of Canceri are free to marry and their offspring are in turn eligible to join the priesthood.

The gentry have absolute authority over those below them and can kill a member of another caste if given any cause at all. One needs to be careful, though, as killing a valuable business associate or slave of another noble can cause an enormous amount of trouble.

The noble houses have a great deal of rivalry with one another, not only between families but within them. It is not uncommon for one val'Mehan to swindle another or for the val'Virdan to war amongst themselves.

## COMMONERS

The mushkenu, or freemen, make up the majority of the people of Canceri. They have some (limited) basic rights, and may own property. They are the Cancerese most often encountered in other lands as itinerant merchants. Nobles require cause to kill or detain freemen, and wrongful death or punishment of a freeman by a noble requires restitution equal to twice the wealth that the freeman would have earned in the next ten years. As a result, nobles are careful not to incite the common folk.





Fortunate mushkenu can ingratiate themselves with a noble and earn the right to be ordained into the priesthood. A Nerothian who is skilled in torture or masonry may be favored by an akali (a minor noble-priest) and ordained; from then on, he will receive better food and a nicer home. A man of Nishanpur may inform the secret police that his neighbor doesn't make the proper observances to Neroth at sundown. The informer may eventually be consecrated to the church and receives the first option to acquire his soon-to-be-deceased neighbor's holdings.

The wardu are the slaves and are the second-largest group of Cancere. Either through misfortune in war, legal penalty, or the simple cruelty of low birth, their flesh is not their own. They have no rights to property and no recourse to the law. Anything that their owner may decide to do to them is perfectly acceptable to society at large. Enlightened or clever owners sometimes allow wardu to keep a portion of the fruits of their labors, thereby encouraging them to work harder. Some of these wardu are eventually able to buy their freedom and join the mushkenu caste. In the far northern reaches, sometimes a wardu that has served his master well is permitted to take the test of manhood. Those few that survive (no mean feat for one not raised to be a warrior) are elevated all the way into the ranks of the Awilu.

## MILITARY

The armies of Canceri are varied. Unlike Milandir or even Coryan, there is no apparatus to raise a militia from the populace at large in times of emergency. Being an oppressed people, the common folk of Canceri cannot be trusted not to rebel against their overlords if provided with weapons and training.

The Nierites have large numbers of well-disciplined professional soldiers, organized and trained in the Coryani style, as well as large regiments of noble troops (not unlike the Milandisian knights). They favor large weapons – pole-arms, heavy swords, and axes – as well as crossbows. Nierite troops drill constantly and are ever-ready for war. As a result, they are difficult to rout and are renowned for their steadfastness in battle. Any unit that flees the battlefield will have one man in ten killed, in accordance with the ancient Coryani

tradition of decimation. The val'Virdan troops are the real military power of Canceri. When the other families provoke battles they cannot win, it is the Nierites to whom they look for salvation.

The val'Mehan rely upon summoned legions of Infernals for their military power. Though there are some ancient orders of warriors among the Sarishans that are well-trained and highly reliable, such as the Knights of the Red Fist, their mundane human troops are corrupt and lazy – made fat by a peacetime of tax collection and bribes obtained through various protection schemes. There is no consistent organization between units and they are organized into “battles” of varying sizes and (almost always) low morale.

The Nerothians maintain living soldiers mostly to contain the populace at large. Little more than guards and enforcers, these soldiers are ill-equipped, but they are highly trained in the techniques of intimidation and crowd control. The true strength of the val'Mordane lies in the blessings granted upon them by their patron deity, Neroth, the Lord of the Dead. Each uniquely domed city in the Nerothian lands has an enormous and slavishly maintained necropolis, into which every man, woman and child that ever lived and died in the city is interred. Though zombies and skeletons make poor soldiers, their morale is unassailable and they need no supplies to support them. Overwhelming numbers of such troops can be raised in an astonishingly short time; during times of war, vast streams of mindless undead warriors come pouring out of the necropolis and onto the battlefield.

## CURRENT YEAR: 1071 I.C.

While the Coryani Civil War raged, Canceri was buffeted by upheavals that rivaled its former political master's troubles. Beginning with the assassination of their Dark Apostate, Hegrish val'Mordane, Canceri was rocked with the return of an ancient Hero, Leonydes val'Virdan, the Sword of the Heavens. Hailed as a leader that would raise Canceri to mastery over the Known Lands, the Cancere were shocked when Leonydes called forth the brutal Erdukeens, also known as the Swords of Nier, descendants of his original followers that he considered ‘purer’ than the val'Virdan of Canceri.





After the Sword of the Heavens marched out of Canceri in a bid to capture the First City, and his subsequent disappearance in the Blessed Lands, only a small portion remained of his Nierite army, consisting mostly of the members of the Erdukeen. With the Swords of Nier still bloodthirsty, Canceri suffered its own 'civil war'. The Nerothians secured their borders and pulled back into their domed cities as the Nierites in the north warred against their more savage cousins. Eventually, the Cancerese were able to wrest control of the nation from the Swords with the exception of the capital, Nishanpur.

After years of failed attacks and subterfuge, the final remnants of the Swords of Nier were killed when a failed attempt to make all of Nishanpur into a huge sacrifice to Nier failed, and Hegrish returned to take up the black crown and assume his previous role as Dark Apostate of Canceri.

The following forty years have been relatively quiet for Canceri. With the exception of a few half-hearted incursions by Milandisian nobles, more drunk with wine than with any lust for power, the border between Canceri and Milandir has never been more peaceful in decades.

The "Fall of the Wall of the Gods" and the subsequent Fifth Crusade of Light called by King Osric of Milandir against the invading Infernals gave the Cancerese endless years of entertainment. Though never asked to enter on their side, the occasional Milandisian ambassador would drop hints, that much good would come from Canceri joining forces with their southern neighbor to throw back the Infernal Horde. Hegrish

would nod sagely and cryptically respond that there was much truth and wisdom in what was said, but not one soldier, sorcerer or priest ever crossed the border into the Hinterlands. It appeared the Dark Apostate would be satisfied with the two armies destroying each other rather than aiding either side.

*"Life Beyond Life is the gift given to the favored of Neroth."*

- Hegrish val'Mordane Dark Apostate of the Dark Triumvirate





# THE CORYANI EMPIRE

The vast and mighty Coryani Empire covers an enormous body of land. From the high peaks of Corlathian Mountains that form its northern border to the swamps and deserts that border the former province of Toranesta, now known as the Abessian Dominion; to the verdant plains of Balantica, and the wind-swept cliffs of Annonica, the Empire is like a world unto itself.

The Empire is not one nation; it was forged, out of the horrors of the Time of Terror and the bravery and compassion of man to extend help and hope to the dozens of lesser realms that existed at the time in repelling the Infernal horror.

To the citizens of the Empire, there are some self-evident truths: Coryan is the inheritor of the greatness that was the First Imperium and that it is their duty to spread the light of civilization to the benighted barbarians that roam Arcanis. The average Coryani considers himself to be a part of the greatest nation in the world. Cosmopolitan in outlook, the Coryani are tolerant of the customs of others, often drawing parallels between a foreign behavior and some facet of their own culture.

During the height of the Coryani Empire, the nation was a republic, with the emperor answerable to the Imperial Senate. Even the ascendance of a new emperor required the approval of that august body. Indeed, close to three centuries ago the val'Dellenov emperors were deliberately placed upon the throne by the Senate in the hopes that a fresh dynasty would correct the slide in moral decay that the val'Assante' lineage had shown. Unfortunately, the incompetence of that line cost the Empire the provinces of Altheria, Canceri, and Milandir, and very nearly Toranesta as well. Following that debacle, the val'Assante took over once more, and they have taken steps to ensure that their line would never be supplanted again. The Senate still exercises some authority, but the emperor's word is law.

A great many Coryani are not citizens at all, but rather slaves. There are many ways to become a slave, and few ways to leave that unhappy state; most slaves in Coryan were born to other slaves. Though it is possible for a slave to gain his freedom, such a practice has

become less common due to the small number of fresh prisoners (there have been few recent wars of conquest). In addition to acts of war and unfortunate choice of parents, various criminal acts are also punished by enslavement. Typically, slaves born into the role enjoy lives as comfortable as any common person; they just are not permitted to leave their owner's estate without permission. Such slaves, particularly those of wealthy houses, often have lifestyles that, while hardly lavish, would be the envy of freemen in many other nations. Many of the legendary defenders of Coryan in centuries past have been slaves that acted to save their owners.

*Mad Emperor or pawn of the gods? Calsestus' death caused a vacuum of power that many were eager to fill.*





Coryani names are organized in the tria nomina (three name) style. This naming convention has been adopted in most provinces, Valentia being notable in that this model is not followed; instead these regions use only a given name and a family name.

The three names are a personal name (praenomina) a family name (nomina) and a descriptive name (cognomina). Descriptive names are often either nicknames or profession names. Members of val families always use their val name as cognomina. Within the family or among friends a person is called by their praenomina and casually known outside such a circle by their cognomina. Formally, they are known by two (either the first two or the last two) or by all three names.

Patricians tend to have names in Illonian style regardless of province due to frequent residence in Grand Coryan. In Illonia, women use the feminine forms of their father's nomen and cognomen and upon marriage would adopt their husband's cognomen as a third name. To distinguish between several daughters that would otherwise have the same name, appellations such as maior (elder) and minor (younger) or ordinals such as primus (first), secundus (second) or tertius (third) would be used as cognomen. In other provinces, women have their own praenomina.

To seek out names on your own, use the following ethnic guidelines:

**Annonica:** Greek

**Balantica:** Roman

**Cafela:** Medieval Italian

**Illonia:** Roman

**Salantis:** Medieval Spanish

**Valentia:** Finnish

### **Balantican and Illonian**

#### **Common Praenomina and Nomina:**

**Male:** Accius, Baebius, Caedicius, Decius, Fabricius, Gabinus, Naevius, Ovidius, Papinius, Pubilius, Quinctius, Roscius, Sestius, Suetonius, Verginius, Volusius.

**Female:** Accia, Baebia, Caedia, Decia, Fabricia, Gabinia, Naevia, Ovidia, Papinia, Publia, Quinctia, Rosia, Sestia, Surtonia, Verginia, Volusia.

### **Cafelan**

#### **Common Praenomina:**

**Male:** Agostino, Baldanza, Cambio, Dominico, Enzo, Giraldo, Martino, Paolo, Ranero, Sabbatino, Uberto, and Vincenzo.

**Female:** Augustola, Berta, Causita, Dolce, Gianna, Lisa, Paulina, Rosana, Talia, Ugolina, Verde, Ymilia, Ysabella.

**Common Nomina:** Agostini, Baldanzi, Cambini, Enzini, Paolini, Ubertini.

### **Annonican**

#### **Common Praenomina:**

**Male:** Alexander, Basilis, Demitri, Grigoris, Nikomedes, Perikilis, Theofanis, Yannis

**Female:** Aleka, Alexandra, Berinke, Delphinia, Korrina, Melina, Niobe, Pelagia, Rena, Sylvia, Triphena.

**Common Nomina:** Agelakos, Dimopoulos, Gizikis, Kokotis, Lianis, Markos, Peppas, Sakellaris, Zaferatos.

### **Salantian**

#### **Common Praenomina:**

**Male:** Alonso, Beltran, Cervari, Estevan, Gilabert, Jacinto, Martin, Osmundo, Roderigo, Salvador, Vicente.

**Female:** Aldonza, Ezteria, Gracia, Lorides, Madelina, Petronilla, Serena.

**Common Nomina:** Alvarez, Diaz, Garcia, Jimenez, Lopez, Rodriguez, Sanchez.

### **Valentian**

#### **Common Praenomina:**

**Male:** Asikko, Bertil, Ervästi, Haakon, Kauppi, Reko, Vämmä.

**Female:** Adelista, Doratheia, Elseby, Gudlog, Ingrid, Lapasa, Rikitsa, Suomi.

**Common Nomina:** Erkko, Hämäläinen, Järvinen, Lehto, Näränen, Reema, Toivainen, Virjonen, Yrjo.



Life in Coryan revolves around the family. Families are led by the patriarch (or matriarch in the case of Balantica) who exercises complete authority over his siblings and offspring, even deciding what professions they will pursue and to whom they are to be married. The patriarch is also responsible for the care and welfare of all his charges, from his own children down to the lowliest slave. He is expected to provide for, educate and protect them all. This pattern applies at all levels of society, from the common plebian to the family of the emperor.

Each province of the Empire is like a nation unto itself. The people of a particular locality are as distinct from their fellow citizens in distant regions of the Empire as they are from the peoples of other countries.

Balanticans differ the most from the common Coryani as the matriarchal val'Dellenov family holds sway over that portion of the Empire. Known as the breadbasket of the Empire, Balantica is one of the reasons as to why the average Coryani lives such comfortable lives – the abundance of food and foodstuffs, all of which comes almost exclusively from this province. While most of the women here will try and be tolerant of men from the other provinces or nations, they will not allow a man to be disrespectful to a woman, regardless of her place of origin. This has led to more than a few duels with quick-tempered Cafelans and most often than not, a dead Cafelan.

Cafelans are hot-blooded and intemperate. The saying goes: "Illonia is the Empire's heart, but Cafela is its passion." They are given to jealousy and possessiveness, and are as quick to anger over insults to their friends and loved ones as any Milandisian, perhaps even more so given that they are likely to perceive insult when none is offered.

Illonia is the true heart of the Empire, both geographically and politically. As such, Illonians tend to feel and act as the privileged core of this great society. All but the poorest Illonians (other than slaves) have some sort of education, be it a rudimentary one. Wealthy Illonians have access to private tutors or Altherian scholar servants, many of whom sold their contracts to a noble family to live a more comfortable life than they were previously living, albeit for a temporary amount of time. Illonians are also the most cosmopolitan of the Coryani as, quite literally, all roads lead to Grand

Coryan, thanks to the tireless efforts of the Followers of the Azure Way. Though be wary – this does not always mean that Illonians are the most understanding of people. In fact, there is great sport in appearing to be complimentary and tolerant while insulting a provincial for his ignorance.

Salanticans and Annonicans best reflect the traditional Coryani attitude. Provincial and tolerant, they generally shake their heads at those who commit a social faux pas and are not likely to take offense unless it is blatantly and deliberately offered. On the other side of the coin, they are more likely to give offense by accident, as they are somewhat insensitive to the more delicate sensibilities of the "provincial" peoples.

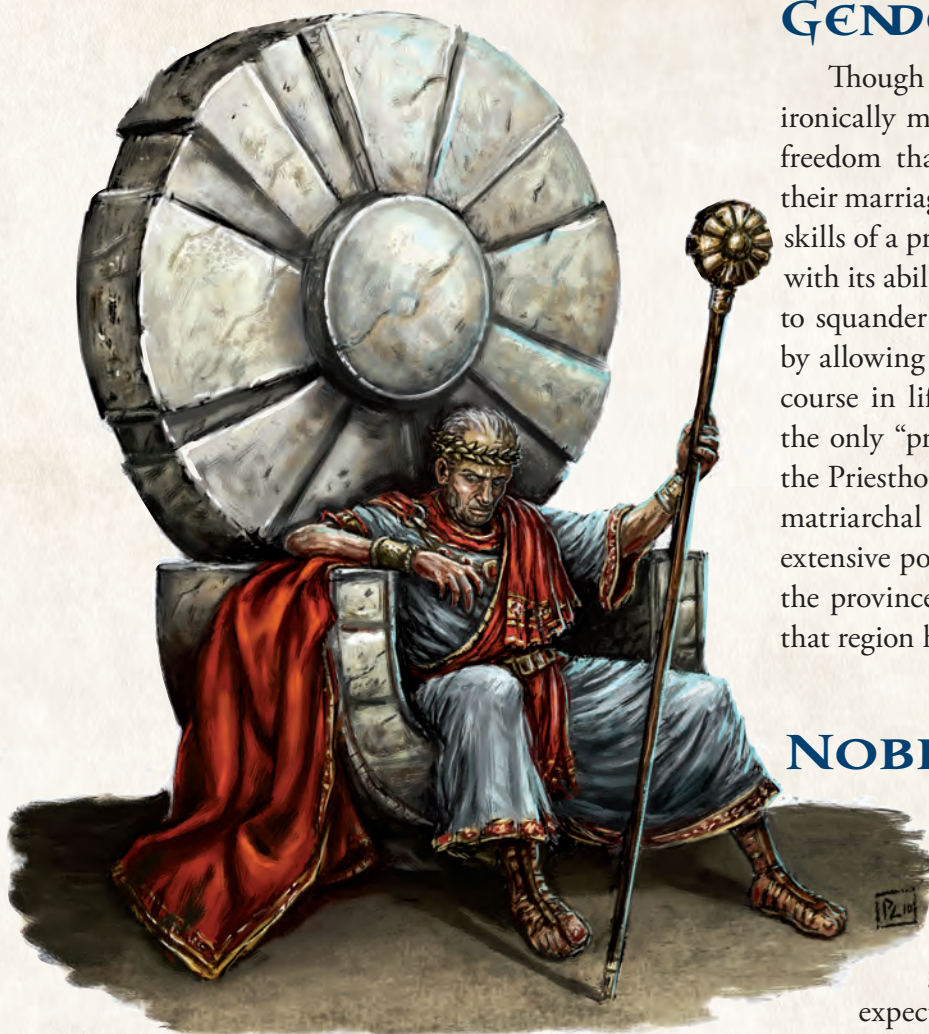
Valentians are grim and determined; the history of their region is filled with gruesome and terrible wars and vicious pogroms inflicted upon the population by mad rulers. The capitol, Enpebyn, is rife with ghosts of ages past; one can almost feel the spirits watching every move. The province is rich in iron and is home to the greatest foundries in the world, which work night and day to supply the Empire (and nearly every other nation) with metalwork. As a result, the air of Valentia smells of smoke and the land is covered with soot. Combined with the naturally dreary weather, a deep depression is common among the populace. A posting to this province is often used as punishment for inept or disfavored servants of the Empire.

The newest province in the Empire is not a newly conquered area, but rather a partition of an existing one. The western reaches of modern day Balantica was not traditionally part of that province. It existed as a separate and quite prosperous area known as Cormata until the blight of heretical Infernal cults turned that fertile land into a barren wasteland. Its major population centers were torn down and the ground salted to ensure the perverse and infected people of the region never again made use of the area – no one can ever say that the Nierites are not thorough in carrying out their duties.

Ironically, it is the Nierites, specifically the val'Virdan family who either renounced the tenants of the Church of the Dark Triumvirate of Canceri or those who worshipped the Lord of Flames in secret since His adoration was prohibited centuries before, who have been granted this region. Now known as Nova Cormata, the Nierites have their work cut out for themselves if they wish to bring prosperity to their new home.







*"He took all that meant anything to me. May Calmemnon burn in the deepest recesses of the Cauldron for all eternity!"*  
 - Scipio val'Assante' Emperor of Coryan

## APPEARANCE

The prototypical Coryani is medium height in stature with curly blond or light brown hair. Outside the core provinces of Illonia and Balantica, such features are now only common in the most aristocratic and ethnically chauvinistic noble families. Considering the Empire's many conquests over the centuries, it should come as no surprise that every racial appearance in the entire world can be found somewhere in Coryan. Cafelans have a dark complexion and delicate grooming is a point of pride among men and women alike. The Annonicans are short and swarthy with dark hair while the Salanticans have a sallow complexion and straight, sandy colored hair. The Valentians are pale with dark hair and they often have a grim countenance to match that of their bleak homeland.

## GENDER ROLES

Though they are considered equals under the law, ironically most noble women do not enjoy the level of freedom that their lesser enjoy. Their fathers arrange their marriages and they are unlikely to be trained in the skills of a profession. Marriage is far too valuable a tool, with its ability to increase a family's prestige and status, to squander such a commodity as an eligible daughter by allowing her to take up a trade and pursue her own course in life. This is especially true in Cafela, where the only "profession" women are encouraged to join is the Priesthood of Larissa. Only in Balantica, where the matriarchal val'Dellenov family rules, do women enjoy extensive political power and influence. Unique among the provinces of the Empire, most legions raised from that region have exclusively female commanders.

## NOBILITY

The noble class (generally known as patricians) enjoys great privilege in the Empire, but with that privilege comes a duty to ensure the Empire's continued good health and survival. Patricians are expected to take positions of public and political service, military command or senior clergy. A great sense of obligation to the nation is instilled in young patricians by the finest noble families. Like all societies, Coryan has its share of decadent and lazy noblemen, but the nation is so large that there are always adequate numbers of competent and ambitious gentry to preserve and promote the country.

Social mobility is possible in extraordinary times, and many of the greatest tales and legends of the nation feature men rising from the depths of slavery to the heights of imperial power. Some of the greatest families in the Empire, such as the Voucis and the Balin, have such a tale in their history. It is also possible to attain high rank due to the tenacious accumulation of great wealth and influence. Every generation sees scores of wealthy plebeians become patricians and thereby earn the right to place the coveted green trim upon their togas.





In Coryani courts of law, the weight of an individual's testimony depends on his social class. The word of a man of high position counts more heavily than the word of his social inferior. As a result, patricians are above accusation from a single plebian, and it takes an identical assertion from several commoners to indict a nobleman for wrongdoing. In cases where this is not possible, "peasant justice" is not entirely unheard of, although the Coryani people, by and large, are lawful in nature.

## VAL

The val comprise the uppermost social class – the Patrician Imperialis, signified by golden trim on their robes. Only val are permitted to rule a province or rise to the position of Patriarch of the Mother Church. The emperor must also be of this class, because a blood link to the old kings of the city of Coryan is required to rule the Empire. Bastard or disenfranchised val are not provided with any preference under the law, though if such a person were to attain the position of patrician he would be of the highest class.

It is very common for lesser human members of the patrician class to marry a penniless or commoner val in an effort to improve the social standing of their children. Not all val are wealthy and powerful; though their heritage entitles them to rise to the highest echelons of society, there are many val who live out their lives as craftsmen and soldiers and members of other professions (or of no profession).

## COMMONERS

The members of the plebian class form the backbone of Coryan, but they are not permitted to hold any offices of authority. The patricians describe this as a practical matter, as all government positions are unpaid. This 'practicality' does have the salutatory effect of limiting the power of the overwhelming majority of the population. The bulk of the Coryani legions are drawn from the common plebs. They are limited to the rank of centurion, again limiting their individual power.

The ruling class, to divert the attentions of the populace, provides many forms of entertainment, from the mundane to bloody spectacles. By imperial decree, any town or city with more than one thousand persons is required to have an amphitheatre wherein the citizenry can watch the execution of criminals, fights between animals, or full-blown gladiatorial contests.

Not all commoners are citizens of the Empire. Foreign-born people (known as gentilles) and those from recently conquered territories (known as provincials) are not considered citizens. They must earn the right, and most secure their legal standing through service, typically in the legions or in the Imperial Bureaucracy.

## RELIGION

The Mother Church of Coryan is instrumental in the preservation of the Empire. At the very birth of the Empire, the Mother Church was formed to incorporate the teachings of all its component nations and to foster peace between the widely varied sects of worship throughout the newly obtained territories. It has often been said that the Mother Church is the glue that holds the Empire together; if the Church were to collapse, the Empire might well die with it.

The cosmopolitan attitude that pervades Coryani culture extends into religious matters as well. A Coryani is likely to categorize some previously unknown native deity as a variant of one of the Pantheon of Man. The unenlightened primitives' "angry fire god in the volcano" is really a naïve form of the worship of Nier, and so forth. Indeed, most Coryani feel that it is their right, privilege, and duty to bring an understanding of the true Pantheon to such benighted peoples.

In the wake of the Battle of Grand Coryan, (see below) the Mother Church elected Elandre' val'Assante' as their new leader. During the Coryani Civil War, Elandre', a distant cousin of the Emperor, had become divinely touched by what was called the Word of Illiir. This power possessed her, causing her to spout out prophecy that was eventually understood as instruction on how to defeat the most powerful Valinor of the Hosts, Manetas, the Pride of Illiir. Many say that it was her 'possession' by what many considered to be the god Illiir that won her the position over the only female priestess of Illiir, Leola val'Assante'.





Perhaps because of her divine insights, it was not long before Leola summoned members of the Emerald Society, a group dedicated in unearthing, among other things, relics from the First Imperium. Some whisper that the matriarch gave the explorers specific directions of where to find some ancient holy scrolls, now known as the Revelations of Illiir.

These Revelations were called an addendum to or a clarification of the original Canticle of the Pantheon, the text held as holy by the Mother Church of Coryan. These Revelations however, are a stricter interpretation of the Canticle than previously held. Suffer not those who bend knee to false powers, strict adherence to the observance of the holy days and their strictures, as well as no drinking or any such polluting of the body or the mind. This had led to some passive resistance from many different quarters and has forced Elandre' to slow down its integration into church doctrine. But Elandre' has been blessed with longevity, as well as agelessness as she still appears as she did on the day she was possessed, forty years earlier. Every year that passes is another year of newly ordained inquisitors that follow her every word implicitly.

## MILITARY

Coryan maintains the largest standing army of any Onaran nation. The imperial legions are extremely well-trained and exceptionally well-disciplined. The organization of the legions represents the height of military efficiency, with consistent unit sizes and standardized officer ranks throughout the nation. Though most other nations have an advantage over the Coryani when it comes to the highest levels of battle sorcery or military technology, the Empire's secret to success is that it has invested heavily in making sure its common soldiers are the best-armed and best-armored front-line troops to be found anywhere. This consistency of Coryani equipment ensures that any legion stationed anywhere in the Empire can be supplied and supported with ease, making the daunting task of maintaining even a million-man army well within the reach of the Empire's logisticians. Individual legions are raised entirely from the people of a single region to foster esprit de corps, but legions are never permitted to garrison their home province due to the occasional insurrection that must be suppressed.

Outside the Imperial Army, the provinces maintain armies called auxilia. A few of these units are comparable or even superior to the rank-and-file legions, but most are far inferior. Auxilia are units of specialized troops, like sappers or battle-magi. Equipment and training vary tremendously among the auxilia, but as a matter of practicality they are usually part of any major military campaign. The commanders of the Coryani military pride themselves on ensuring that they only field trained soldiers in battle. Only in the most desperate of circumstances would an untrained citizen be pressed into service to defend the Empire.

## CURRENT YEAR: 1071 I.C.

The greatest event in living memory has been the Coryani Civil War that rocked the Empire and affected almost every nation and peoples in the Known Lands. Fully half the people of the Empire turned on the other when Emperor Calsestus val'Assante' executed, some say murdered, the Patriarch of the Mother Church on the very steps of the Temple of the Pantheon, before taking that title and position himself.

Led by the former Defender of the Empire, Menesis val'Tensen, the so-called rebels waged a guerrilla war that eventually took on celestial proportions, as it was discovered the greatest of Illiir's Valinor, Manetas, the mad Pride of Illiir, was manipulating the Emperor and his loyalists, while the rebellion had its fair share of Valinor 'assisting' them as well. Eventually, after many a harrowing battle, a group of the Known Land's greatest champions managed to obtain an item that gave them a chance to stop the power-mad angel.

Known as the Battle of Grand Coryan, it was the first time in history that the walls of the capital city had ever breached. By the time dawn began to peek over the horizon, fully a third of the hosts of the Valinor, those who had sided with Manetas, were banished from the Mortal Plane and the Emperor Calsestus and Menesis val'Tensen, after having joined forces, lay broken and dead.

***"For Duty and Honor!"***  
**- motto of the Coryani Legions**





In its wake, the dazed and shaken surviving members of the Senate gathered together and were faced with a horrible dilemma – choose one or another of the eligible as emperor and lose this or that portion of the Empire. In the end, a compromise was reached whereby Scipio val'Assante', the Emperor's youngest brother, was crowned.

However, before his death, Calsestus had sired a bastard son, under the most suspect of circumstances, by Aconia, the daughter of the val'Dellenov matriarch. This four-year-old man-child, Calmemnon, was the legitimate heir to the throne, but his precocious attitude gave the senators pause, some fearing that within a few years they would have another arrogant Calsestus all over again. On the other hand, completely disenfranchising both Aconia and her son would cause Balantica to secede from the Empire.

In the compromise, Scipio would marry Aconia and name Calmemnon heir apparent, only until such time as Aconia bore him his own children. With the birth of each stepsibling, Calmemnon would drop lower down the hierarchy of those eligible to sit upon the Alabaster Throne.

This arrangement would have tragic consequences upon the Imperial Family.

Within a year of their marriage, Aconia was pregnant and soon delivered a male heir to Scipio, bold Marcus Arminius val'Assante'.

Calmemnon brooded.

Another two years would see Aconia give birth to another son, tiny Quintus Priscus.

Calmemnon seethed.

A few years after that Aconia would deliver what would be the couple's final child – a beautiful blonde girl they named Maxima Valeria.

Calmemnon raged!

Barley a decade old, Calmemnon had the insights and the cognitive abilities of a man twice his age. He was well aware that with each new sibling, his birthright as emperor slipped further and further from his grasp. And he also knew, in his heart, that it was entirely his mother's fault – her fault that she had agreed to this Sarishan bargain; her fault that his

father's true heir and legacy was being swept away in favor of his uncle. Like all women, his mother was a weak, insipid creature, willing to be led by the nose as long as her craven needs for status and material comforts were assuaged. They were all content to be kept as pets in a gilded cage, as long as they ruled that roost.

“So be it”, the man-child brooded that night as he stalked into the nursery, past the sleeping nurse. “I will suffer my brothers to take my birthright – for there is no shame in being bested by men.”

Staring down into the cradle, his cold eyes fell upon his newborn sister. “But I would suffer the torments of the lowest depths of the Cauldron before I bend knee to you as empress.”

That horrid night, it is whispered, Aconia's mind was broken.

That cursed night, Emperor Scipio's heart was broken.

That wicked night, Calmemnon broke his tiny sister's neck.

He didn't run and hide after the foul deed was done. He stood, almost at attention, waiting for the screams of the awakening nurse to rouse the palace.

Scipio, tears flying from his eyes, only thought was to kill Calmemnon right then and there and avenge his sweet daughter, for it was no secret that sweet Maxima was his favorite child. Grabbing the unresisting boy, Scipio lifted him as if to throw him through the window, when, through the red haze, he heard Aconia pleading with him to spare Calmemnon. She had thrown herself at his feet and had wrapped her arms around his leg. Slowly, the madness subsided and he dropped sobbing to the floor; the Emperor and the Imperial Consort, toppled from their social perch and reduced to their most basic parts – a grieving mother and father.

True to his word, Scipio did not have Calmemnon executed. Instead, knowing his nephew's misogynistic attitudes, he decided to let Aconia's family deal with him as they would and banished him until his date of majority, to Balantica, the land of the matriarchal val'Dellenov.

Months turned to years as the Emperor awaited the inevitable message from the val'Dellenov matriarch, sadly informing him of the brat's death due to his





insolence or some other arrogance-born act, but no such word ever came. True, reports came telling of the terrible beatings and other more clever punishments that were heaped upon the boy, but the reports always ended in the same manner, "...but the subject never broke, never shed a tear or begged for mercy."

To his dismay, the man-child survived the long six years until, by Coryani custom, he reached the age of 16 and was now considered an adult. Though the festivities were very subdued, Calmemnon was "welcomed" back to his home with just the level of warmth that custom demanded and not a smile more.

While Calmemnon had expected such a cold reception from his uncle and stepbrothers, he was shocked to find that his loving mother had lost her mind in the intervening years. She barely recognized him and when she finally did, she warned him to run before Scipio found out what he had done to Maxima Valeria. Even the most sage Beltinian healers were at a loss on how to restore her sanity, but all agreed that her mind was locked at that terrible moment when her daughter died.

Calmemnon's stay was as brief as etiquette would allow, as Scipio wasted no time in forming a plan to rid himself of his hated nephew. As with all scions of the imperial line, Scipio arranged to have Calmemnon enter into the legions. A few years later saw the brilliant son of Calsestus rise through the ranks to serve as centurion of the Legion of Radiant Glory, just as Scipio thought he might. Scipio knew it was time to turn to his most bitter rival to rid himself of Calmemnon once and for all.

The years following the death of Calsestus saw the political pendulum swing back a bit towards the Senate. Headed by the highly regarded and influential Senator Tensen-Balin, the power of the emperor was reduced, forcing him to share some of his duties and responsibilities with the Senate. Over the years, Tensen-Balin and the Emperor butted heads over a variety of subjects such as the proper response to the Malfelan Incursions of 1044 and 1056, to the solution to the Western Lands Question, to the how to deal with the nascent Abessian Dominion. But the one thing they could agree upon was the horrific crime Calmemnon had committed and that he had avoided his punishment for too long.

With the good Senator's help, Scipio arranged for Calmemnon to be placed as first legate, then finally general of the Legion of Heaven's Blade, once a prestigious legion, but now seen as one that rarely saw the opportunity for glory. Over the following year, Senator Tensen-Balin conspired with the Emperor to transfer out whomever he considered to be good soldiers and transfer in soldiers who had a history of insubordination, political enemies, or the most incompetent of the Coryani military.

Then, with a stroke of a pen, the Emperor, with the approval and consent of the Senate and People of the Coryani Empire sealed the legion and their young general's fate. Their orders read simply, 'The Empire's greatest enemy is the unknown; and there is no greater unknown than what remains hidden from us in the lands west of the Western Marches. For that reason, your orders are to march into that great unknown and pacify it for the ultimate safety and glory of the Empire. No greater or nobler order has been bestowed upon a legion. May the Pantheon bless you on your journey.'

With that, twenty-six year old General Calmemnon val'Assante' dutifully marched his legion west to the Marches and beyond.

They have not been heard of since that day.

Though he smiled broadly that day, knowing that he had kept his promise to his beloved wife while still seeing that justice was served, the events that occurred during his reign gave him little peace. Through the turmoil of fighting two different wars, seeing the lands of the val'Tensen secede from the Empire, with his blessings ironically enough, a handful of rebellions and insurrections to deal with and finally, the death of his sweet Aconia, the years of ruling have left harsh lines upon his weathered face – but still the Gray Lady does not come for him and deliver him to his reward.

When the Emperor was told that Senator Tensen-Balin finally died just last year, it's said that he muttered under his breath, "Bastard waited until I was too old to dance on his grave. Just like him," and smiled thoughtfully.





# THE DWARVEN ENCLAVES

From a human-centric view, dwarves are generally thought of as one people, but each Enclave is distinct and has little in common with its counterparts. Thousands of years ago, the dwarves were not at all as they are today. Rather, there were seven great nations of celestial giants, united only in their genocidal war with dragons – a war that they were losing. Illiir, Lord of the Pantheon of Man, made a bargain with the celestial giants that He would send the Hosts of Valinor to destroy the dragons, but only if the giants would take on the burden of stewardship of humanity as the Fall of the First Imperium was imminent. Faced with extinction, the giants readily accepted.

True to His word, the Valinor destroyed or bound the dragons, sometimes at great sacrifice to themselves. The celestials in turn traveled from their lands in the north and settled in different pockets of human habitation. However, in less than a human generation, some of the celestial clans, chief among them the Solani and Bertoqi, began to see themselves more as the masters of man than as its protectors. The Bealaki and Encali warned the other nations that they would only anger the Gods of Man by breaking their bargain. The members of these Enclaves knew that the Armies of the Gods that destroyed the dragons could just as easily be turned against them. The giants of Bealak Gempor turned their prayers to Illiir, telling Him of the betrayal of others and begging His mercy. Illiir did not grant mercy. Instead, He cursed the giants. Those that sought the heavens would forevermore dwell beneath the earth and those that lorded over man with their might and size would forevermore be dwarfed by all. Illiir's wrath made no distinction between those that betrayed Him and those that were faithful to their oath.

The Enclaves were thrown into despair. Many of the former giants took their own lives, which revealed an even more terrible aspect of Illiir's Curse: the dwarves were barred from the Afterlife. Their souls could not pass into Beltine's Cauldron. Into this misery came Sarish with a bargain. If any dwarf were to make the Perfect Item, the curse would be lifted. This has led to the one trait common to all but one of the remaining Enclaves: the compulsive drive to create.

Denied their great size and bereft of the powers over mind and matter, as well as their ability to use any sort of what might be considered 'magical abilities' with the exception of Theurgy, that they once held as celestial giants, the dwarves became isolated from one another. Their cultures and traditions became even more distinct, to the point that today they are less alike than most human nations. While denied access to many of the different and varied Arcanum, the dwarves found that they still had a latent spark within their being that allows them to carve and empower runes that they carve or craft upon items to enchant them. It is hoped that this last vestige of their heritage will allow them to craft that Perfect Item and lift Illiir's Curse.

The Solani and the Bertoqi, those nations most at fault in drawing Illiir's ire, are today the most penitent. Taking it upon themselves to reclaim the charge that they had previously neglected in their foolishness – to preserve mankind – these Enclaves try to act in all ways for the betterment of man.

The Solani have joined the Mother Church and their entire existence is consumed with the worship of Illiir and the crafting of the finest arms and armor. Their wares are intended to be traded to men; by arming and armoring the nations of man, the Solani provide protection against a dangerous world. Their life is one of constant penance, and the only Solani that leave the Enclave are young dwarves, not yet accomplished in their craft, who seek to aid mankind directly against any threat. For the most part, Solani are vocally pious and very dour in their disposition. Many secretly blame their own nation for the curse that befell all of the nations of the celestial giants.

The dwarves of Tir Bertoq once crossed all of Onara to fight against the Infernal Horde. The Enclave does have its great master artisans, but the constant conflict against the Infernal Horde in the north and the depredations of the raiders of Uggur in the south, consume the majority of Bertoqi attention. This life of constant conflict, where death is an everyday companion, has led to a grim outlook among the dwarves of Tir Bertoq. This is most often reflected by gallows humor, and usually in the most inappropriate times.





Dwarves have one name. Once, before the curse, every Celestial Giant bore many names and prideful titles, but they have since confined themselves to but one name – those with prestigious lines will merely name an ancestor. Somehow Dwarves are never confused as to which person they are talking about, even if several have the same name. Each of the great kingdoms of Giants have a long a distinguished set of names that the Dwarves have continued to honor.

#### Common Encali Names

**Male:** Baltherian, Gorman, Mikos, Qatar, Verdinan

**Female:** Baltheria, Gormia, Mikosia, Qataria, Verdina

#### Common Nol Dappan Names:

**Male:** Grigol, Okropir, Petrosk, Tigor, Yeor

**Female:** Bedisa, Eliso, Enzella, Vardo, Una

#### Common Solani Names:

**Male:** Barac, Elebac, Gelbac, Manderac, Tuliac

**Female:** Aliandra, Calliana, Maliandera, Toshiana, Xandria

#### Common Tir Bitoqi Names:

**Male:** Abisoghom, Barthughimeos, Garsevan, Mavrik, Yegor

**Female:** Berjouhi, Lucine, Siran, Taline, Zabel

#### Common Tultipetan Names:

**Male:** Arun, Heng, Rith, Sov, Veha

**Female:** Achariya, Chankrisna, Kanya, Nakry, Rotha, Savady

The Tultipetans were strange, even to other dwarves. Influenced heavily by many Khitani philosophies and skilled in the art of prophecy, they are given to baffling modes of speech and behavior. A direct answer is usually not what you get from a Tultipetan dwarf. Often, questions will be answered with questions, and wisdom imparted by parable. Unfortunately, during the last months of the Coryani Civil War, a group of adventurers discovered an ancient ruin, far in the north, where a dragon was held prisoner over the millennia. For reasons not yet understood, this most deadly of creatures was loosed upon the world. One of its first actions was to track down the descendants of those who had imprisoned and forgotten it, and deliver its vengeance.

These descendants were the Tultipetan dwarves, and their Enclave, along with almost the entirety of their clan, was wiped off the face of Arcanis. Of the handful that still exist upon the world, many have done away with their attempts to see the future, (since to them, there is no future left), and have replaced prophecy with seeking vengeance upon mankind.

The Nol Dappan Enclave is defined by its location. Built in an ancient dormant volcano, known as the Forge, this Enclave is difficult to reach for any but the most determined of travelers. Living in such an environment, along with the influence of the nearby Erdukeen descendants of those who followed the Sword of the Heavens (See Canceri), has driven the dwarves of Nol Dappa to the worship of Nier. Many Nol Dappans are given to bouts of uncontrollable rage, which is funneled into the path of the battle-rager; the elite warriors of the Enclave are a terror to behold. Many Nol Dappan adventurers are outcasts, sent away from their home Enclave due to some murderous act committed in a furious instant.

The Encali dwarves are a nation that feels betrayed, betrayed by their fellow celestial giants in the years before the Great Curse, betrayed by the Bealaki who told Illiir of the other nations' perfidy, and betrayed by Illiir when He cursed them along with those who were actually guilty. As a result, the Encali are largely a one-religion Enclave. Sarish offered them a path out of Illiir's curse, and in return, the Encali worship Him as the only member of the Pantheon worthy of respect. Encali embrace all aspects of Sarish's faith. They are the only Enclave that still has some access to Arcanum, but only those who become Sorcerer-Priests of Sarish are able to wield that power and as such, they insist that all matters of import be sealed by written contracts and Sarishan oaths. Many Encali have been known to tempt short-sighted humans into horribly lopsided deals that their children or even grandchildren will have to make good on. By and large, the Encali dislike the other Enclaves and limit most contact to trade relations.

Little is known of the Deneki, other than the Sorcerer-King of Ymandragore somehow forced them into slavery. Likewise, the Reavers of Bealak Gempor are an enigma, but it is well known that they are anathema to the other Enclaves. Of the seventh Enclave, nothing at all is known, as they disappeared millennia ago.





## APPEARANCE

Members of a given Enclave are easy to identify by their distinctive appearance.

The Solani are of noble bearing and fair hair. They keep their beards fastidiously groomed and it is a matter of pride to grow the beard to a great length. Many humans marvel that the Solani do not trip over their own beards with their every step.

The Tir Bertoqi, especially those found outside their Enclave, bear a haunted look from the horrors they have confronted in defense of mankind. Typically, a Bertoqi dwarf has dark hair, and their most telling feature is the elaborate braids that they make from their beards. The intricate patterns are a point of pride for them, and they often weave a thin wire of precious metal (primarily gold) into these braids.

The few Tultipetan dwarves remaining continue to follow their fellow's custom of tattooing their entire bodies with mystical symbols. These symbols are of great significance to the individual dwarf. They are inspired by the omens at the dwarf's birth and celebrate the accomplishments of his or her life. To better showcase their tattoos, the Tultipetans shave their heads and wear their beards close-cropped.

The Nol Dappans care little for their appearance. Most are covered with soot from the forge and their beards are often ragged and singed. Their hair is red – when you can see it under the grime – and their skin is ruddy and burned.

The Encali are easily identified by their distinctive forked beards and the extensive collection of jewelry (often self-created) that each wears about his person. Their hair is typically jet black.

## GENDER ROLES

There is very little distinction between the male and female genders within dwarven society. Nol Dappan females are less prone to fits of rage than the males, and the Tultipetan females more commonly enjoy the gift of prophecy than do their male counterparts.

## NOBILITY

The ancient rulers of the former nations of the celestial giants are forever trapped by Illiir's Curse in stone pillars at the core of each Enclave. His or her heirs were fortunate to keep power in the aftermath of the Curse and each Enclave has a royal line that governs its people.

Unlike the human lands, where even the cousins and far-flung distant relations of aristocratic families wield great influence, dwarven relatives of the rulers outside the direct line of succession are not granted more rights or powers than any other member of the Enclave. Instead, positions of authority are chosen by the royal line and by popular acclaim of the dwarves of each Enclave. As a result, there is little by way of organized nobility within the Enclaves outside of the individual rulers themselves and an immediate heir and designated successor to each sovereign.

## COMMONERS

Dwarves are an industrious and determined lot. The common dwarf strives for perfection in every act and deed, for any activity could deliver the Perfect Item needed to break the ancient curse. Dwarves have a higher percentage of artisans than any other people, and their wares are in demand everywhere in the world. As a result, even the common dwarf tends to be quite prosperous from constant trade with outsiders.

## RELIGION

Religion is a central element of dwarven life. Each Enclave has a deity that it favors. For the Solani, it is Illiir; the Bertoqi favor Hurrian; Tultipetans once favored Larissa; Nol Dappans favor Nier; and for the Encali, it is Sarish. Although these general tendencies of veneration of a particular deity do permeate each of the Enclaves, they are not absolutes; being long-lived, each dwarf will find his worship drawn to different gods during his lifetime.







*Gotcha!*

## MILITARY

As a people that lead centuries-long lives, almost the entire adult dwarven population is available to defend their Enclave. Each Enclave maintains a professional army and a large militia. These forces consist of disciplined and motivated infantry, equipped with the finest arms and armor that only a race that strives for perfection in every act could produce. Each king also maintains a private army of the most experienced soldiers from families of the warrior elite, many of whose martial traditions date from the times of the ancient war between the celestial giants and the dragons.

## CURRENT YEAR: 1071 I.C.

Besides the terrible events that eliminated the Tultipetans as a viable Enclave, the rest of the Enclaves have been relatively stable, with the exception of the Solani and the Betoqi.

During the Coryani Civil War, the Solani aided and abetted the rebels in their war against the Fallen Valinor, Manetas, and also gave sanctuary to Elandre' val'Assante' while the Word of Illiir possessed her. This aid came at a great sacrifice as the Coryani legions under the command of General Dorjan val'Mehan led a battle that breached the underground city of the Solani, and laid waste to most of it. In the end, there seemed to be a glimmer of hope.

Having repulsed the invaders and protected Elandre', a huge beam of coruscating light erupted from the vessel of Illiir herself and blasted the entire top off of the mountain that held Solanos Mor. For ages, the dwarves had a mild version of agoraphobia, the fear of wide-open spaces, and were forced to travel with their heads hooded. Now, with the light of the sun streaming down upon their faces, this irrational fear has been lifted. Unfortunately, it is only the Solani, and none of the other Enclaves, that have been gifted in such a manner.

In the north, the Wall of the Gods, that mountain range that had held back the Infernal Horde for over a thousand years, cracked and split the very same day that Emperor Calsestus killed the Patriarch of the Mother Church. While the mountain range still exists, its magical essence as a barrier to keep the foul denizens trapped has evaporated.

To the Tir Betoqi, no clearer message from the gods was ever made – they were to move their entire Enclave from the Western Lands and travel north and rebuild the Wall of the Gods.

And build they did - through demonic incursions and the first Milandisian crusade against the Infernal Horde – the Tir Betoqi's wall began to take shape, brick by brick. But even the famed dwarven architects and engineers have not been able to complete their barrier, even after forty years. Signs are growing that the Infernals feel the time has come to break free of their millennia long prison cell and bring about a second Time of Terror to the people of Arcanis. The poor Betoqi dwarves have redoubled their efforts, but it would take another miracle, like the first one that raised the Wall of the Gods, for their holy work to be done in time.





# THE ELORII NATIONS

Outsiders think of the elorii as a monolithic culture, but nothing could be further from the truth. Each of the three elorii nations is distinct in purpose and outlook. Even within the individual nations, each of the bloodlines draws into its own distinct group as well.

The largest nation by far is Elonbé in the Vastwood. Nearly eight-tenths of the elorii population can be found within that massive forest. Isolationist and conservative, the great distance (both temporal and physical) from any human contact has shaped the outlook of these people. According to the elorii that has had contact with humans (see below), mankind is viewed as an ancient and distant threat, with the memory of the deicide committed by the Pantheon of Man still fresh in their minds.

And that memory is long indeed, as the elorii enjoy an unusual kind of immortality by way of the Uromar. According to the Laerestri, when an elorii dies, everything that she is, her memories, skills, triumphs and failures – her very essence is sent into the Uromar. As they explain it, the Uromar acts as a limbo, waiting for the birth of a new elorii to be reborn into. Thus the creators of the elorii, the Ssanu of the Ssethregoran Empire, built the ultimate warriors – ones who died, but whose memories, skills and experiences would not be lost, only temporarily unavailable until they grew into maturity and were ready to fight again.

However, the ruling council of Elonbe' understand their isolation was detrimental to their nation – the unknown being the greatest possible enemy a people can have. To counter this, the Council of Etheleos sent out scouts with instructions to interact with mankind, to learn as much as possible about the current situation in the outside world, and determine who the elorii of Elonbe' can call friend or foe. Called the Laerestri, these young, curious elorii travel the world working with (and for) humans to learn their customs and the nature and capabilities of their armies. The ancient prophecy of Ardelia dictates that some humans will be needed in the end times, and these Laerestri seek to identify them. The Laerestri have learned much about humanity, reporting all the varied extremes of virtue and honor or depravity and skullduggery that can be

found within the race. Curiously, some Laerestri have confided that they are strictly forbidden from traveling directly to Elonbe' and are ordered to travel no farther than Efesias, the southernmost outpost of the elorii and their point of contact with the Bright Nation.

Malfia is less of a nation than a gigantic army camp. The diametric opposite of Elonbé, Malfelan elorii are skilled and experienced warriors, who have continued their ages long war against humanity – along with just about every other sentient race as well. Very little is known of this savage culture, but what has been uncovered shows a people who live, eat and sleep warfare. To the Malfelans, there is no time for culture, poetry or art – only constant training and engagement with the enemy. Due to the large amount of attrition from these battles, the Malfelans account for the smallest population of elorii in the Known Lands.

Entaris is the second smallest nation and the most cosmopolitan. Not sheltered by a vast forest as is Elonbé, and lacking the army of Malfia, the elorii of Entaris have chosen to interact with the nearby human and inhuman nations that border their lands. As a result, they have become skilled merchants and diplomats, and have even built a trade city that allows others to live within its walls, albeit in a separate foreign quarter. While not having a large standing army, the Entarans do have one of the mightiest fleets in the Known Lands due to the masterful skills of the Order of Berotar, and by the aquatic powers of the Berokene. Though humanity is still viewed as a threat, the Entarans have come to learn that mankind is not a monolithic entity, but rather a varied people of differing values.

Within the elorii themselves, although individualism certainly exists, there are also distinct personality tendencies among the various bloodlines. These tendencies become more pronounced as an elorii ages, to the point that “High Elorii” become almost exactly like their stereotype.

The Ardakene are normally nurturing, thoughtful, free-spirited, and curious. They are the smallest group of elorii, but they make up a disproportionate number of the Laerestri. Most priests are of this line, and they are most likely to accept notions that not all humans







*The Ardakene are the spiritual leaders of the Elorii race. If the others knew the truth, how long would their perch remain safe?*

are inherently wicked. When a Ssethric population was reported in Milandir, the Ardakene prevailed upon the other bloodlines not to invade Milandir to exterminate the Black Talons. Since then, the Laerestri have reported that the Black Talons are not like the other Ssethregorans of the far south, but instead are expatriates that despise the Serpent Empire on moral grounds. The Ardakene were the first to rebel against the reptiles in ancient times and were also the first to greet men when they landed on Onara. In the social order of the elorii, the Ardakene normally hold the position of spiritual leaders; one would assume this is due to the fact only their patron goddess survived the decide that destroyed the rest of the Elemental Lords.

The Marokene are stoic and traditionalistic, even reactionary. Things are the way they are for a reason, and without good cause, there is no need to change. Though they hold old prejudices with great obduracy, once they are convinced to adjust their viewpoint, they will adamantly propound that new position as if it had been what they fervently believed all along. They are much like the mountain: unmoving most of the time, but an unstoppable avalanche when they do decide to shift. The Marokene are the guardians of the elorii people and their society.

Contrariwise, the Berokene view change as the natural order of things. Calm and collected in the absence of opposition, they can explode into furious action when presented with an obstacle. They will continue to look for alternate paths whenever blocked, regardless of the endeavor. They are not opposed to compromise, and even small concessions by others will satisfy them for a time. A complete absence of visible options will often enrage a Berokene and rash action sometimes follows. Due to their strong passions and sensitive nature, the Berokene occupy the social niche of artists, builders and political opposition orators in the elorii society.

The Osalikene tend to go with the majority on most subjects, although they have their own strong positions on certain subjects. They are often nonplussed when change happens, but they can also shift their own positions when presented with a solid argument. Though they are highly curious, they also tend to have a short attention span. The Osalikene serve as the political leaders of the elorii society.

The Kelekene Elorii are intense and violent. Force is an easy solution to any problem and the destruction of an obstacle, be it a living thing or simple barrier, is a small matter. The cost of such actions is rarely considered, leaving other elorii to regard Kelekene as shortsighted. Kelekene often seek seats on the ruling councils, but are rarely successful. Kelekene often feel (and show) great frustration with the “soft-hearted” Ardakene and the “inflexible” Marokene. They are passionate and make little effort to conceal their feelings. Like the flame that powers their very souls, they are a potent force when harnessed and a great threat when uncontrolled. Kelekene act as the scholars and instructors of the arcane in elorii society.

## APPEARANCE

Members of a given bloodline are easy to identify by their appearance. The elemental nature of their souls is evident in their physical features.

All elorii are tall and graceful; most exceed six feet in height and are full-grown by their tenth year of life. As an elorii ages, he grows taller. Every thousand years or so, an elorii goes through a growth spurt of





three to four inches. The eldest Elorii are almost eight feet tall, and there is no crouching in their posture. They remain upright and firm throughout.

The Ardakene are thin and fair-skinned. Their hair tends towards light brown to golden and their eyes towards green or hazel, although golden eyes are not uncommon.

The Marokene are dark-skinned, either a deep tan or bronze. Their hair is dark brown, black or grey, not the silver of an aged human, but instead a grey like one would see in granite. Their eyes also tend towards brown, grey, or black. They are the stoutest and most muscled of the bloodlines.

The Berokene are the most graceful of the elorii. They are pale, and have a slight bluish tinge to their skin, looking much like a human that is very cold. Their hair is the deepest black and their eyes are blue, turquoise, or green – the colors of the sea.

The Osalikene are lithe and tall, even for elorii. They are not pale of skin, but their hair tends towards white or shining silver.

The Kelekene are slightly more compact than other elorii and have unusually bright eyes, which are commonly purple or orange. Their skin is ruddy and their hair ranges from red-brown to gold.

## GENDER ROLES

Since few elorii females bear children due to the static nature of the elorii population, there is little distinction between male and female roles in society. Females are as strong and as quick as the males, and many famous leaders in elorii history have been females. The genders train side-by-side and are regarded as equally skilled in the arts of magic, battle, and craftsmanship. The elorii armies have as many females as males, both on the front lines and in positions of command and authority.

*Novaros! - Never Forget*

## NOBILITY

Each of the nations is ruled by a council of ancient and respected High Elorii. Several of these rulers have been in their positions of leadership for millennia. Due to the unique elorii nature, many of the younger council members are reborn Heroes of the distant past and have some of the memories of their forebears to guide them in their current role. Though the elorii culture is largely egalitarian, it is no coincidence that most leaders of the elorii are incarnations of past leaders. Even death is not enough to suppress a great soul.

There are no true nobles among the elorii, but it is a mark of honor to be a reincarnated Hero and respect is often shown to those fortunate enough to have been a Hero in a previous life.

## COMMONERS

In the absence of a violent or accidental end, elorii live “forever”. As a result, an elorii will learn many trades in his life. Thousands of lifetimes of work from each elorii soul has lead to a great society of high architecture and an infrastructure that will support the population in great comfort.

Elorii society is egalitarian, so hard work is rewarded and the lazy find only scorn. As a result, few elorii fail to do their part as even the worst lay-about will eventually “grow up” when given hundreds of years to do so.

## RELIGION

Religion is the core motivating factor in elorii life. The goals of the entire society are driven by the desire to return the Elemental Lords to life. The ruling councils of the individual nations consult with the Lifewardens of Belisarda regularly and the ancient prophecy of Ardelia dictates the course of elorii life.

Each of the ancient Elemental Gods is still worshipped, and priests continue to pursue their traditions despite their deities’ absence. Ardelia, the prophetess of Belisarda, has commanded that the Elemental Lords’ worship be kept until they can be returned to life. However, any powers or cants granted to these priests are known to be actually blessings from Belisarda and not the lost Elemental Lords.





Though not every elorii is openly religious, each holds an unshakable faith in the gods of their people. Many of the elorii alive today were alive when the Gods walked among them, and even an elorii who is too young to have met one of the Elemental Lords probably knows someone who did. Also, each elorii has a soul that has been through many incarnations, and so remembers their Gods walking upon Onara, even if this is just a subconscious thought. The immediate presence of Belisarda is felt by her priests and, to a lesser extent, by the common elorii. Unlike humanity, the elorii have a deity that still speaks to them.

This unshakeable belief in the existence of their Gods, combined with the knowledge of their immortal nature, means that elorii have no great fear of death. Though they will not throw away their lives wastefully, the certainty of reincarnation allows them the confidence needed to perform great acts of bravery.

## MILITARY

It is the duty of every elorii to prepare for the great war that will inevitably come. However, the exact nature of this war is unclear. Many think it will be fought against mankind, while others think it will be fought alongside man against an even greater enemy, either the Ssethregorans or some as-yet undiscovered foe. But regardless of his or her personal beliefs about the eventual combatants, every elorii trains for the war. Regardless of bloodline, profession, or nation, each and every elorii is taught the ancient arts of blade and bow. When the war does come, nearly every single elorii alive will be able to take the field as trained soldiers.

The Malfelan are a nation of warriors and veterans, honed to a fine edge by millennia of warfare against implacable and powerful foes. The Entarans have a mighty and accomplished fleet. All told, their centuries of training, combined with little fear of death, make the elorii one of the greatest and most capable armies ever to take the field of battle. Elorii believe in their racial martial superiority without question; it was their race, after all, that finally brought down the mighty Ssethregoran Empire, and it is their race that shall stand above all others in the end times.

Elorii names are purely descriptive. Every name has a literal meaning in the Elorii language; in fact they are all phrases in and of themselves. The Elorii tongue is an elegant successor to the Ssethregoran language – less sibilant and more lyrical. In fact, to the trained ear, many Elorii names are stunningly similar to Ssanu names.

There is also little distinction between male and female names, differences are found almost entirely at the end of the name. For example: Ardelos is a male name that means “He who speaks of life” and this is entirely the same name held by the prophetess Ardelia or “She who speaks of life.”

Something that causes confusion to those that strive to learn the Elorii tongue is that there really aren't that many components to words, but there are near infinite words – as every word is a phrase unto itself - and each of the components can mean dozens of things. Kel can mean destroy, devour, eat, fire, hunt, strive, war and more. Keliardemos means “He that loves to strive for peace” but to the novice speaker could seem to mean “He that desires to destroy all life”. Now, no Elorii would ever bear that name, but a name with that meaning would more properly be Keldaros. As a result, simple changes in inflection can completely change the meaning of a word from something kind to something horribly insulting. Also, there is no limit to the length of an Elorii word other than the practical ability to not run out of breath. Elorii names almost universally have one of 3 endings per gender:

**Male:** -os (he who), -as (the), -es (he which)

**Female:** -ia (she who), -as (the), -ea (she which)

***Narderos! - Never Forgive***





"LET ME BY!" CALLED A VOICE. MELIROS STRODE UP TO THE METAL DOORS, WHICH HE COMMANDED TO OPEN. THROUGH THE IRON BARSOF THE PORTCULLIS THE LICHLIKE VAL'OSSAN LEERED A ROTTING SMILE.

"BEGONE FROM THIS PLACE, FETID CREATURES! YOU ARE AN ABOMINATION! YOUR CAUSE FAILED LONG AGO!"

"IT IS YOU WHO HAVE FAILED, FOOL! EVEN NOW WE DINE UPON THE FLESH OF YOUR KIN, AND THOSE YOU SOUGHT TO HARBOR. WE FULFILL OUR DESTINY! THE CITY IS OURS!"

"NEVER! BY BELISARDA, I DESTROY YOU. RETURN TO THE UNHOLY PLACE WHICH SPAWNED YOU, SLAVE OF DARKNESS, AND DISTURB THE LIVING NEVER MORE!" MELIROS HELD FORTH THE LIFESTAVE, A RELIC HE CRAFTED IN AGES PAST, AND LIGHT POUED FORTH FROM IT. THE BRILLIANCE ENGULFED THE GENERAL AND HIS LEGION. THE SOLDIERS CRUMBLLED INTO DUST. WHAT FLESH THAT REMAINED ON THE GENERAL WAS BURNED FROM HIS BONES, AND HE FLED, SCREAMING IN HORROR FROM THE PRESENCE OF THE ANCIENT PRIEST, HIS FLAMING SKELETAL FORM LEAPING INTO THE HARBOR.

## CURRENT YEAR: 1071 I.C.

For the elorii, the effects of the Coryani Civil War passed uneventfully for them. By comparison, the next four decades have been volatile for two of the three elorii nations.

In an act of beneficence to stop Ssethregoran aggression against the rational and enlightened human nation of Altheria, the Entarans extended their arms to protect them. Resources were expended and, most importantly, elorii blood was shed upon that land and how were the Eternal People thanked? The Altherians offer money to void their bargain with Entaris – as if they were common mercenaries to be bought and sold as any other commodity. When told that the elorii did not enter into such treaties lightly and rarely dissolved them just because the danger had passed momentarily, the Altherians responded with threats of war.

Thus to war the elorii went, for the second time in as many decades. Though the toll exacted upon the children of Althares was heavy. Even with their capitol in ruins, they too dealt the fair city of Seremas a near mortal blow. In a suicide attack, they dove their three remaining air ships into the city, killing thousands, including many of the humans living alongside the elorii.

All were sure the war would have continued until both peoples were destroyed, but the Ssethregoran Empire took that opportune moment to attack Seremas. Heading the ancient proverb that the 'enemy of my

enemy is my friend', the Altherians and the Entarans agreed, in exchange for the elorii being released of their obligation to protect the humans of Altheria, they in turn would help repel the Scaled Horde.

The combined forces of the elorii and the Altherians made short work of the Ssethrics, and the long and painful process of rebuilding began for both nations.

Meanwhile, the Malfelans decided having a Human-Ssethric nation so close to their border was an insult that would not be suffered. Unfortunately, decades before, the Solani dwarves had moved in and occupied previous fortresses that abutted both the Ssethregoran Empire's northern territory as well as a portion of Malfia. In a blunder of epic proportions, a Malfelan phalanx chose to drive to the territory of the newly formed Abessian Dominion by going through one of these fortresses. In short order, the Solani stationed there interpreted this movement as an attack on the humans of the Coryani Empire and attacked.

This comedy of errors was compounded further when the Coryani legion stationed nearby went to the dwarves' aide. What should have been a skirmish quickly escalated as the Malfelans assumed the humans were invading and the Coryani in turn assumed the same.

The Incursion of '44 (and later again in '56) as the humans called it, ended as these battles usually do; no actual goal or territory was achieved, and the ravens and other scavengers were the only true winners as thousands died on both sides of the war.





# THE HINTERLANDS

The region called the Hinterlands is a contradiction in terms, being at once vibrant with life with its wide open plains as well as foreboding and mysterious, filled with conflict and strife. The area known collectively as the Hinterlands is not really a nation, but rather a loose amalgamation of tribes and cities. The balance of power between these groups is precarious at best, and the shifting sands of the desert hide the corpses of many who failed to pay heed to the dangers presented by the land and its native creatures (both human and otherwise).

The major indigenous people of the Hinterlands are the Yhing hir, known as the Lords of the Horse. They occupy much of the southern and eastern portions of the region. Some scholars believe them to be an offshoot of the Khitani Empire from the time of the raising of the Godswall, although the truth of their origins is shrouded in mystery. The Yhing hir are divided into four major tribes, and a man's first loyalty is always to his tribe.

The Vanomir are considered the typical Yhing hir, whose tradition of horsemanship is second to none. Their tribal capitol is the great city of Sicaris, which is famous for its gladiatorial arena. Though the city is autonomous, it has a history with the Coryani Empire, and an imperial official known as the commander-magistrate is in residence, along with a small legionary garrison.

The Hurkomir tribesmen are claimants of the Pricklespur Forest, and are now largely mixed with the Pengik natives of that area. Their ancient memories, courtesy of tribal stories and legends, stretch back to gods that existed before the Pantheon held sway and a nation of serpents ruled over this land.

The smallest of the tribes is the Khur Gi, who most closely resemble the Khitani. Their aggressive behavior is well-known to the people of both Milandir and Canceri.

The Takomir reside mostly along the Bleak Coast, dwelling primarily in the towns of Jappa and Pearlspar, and also mingling with the people of Censure. Their mounted archers and scouts are acknowledged as among the finest to be found anywhere in the Known Lands.

The mighty Free City of Censure, Jewel of the Coast, began its life some eight hundred years ago as a penal colony for undesirables, as well as those the Coryani Empire wished to make disappear but who were too powerful or important to simply be killed. At some point, these individuals staged a coup, fueled by alchemy and invention, and the Six Houses that arose from the ashes of that conflagration still rule the city today in an uneasy truce backed by a pact of non-aggression. The people of Censure are a bizarre mixture of Skohir, Yhing hir, and Coryani. Censure is a thriving city and serves as a center of commerce and trade for many nations, though legends tell of deeper and darker things that yet fester in the sewers and caverns beneath its streets.



*The many tribes of the Hinterlands suffered greatly during the Fifth Crusade of Light and stand the possibility of losing even more during Osric's latest foray.*





In addition to the Yhing hir, various other peoples dwell within the Hinterlands, including the monstrous Hua'gi; the Cult of the Jackal and its fanatical minions of the Hyena Queen, she who is rumored to have the powers and immortal lifespan of a goddess (though it is rumored that she has been slain by a courageous group of Heroes); the Knights of the Order of the Holy Pillar, who ward the Hinterlands against the Hyena Queen and spread the worship of Hurrian; the ancient and mysterious Serpent Men of Zhu; the infamous Ehtzara; the mighty city of Erduk, situated at the Mouth of Nier, and home to the most loyal adherents of the Sword of the Heavens, the Erdukeen.

The single most valuable possession of any Yhing hir – in truth, more like a brother than a beast – is his horse. In addition to the noble and beautiful animal's obvious virtues as a faithful steed, fierce war companion, and tireless laborer, the horse is considered a divine gift, test of manhood, and measure of material worth all rolled up in one. Indeed, most Yhing hir will not even deign to speak with a man who does not own a horse, and the purchase of a horse is often the only way an "outlander" can begin to alleviate the scorn and derision with which Hinterlanders treat those who are not of their own people.

The city-dwellers of the Hinterlands are not unlike their counterparts in more 'civilized' nations; politics and internecine warfare dominate as manipulation and behind-the-scenes backstabbing create subtle yet irrevocable changes in the balance of power. The merchants of Sicaris, situated at the center of many caravan routes, are legendary for their bargaining savvy, and indeed a man who cannot drive a hard bargain in Sicaris is not considered a man at all. The lifestyle of Sicaris is lush and luxurious, with the gladiatorial games commanding much of the city's attention and passion. Meanwhile, the Free City of Censure features a huge, fortified port, and its 90,000 inhabitants live in a melting pot of cultures, with commercial trade dominating daily life and hundreds of markets and plazas featuring goods from anywhere and everywhere. Trade in Censure is carried out under the watchful eye of The Six, a group of noble guild houses who control taxes and set the policies of trade through the Hall of Commerce. Finally, the Erdukeen dwell within their volcanic city of Erduk, birthplace of the Swords of Nier and home to the mighty Enclave of Nol Dappa.

The names of the Yhing hir nomads are inheritors of Auxunite forbearers, but these tribes, though numerous, are widely scattered. As this land itself has had many transient conquerors, the various permanent settlements have names from throughout Onara so a wide variety of names are present. In fact, if your Hero hails from Censure, Sicaris, or Jappa, it is appropriate to choose a name from anywhere within this book.

The following merely indicates how to select a common Yhing hir name. A Yhing hir name is often merely a descriptor. A great Nawal that conquered other tribes and once threatened to take Naeraanth was known as Tumen Ordu – literally ten thousand camps in honor to how many men he lead. To his family he was Berke – or difficult – presumably because he was a pain in the ass.

Any of the Steppe peoples of Central Asia provide for excellent fodder for Yhing hir names

Example Yhing hir names:

**Male:** Bataar, Batukhan, Chuluun, Suhkbataar, Surbutai

**Female:** Bayarmaa, Khongordzal, Narantseteg, Odval, Xiao

## APPEARANCE

The peoples of this land are mostly short of stature and swarthy of complexion, with rounded faces and dark, braided hair. The native style of dress is garish and bright, with elaborate embroidery. Sashes, turbans, and loose pants tucked into high riding boots are typical for men, while the women prefer loose, gauzy skirts with complex patterns and lots of decorative silver jewelry. Though there are a few cities and settlements, most Yhing hir still follow a nomadic way of life, dwelling in large, colored tents as they pursue their seasonal migrations.





## GENDER ROLES

Whether out of necessity or disposition, those that dwell in the Hinterlands are warlike. As is typical of such cultures, most of the prominent and powerful individuals are men. The nomads of the Hinterlands treat their women with respect, but in matters of politics and war, a woman's counsel is seldom heeded – at least, in public. Many a great tribal leader has had the wisdom to listen to the whispers of his wife in the privacy of their marriage tent. The Pengik are a bit more egalitarian with regards to gender roles, and their women bear arms and take up the priesthood in equal numbers to the men.

One notable organization is that of the Pearl Maidens, an order of female monks who make their home on a large ship known as The Way of the Pearl. These beautiful, shapely maidens are an incredible sight, and are possessed of both great martial prowess and an extensive intelligence network. Their Abbess-Captain is afforded all the respect that would be due to any male leader by the Yhing hir clans. The Pearl Maidens hone their ancient craft of pearl diving in the rich oyster beds of the city of Pearlspar, situated on the banks of the Pale Sea.

## NOBILITY

The individual tribes of the Hinterlands have their various chieftains, known as Nawals. Few tribes seek to control broad swaths of territory, as the oases and other safe resting places are of far more value, which are few and far between in this harsh and desolate land.

There are a large number of wealthy merchants, mostly located in the trade-rich cities of Sicaris and Censure. These men and women tend to prefer to remain in obscurity, focusing on the advancement of their personal fortunes rather than dabbling in political and military matters.

Despite the general predilection of Hinterlanders towards individual safety and security, and away from larger concerns, there are a few individuals of note who have risen to the heights of political power – mostly by climbing over the corpses of their would-be rivals.

## VAL

While there are certainly val in the Hinterlands, they do not play the dominant role the way do in many of the other nations of Onara. The lack of any organized central government no doubt has much to do with this, as well as the fact that the human tribesmen of the Yhing hir respect no authority other than that of blood and steel. Indeed, House val'Haupt of Saluwé, which is the greatest of the Six Noble Guild Houses of Censure, is the only notable val bastion in the Hinterlands. The val'Haupts have been allies of the val'Holryns of Milandir for many years, and are also well-known in Cafela and the Pirate Isles. They have forged an alliance with the Takomir tribes of the Yhing hir, and as a result have access to the finest breeds of horses and the most elite cavalry warriors of the region.

## COMMONERS

There are few peasants in the Hinterlands, at least of the sort typically found in most nations. Farming is practically impossible, and staying in one place for very long is generally regarded as an invitation to be attacked. The only way a man can survive is by his own strength and the strength of his tribe. From the warrior-nomads of the Yhing hir to the minor merchant houses and laborers of the cities, the people in this region have learned they can rely on no one save themselves; as a result, they place little trust in kings or other earthly leaders. Apart from the major cities, there are few settlements of note; the nomadic tribes do create tent cities for short periods of time as they migrate across the Hinterlands, but these outposts vanish as quickly as they appear.

## RELIGION

Most of the denizens of the Hinterlands respect little more than overpowering force and guile, although they also have a healthy reverence for gods and nature spirits (of all sorts) and consider oath-taking to be sacred. The Pengik shamans in particular have a rich oral tradition, and their lengthy histories and stories speak of gods long forgotten and empires long





since ground into dust. The Pengik believe they were created as thralls of an ancient kingdom of serpent men, sinister and uncaring. The sinister sorcerers of the Ghost Jackal Cairns travel invisibly throughout the Hinterlands, seeking to enhance their otherworldly powers and commune with the very land itself. It is said horses are terrified in the presence of these black magi, which is another reason why the Yhing hir value their equine companions so highly.

The Pantheon of Man dominates to a much lesser extent in the Hinterlands than in many of the other regions of Known Lands, although there are certainly adherents here. The Yhing hir know Nier as the Divine Judge, and beseech the spirits of those they kill in battle not to speak ill of them when they face Him at the gates of Paradise. Saluwé is frequently worshipped here. The val'Haupt family of Censure particularly venerates her. In the north, the Knights of the Order of the Holy Pillar combat the Cult of the Jackal and the forces of the Hyena Queen while spreading the worship of Hurrian far and wide. The Skohir warriors of the city of Jappa are courageous adventurers and devout worshippers of Illiir, Saluwé, and Yarris.

## MILITARY

Everyone who lives in the Hinterlands is militant in some fashion or another. Self-defense is a daily necessity in this harsh and unforgiving environment. The Yhing hir culture is essentially that of the traditional nomadic warrior, and the tribes can field surprisingly large numbers of mounted fighters and archers. No empire or nation has successfully subjugated the Yhing hir except in isolated spots, and it seems unlikely that any ever could. In turn, the Yhing hir themselves have failed to subjugate the wily Pengik, whose matriarchal family lines rule over various territories and ancestral holdings. The history of this region is that of interbreeding and mingling of cultures rather than that of one group imposing its will and conquering others. Even the Canceri, in seeking to extend the Red March to the sea, have been forced to negotiate rather than dictate, and a periodic exchange of arcane lore takes place between the priests and necromancers of Nishanpur and the Ehtzara.

## CURRENT YEAR: 1071 I.C.

One of the benefits of being so far removed from the center of the Known Lands is that the Hinterlands were fairly well insulated from the horrors of the Coryani Civil War. However, living under the shadow of the Godswall, especially after Illiir's Blessings were revoked, made being a human (or any sentient creature) in the area a perilous prospect.

Soon after the fall of the Godswall, certain elements of the Infernal forces made their first sortie over the Wall and fell upon the city of Sicaris. It was only through the valiant efforts of the city's champions, as well as the timely arrival of reinforcements from Coryan, that saved the strategic city from total destruction.

Yet it turned out the hundreds of Infernals that attacked Sicaris was merely an expeditionary force meant to probe and gather intelligence for the archdevils, who desperately needed to know what had occurred in the outside during their millennia-long imprisonment.

Whether it was divine providence or just dumb luck that young King Osric had called the nobles of his kingdom to crusade, he and his knights happened to be at the right place at the right time. After having toured the cities of the region, the crusaders were traveling north to Jappa when the Infernal Horde attacked.

The Fifth Crusade of Light engaged the Infernal forces for eleven years, during which time the battle lines were redrawn a multitude of times; the crusaders were able to push the demons back to the foot of the Godswall at one point, while at another the Infernals threatened the very walls of Censure.

Most historians agree the Fifth Crusade of Light ended in a stalemate. Vast numbers of the Infernals either retreated back to the relative safety of the Unsealed Lands, as they are called now, or were hunted down and destroyed. Likewise, the human toll was heavy, with even King Osric being grievously injured and being dragged back to Milandir for his own safety, and an entire generation of the Vanomir, Skohir and Khurgi tribes were virtually wiped out.

Now rumblings are being heard once more from across the Wall of the Gods of an out and out invasion by the Infernals. With Osric calling another crusade, there can be no doubt that the fate of the Hinterlands, as well as those nations that border it, are still in question.





# THE LEAGUE OF PRINCES

**Please note:** Where ever possible, the Low Coryani spelling and naming conventions were used instead of the more archaic Kio.

Viewed around the Known Lands as having some of most exotic and beautiful terrain, the Western Lands consist of a series of small nations, suzerains and independent city-states rather than a homogenous empire. Home to at least five distinct races, the Western Lands is a place where even the most eccentric, shunned, or just plain strange can find acceptance.

The name 'Western Lands' is a bit of a misnomer, being more accurately south and only slightly west of the Coryani Empire. The League of Princes, a convoluted arrangement of incestuous nations and territories, has a unique approach toward dealing with one another and the outside world. Like any quasi-dysfunctional family, the League boasts ancient families who have ties to different houses, and even different species, in the form of mutual treaties, unilateral obligations, and obscure duties so arcane that an entire profession exists to handle matters of protocol or commitments. Making matters more confusing is that the same person may hold different titles, signifying different responsibilities and varying deference in different regions.

Like any family, this one is led, with example more than actual authority, by a fairly large and influential nation known as Capharra. Prosperous and with a storied history, Capharra is the ancestral home to the val'Sungha family and is often thought of as the homeland of the Kio people in general.

The country is separated geographically, as well as politically, with a highland plateau in the north and lowlands to the south. Much of the beautiful forests have been cleared to make room for agricultural pastures, as well as the profit that comes from trading such raw goods to others through Mhyrcia.

Politically, the people of Capharra are divided between familial and professional lines, usually by a powerful guild. Many of the lesser nobility tends to side with the Duke Geonay val'Sungha, while the rest follow the lead of the Royal Court. The greatest political divide seems to revolve around two eternal matters: who is the rightful heir to the throne and how much

Coryani influence is tolerated. The Duke is smitten by Coryani culture and, truth be told, Coryani women, and has advised a greater strengthening of ties between the League and the Empire. Truthfully, this belief in greater unity was a political blunder that the boorish Duke fabricated, while in a match of wits against Prince Irgar of Bhiharn, rather than his true beliefs. But rather than lose face in court, he steadfastly espoused this philosophy in words, if not in actions.

Directly to the north of Capharra is Pajharo. To some, Pajharo is more of a duchy beholden to Capharra, while others see it as a completely separate nation, most notably the citizens of Pajharo or 'Jharks'. The truth is somewhere in between. The confusion comes in the line of succession to the throne of the Jharks. The Duke of Pajharo is also the heir to the throne of Capharra, but the crown cannot be united with promises and obligations made centuries ago. However, the crown of Pajharo must fall to the royal line of the val'Sungha – the same royal line that is heir to Capharra's throne.

Through the years, some val'Sungha have released themselves, satisfied with the honor and power that comes from being the Duke of Pajharo, while others see it as a poor substitute to the real power that comes from ascending the throne as King of Capharra.

The territory that makes up Pajharo rivals that of Capharra in square-leagues, but the entire population of the country is overshadowed by the population of Whon, the capitol of Capharra. However, this is a blessing as well, as this makes the virgin forests, streams and lakes of Pajharo a hunter's paradise, as well as an untapped wealth of natural resources.

Like many families, there always seems to be a wayward, radical child that rails against the status quo and expounds revolution. In the League, that role is taken up by Bhiharn, where the elderly Prince Irgar rules. Famous, or at times infamous, for his lavish and stylish parties, the preening prince is also one of the shrewdest diplomats in the Known Lands. The val'Mehan family sends their most promising envoys to his court, at great expense, so that they may learn at his feet. The Prince's mastery has come as





much from daily practice as any natural aptitude; he must constantly walk a tightrope between satisfying his obligations to Pajharo and its ruler, as well as appease his own citizens, primarily the independent minded Undir of the Sword Fens.

Though the Undir vehemently argue against any notion that their country is actually but a semi-autonomous territory of Pajharo, and by extension Capharra, the truth of the matter is that Bhiharn is obligated to pay heavy taxes on trade, both individually and as a nation, as well as having to accept archons appointed by the ruler of Pajharo to his court. Archons act as judges and arbiters who act independently from the edicts of the prince, as they are appointed by and loyal to the Duke of Pajharo.

While Prince Irgar may be a loyal Kio and member of the League, the majority of his citizens are another matter. Seen primarily as the homeland of the Undir, these people chaff under what they see as unwanted intervention and control, not to mention the taxes and tribute 'extorted' from them by a foreign people. Exacerbating matters are the various bandits, both Undir and pure-bred humans, and the pirate lords who hide amongst the populace, acting as agents-provocateurs stirring them to overt rebellion. Thus far, the wily Prince has managed to calm the fires of revolution.

Also within the territory of Bhiharn is the independent city-state of Blackwand. An anomaly among the League and the Western Lands as a whole, the city was founded five hundred years past by a group of adventurers and mercenaries hired by a merchant prince to pacify the area from the deadly predators and rampant marauders that ranged the area. At present, it holds a charter that has been recognized by every nation in the League and even by the Coryani Empire, granting them the status of an independent and free city-state.

What family doesn't have a few skeletons in the closet or that strange and slightly demented uncle that no one talks about? For the League, that 'uncle' is Eppion, specifically the traditional rulers of Eppion, the val'Baucisz

Lying on the coast, the territory that makes up Eppion was perfect for Coryani expansion. Ever eager to spread their civilization, influence and their boundaries, the Coryani saw the League as a treasure trove just waiting to be captured. Exotic finished goods, an almost endless bounty of raw materials, foodstuffs and a strategic point with which the elorii of Seremas could be sandwiched, the Western Lands proved an irresistible prize for the Empire.

The Coryani selected a heretofore unknown and very minor val family known as the val'Baucisz to act as their proxy, knowing that by elevating a minority to rule over the majority population of Undir and pure-bred humans, they would create a friction which would force the val'Baucisz to ever rely upon the power and influence of the Coryani if they wanted to stay in power.

Unfortunately for the Coryani, they underestimated the capacity for tyranny, cruelty and depravity that came as second nature to the val'Baucisz. After a few generations of forced demonic possession upon hapless Undir, draconian laws and cruel and disproportionate punishment, such as public vivisection, the citizens of Eppion rose up in revolt. The val'Baucisz were nearly hunted to extinction, and hundreds of Coryani citizens were massacred with their hands cut off and their heads placed on display, before the Coryani Empire responded with its usual light touch. A full three legions were shipped to the upstart suzerainty, and burned the capitol city to the ground. They then enslaved every rebel who could be identified, then forced them to build a brand new port city, which was named Metra.

But even the Coryani could not turn a blind eye to the acts done by their puppet-rulers. Needing to keep face, the Coryani allowed the val'Baucisz to retain their title as ruler of Eppion, while privately making it clear to them they should keep to Rhyudoch and the Vale of Shadows and be happy about it. The day-to-day rule of the land was handled by a Coryani noble, given the title of Satrap of Eppion. He or she was to ensure the continuity of Coryani influence in the region and look out for Coryani interests, especially the yearly tribute expected from every member of the League of Princes.

The Country of Lhyllifel is like the sister of the family that married up beyond her station. In many ways, Lhyllifel is the mirror image of Capharra in population make-up, culture and history; however, it





has a grudging resentment against the Coryani and their occupation. But in the belief it would be best to avoid any unwanted war or strife, they continue to pay the tribute demanded of them yearly.

Another point that causes an enormous amount of friction between it and the Empire is the nation's tolerance, and not-so-secret support, of the "heretical" elemental worship. The Lhyllifen adhere to the ancient rites and tenants of the elemental spirits, though eventual inclusion of Saluwe' was made into their belief system. Oddly enough, Yarris appears to have always existed within their religion, even before the Undir and Kio's first meeting with Coryani missionaries.

The King of Lhyllifel, and indeed the citizens, do not fear Coryani inquisitors because of their very close ties to those that share many aspects of their beliefs and are the true super-power of the region, the elorii of Seremas. The elorii have made it clear to the Coryani, in a polite but stern manner, that no persecution of the Lhyllifen would be tolerated. For their part, the Coryani have turned a blind eye to the Lhyllifen faithful.

Lastly, Mhyrcia takes the role of those distant cousins who no one paid much attention to, but eventually struck it rich. Hidden away from the coastline, the original settlements were merely Undir trading posts and villages. For protection from sea raiders and other marauders, the villages were built further inland, down canals and waterways that few knew of and less could navigate freely. Eventually, these villages were augmented and fortified by Kio settlers and turned into the five trading ports now known as the Shadow Towns of Mhyrcia.

Easily the wealthiest and most powerful merchant state on this side of the Gulf of Coryan, the Shadow Towns inevitably came into conflict with the Coryani port cities, such as Plexus. At that time, the Coryani were embroiled in other wars and could ill afford opening a new front to the south. Instead, they warned of dire consequences and made outlandish demands for tribute, reasoning that they could negotiate down to an amount both could live with. Imagine their surprise when the Shadow Towns not only agreed to their terms, but paid the extravagant sum demanded.

Overnight, Mhyrcia became the darling of the Coryani Empire, even going so far as having the Shadow Towns' title of 'speculator-prince' recognized as a noble

rank within the Empire. Soon, treaties were signed and Mhyrcia became a suzerainty state with a sizable tribute due each year.

So great is the wealth of the Shadow Towns, that they are not only able to pay the Coryani tribute, but also comply with other, older commitments. Ancient obligations and treaties require Mhyrcia to accept archons from Lhyllifel; according to League traditions, that makes it a territory of Lhyllifel. This meant while Mhyrcia's interests were protected abroad by the Coryani, locally they were protected by Lhyllifel. The downside to this is they must bear the burden of paying two masters. For the Shadow Towns, it's just the price of doing business.

## PEOPLE OF THE LEAGUE OF PRINCES

The Western Lands are populated by a variety of races, from the common human being to the exotic Kio. The following entries give a brief description of the peoples most commonly seen within the League of Princes.

**Humans** – Common stock humans, or 'pure-bred humans' as they are sometimes called by academics, are the most ubiquitous race in not just the League, but in the Known Lands in general. They tend to adopt and adapt quickly to the different environments, cultures and political landscapes of the places they inhabit. If they bring anything unique to the table, it is their nature for being a social creature – one that propels them, consciously or subconsciously, to forge communities and build bridges between cultural rifts. Oddly enough, this penchant for community tends to decline as they become the dominant species in any particular area.

**Undir** – Undir are a unique subspecies of the human race. Where their ancient ancestors came from is unknown, but certain scholars speculate they either came from the first migration of humans that eventually trickled north or survivors from the fall of the First Imperium that fled ever to the south before finding refuge in an isolated part of the world.





Whichever the case, it is clear that at some point in the past the Undir's ancestors discovered and eventually mated with a unique (and possibly extinct) race of semi-aquatic humanoids called the undines. From them, the Undir have gained the distinctive features of webbed hands and feet, slightly pointed ears, as well as a greater lung capacity than most humans, allowing them to stay underwater for a longer period of time.

Besides those exceptional features, the Undir tend to have exotic features that have a slight resemblance to the elorii, with hair that ranges from black to light brown and almond shaped eyes.

**Kio** – When people speak of the Kio, they may be referring to one of three distinct subspecies, many times without even realizing they are doing so. These three subspecies are the True Kio, the Kio, and the val'Sungha.

Legend has it the Kio arrived in flying islands, known as the Sky Kingdoms, that descended (crashed?) into the areas now called the Western Lands and Uggur. The Undir were among those who witnessed the arrival and greeted beings they first thought were angelic Valinor.

The beings they met were the True Kio – tall, lanky, and ethereally white-skinned warriors with glowing golden hair and lustrous metal armor. As the Undir interacted with the True Kio, they began to discover the Kio ascribed to ideas, naming conventions and even styles that mimicked or incorporated sky and avian symbolism. For example, the leaders of the Kio were called khim'may or 'sky chiefs'; their generals and officers were khiyit or 'wing lords', and so on.

As with all things, the two peoples began to trade and help one another, which fostered a greater interdependence between them until eventually they learned their unions could produce offspring. These children became the Kio known today.

The Kio were originally the result of the union between a True Kio and a human (Undir or otherwise). Eventually, this line became numerous and stable enough to carry on the seed without the need for True Kio or human parents.

The Kio have the robust and thicker bodies of their human ancestors while possessing the clear light eyes and the golden or silver hair of the True Kio. They also inherited their sky-born culture, attitude and traditions from the True Kio.

Names in the Western Lands are a mixed affair. The great diversity of people has led to something of an odd mixture of names as people are named in honor of famous persons of other ethnicities. It is not uncommon for an Undir to have an elaborate given name in the Kio style, but still have the simple clan name of his ancient ancestors. Adding to this mix are the Elorii of Seremas, many of whom have been generational friends to various League families and as a result more than one Kio or Undir has borne an Elorii name.

A word about the Kio language: the Kio tongue is filled with inflection and meaningful silences that provide significant meaning to the phrases spoken. This carries onward into their names. Although the Kio have letters in their alphabet that signify these curious subtle changes, it translates poorly to human alphabets. In all cases, the nearest phonetic spelling is used. The Kio tongue is short on hard consonants, those that do appear tend to begin words (and names). Flowing, lyrical multisyllabic names with plenty of F, G, L and long A sounds will go far.

Undir names tend to be simple, usually 2 syllables – beginning and ending in consonants. Names tend to start with hard consonants and end with soft ones (such as Gelfan of Tanith).

As more and more Kio reached adulthood and took over the needs and caring of their people, the True Kio disappeared from view, leaving many to theorize they had returned to their ancient Sky Kingdoms.

Lastly, detailed in their own entry below, the val'Sungha appear to have inherited the best traits from both sides of the family. Externally, they look almost identical to the Kio, but have the gray eyes that all val possess. However, what is not obvious with a cursory glance is they also possess their own unique val abilities and the birthright of all those whose blood courses with that of the Valinor – the potential to be Awakened.





## VAL

The val are an adventurous and curious race that travel to visit and even settle in a variety of places. The Western Lands are no exception, with a wide variety of representatives from the different val families living in, adventuring throughout, or just visiting the area.

Nevertheless, there are two val families that are predominant in the region – the val’Baucisz and the val’Sungha.

**val’Baucisz** – Considered a minor val family, and arguably the smallest as far as sheer numbers are concerned, the val’Baucisz originally remained in a confined section of the nation of Eppion - the Vale of Shadows and their ancestral lands of Dhakavaar. While most val families have a regal and confident demeanor, the val’Baucisz are just the opposite, appearing brutish, with an air of menace and barely restrained violence. Their origins are shrouded in mystery, but their detractors have spread a tale of their origin that, if true, would have every val shudder in disgust or call for their heads.

Thus far, the val’Baucisz have managed to keep their skins intact, even rising from relative obscurity to hold the title of proxy lords for the Coryani Empire in Eppion and Myhrcia’s Shadow Towns.

**val’Sungha** – The val’Sungha are descended from a True Kio female lord that, early in her reign, took three male val as consorts. The original families of these val are lost to history, but a strange event occurred; the children sired by each of the consorts seemed to all develop the same abilities, abilities heretofore unknown and unheard of throughout the Known Lands.

This new family combined the best of the True Kio with the divine heritage of the val and created a hybrid, similar to the Undir. Taking the name of their mother, the children went on to found a new lineage known as the val’Sungha family.

The val’Sungha have inherited all the usual characteristics of a True Kio, with the exception of the gray eyes indicative of the divine touch of the Valinor. Along with the eye color, the val’Sungha also possess latent psionic ability, allowing them to be Awakened, as well as the abilities that are theirs by val heritage.

The val’Sungha line is considered the leading noble family among the Kio; in fact, members of that family are heir to Capharra’s throne, as well as Pajharo’s.

## RELIGION

The people of the Western Lands tend to be much more tolerant of others’ religious beliefs, primarily because there are almost as many different belief systems as there are races. With the exception of the elorii and their specialized version of an Elemental Temple, the dominant religions in the region are Elemental Worship and the Mother Church of Coryan.

**Elemental Worship** – The Undir clans and their human cousins have attempted to live in harmony with nature, not bend it to their will. The Western Lands, for reasons yet undiscovered, are abundant with nature spirits and creatures that may have served as the basis for the fae of legend.

There is no proper Elemental Church in the Western Lands. The majority of the population feels that one’s beliefs is a private matter; many people worship alone or within the family unit. Only during the four High Holy Days, which are spread throughout the year, do the nations of the League ring with festive music, song and dance. These celebrations were more muted when the Coryani and their Mother Church had a stronger grasp in the League.

**Mother Church of Coryan** – The details on the tenets of the Mother Church can be found in the Religions section of this Codex.

The adherence to the dogma of the Mother Church was more prevalent in the past than it is today. During the days of Coryani influence, the people of the League would make a tacit attempt to disguise the worship of a lake spirit as an offering to Yarris instead. These days, things are much more open. While there are indeed people who beg for the blessings of Illiir, Saluwe’ or even Neroth, they are usually recent immigrants or workers from the Empire who have temporarily resettled to the Western Lands.

The sole exception is the val’Baucisz, whose worship of Sarish is...unique, to say the least. The inner temple of the val’Baucisz, located in Dhakavaar, is only ever open to members of the family and guests, who appear to enjoy it so much they are never seen leaving.





## CURRENT YEAR: 1071 I.C.

With the fiasco of the lost year's tribute and the subsequent downfall of the Coryani-appointed satrap, Alphaeus Jona, the League of Princes, through the Regent-Prince Gilifae, sent a message to Emperor Scipio. This politely written missive explained the lost tribute would be replaced, but this would be the final payment made to the Empire.

As she so diplomatically stated, "Friends do not demand money from one another and know that the Empire will always have our hand in friendship. We are old allies – ones that have fought and bled for one another, even as recent as your own Civil War. Many thousands of League citizens took up arms to defend the Empire and remove the Mad Valinor from the Alabaster Throne. We did not ask for reparations or even a show of gratitude, for friends and allies act when needed without regard for rewards or platitudes."

When Scipio received the letter, he was furious! With a few pointed words, Regent-Prince Gilifae had trapped him. If he should attack, then he would be seen as ungrateful and uncaring; a man who bleeds the life out of his allies' citizens and then demands money in return. However, with the defection of Toranesta and the Myrantians, as well as the secession of the val'Tensen lands to the north, any further loss of territory would have had more of the Coryani Empire shatter under his watch than under the rule of the insane val'Dellenov emperors. His grasp on power, in the wake of his elder brother's disastrous reign, was tenuous at best. Losing not only an entire region, but the boatloads of gold that came in tribute yearly would have him facing assassins at the employ of the nobility wishing a change in regime.

Facing an impossible situation, Scipio turned to a source others in his position turn to when the impossible needs accomplishing – the Dark Hand of the Emperor, the val'Borda. The Scions of Cadic quickly met with the Emperor and after being made aware of the situation, began to plot.

As the wheels within wheels machinations of the val'Borda spun, the political landscape in the League of Princes shifted dramatically. Duke Geonay had been kept off the throne of Capharra for years on the protestation he held the position of antar, or mentor,

to the future Duke of Pajharo, Trykon val'Sungha. Geonay's cousin, Gilifae, was elevated to the position of Regent-Prince of Capharra, "until such time as the Duke's duty was completed."

Eventually, young and reckless Trykon reached the age of majority and Geonay rejoiced, privately of course. He was free of the chains that held him from his destiny. Hours after the celebration, Geonay had sent word to Capharra and Gilifae that he was now unencumbered from other obligations, and was prepared to ascend to the throne of Capharra immediately.

For her part, Gilifae was relieved. She had only accepted the position at the request of the dying King of Capharra, and longed for the simple duties of leading the Order of the Yhrki, an all-female knightly order that forswore all other ties, dedicating itself to the protection of the ideals of the Kio as a people, regardless of nationality. The Order was not beholden to any one nation or ruler, and worked autonomously throughout the Known Lands.

On the night that Geonay was crowned King of Capharra and festivals in his honor were in full swing, the val'Borda's finely laid plans came to fruition. The val'Baucisz of Metra were entertaining a group of lesser Coryani nobles from Salantis, by showing them the sights of Metra, when a number of masked rebels fell upon them and in full view of the celebrating crowd, attacked the noble party, crying out, "Freedom for the League; Death to the Empire!" The attack was swift, but brutal in its efficiency. Before the peals of horror and calls for the Watch had hung in the air for more than a few seconds, the Coryani citizens and their val'Baucisz hosts' hands had been cut off and their heads affixed upon pikes, just as the original Eppion rebels had done.

Of the attackers, only one was found: a known troublemaker from Metra, his body lying cold upon the outskirts of the city. On cue, the val'Baucisz played their part to perfection. Instead of calling upon the newly-crowned King of Capharra, they beseeched the Coryani for help in putting down this "bloody rebellion" before all the League was aflame.

By a strange coincidence, five full legions were in Plexus for a variety of reasons, and were on ships heading across the sea to Eppion within the week. King Geonay found himself in a political maelstrom before the throne





was even warm. He could no longer call the Coryani friend, as he had been maneuvered into doing so before. Instead, he was forced to swallow his pride and call upon the people of the League to repel the invaders and make their independence clear to the Coryani, once and for all.

Yet the Coryani moved too quickly and unexpectedly for the disunited League. Instead of landing with full force at Metra, the majority of the fleet made lightning raids upon the unsuspecting Shadow Towns of Mhyr, Eejho and Whalka, sandwiching the other cities of Mhyrcia between them. Though the majority of the citizens in the invaded cities were able to flee into the surrounding thick wilderness, enough were captured and detained to keep the docks open and trade flowing, especially to the Empire.

By the time Capharra managed to assemble its army, the Coryani had been reinforced and entrenched within Eppion and Mhyrcia. They were then able to meet the Dragoons on the fields between Capharra and Pajharo. Lhyllifen attempted to attack the legions from the flanks, but the attacks were uncoordinated. All sides, especially the Lhyllifen army, took losses.

The Lhyllifen army was used to being an auxiliary force to the Seremasi, but the elorii were embroiled in a devastating war with the Altherian Republic and then with the Ssethregoran Empire. While the Seremasi were sympathetic to the plight of their “little brothers” they could do no more than offer words of encouragement. For the first time, possibly since the founding of the kingdom, the Lhyllifen were on their own.

The Lhyllifen forces, while wanting in experience, made up for it in sheer stubbornness and a refusal to bend knee to a foreign invader. The lessons in warfare were costly, but with each broken bone, their officers and soldiers learned.

During this time, Gilifae and her Order of knights tried desperately to broker peace between the League and the Coryani Empire, yet her overtures were rebuffed by both. Fearing the time was fast approaching where her knights might be forcibly conscripted, the knights of the Order of the Yhrki vanished.

Never seen, under the leadership of Knight-Commander Gilifae, the Order fought a guerilla war against those committing atrocities of war, regardless of

which side of the political divide they came from. It’s believed the heightened effectiveness of Mhyrcian rebels was due, in large part, to the leadership of a few knights.

The invasion of the League finally came to an end when the elorii of Seremas, their own wars over, threatened to intervene should the Coryani not negotiate a peace treaty in good faith. In exchange for their cessation, the Coryani would retain control, by proxy, of the territories they now held as long as the people living within those borders were given the same rights and freedoms as any other citizen of the Coryani Empire or the League. The Coryani agreed to this and named the val’Baucisz as their proxy governors over Eppion and Mhyrcia. Tribute would continue to be expected, but at a rate that was not ruinous.

For their part, the Shadow Towns of Mhyrcia were eager to just get the amassed Coryani legions out of their cities and return to the business of doing business; they would have happily paid double the demanded tribute to accomplish this.

The Undir of Eppion found themselves once again at the tender mercies of the val’Baucisz family. Yet as fearful as they were of what was to come, they pitied the Mhyrcians more so, for they had never known the horror that comes from being under val’Baucisz rule.

King Geonay blames his turn of fortune on his hated cousin Gilifae and her knights. He argues that had she stood by them and added the power of her Order to his dragoons, then the Coryani could have been routed on more than one occasion. Decrying her and all of her Order as traitors to not only Capharra, but to the Kio people at large, he has stripped her rank as High Khim’may of the Kio. In addition, he has condemned all of the Knights of the Order in absentia as traitors, with a kill-on-sight order throughout the League.

Many cannot and will not believe the accusations levied against Gilifae, but have not pushed against the declaration, as she and her Order have disappeared and their whereabouts remain unknown.

For now the League is quiet once more, but it would take little to plunge the region into another bloody conflict, either amongst themselves, with invaders from the Empire, or even from the humanoids amassing to the south.





# THE KINGDOM OF MILANDIR

The Kingdom of Milandir is a nation founded on honor and obligation to others. Power is largely decentralized, and is held in the hands of the four great lords: the dukes of Naeraanth, Sylvania, and Tralia, and in the Margraf of Eastmarch. The Duke of Naeraanth is Osric val'Ossan, more commonly known as King Osric IV. He holds the loyalty of the other lords. Each duke draws his power from the nobles below him, and ultimately from his citizens. There are no 'subjects' in Milandir as every man has rights, even in the face of his lord, duke, or king. This individual freedom and power often causes friction between traveling Milandisians and the officials of other nations, as the Milandisian does not feel obligated to unquestioningly follow the dictates and commands of the local authorities.

A typical Milandisian views his nation as the beacon of righteousness in an oft-wicked world. Slavery, heretical worship, and absolute tyranny are the stuff of other lands. If one were to point out to a Milandisian that he is more fortunate or prosperous than a citizen or subject of another land, his response would be: "Of course I am. I am Milandisian."

On the whole, Milandisians are honest, charitable, forthright and are quick to render aid to others in need. Milandir is the first to answer the call to a crusade, the first to march to fight a great menace, and the first to offer charity to others. Sometimes this aid is unwelcome; the people of Milandir are often viewed as busybodies that interfere in others' affairs. Milandisians occasionally appear as self-righteous, due to the widespread belief that other nations "would not have the problems that they have" if they were only more like Milandir. With few exceptions, Milandisians are a stoic people whose hot passions are held in tight check. Trade is the lifeblood of Naeraanth and Tralia, and foreigners are made to feel welcome in those regions. Strangers are not well received in the more isolated parts of Sylvania; even other Milandisians are sometimes uncomfortable when visiting.

A Milandisian's word is his bond, and an oath-breaker is worthy only of scorn. Asking a Milandisian to swear by Sarish or take a Sarishan Oath is a grave insult if asked to do so by one's comrades, family or partners, but they will be grudgingly taken if either party is not well known to one another.

In the Duchy of Tralia, the val'Holryn have a constituency like no other in the Kingdom – the fealty of the Black Talon ss'ressen. These Ssethrics are unlike any other subject of the Ssethregoran Empire in that they have turned from the mindless obedience of their foul masters by following a vision from their Matriarch of a lost god known as the Fire Dragon. This vision guided them through their harrowing escape from the Kraldjur Morass north into the unknown. As the colder months began to set in and their faith began to falter, the Fire Dragon led them unerringly to the Sulfur Marsh in the Tralian Duchy of Milandir.

Upon discovering the appearance of well over a thousand Ssethrics upon his lands, the Duke spoke with the Matriarch of the Egg Clutch and quickly came to a mutually satisfying agreement. In exchange for granting the ss'ressen dominion over the Marsh (a useless plot of land, if truth be told), the Black Talons would swear fealty to the Duke and Kingdom of Milandir. Since that day, none have ever doubted the bravery nor the sincerity of the ss'ressens' oath.

## APPEARANCE

Ethnically, Milandisians are mostly descended from a tall, fair race of men from the northern reaches, similar to the Skohir of the Hinterlands. Hair tends to be light or medium in color: red, blond, light or dark brown. Eyes tend towards blue and hazel. Due to a diet rich in meat, Milandisians have a tendency to be strong and healthy, averaging almost six feet in height. In the northern areas of Tralia, there is some influence of ethnic Canceri, particularly the southern Nerothian variety, and the people usually have darker hair. In Eastmarch, there are many ethnic Yhing hir and interbreeding has caused round faces and narrow eyes to become the norm. Despite the fact that it was a province of the Coryani Empire for nearly a thousand years, there is little evidence of Coryani lineage in the people of the modern nation of Milandir.





Osric II declared a law mandating that every Milandisian have a surname in order to improve record keeping for the purposes of conscription and tax collection. Commoners have two names, a given name and a surname. The old style of naming was a given name followed by a profession. As a result, many Milandisian surnames match the professions of the person's great-grandfather. Location and colorful names are also common.

Nobles have more complicated names. Typically, a noble has a given name and a second name that matches some famous ancestor, Hero or family friend. These two names are followed by a distinctive family name passed down through all male progeny of the line; val families use their bloodline names for this purpose. This naming convention is descended from the tria nomina system from Coryan. To avoid confusion, nobles also state where they are from.

Ss'ressen names start with the letters 'Ss' to denote the hissing sound that proceeds all ss'ressen names and then tend to be short one or two syllable names that start and end with hard consonants such as Ss'trek. In many cases, ss'ressen have descriptive nicknames for use by their human friends.

To seek out names on your own, use the following ethnic guidelines:

**Eastmarch:** Hungarian

**Moratavia:** German

**Naeraanth:** Teutonic

**Sylvania:** German

**Tralia:** Polish

#### **Common Milandisian Male Names:**

**Eastmarch:** András, Albert, Benedek, Csikós, Henrik, Lukács, Rikárd, Viktor, Zsigmond

**Naeraanth:** Adelbert, Benedict, Gerard, Henry, Lucas, Ricard, Sigmund, Sisko, Victor

**Sylvania:** Albrecht, Bernhard, Gerhard, Henryk, Lukis, Reiker, Victor, Sigismund, Tobias

**Tralia:** Albrycht, Bernard, Feliks, Henryk, Lucjan, Ludwik, Ryszard, Szymon, Wictor

#### **Common Milandisian Female Names:**

**Eastmarch:** Agáta, Brigitta, Eva, Henriett, Magda, Matild, Réka, Tessza, Zsuzsanna

**Naeraanth:** Agatha, Brigitte, Gretchen, Henrietta, Lotte, Matilda, Susanna, Trudi, Yvonne

**Sylvania:** Brigid, Gertrude, Grete, Lottie, Magdalene, Nadja, Trudl, Ursala, Zella

**Tralia:** Aleská, Brygidá, Ewá, Giertrudá, Henryká, Isabelá, Marja, Maltydá, Ursulá

**Commoner surnames:** Ackerman, Biermann, Deak, Eisenhauer, Grunwald, Hirsch, Krause, Loewe, Meier, Naeraanthstadter, Ostermann, Schweitzer, Tralianer, Weissmuller

**Selected Noble Family Lines:** Amsel, Gelbachen, Lohgin, Tildegast

## GENDER ROLES

Women are not obligated to provide service to the nation (military or otherwise), but are also not prohibited from doing so. Noble women often hold positions of influence within the nation and the val'Dellenov ruling class of Sylvania inherits land and title through the female line instead of the male. In traditional society, women manage the household, including finances and staff (if any), and are expected to support their husbands in public.

*“A Milandisian is the equal of all”*  
– The Pact of Oaths

## NOBILITY

The nobility are raised with a strong sense of obligation to protect the citizens of the nation. Nobles are fostered to another noble household at age ten to learn the skills needed to serve the nation. During this time they are first required to serve as common laborers to perform chores for their sponsoring lord so that they never forget the plight of the common people. Later, they are squired to an individual knight to learn the skills with which they will serve the nation in the future, be they diplomacy, piety or skill at arms. All nobles are obligated to provide four months of service per year, usually military, or to provide taxes adequate to have others serve in their stead. Bastard val not raised in noble households are bound to the Household of the Crown by law and must provide their four months of service directly to the king.





Nobles also serve as judges, as every Milandisian is entitled to a trial. Any three landed noblemen can serve on a tribunal and hold court. Individual noblemen must be appointed by one of the four great lords in order to serve as a magistrate. Nobles are not above the law, but as all citizens are entitled to a trial and only noblemen ever serve as judges, there is some preferential treatment that does occur.

Noble titles are important in Milandir, and the relative influence such a person would have is often summed up in a single word. Obviously the king is the greatest nobleman of the nation and below him are the dukes, but there is a great bit of subtle meaning in the other titles. A graf is the ruler of a county, and many variants of that term more clearly define what sort of noble he may be. A margraf rules a borderland, a burgraf would rule a city, and a landsgraf would be something of a viceroy over conquered or disputed territory.

The nobility of the Black Talon ss'ressen is concentrated in the females of the species. As mentioned previously, ss'ressen as a whole are a matriarchal society, and the Black Talon Egg Clutch is no exception. The ability to breed is a powerful and sacred one to the species. As such, male ss'ressen have to endure trials to gain mating rights, while the females may pick and choose those they mate with.

When the Black Talons joined Milandir, there was already a precedent for a matriarchy in the form of the Duchy of Sylvania and the val'Dellenov. The oldest breeding female of the egg clutch holds the title of Mother Matriarch, while other breeding females are given deference as well and are sometimes called matriarchs if they have laid eggs for more than a few seasons.

Females are also the only ones of the species to hold religious celebrations and lead gatherings of worship. Males are never allowed into the ranks of the priesthood. Though the females rule politically and religiously, males dominate in one specific area: warfare. The strongest and boldest of the male Black Talon ss'ressen is named Warlord of the Egg Clutch.

Indeed so fierce is the current Warlord, a position he has held for over four decades, that he also holds the position of King's Champion – an unprecedented feat in the history of the Kingdom. Despite his



*“The Kingdom of Milandir will not suffer any advancement of the Infernal hordes while I still draw breath.”*  
- King Osric val'Ossan IV, King of Milandir

obviously inhuman appearance, this incredible warrior has demonstrated unwavering loyalty and dedication to the crown as few others have, ss'ressen or not.

## VAL

Compared to other nations, the percentage of members of the val race is quite high. Milandir is a nation where social mobility is possible; nobles often take commoner spouses, and distinguished service to the crown often leads to promotion to the nobility. Non-val that hold such positions often seek out val spouses. Lords do this to add greater prestige to their title, and knights to ensure their children are considered nobility as well.





## COMMONERS

The common folk are, for the most part, well-treated and plentiful. The tireless work of priests has largely held off the ravages of plague, and the Milandisian countryside is mostly fertile farmland. There is little untamed wilderness; most of the nation is covered with farms. Every mile or so is a small farming village of five or six families arranged around a spider web of trails. Much like the people of most nations, the average Milandisian does not travel more than twenty miles from home within his lifetime. A headman chosen by the villagers rules each individual village, and a number of these settlements are grouped around a larger town governed by a Knight-Protector, who is responsible for the protection of the area.

Within the cities, the guilds exert great influence and electors chosen by them form the governing council of the town. The nobleman of the town is responsible for its defense and serves as the head of the town, though he cannot do anything without the support of the council.

## RELIGION

Since its inception as a nation, Milandir faithfully followed the tenants of the Mother Church of Coryan, despite the sometimes tumultuous relations the two nations have experienced. In fact, since the times of the Heretic Wars, the Prelate of Naeraanth - the spiritual leader of Milandir - was appointed by the Mother Church. The last such was a cousin of the Emperor, Sabinus val'Assante'.

For many and varied reasons, Sabinus won the King's trust and ear, quickly becoming his closest advisor. For many years he warned of the ability of the Emperor of Coryan to meddle in the affairs of the good people of Milandir through the auspices of the Mother Church. Osric would agree, but was wary of making a move that would offend his pious people.

Then Matriarch Elandre' val'Assante' 'found' the Revelations of Illiir and incorporated them into the Canticle of the Pantheon, profoundly changing the very tenor of their common religion. Immediately, Sabinus advised the King that if he didn't act quickly and decisively, that the very souls of people would be in danger.

Gathering his nobles together, he proclaimed Milandir could no longer be part of a church that so cavalierly changed holy texts as easily as a Larissan priestess changed skirts. "Man was meant to follow the words of the Gods", he exclaimed, "not change those words to better suit their own agenda." With that, King Osric declared that the fundamental tenants of the Gods would forever more be enshrined in the acts and words of the Milandric Church. Then, in same breath, he named Sabinus val'Assante' as the Defender of the Faith and Primarch of the Church.

Many wonder whose shock was greater - the Matriarch of the Mother Church upon hearing of this severance or the assembled nobility at realizing that "the fat Coryani" would forever be enshrined in their history?

## MILITARY

Every able-bodied man between the ages of fourteen and forty is required to receive training and to serve his nation in time of war. Each man is provided weapons (typically a halberd and heavy crossbow for urban men and a longbow and spear for rural men), and trained in their use; armor is left to the individual soldier to provide for himself. Most conscripts do own armor, as Milandir has fought several wars in the last two centuries, and equipment and spoils have been passed down from father to son. In times of trouble, these conscripts are called up, and they muster in units organized by home region or guild. In addition to his arms and armor, each man is expected to bring enough food for seven days. This method allows the nation to organize armies of tens of thousands or even hundreds of thousands within a few short days. This is important, as the standing army is actually rather small. Many conscript forces are organized along guild lines, especially those from the cities, and guild masters often gain elevation to the nobility after military campaigns.

Unlike the Coryani army, there is no fixed unit size in the Milandisian military. Soldiers are arranged into 'battles', numbering from scores to hundreds of men. These battles are raised into 'regiments' of varying sizes. The senior nobleman of the area, from which the force was raised, commands each regiment. The retinue of nobles is more organized and better trained, since it is made up of traditional knights and professional soldiers in service to wealthy and influential noblemen.





## CURRENT YEAR: 1071 I.C.

As noted in the Hinterlands section, Milandir's past forty years has been primarily occupied by the Fifth Crusade and the battle against the Infernal Horde, as well as the loss of Moratavia (see Hinterlands and Almeric entries respectively). However, other notable events did take place in the intervening years.

After being gravely injured, Osric's retinue stopped in the Takomir city of Mil Takara to rest. While there, his scouts discovered chilling news. While the cream of the Milandisian knighthood bled and died for these craven souls, the Takomir marauders took the opportunity to raid the East Marches and even strike within sight of Naeraanth itself. Enraged by this despicable act, Osric ordered his knights to sack the city and burn every building and tent to the ground. "Let the words Mil Takara forever more be synonymous with ash and tears," were his exact orders.

Word spread quickly of the brutal attack and reached Sicaris where a century of legionnaires, left as a token symbol of Coryani influence in the region, were stationed. The centurion in command, one Valarius Maltova Junius, taking his vow to protect his Yhing hir charges seriously, marched his troops to the besieged city at once. Osric would have waved them off and explained the situation had the centurion been less hot-headed, less bloodthirsty, but having been ordered to a backwater region with nothing but rabid wolves to defend against is hardly the acts of glory Centurion Valarius dreamed for himself.

The legionnaires struck quickly and killed a score of knights before the alarm was raised. At the sight of the dead, the King of Milandir said, "If the Emperor of Coryan chooses to unleash mad dogs, it should come as no surprise that they would be put down." By dawn's light the next day, every legionnaire was dead. To their credit, none, not even the last lowly recruit, begged for quarter. Just as well, as the knights were hardly of a mind to offer any.

When Osric returned so gravely injured from the crusade, concern grew that their king had not married and provided for an uninterrupted lineage should he pass away. Osric appeared to be a confirmed bachelor, rebuffing each and every overture by nobles scrambling to elevate their position in society by marrying off one of their daughters to the king.

After having such a close encounter with death, Osric finally bowed to the inevitable and after consulting with his closest advisor and childhood friend, Tedric val'Dellenov of Sylvania, he announced his betrothal to Marixa val'Haupt of Censure, whom he met during the Crusade.

The young Marixa was completely infatuated by the courageous and handsome king, and within a year of their vows gave the kingdom its first prince, followed closely by twin princesses as well as another prince.

But the charm and love that Queen Marixa had for her husband slowly became disdain, and then all out loathing as the king spent less and less time at her side. Osric tried to compensate for his absence by bestowing upon her gift after lavish gift, many of which were used as fuel for the queen's fireplace. After being warned that the queen's affections were waning, Osric pled that, "The affairs of state take precedence over the affairs of the heart, and that as Queen of Milandir she should put her people's well-being over her own pleasure."

To say that the Queen was not amused when she heard of her husband's declaration was an understatement. In a fury that was said to have made even Hurrian cringe, Queen Marixa stormed into the palace and ordered her entire household, children, furniture and staff all moved to the Summer Palace in the Duchy of Sylvania. When he discovered this, Osric was said to have shaken his head as he headed for his private office and quipped, "At least she didn't take my desk."

Sadly, she had.

*"My sword shall only mete justice. My words shall never betray anger.  
My actions shall ever honor the Gods.  
My name shall never shame my liege, my king, nor Milandir."*  
- Oath of Knighthood





# THE PIRATE ISLES

A series of islands lie off the northern edge of the Bleak Coast of the Hinterlands which have a notoriety of being a safe haven for every type of individualist, miscreant, malcontent, deviant and villain even Canceri couldn't stomach.

Known in the Modern Age as the Pirate Isles, practically every isle is claimed by a different group, organization or people, be it Crimson Slavers of Garundi, the Pirate Stronghold of Magra, the Naori Fire Worshipers, or the Harvesters of Ymandragore. An uneasy peace and even limited trade has sprung up between some of these factions, but the overriding law of the land has been the same for centuries – 'Stay Out of My Business!' Adherence to that creed has kept the people from warring upon one another and continued the flow of gold.

But these islands were not always havens for pirates. In ancient times, there was only one large island in this area. Legend states it was deserted until the coming of the first inhabitants - Ssethric refugees fleeing their rebelling elorii slaves. Here they lived in relative safety – free from the predations of the elorii - making this land mass their home. Eventually they grew tired of living in exile and longed to see their city of Yahssremore, but they understood they were greatly outnumbered and might well be the only Ssethrics left alive in the world.

They began to hatch a plan to wrest not just control, but to punish the upstart slaves. Here the legends end. Nothing is known of what the Ssethrics did or attempted to do in pursuit of their goals. What is unequivocally understood is all that remains of that large land mass are countless small islands, with no sign of Ssethrics alive or dead on any of the islands ever being found.

When the building of the prison-city of Censure was underway, Coryani scholars found evidence that a massive tidal wave had inundated the coast of the Hinterlands ages past, and a portion of that water may have purified over the years, creating the large body of water that is located in the section of the Endless Dark known as the Lavender Way.

In the Modern Age, the first recorded human or humanoid settlers on the isles appear to have been Skoi sailors that came from their unknown lands far to the east. Eventually, the Yhing hir clan that met, traded and eventually intermarried with the Skoi, thus creating the Skohir tribe, heard tales of these islands and visited them. Word spread and eventually many different peoples and races flocked to the islands; some went to find a new life for themselves, and others to make a living raiding the very profitable shipping lanes which ran between Censure and the rich trading towns and cities in the Western Lands.

The isles are too far off the shore to be claimed by any one power, although in typical Coryani hubris, the entire island chain was once claimed for the Coryani Empire by a shipwrecked senator before he was sold back to his family in Savona by the Garundi.

Another force that helps keep the Pirate Isles independent is the fear of running afoul of the Black Fleet of Ymandragore. The black stone ships ply the waters off the coast of the Hinterlands soundlessly, due in part to their sorcery and in part to the inexhaustible Infernal rowers that are bound to the bowels of the Ymandrake ships. The danger for a chance encounter has increased since the Sorcerer-King's agents have claimed a small island and its series of natural coves for Ymandragore.

## THE ISLANDS

While an exhaustive list of islands would be impossible, below is a few notes on the most prominent ones and those found upon them.

**Garundi** - The Fortress of the Crimson Slavers – Home to the most notorious slavers upon Onara, next to the Harvesters of Ymandragore, the Crimson Slavers ply the seas looking for plunder – but to them, plunder can come in the form of gold or human cargo, to be sold to anyone from the Coryani to the Ymandrakes.





**Magra** - The Stronghold of the Pirate King – Magra is home to the crews of pirate ships so vile and dishonorable that even the thieves of Censure and Freeport could not stomach them. Founded on an island that is also home to a large population of bestial and malicious giants, the city of Magra is ruled by Khuld, a mixed-breed Ogre who has claimed the right to be crowned Pirate King through brutality and animal cunning.

**Naori** - The Island of Fire – The human savages who inhabit Naori come from a stock of humanity never before seen. With their skin covered in scars and tattoos, these primitive people worship Ghord, a very active and violent volcano which sits upon their island home. They delight in strangers who come to visit their island paradise, and waste little time in allowing them to meet Ghord personally.

**Saura** - The Amphibian Reavers – The amphibian Issauri live primarily upon the large island of Saura. They ply the waves on living ships called coracles, and also attack vessels that happen to get in their way. The plunder of gold, jewels and other trinkets are sometimes traded with other pirates, but of the sentient beings captured, their whereabouts and fates are left to one's grisly imagination.

**Talai** - The Foothold of the Harvesters – Claimed a decade or so ago by the Ymandrakes, the sorcerers from the Isle of Tears quickly built a trading port in one of the many natural coves dotting the isle of Talai. The Harvesters appear to use it as a quick means of transferring cargo, human or otherwise, to and from Garundi. The Crimson Slavers seem to have an equitable bargain with the Ymandrakes – they get any magi the Slavers capture, and the Harvesters turn over any mundanes they may have inadvertently snatched.

## CURRENT YEAR 1071 I.C.

The region that encompasses the Pirate Isles has been quiet of late, except, of course, for the unbelievable happenings on Freeport.

It seems the appearance of the Ymandrake Harvesters, and their way station on Talai, has had a stabilizing effect on the peoples of the Isles. That is not to say all the raiders, reavers, corsairs and pirates have given up their lives of iniquity and gone to become choirboys in the Mother Church. The seas are still as dangerous as ever for ships riding low in the waves, laden with precious cargo.

A recent event occurred that is not only cause for concern to the people of the Pirate Isles, but for the mainland as well. One summer day last year, unknown ships of Skoi design, but flying colors never seen or recognized by the Skoi settlers of Sakra and Sukra, were riding the waves as fast as Hurrian's breath and the rowers could manage.

They passed fishing ships without a signal nor a word. The fisherman would later recount how the Skoi ships were filled to the brim with men, women and children that all appeared to have seen the Grey Crone Herself, bidding them entry into the Cauldron. Word of these unknown kinsmen reached the Skoi of Sakra, and they made their way to intercept them. The reason for their flight appeared upon the horizon.

At first, the Skoi found the ships odd, for they seemed to be closer than they should have been, but then realization turned to terror. The ships didn't appear large because of their close proximity; they appeared that way because they were monstrous in size and scope.

When the first of the gargantuan crude ships made contact with and utterly destroyed the vessels in their way, it was obvious that they were crewed by giants – frost giants.

*The sea is a constant yet fickle lover.  
Disregard her wrath at your peril.*





## DAY 1, GARUNDI

IT PAINS ME TO WRITE ONTO THIS PAGE THE FOLLOWING WORDS: I AM NOW THE PROPERTY OF ARMIND ONE-EYE. PROPERTY! ANOTHER PERSON NOW OWNS ME. I FEEL HOLLOW, AS IF I AM ONLY HALF-ALIVE. HAS IT BEEN DAYS, WEEKS, OR MONTHS SINCE MY CAPTURE? IT IS SO EASY TO LOSE COUNT. I CERTAINLY NEVER THOUGHT THAT MY LIFE WOULD COME TO THIS.

IN CENSURE, LIFE WAS GOOD IN THE SERVICE OF HOUSE G'MEL. AS A SCRIBE AND CARTOGRAPHER I WAS PAID WELL FOR MY WORK AND TREATED FAIRLY. MY HOPES AND DREAMS FOR A BRIGHT FUTURE SEEM ALMOST SILLY NOW. EVERYTHING HAS CHANGED. I AM A SLAVE. WHY DID I GO ON THAT MINOR MAPPING EXPEDITION? WHAT AN IDIOT! I EVEN ASKED TO GO. THE SLAVERS CAME ON US SO FAST WE COULD NOT ESCAPE. OVER THE HORIZON WE SAW THE SAILS OF THEIR SHIP WITH A BLOOD RED FLAG FLYING FROM THE MAIN MAST. WE MADE EVERY EFFORT TO ESCAPE BUT THEIR SHIP WAS JUST TOO FAST. I WILL NEVER FORGET THE FEELING I HAD WHEN I SAW THAT FLAG WAVING THE CRIMSON COLOR OF BLOOD.

I WRITE THESE WORDS NOW SO THAT I WILL NOT FORGET WHO I AM AND WHERE I CAME FROM. I WRITE THESE WORDS TO KEEP MY SANITY. THE SHIP IS CALLED CORRUPTER; AN APPROPRIATE NAME GIVEN THE SCOUNDRELS THAT MAN ITS FILTHY DECKS AND MASTS. I HAVE MADE MYSELF USEFUL AS A CARTOGRAPHER AND TRANSLATOR TO THESE ILLITERATE MONGRELS, SO AS TO KEEP WRITING MATERIALS AND ALSO SPY SOME NOTION OF WHERE WE ARE. THEY MAY BE ABLE TO TAKE POSSESSION OF MY BODY BUT THEY WILL NEVER BE ABLE TO TAKE MY SPIRIT. THIS JOURNAL WILL BE MY FRIEND AND COMPANION IN MY DAYS AS A SLAVE. I MAKE A COMMITMENT NOW THAT I WILL REGAIN MY FREEDOM!

What the frost giants wished for, other than the destruction of the fleeing Skoi, is unknown. Within hours, without any sort of coordination, the largest sea battle in the history of the Pirate Isles took place. Slaver ships from Garundi, coracle vessels of the Issaura, triremes from Magra, Skoi reaver ships, and even a val'Haupt pirate hunter craft turned heading and flew across the Pale Sea in the hopes of intercepting the six gigantic ships before they made landfall.

With the battle engaged, it was not long before the Pale Sea was red with the blood of sailors. Though outnumbered twenty to one, the immense frost giant corsairs wreaked havoc upon those who opposed them. By evening, the battle was fought by torchlight or by the glow of burning vessels floating dead in the water.

It is uncertain if the combined forces of the navies of the Pirate Isles would have been sufficient to stop the marauding frost giants, for when the light of dawn broke the horizon, the dreaded Black Ships of Ymandragore entered the fray. Within moments, a second sun appeared high above in the sky, as if noon had come early. From that blazing orb, death descended upon each and every giant aboard their ships in the form of fire-laden lightning strikes and large magma rocks, like

those one would find during a volcanic eruption.

Sharks and other strange aquatic predators, pressed in so thickly one could walk from ship to ship, would feast upon cooked flesh that day.

When questioned, the refugee Skoi would only say they were the remaining survivors of their villages, located off to the east. They had heard stories of giants coming south from their frigid northern fortresses and killing all they found. A week ago, a clan of frost giants descended upon their village and killed anyone in their way. Those that could flee did so by ship, but as they left, they saw the giants chopping down trees to build their enormous craft.

Within days, the giants were pursuing them. What they wanted, or if indeed the fleeing Skoi were the target of their obsession, could only be answered by those lying on the bottom of the Pale Sea or filling the stomachs of countless sharks.

And so the Pirate Isles wait for signs of large sails from the east which could signal a full-scale invasion, and the end of the life they have always known.





# SSETHREGORAN EMPIRE

One of the eldest races upon Arcanis are the ssethrics, the people of the Ssethregoran Empire. They are made up of a myriad of different species though all reptilian in nature. While there are a wide variety of Ssethrics, the dominant species in the Ssethregoran Empire are the Royal naga, the ssanu, the Ss'ressen, and the Salamankas. While other reptilian species either exists within or are allied with the Empire, it is these four groups that form the bedrock upon which all else rests.

Much of the earliest period of ssethric history is lost to time, but what is known is that all the creations of Kassegore and Yig once lived in a lush jungle far to the south of the Known Lands. There, it is said, they learned at the tails of their gods the great mysteries of the universe while making war upon their lesser brethren. Assuring that only the strongest, most cunning and hardy would stand ready to inherit the world.

These genocidal wars came to an end when the climate began to cool and the Great Migration to the warmer lands to the north began. The Scaled People fractured at that time, with many different groups straying westward or even across the ocean to the east. The majority though, remained together and discovered a warm, verdant land in what is now the basin known as the Blessed Lands.

However, this land was ruled by an insectoid species known as the Issori and the first meeting between the two peoples was less than cordial. The Ssanu cried out that this was a test from Kassegore – a test to prove the worthiness of His children to rule. From that day forth, the Ssethregoran philosophy towards any other sentient race has remained uncharged – serve at the coils of the Serpent Empire or be consigned to the annals of history as an extinct race.

When the carapace of the final Issori warrior was cracked and their queen's remains filled the bellies of the victorious reptilian warriors, the first Ssanu Emperor Yass, raised his banner and announced the birth of the eternal Ssethregoran Empire. Upon the ruins of the insectoids', Dar'algah, atop a huge mesa that erupted from the ground and towered over the entire region, the Ssethrics built Yahssremore – capitol of the Ssethregoran Empire. This rocky mount would eventually be named the Plateau of Dagha by the Elorii and it remains so to this day.

From the depths of Dar'algah, the cunning Ssanu unearthed untold riches and knowledge, including the power of elder magic and the arcane discipline of Technomancy. So began the dread sorcerous cabal known as the Black Coil, led by one of the greatest masters of the mystical arts - Gettulus, the Endless. Legend has it that Gettulus and his brethren made the first fabled Black Tower of Gettulus erupt from the very ground and soar towards the heavens in a matter of hours.

While the Ssanu experimented with their newfound knowledge, the Ss'ressen turned their more aggressive skills to the task of expanding the borders of the Empire. Following the edict laid down by the emperor, the Ss'ressen either subjugated any species they encountered or exterminated them. Known only through the passing mention of a Ssanu historian, the peaceful Merucks and the philosophical Derleth were the first non-Ssethric races to fall after the eradication of the Issori. Ground to dust beneath the wheels of the Ssethric war machine. The cities of the mountain-dwelling Merucks were broken apart, the finely shaped blocks of stone carted away by slaves to build additional Ssethric cities. As for the Derleth, their final testament is found in the various strange green stone ruins discovered from time to time in the remote areas of the world. The war machine of the Ssethregoran Empire was unstoppable; other races helpless before the relentless juggernaut of the Ssethrics until the expanding wave of scales collided with another of the elder races.

The Empire's appetite for raw materials was as voracious as its need to conquer all that lay before it. Calling upon their sorcery, the Ssanu were able to bring forth creatures from beyond the Mortal Plane and to create new races that would cater to their every whim. Among these servitor races were the bestial and fur covered bugbear. The bugbear were well suited to mining iron, ores and precious metals with the razor sharp claws they sported at the end of their massive appendages. It was while digging ever deeper into the Corlathian Mountains that the bugbears discovered a vast and cavernous tunnel system that seemed to crisscross the entirety of the Known Lands just a few hundred yards beneath the surface.





*The Ssethrics know that their rightful place among the races of Onara is at the top.  
When the time is right, the other races will know this as well.*

Known today as the Endless Dark, these tunnels were created by another sentient race known as the Il'Huan. A hulking race that resembled bipedal beetles, the Ssethregorans soon learned that the brutish creatures possessed a unique hive-mind that increased geometrically each individual il'Huan's psionic power, however scant that might be.

At first the philosophical Il'Huan approached the strange creatures with curiosity. The rapacious Ss'ressen of the Emerald Scale egg clutch, the generals of this expedition, understood this to be a sign of weakness on the creatures' part and delivered their ancient ultimatum – Serve the Empire or Die! At first, the Il'Huan response was one of confusion and they retreated into their citadels and fortresses. It was only when the Emerald Scales began their onslaught, that the normally benign beings made it known that they would not submit and one of the most vicious wars the Ssethregorans had ever known began.

While the war with the Il'Huan raged on, contact was made with Four Great Elemental Lords - Keleos, Mârok, Beröe and Osalian. A pact was made between these great powers and the Ssanu Emperor to forge a great army in their image. While the Ssanu's mastery over Technomancy created various breeds, they were either deemed unviable or were utter failures.

The great Ssethregoran Epic, the Silisgeon relates how the great sorcerer Ss'koreth and a small group of heroes stalked out into the unknown in the hopes of finding that final element needed to craft a servitor race that would meet the Great Elemental Lord's expectations. They eventually found this "crucial element" far below the earth in the form of a mad goddess that called herself Belisarda. After enduring many trials and deadly encounters, the brilliant Ss'koreth was able to trap the insane goddess within the corpse of a Salamankan hero and transport her back to Yahsremore.





Encouraged by the news, the Elemental Lords waited patiently for results, but though it was determined that Belisarda was, in fact, the living essence of the world made manifest, She was also quite deranged. Osalian offered his aid and that of his fellow Lords in the hopes that they might calm the Life Goddess and garner her support.

The Elemental Lords sequestered themselves with Belisarda inside of a cavernous ballroom within the Serpent Emperor's palace. No mortal eyes witnessed what occurred within those walls, but at the end of a year and a day, they exited the chamber with a lucid and timid Life Goddess. They explained that she would grant a small fraction of Her power so that it might be comingled with the essence of each of the Elemental Lords to create their chosen servitor race. In exchange, she wished to have a race crafted for Her as well, but untouched by any other influence.

From this dire bargain came the five different peoples collectively known as the Elorii. It is unknown why the Elemental Lords, who were obviously pleased with their new servants, allowed the Elorii to be enslaved by Ssethrics. Some have speculated that the warrior aspect of the Elorii needed to be honed and perfected; and what better place to learn of warfare, than by fighting alongside the Ssethregoran troops in their war with the Il'Huan.

Even with the addition of the Elorii, the war with the Hive Mind of the Il'Huan lasted decades, but eventually the il'Huan fell, their lands shattered and flooded by the ocean, becoming what is known today as the Gulf of Yarris.

The Elorii settled into the only life they knew – kneeling at the coils of their reptilian masters; the only freedom they were granted was permission to worship the Elemental Lords as their gods, rather than Kassegore, Yig and the other deities of the Scaled Pantheon. Eventually though, the Elorii grew tired of the lash and revolted against the Empire. Taken completely by surprise, the Ssethrics were slaughtered by the thousands; whole egg clutches were destroyed, never to be seen again. Though it took decades, the Elorii eventually claimed Yahsremore and renamed it Belestor as the capitol of the Shining Empire.

Various wars erupted over the years, but with each new battle, the Ssethrics suffered terrible defeats. They finally slithered to the last bastions they held – that of the

Kradjlur Morass and lands across the Lauriol Sea. There they reconstituted the Ssethregoran Empire under the Emperor Sseth and licked their wounds, but another upheaval soon awaited them.

Whether by the intervention of Yig, the discrete use of Technomancy or by simple evolution, one of the Ssanu enclaves, Pit Kahss, began to change. Over an interminable period of time, the head began to lose its snout and overt serpentine features. Similarly, their arms became more and more stunted until they merged completely with their long, sinuous body. Now appearing more like a serpent with a humanoid head and large cranium, Pit Kahss declared that they had become more than Ssanu – they were now a more advanced being than their brothers ever were. To further distance themselves from their serpent cousins, they renamed their kind Naga and began to sow the downfall of ancient Emperor Sseth.

With all the cunning and deviousness of their Ssanu ancestors, the Naga of Pit Kahss began to goad the old snake. They used intermediaries (for they were not yet ready to reveal their new form), to prod the Emperor into reclaiming the glory lost with the fall of Yahsremore. The wheels of politics turns slowly within the Empire, and after decades of manipulation, Emperor Sseth declared that he would sit again upon the ancient Ssethric throne in Yahsremore or die trying.

During this time, the Naga did more than merely prod their hoary leader. They decided that Kassegore and Yig, as well as the other deities of the Scaled Pantheon had abandoned them. How else could the victory of slaves over a superior species be explained? Knowing the power that could be garnered by an alliance with such entities, their most powerful sorcerers made contact with another group of reptilian deities from another plane of existence. They were known as the Varn and a bargain was quickly struck. In exchange for their assistance in overthrowing the old order and installing them as leaders of the Empire, the Varn would be enshrined as the new patron deities of the Ssethregoran Empire, and the souls of millions of Ssethrics would be dedicated to them.

When the ill-advised attack to retake Yahsremore was finally launched, the cream of the Empire was smashed against a wall of alerted and prepared Elorii soldiers. With the army in disarray, the Naga quickly made their bid for power and captured Emperor Sseth. Within a short period of time, the Naga managed to





convince their fellow Ssethrics that the rule of Pit Sseth had led them to ruin and that it was time for those blessed by the gods to steer the Empire back to its former glory.

True to their word, the Naga began to teach a new generation of priests in the tenants of the Varn and slowly, the worship of Kassegore and Yig all but disappeared.

Thousands of years passed while the Naga grew fat ruling the Empire during the period known as the Age of Decadence. But before too long, the world beyond their borders changed and the Ssethrics found themselves hemmed in on all sides. New creatures had arrived and thrown down their most hated slaves. This in turn caused a faction of the Elorii to seek sanctuary in a thick forest adjoining the westernmost edge of their empire. Unfortunately for the Ssethrics it was the Malfelans, the most belligerent portion of the Elorii society that now stood upon their doorstep to the west. From the north a flying city of humans descended from the heavens to settle upon a plateau that overlooked the entirety of their land. To make matters worse, these humans hunted for the eggs of the Ssethrics for some ingredient they valued more than their very lives.

Before they were able to take action against these new threats, the Time of Terror erupted across the face of Arcanis. The Ssethrics faced a foe that cared little for territorial gains or plunder, but merely wished to harvest and feast upon their immortal souls.

A final upheaval to their society occurred more recently when the Mother Matriarch of the Black Talon Egg Clutch received a divine vision from a deity known as the Fire Dragon. It promised them a life that consisted of more than just living and dying at the whim of the Naga and the Ssanu. Their exodus from the Empire left a huge void in their society and caused a suspicious eye to fall upon all the Ss'ressen egg clutches. A terrible purge then occurred where all the different clutches and Pits struggled to prove their loyalty and worthiness to the Empire. The wily Emperor Kahss used this as an excuse to eliminate any and all threats, real or imagined, against his throne. What was left was a people who were demoralized and paranoid as well as greatly weakened. However, the cold blooded Ssethrics are nothing if not resilient. This momentary setback is a respite that the other races should enjoy, for if the past is any indication, the serpent will shed its skin and return stronger and deadlier than ever.

## SPECIES APPEARANCE AND ROLES

While all Ssethrics have a common reptilian ancestry, the different races that live in the Empire are quite distinct.

**The Naga** – The Naga have a long serpentine body topped by a scaled head that has fewer reptilian aspects than it does humanoid ones. While originally all Naga belonged to one Pit, the changes initiated to change the Serpent Men to their current form appear to continue. In the past few centuries, different types of Naga have branched out from the original stock seemingly appearing to be further specialized. Some Altherian scholars speculate that this may be the work of the Varn in general or the Varn deity known as Zedok, the Universal Chaos.

Not content with just the physical differences from the Ssanu, they have organized themselves into Houses as another mark of distinction. The Naga from the original House Kahss are revered as the Imperial House and rulers of the Empire. Other Naga continue to serve as their Ssanu ancestors did – as master sorcerers of either Elder magic or Technomancy. A few Naga have taken on the role of High Priest of Sipta, the Lady of Mysteries.

**The Ssanu** – The Ssanu appear to have some variation of a serpent's head topping a humanoid torso complete with two arms and five taloned hands. The Ssanu's lower body resembles a serpent with powerful coils that allow it to move at astonishing speeds.

Continuing in the roles it held since the founding of Yahssremore, the Ssanu continue to excel in their mastery of Elder sorcery and Technomancy. While they were originally faithful adherents to the teachings of Yig, their mythical creator, the Ssanu are nothing if not practical. When the Varn were introduced as the new patron gods of the Empire, the vast majority of them quickly adapted to these more bloodthirsty deities.

**The Ss'ressen** – Though purportedly created by Kassegore himself, the Ss'ressen soon "benefited" from the Ssanu's Technomancy and a great variety of different egg clutches came into existence. If the Ssanu can be considered Serpent Men, the Ss'ressen can certainly be called Lizard Men, though each and every egg clutch is markedly different





in appearance from the others. For example, the Black Talon Egg Clutch have dark scales which grow even darker towards the claws and feet, while the Emerald Scale Egg Clutch have a sagittal crest head to tail and the scales upon their shoulders, arms and torso are a bright green color.

The Ss'ressen have been and continue to be the warriors of the Empire. While the Ssanu may augment their forces with sorcery, it is the different Ss'ressen egg clutches that fight claw-to-hand in each and every battle.

Ss'ressen are matriarchal in nature, with the females of the species ruling the clutch in every manner, save when they take to the field of battle. What priestesses exist within the clutch are invariably female as no male has ever taken the mantle of priest of any god, nor it seems do they have the aptitude for such.

**The Salamankas** – Created “last” by Kassegore, the Salamankas tend to be the workhorses of the Empire, taking positions of crafters, builders and even farmers. While not slaves per se, the Salamankas do hold the lowest tier of the “citizens” of the Empire. For their part, the Salamankas tend not to care, for they know that without their work and expertise, the glorious Ssethregoran Empire would crumble beneath its own weight and the marbled palace of the Naga Emperor would sink beneath the muck of the swamp.

Salamankas vaguely resemble a Ss'ressen in that they have lizard-like features, but their features are more blunted than that of the lizard men. The characteristic that most differentiates them from the other Ssethrics is that their skin is covered by very fine, almost invisible scales that appear to be translucent. Oddly enough, when they begin to build up the naphtha-like substance that they expectorate as a defense, the organs within their torso can be clearly seen through their skin.

## RELIGION

The Empire has imposed the worship of the Varn upon its people. Those few dissidents who still hold to the old ways and continue to venerate Kassegore or Yig are sacrificed to one of the Varn deities when discovered.

Many Altherian priests postulate that the Varn are not deities in the same sense that Althares and the rest of the Human Pantheon are, but rather are extremely powerful entities from the Beyond.

They have been called down to this Mortal Plane by unknown means and have allowed this to occur for their own inscrutable reasons. The truth of the matter remains unsettled.

The Varn Pantheon consists of four gods – Zedok, the Universal Chaos and the Lord of the Void, Sipta, the Lady of Mysteries and the Arcane Sovereign, Haulis of the Bloody Maw, the Howling God, He of the Blood Stained Fury and lastly, Caimeth, the Master of the Flesh, the Dead God, and the Silent Blade.

To date the goals of these beings remains unknown. All that can be agreed upon is that these deities have a thirst for blood and souls. Never before in their history have the Ssethrics engaged in sacrifices, yet they do so now in orgies of blood, that would give even the Canceri pause.

## CURRENT YEAR 1071 I.C.

The fortunes of the Ssethregoran Empire have not greatly improved during the last few decades. They fought a devastating war against the Elorii of Entares and the Altherians simultaneously and suffered greatly for it.

The Empire has made inroads in expanding in the Southern Lands, but even that has met with resistance from the creatures and beings that live in that region. Even their expansion in the Endless Dark has been stymied due to an encounter and subsequent clashes with beings known as the Voiceless Ones. When overt force was not sufficient to overcome these enigmatic beings, Emperor Kahss sent entreaties seeking an alliance against the humans and the hated Elorii. The Emperor assumes that his gesture has been rebuffed, as none of his emissaries have ever returned.

Lastly, the emergence of a kingdom ruled by humans and Ssethrics to the east has enraged the Naga, especially when it was discovered that the Ssethrics in the Abessian Dominion were renegade worshippers of Yig. What further infuriated Kahss was the fact that the Ssanu Yigites had somehow managed to turn most, if not all of the Yissera to their side. Having absconded with their most valuable spies against the humans, the Ssanu Technomancers have been working around the clock to create a new batch of Yissera, one with safeguards that make them loyal to the Naga alone.





# THE UNSEALED LANDS

Prior to them being a place for horrors worse than a fevered mind can imagine, these lands were the homes of giants. It is from this region that the celestial giants enslaved the lesser of their kind and created items both wondrous and terrifying.

Perhaps the dwarves know from whence the dragons came – for these were not the reptilian beasts the Ssethregoran Empire captured and trained, but creatures of vast intellect, unsurpassed power, and an immeasurable capacity to hate – but from wherever they came, and why they warred with the celestial giants, is known only by the handful of such behemoths that survived. As the celestials defended home and hearth, their enslaved cousins fled beyond their reach, to set up new homes and civilizations in the far off corners of the world.

Losing the battle, the celestials made a pact with Mighty Illiir – become the stewards of humanity through the coming Shadowed Age and the very Valinoric Hosts of the Heavens would fly to assist them in their fight for survival. The desperate giants eagerly agreed and the Dragon War came to an end in a few short years, with race of dragons either destroyed or imprisoned.

Afterwards, the celestial giants left their homestead and spread throughout the Known Lands to fulfill their end of the bargain. As we all know, they did not fare well in that deal. However, following the celestials' departure, the region was practically deserted and the Green Mother Saluwe' quickly asserted Herself upon it.

Centuries passed before humans set foot within this immense valley. The ancestors of the modern Yhing hir tribes arrived from the west and took advantage of the nearly endless plains, where they could feed their horses and satiate their yearning for exploration. The gentle hills and sporadic mountains that marked the southern boundary of the region was a minor impediment for these rugged travelers, and they eventually reached the Hinterlands and beyond.

Following the Yhing hir was a rapacious warlord named Axun. Thought to have been either exiled from or driven out of the Khitani Empire, Axun led an enormous army of elite horse riders that conquered the peoples in the future Sealed Lands down through what is now Milandir and the former Coryani province of Ulfila. Though eventually overthrown, the Auxunite

Empire left a lasting impression upon those they ruled in the form of the fortresses they left behind, as well as the knowledge of how to construct such citadels – knowledge that had been lost since the fall of the Imperium of Man.

Then the curse of the Myrastian Necromancer Lords was triggered, and the boundaries between this Mortal Plane and the Hells were ripped asunder – the Time of Terror had begun.

Thousands upon thousands of Infernals physically crossed the shredded membrane, and walked upon the land of mortals without the need of summoning incantations or the risk of being banished by the hated Sarishan priests. Here did one of the High Devil-Kings, Uhxbractit, lead the most infamous reign of terror onto Arcanis; its passing has left an indelible mark upon the peoples and civilizations of the Modern Age.

Yet even a blasphemy as malicious as this one must fall, and so it did - at the cost of millions of lives, as well as the bravery and vision of the First Emperor and the First Crusade of Light. This still unknown and unnamed man rallied the people of Old Coryan and fought back. After thirty-some odd years, they had cleansed the Known Lands from the Infernal Taint and had backed them up into a small flat area, the mini-pass into the soon-to-be Sealed Lands.

The area known as Hope's End saw the First Emperor and Uhxbractit locked in mortal combat for days on end, until a poison dart flew from the amassed spectators and found its way into the First Emperor's side. Madness and panic rippled through the ranks of the crusaders, as well as the Infernal Horde, as both sides clashed in a chaotic free-for-all. Before its end, the crusaders had managed to carry the dying First Emperor away, while the Infernals regrouped further into the pass.

That night, the First Emperor prayed as he lay dying, that all which had been fought for would not be in vain, that the Gods should smile upon Their children and secure them from this scourge. Just before he breathed his last, twin Valinor descended from the Heavens and took the First Emperor between them. As they drifted higher, they spoke to the assembled men, "Have courage, O favored Children of the Gods. Thy Father shall not forsake thee so long as the covenant is kept."





With the promise of the Valinor to keep the terror from their hearts, the crusaders formed lines to withstand the coming onslaught of the Infernal Horde. With a cheer, the two forces charged one another. Yet just as the first rays of light touched that field, the earth shook and trembled, moving as if it were water. Towards where the Infernals had amassed, the ground ripped up and spilled even the mighty Uhxbractit backwards into the northern valley. Magically, an immense barrier in the form of an impossibly high and wide mountain range formed a ring about the entirety of the region.

The Sealed Lands had been born.

Historians tend to focus on the Known Land side of the Wall of the Gods, because most assumed all that remained on the other side were thousands of Infernals. What they forgot, or didn't know, was there were innocents trapped within the Sealed Lands – innocents that would now only know the horror of the Time of Terror without any hope of rescue.

Almost one thousand years later, due to the machinations of the Fallen Valinor Manetas, the Pride of Illiir, Emperor Calsestus val'Assante' was duped into doing his will, believing that it to be the will of the Gods as well.

With the murder of the patriarch and the rising of a statue of Manetas that eclipsed that of Illiir, a rumble was heard in the far distance. The Wall of the Gods had fallen – the Sealed Lands were no longer sealed.

## THE PEOPLE OF THE UNSEALED LANDS

**The Haina Empire** – The Haina Empire is the only region in the Unsealed Lands where humanity reigns freely. Originally settled many, many years before the coming of the Infernals and the raising of the Wall, Haina is populated by Khitani citizens. The territory that is now controlled by Haina was once a far-flung corner of the Khitani Empire and consisted of nothing more than villages and farmland.

A general, chasing criminals to this backwater portion of the Khitani Empire, was amazed when the Wall sprung up, trapping his forces within the Sealed Lands. After discovering it

was impossible to return home, as well as discovering the rampaging mob of Infernals trapped along with them, General Chai Tsu made the decision to govern the area as an independent territory until such time as the connection could be reinstated with the Mother Country.

That was a little over a thousand years ago. Since that time, Hainese culture has drifted and is as different now from traditional Khitani culture as it is from Coryani. The crumbling of the Wall, and the subsequent contact from the first outsiders seen in a millennia, has sent ripples of excitement throughout the Haina Empire.

The Hainese have discovered small, but significant passes through the mountain range near them that could allow Infernals to pass unseen through to the Known Lands. An agreement was reached with the Tir Betoqi dwarves that they would assist them in building a series of watchtowers and fortifications along those passes in exchange for aid in opening trade with the outside world. While contact with the Khitani Empire has not yet been achieved, a steady stream of trade flows out of Haina to Censure, Sicaris and, oddly enough, Canceri.

**Bastion** – Bastion is a unique city in the Unsealed Lands; a sacred place in profane lands. This is due to the Fallen Valinor, Xabal, The Patience of Sarish. Xabal had originally been instructed to observe, not interfere, and assure that the wily and crafty Infernals did not find a way to escape Illiir's Judgment. But along with the vile Infernals were innocent humans – humans that were playthings for the Infernals' unholy and despicable amusement.

At first, Xabal did as commanded and did not intervene, but the more he observed, the more difficult it was to remain passive. Finally, he could take it no more; the Patience of Sarish had run out of patience. In a moment of weakness, he obliterated every single Infernal within the city of Tuvulem. Then, resigned to his fate, he led the surviving humans in rebuilding the ancient Auxunite city back into the original fortress it was.

But a city ruled by strict laws, even by a 'good' Valinor, can be as confining as one ruled by Infernals. The citizens of Bastion are law abiding to a ridiculous degree, that mentality having been bred into them over the centuries.





Additionally, Bastion is unique for one other item – it is the only place where one can find indigenous val in the Unsealed Lands. It's conjectured that when Xabal released his energy to destroy all the Infernals of Tuvulem, a small amount of that residue infused certain humans, creating the val'Vasik family. More plausible is the possibility that after having fallen, Xabal created the val'Vasik family along more traditional lines.

A word of caution – so great is Xabal's hatred of the Infernal that anyone with the Taint, which includes dark-kin, are killed on sight, as mercifully as possible, of course. Thus dark-kin, and even certain Sarishan Holy Champions, are warned to think twice before entering the city of Bastion.

**The Legion of Unyielding Courage** – This legion also had the misfortune of being on the wrong side when the Wall went up. When the grand melee erupted at the sight of the First Emperor being hit by a poisoned dart, the three score surviving members of the Legion of Unyielding Courage, a legion personally founded by the First Emperor, leapt to form a barrier between the High Devil-King Uhxbractit and the wounded Emperor.

Unfortunately, these brave men and women were swept to the north with the Infernal tide when the two sides separated. Seeing no way to break through the thousands of frenzied Infernals that stood between them and their fellows, the legion, without hesitation, lived up to its name.

A squad of legionnaires formed a line, refusing to yield until they had given their brethren time to hopefully escape to the north. Would that there would have been poets to record the bravery of those legionnaires – for even the Gods were amazed at their grim determination and self-sacrifice; so much so that Lord Hurrian has forever blessed that legion with His holy touch – this legion shall never truly be destroyed until it be the last.

The survivors eventually made their way to a ruined celestial giant castle, which they called Giantskeep. Among the survivors were a number of dwarves who soon realized their days were numbered. Due to Illiir's Curse, they were forced to bathe in the light of their Enclave's Heartstone once every decade or so, else they begin to age rapidly. Many dwarves, resigned to their fate, were determined to die in heroic struggles of the sort that epics were written. But for others, in time, love won out.

Some of the dwarven legionnaires and their human counterparts fell in love, and eventually mated. Their offspring were gnomes, but here, hundreds of leagues from home and surrounded by the most unholy of creatures, the dwarven and human parents could only have love for their doomed offspring – doomed to spend their lifetime knowing nothing but a nightmare.

Even after passed centuries, the legion remains, sequestered in Giantskeep and fighting the good fight. The only thing that changed has been their makeup, for alongside the human legionnaires there now stand gnomes, trained in the Coryani style of battle and as determined to protect their soldier-brothers as their dwarven ancestors were over a thousand years ago.

**The Riders** – The Riders are a tribe of Yhing hir who were on the wrong side when the Wall of the Gods went up. Since that time, they have kept their nomadic way of life, recruiting new blood from the scattered villages of humans that dot the region.

Finding out the hard way that exemplary riding skills and masterful knowledge of the area would eventually not be enough to keep them from Infernal slavers, they managed to steal a pregnant Infernal mare. They were eventually able to breed this colt with their own stock of horses to produce a new breed they call 'hell horses'. With these new mounts, the Riders are not only able to elude capture by Infernal riders, but to even stage raids into their strongholds.

## NOTABLE INFERNAL EMPIRES OF THE UNSEALED LANDS

**The Lordship of Iron** – The largest of the Infernal empires, it boasts a population of nearly two million individuals, the majority of which are enslaved and bred humans. Uhxbractit is easily the most powerful of the Infernals that originally crossed through the rip to the Mortal Plane during the Time of Terror, as well as the most cunning. He has survived a thousand years isolated in a relatively small space with hundreds of thousands of Infernals, many of whom blame him for their current predicament.





Uhxbractit appears to be the driving force behind the latest exodus beyond their prison walls, and spies report him personally leading elite troops in exercises. However, whether Uhxbractit plans to personally lead the charge out of the Unsealed Lands remains to be seen. There are too many other powerful Infernals who could easily take advantage of his absence.

**Tarmalen** – Where Uhxbractit rules the Lordship of Iron without question; Tarmalen is more of a loose confederation of anarchist settlements. In the Thorn Hills, a powerful fiend known as Hamaimon rules the city of Metchaa. From here, he plots the overthrow and deposing of Uhxbractit, whom he blames for allowing the Infernal Horde to be trapped.

Oddly enough, even after millennia of plotting and attacks, neither side has ever been able to destroy the other.

## CURRENT YEAR: 1071 I.C.

With the impassable Wall of the Gods gone, the peoples of the Known Lands expected there to be a flood of anxious Infernals erupting from the Unsealed Lands at any moment.

The flood never came. Instead, a trickle of Infernals appeared – perhaps to scout what awaited them beyond their prison or perhaps believing it to be some sort of trick. Either Heroes of the region or the stalwart Tir Betoqi dwarves dealt with those Infernals quickly.

The Tir Betoqi had arrived not long after the fall of the Wall, literally migrating their entire Enclave from the far reaches of the Western Lands to the small mountain ridge that stood as the only barrier between humanity and the Infernal Horde. There they began an impossible task – build a replacement wall strongly enchanted so that they could lock the Infernals away forever. Many shook their heads and wished them luck knowing such a feat would take centuries to complete.

For their part, the Tir Betoqi didn't care; let it take a thousand years, if necessary. This was their sacred duty – the protection of humanity from those that would destroy it. Some, foolishly perhaps, began to hope this replacement wall would be the Perfect Item that Lord Sarish hinted would release them from their curse.

Approximately two decades later, their first section of the wall was put to the test. A large number of Infernals appeared in the Pass of Hope's End, determined to destroy that section of the dwarven wall. Frantic calls went out for help as large groups of Infernals circumvented the Wall and made for Joppa. But the selfless dwarves bought enough time in blood so the King of Milandir could answer the call.

Within the year, the knights of Milandir were on the move, eating up ground at an astounding rate as their king spurred them to ride ever faster, as if the proverbial Hounds of Hell were nipping at their heels. One shudders to think what might have occurred had he not moved with such urgency, for Joppa was but a diversion – the true target of the Infernals was Censure, the Jewel of the Hinterlands.

King Osric inspired the Milandisian forces to fight as men possessed, and his military strategy and bravery won him the love of the people of Censure, as well as a Queen from that city.

This campaign was given the title of the Fifth Crusade of Light; the men and women who fought, bled and died here were canonized in song and verse. Hundreds of Infernals were slain, their filthy and unholy corpses burned for weeks before ash was all that remained of their existence.

But Uhxbractit was unconcerned. He had sent out the chaff and had been shown the cream of what humanity had to offer. To him it was but a lesson in how the meat sacks thought and fought – one he would have gladly suffered a thousand slain Infernals to learn. When the meat sacks next saw the Infernals crest the mountains, they would be swallowed in an ocean of living fear and insatiable death.

That time appears to be now.

In 1069 I.C., the Tir Betoqi reported large-scale movements of troops in the Lordship of Iron, suggesting a resumption of the invasion was about to take place. Osric immediately called for a Sixth Crusade of Light – one the Primarch of the Milandric Church, his Holiness Sabinus val'Assante' was only too happy to anoint.

The clarion call has sounded!

An implacable enemy awaits!

Will you answer the call?





# YMANDRAGORE

## THE ISLES OF THE SORCERER-KING

Ymandragore - one can hardly utter the word without muttering the Sorcerer-King in the same breath, so intertwined are the two concepts in the minds of the people of the Known Lands. But as the magi say, "words are power" and fewer words can conjure up the panoply of visions and emotions as those.

Utter those words to any continental, and a visible shiver seems to take them as they hunch their shoulders and speak in conspiratorial tones. Invariably, they will tell horrific tales of an isle populated by dread magi under the tutelage of the self-appointed Sorcerer-King enacting barbaric rituals and the darkest of magics. They will speak of a group of people called the Harvesters that scour the mainland for any and all people who have the "Gift", the ability to wield eldritch power. The most learned of them will tell how the Sorcerer-King unleashed the greatest scourge Arcanis has ever known. Like all parables, a germ of truth lies within, but Ymandragore is so much more.

What are the Isles of Tears? They were once part of the land that capped the underground civilization of the Il'huan, until the rapacious Ssethregoran Empire exterminated that race. In the hopes of utterly annihilating their enemies, the Ssanu sorcerers collapsed the caverns in which the creatures lived, causing the area to be flooded and eventually creating the Gulf of Yarris as it is today. All that remains of that land are the highest peaks and valleys that now exist as a series of islands and archipelagos. These barren rocks are collectively known as the Isles of Tears due to an atmospheric phenomenon, which causes it to rain constantly.

Eventually, a hardy group of humanoids landed on these isles and eked out a living, barely surviving on the scant vegetation and the offspring of animals that managed to survive during the destruction that inundated the land. The descendants of those humanoid tribes still live on the isles to this day and are commonly known as goblins.

The exact time of the Sorcerer-King's arrival is known only to him. Some speculate that he arrived during the waning days of Leonydes' Theocracy of the Cleansing Flame, while others portray him as a harbinger of doom, arriving on the very day that the Sword of the Heavens

slew the last Emperor, though that may be based more on poetry than reality.

What is widely accepted as fact is that he appeared upon the bleak shores of the largest of the isles, surrounded by a few score of his people. From whence he came is also known only to him, as future events eventually made him the sole survivor from this original group. With these people, he set about carving out the black stones that were so prevalent on the isles and built the city of Mandragore, the City of the Dragon.

Yet even this story of his arrival is contested by the erudite Altherian philosopher Nekeba val'Abebi, who claims that such a being could only come into existence as a manifestation of the gestalt of the world's greatest minds. Still others point to Sarishan legends and claim that he is the Fallen Valinor that brought the Gift to humanity.

Whatever his origin, the Sorcerer-King is without a doubt the single most influential being on Arcanis; his actions, spanning ages, has left an indelible mark upon the world.

During the building of Mandragore, the Sorcerer-King sent out a fleet of ships made from the black stones carved out of the island. Many of those initial ships of the Black Fleet failed to return, but a pair in particular were said to have returned with a celestial giant tied across their two hulls. Though pure speculation, it seems logical to assume that it was this creature who told the Sorcerer-King the tale of the Birthing Chamber of the Gods; logical because it was not long afterwards that he began his solitary expedition to the lands across the gulf.

Many speculate it was the Sorcerer-King who wove the ritual that imprisoned the Sword of the Heavens in a pillar of frozen flames, thereby toppling the oppressive Theocracy of the Cleansing Flame.

Yet for all his power, the Sorcerer-King is not omnipotent. During his travels across the Known Lands, he came across a people known as the Myrantians, ruled by a cadre of sorcerers known as the Necromancer Lords.





For some reason, His Sorcerous Majesty decided to side with these black magi against another group of sorcerers known as the Eryunellians. To this battle, he brought the majority of his forces, leaving only a token group and the rest of the citizenry safe within the city of Mandragore. Though eventually the combined Mandrake and Myrastian forces were able to vanquish the Battle-Magi of Eryunel, the Necromancer Lords decided the price they were going to have to pay for the Sorcerer-King's assistance was too steep. Instead, they unleashed a virulent disease, sacrificing their own troops to assure the destruction of the Mandrake forces. Their betrayal worked flawlessly except the immortal Sorcerer-King proved immune to the Betrayer's Disease.

In an uncharacteristic rage, he leveled the city of Myrantis, disregarding the dire warning that should he kill the Necromancer Lords, utter devastation would descend upon Mandragore. As he was about to crush the skull of the last of the Black Lords, the dread Necromancer spat out his curse, "With the final beat of mine heart, the fate ye have dealt to mine people shall be echoed in your land as well. And know this O Lord of Nothing - never again shall ye set foot upon Onara - for should so much as a toe touch the good earth of this continent, Hell itself will meet ye!" With a smirk born of endless contempt and hubris, the sandaled heel of the Sorcerer-King slammed down.

Instantly, the clouds above his head began to blacken and whirl. Hellish, red lightning flashed within them, as if echoing the beating of a heart. A cold wind flooded the normally sweltering region. The intensity of the unnatural squall grew until a single thunderclap of such power fell that even the Sorcerer-King was knocked off his feet. A blood-red eldritch bolt of energy arced high into the sky and then headed east. It was not the plunge in temperature that caused a chill to run down his spine.

His worst fears were realized when he arrived at his former capitol - all that was left of the city of Mandragore was a blasted crater and a few walls which were inexplicably left standing. Of the people who journeyed with him to Arcanis, no more than a handful remained, scattered amongst the archipelagos. The rest had either been stricken by the Myrastian disease or struck down by the deadly energies unleashed by the Necromancer Lords' black ritual.

It is said that was the day the Sorcerer-King vowed all those who wielded such power would bend knee to him; so

that such irresponsible exercise of power would never again be used against the innocent. Or at least that is what's alleged by Ymandrake diplomats when they are questioned about Harvester activities.

Bereft of his people, a King of Ruin, the Sorcerer-King reached out to the brutish, nomadic groups that inhabited the main isle and made them his own. With their help and that of a few survivors, the Sorcerer-King vowed to rebuild the city that was lost and name it Ymandragore - the City of the Dragon Reborn!

For centuries, the Sorcerer-King remained isolated, his name fading into legends and fables meant to scare children. The reason for his absence is due to the work needed to not only rebuild a city, but also in the establishment of a new social order, one which would eventually become the modern Mageocracy that rules Ymandragore today.

But eventually whispers came to his ears of a possible location for the Birthing Chamber of the Gods, and he made ready to walk upon the continent of Onara once more. But as his foot made contact with the soil, the voice of the last Necromancer Lord, Lord Qa'a rang forth with the forgotten portion of the Myrastian Curse, "-Never again shall ye set foot upon Onara - for should so much as a toe touch the good earth of this continent, Hell itself will meet ye!"

Instantly, the very air began to boil and bubble, until finally a rip in the very fabric, which separates the different Mortal Planes from the Hells, was ripped asunder and the Infernal scourge known as the Time of Terror spewed forth across all of Arcanis. Uncountable waves of Infernals, their only desire being the complete destruction of the Lord of Ymandragore, washed over him inexorably. So vast were their numbers that, even with immense power at his disposal, the Sorcerer-King was forced to return to his island home.

Eventually, the creatures were smashed by his indomitable power and will and, concerned that the Myrastian's Curse would remain in effect, the Sorcerer-King resolved not to return to the continent until definite proof was brought to him of the Chamber's location. Until then, he would rely on his proxies to be his eyes, ears and hands upon Onara.

During the subsequent founding of the Coryani Empire, arguably the strongest nation upon the Known Lands left in the wake of the Time of Terror, a sort of understanding was reached between the Coryani and the





Sorcerer-King – allow his Harvesters to fulfill their duty wherever it may take them, and the Empire could do as it wished upon the mainland without any interference from the Ymandrakes. Additionally, hints were dropped that while the Known Lands may have been scoured of the Infernal menace, the lands to the east, across the ocean, were overrun by these hellions. Only the power and vigilance of the Sorcerer-King stood between the people of Onara and another Time of Terror.

Centuries passed where the Harvesters took the so-called ‘dark sorcerers’ that roamed the lands, to the relief of the ignorant populace. However, that changed with the birth of the twin children of the Empress Shar val’Assante’. To everyone’s surprise, a Harvester arrived at the Imperial Palace and demanded the children be turned over to him immediately, as both babes possessed the Gift. The subsequent beheading of the Harvester surprised no one, other than the arrogant Ymandrake himself. However, this action had dire consequences for the Empire; within a few weeks, the Ymandrakes invaded the shores of Cafela and devastated everything in their wake.

As in all wars, the brave and the cowardly did as their hearts bid them, with acts worthy of song and utter contempt. Thousands died and many more suffered under the Ymandrake onslaught; it appeared that nothing could stop them. It wasn’t until Senator Palic val’Holryn was granted the title of Defender of the Empire that the tide of the war was turned.

Spurred by their new High General, the Coryani legions fought like men possessed, battering the Ymandrake forces inch by inch, until they finally forced the survivors to board their ships docked at Celanto and sail for home. Yet the atrocities that surely awaited the Known Lands made the blood of the courageous General val’Holryn and his legions run cold and boil at the same time. Vowing that such a desecration would not stand, the Defender of the Empire boarded a captured ship of the Black Fleet with his personal legion and ordered word be sent back to the Empress that the Lord of Ymandragore would pay his actions.

Their expeditionary fleet never returned from the Isle of Tears.

Weeks later, an offer was made and struck - one that broke the Empress and led to her untimely death a few short years thereafter. For there to be peace between the two powers, one of the two boys would be given to the

Sorcerer-King, while the other could remain with his mother.

Eventually, the boy that remained, Emperor Nurion val’Assante’, who eventually became known as the Undying, would abdicate the Alabaster Throne and roam the land, recruiting those who bore the Gift and training them to defend themselves against the Harvesters. These magi would one day establish the Sanctorum of the Arcane, and give rise to two powerful secret societies, the Hawk and the Shield, that would dedicate their lives and resources to the safeguarding and training of other sorcerers, as well as the ultimate destruction of the Sorcerer-King.

More centuries passed with the status quo remaining intact, save for a sortie instigated by a rogue elorii, swearing to dedicate the elorii of Entares should the Sorcerer-King grant him the means to conquer them. While the strike resulted in total failure, it served to give His Sorcerous Majesty insights into the elorii and the power at their disposal.

During this time, a rumor began to circulate throughout the nations and peoples of the Known Lands that, if true, could have far-reaching implications for the Sanctorum of the Arcane. It was said the Sorcerer-King had discovered a way of staving off or even curing the Wasting Disease that befalls all practitioners of the Arts, sooner or later.

While a great temptation, especially for those already showing advanced signs of the crippling and deadly disease, the members of the Hawk and Shield warned this might be just the latest ruse of the Harvesters, by getting those with the Gift to come to the Isle of Tears of their own volition. Unfortunately, there is still no definitive answer; no mage has returned from a visit to the Sorcerer-King’s demesne to provide a confirmation.

The most devastating attack against Ymandragore occurred in 1026 I.C. when rogue elements in the Hawk conspired with the leader of the Ordainers, one Lucius Orata, to introduce a sorcerous virus by way of the harvested youngest son of Senator Tensen-Balin. This eventually infected and killed a large portion of the magi population upon the Isle. Horrible confusion and devastation resulted during the execution of this plot, but it was merely a smoke screen for Orata’s true goal – the assassination of the Regent’s Court and the usurpation of the Sorcerer-King himself.





Through the intervention of Heroes from the mainland, Orata's plot was foiled, but the devastation wrought by the virus was allowed to spread unchecked. Granted free passage from the Isle for their part in saving the lives of the Regent's Council, Lord Gemmelus, the twin brother of Emperor Nurion val'Assante', swore vengeance might be long in coming, but it would one day come.

## THE MAGECRACY

Many believe Ymandragore to be an absolute dictatorship, with the Sorcerer-King in total control and only two classes exist in his society – those who have the Gift and everyone else. Nothing could be further from the truth.

His Sorcerous Majesty does not bother with the day-to-day minutiae of his Kingdom. The spies for the Hawk and Shield have reported there are long periods of time where the Sorcerer-King is absent, and the ruling of the Kingdom falls to the Regent's Council.

The Regent's Council is constituted of a small group of the most trusted and powerful magi upon Ymandragore – a woman known as the Proxy, the former heir to the Coryani Empire, Gemmelus, and a representative from the Circle of Hands.

The Circle of Hands is more commonly known as the Harvesters, and is made up of a variety of magi who practice the same discipline. The most recognized of these are the Society of Ordained Seekers, the Wine Drinkers and the Order of the Emerald Flame.

Beyond these worthies is a veritable army of bureaucrats that handles the common needs of the citizens of Ymandragore. The majority of these bureaucrats do not have the Gift, or they possess it in such small amounts as to be considered a mundane in the eyes of Ymandrake society.

Yet even these so-called mundanes or normals have their place, for the Sorcerer-King remembers it was the nomadic tribes who roamed the Isle that rebuilt Ymandragore. Thus normals serve as sailors aboard the ships of the Black Fleet, as well as masons, farmers, miners, and, most importantly, handlers.

Handlers assist the Harvesters with their prizes, and assure they remain trussed up and docile on their journey back to the Isle of Tears.



*"The rain never ceases to fall, but the city never ceases to burn."  
- Ymandrake folk proverb*

## CURRENT YEAR: 1071 I.C.

The threat of vengeance for the Harvesters' part in the treachery of Lucius Orata has yet to manifest. There was a marked decline in sightings of Harvesters upon the mainland, but this period of absence appears to be over.

In a change of tactics, the Sorcerer-King has begun to send emissaries, diplomats if you will, to whatever nation will accept them. To date, the greatest number of sightings of Ymandrakes has come from those places that host the Ymandrakes, such as Censure and Altheria.

The one region that continues to trade with Ymandragore is the Pirate Isles, specifically the slavers from Garundi. In fact, trade is so brisk that Ymandragore has settled upon one of the hundreds of small islands in the archipelago, and has built an extensive port to accommodate the unique ships of the Black Fleet.





# RELIGIONS OF ARCANIS

Religion touches upon almost every facet of everyday life in Arcanis. To an outsider, this may seem odd, as the Gods have not physically manifested to their followers since time immemorial. Rarely, if ever, has a miracle been positively ascribed as an intervention of the Gods as another explanation has always been available. In fact, there is an underground movement of people who believe the Gods, if they ever existed, are dead or gone, uncaring as to the actions of man or the other sentient beings alive upon Arcanis.

Yet the Mother Church of Coryan becomes more popular and powerful with each passing generation. The Church of the Dark Triumvirate, despite the fact its oppressive theocracy threatens to crush the Canceri citizens under its harsh rule, enjoys the devotion of almost the entire population. There is one element which separates the people of Arcanis from those of other fantasy worlds.

They have no need of seeing their deities roam the streets beside them, nor do they need to commune directly with the Gods, to know of their existence, for they have faith.

## THE MOTHER CHURCH OF CORYAN

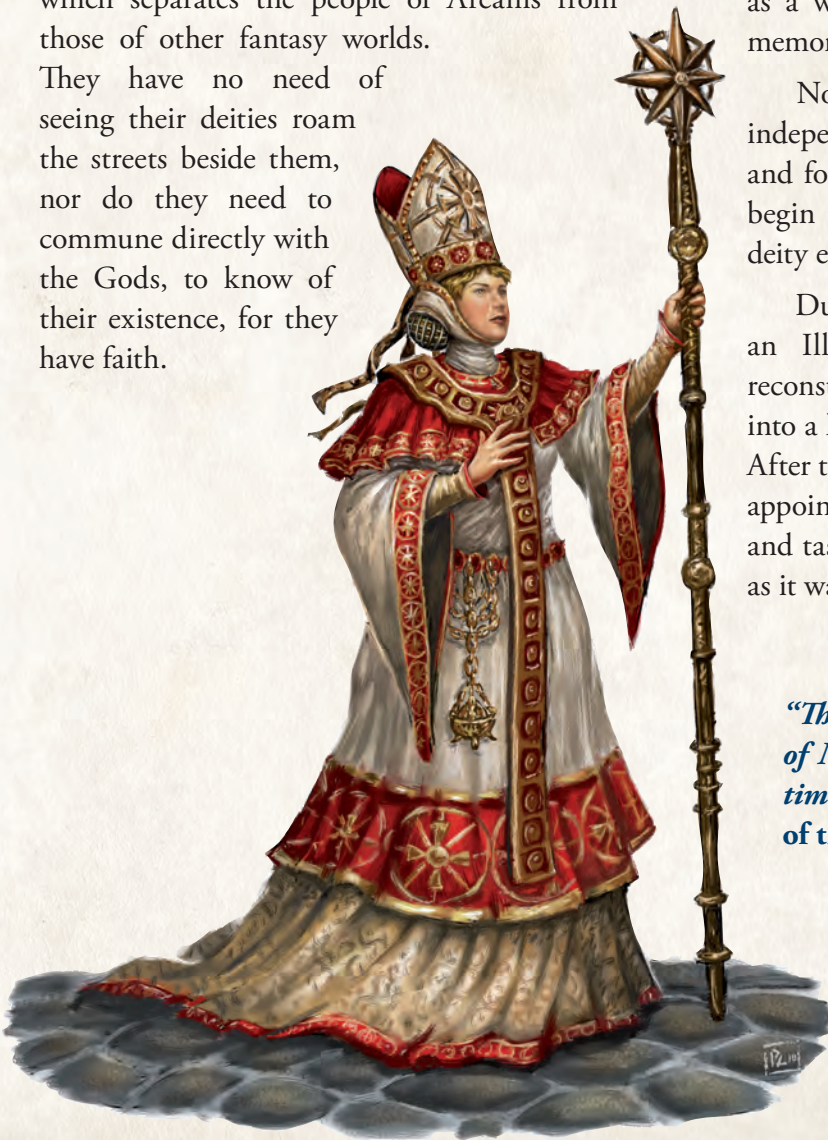
Heir to the First Imperium's Pantheistic Orthodoxy, the Mother Church of Coryan was formed just after the founding of the Coryani Empire. After the fall of the First Imperium and the subsequent Theocracy of the Cleansing Flame, the individual cities, towns and cities that made up that great empire lost all connection from each other and become isolated islands of civilizations amidst a sea of barbarism and chaos.

As the ages passed, the patron deity of the settlement became the central focus of the population; the rituals, beliefs and even existence of the other deities passed from memory. After countless generations and the rise and fall of empires, the worship of the entire Pantheon as a whole and integrated religion fled from human memory.

Not until the city-state of Coryan rallied the other independent settlements, repelled the Infernal invasion and forged the fledgling Coryani Empire did mankind begin to realize that more than just their own patron deity existed.

During the crusade to repel the demonic forces, an Illiirite high priest, Vesiti val'Assante', began reconstructing the rites and rituals of the various Gods into a holy text known as the Canticle of the Pantheon. After the founding of the Coryani Empire, the Emperor appointed Vesiti the first Patriarch of the Mother Church and tasked him with reestablishing the ancient religion as it was during the Imperium.

*"The Word of Illiir and faith in the Pantheon of Man will guide us through the tumultuous times to come."* Elandre' val'Assante' Matriarch of the Mother Church of Coryan





"HEAR THE WORDS OF THE MOTHER, THE GODDESS BELISARDA. THAT WHICH YOU HAVE FEARED IS SO. THE OTHER GODS ARE NO MORE. I ALONE ESCAPED THE TREACHERY OF THE GODS OF MAN. BUT THEY ARE NOT FOREVER GONE FROM US. ONE DAY, GREATER THAN EVER, THEY WILL RETURN, AND WE WILL HAVE OUR REVENGE."

- THE PROPHETESS ARDELIA

So many centuries had passed that a truly integrated church, as it was in the Imperium, was impossible to create and so a compromise was reached. Each of the high priests from the twelve recognized deities would be allowed to continue to worship their god as always, but they were made to recognize the equality of the other deities and the right to see them prosper alongside their own religion. This ecclesiastic treaty was signed during the Convocation of the Divine and established the dominance of the Mother Church of Coryan, forbade any aggression between temples within the Mother Church, and established the position of the patriarch, pyrmen, arch-prelates and prelates as superior positions within the Church with authority over the individual temples.

In modern times, the Matriarch of the Mother Church, Elandre' val'Assante', funded an expedition to the labyrinthian caverns below the First City to find a lost scripture she was told about in a vision. These explorers, members of the Emerald Society, did indeed discover the lost scrolls, which have been now incorporated into the Canticle. These new texts, known collectively as the Revelations of Illiir, put forth a more fundamentalist and conservative view on how the pious should comport themselves, including a prohibition on drinking and other "mood-enhancing substances." The outcry and shock against the immediate implementation of these new ideals forced the Matriarch to postpone adherence to these new scriptures...for the moment. Many fear this may be a new, more conservative turn for the Mother Church and the Coryani Empire as a whole.

## THE CHURCH OF THE DARK TRIUMVIRATE

The Church of the Dark Triumvirate, the unquestioned authority of the Dark Apostate, and the rightness of their teachings form the spine of Cancere culture. The Church penetrates the lives of its entire people, so much so, that the government and the church are indistinguishable. As a theocracy, the edicts from the church are law. There is no debate, no question, and no argument. The church's proclamations define reality for all Canceri.

The Church of the Dark Triumvirate emerged from the corrupted teachings of the prophet Becherek, who spoke against the Mother Church's ban and restrictions on worship of the three faiths of Nier, Neroth and Sarish. He believed the Mother Church to be a flawed vessel if it would not recognize a quarter of the Pantheon. He called for the restoration of the deities to the Pantheon, and the full recognition of their followers as members of the Mother Church. Furthermore, he opposed the secular influence of the emperor and the politicization of the Mother Church to support his agenda.

However, Becherek's message was inflammatory, and provoked unscrupulous and ambitious priests to bid for complete power over the Mother Church, with a Cancere patriarch, none other than an undead priest embodying the antithesis of imperial values upheld in Coryan, Milandir and most other lands. After Becherek's execution, the Apostles of Becherek, who claimed to understand the message of the Prophet, used the murder to press their agenda and form the Church of the Dark Triumvirate.

## THE MILANDRIC ORTHODOX CHURCH

Like the Church of the Dark Triumvirate, the Milandric Orthodox Church, or simply the Milandric Church, is a sect that has split off from the Mother Church of Coryan. Following the announcement that these new found Revelations of Illiir were to somehow amend or supplant the millennia old interpretation of the Canticles of the Pantheon, the Arch-Prelate of Milandir, the aging but still vibrant Sabinus val'Assante', adamantly and eloquently argued for a spiritual separation to finally catch up with Milandir's political secession from the Coryani Empire.







Sabinus, a close advisor to the King of Milandir, explained there were examples in living memory of the Coryani usurping the careful plans of the Pantheon, which ultimately resulted in the death of tens of thousands of the faithful. He also pointed out that for as long as the Milandisian people bowed to the Mother Church in the south, they would forever be at the mercy of the Coryan's endless plotting and political manipulations. "For the sake of your people's souls," he argued to the King, "you must sever all ties with these corrupt people and their institutions!"

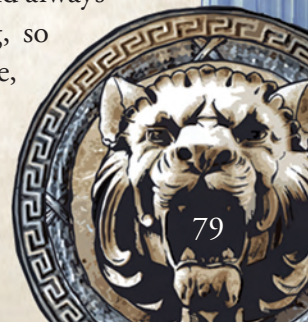
Within weeks of the King's agreement, all of the clerisy that did not convert to the new, or as many called it, the original worship of the Pantheon, were banished back to the Coryani Empire. Sabinus himself, once the leading spiritual representative of the Mother Church in Milandir, recanted and converted in a huge public spectacle, whereby he was anointed by King Osrice as the first Primarch of the Milandric Orthodox Church. With this ceremony, Osrice gained the power to influence the major ecclesiastical appointments within his own realm.

***"The good and proud people of Milandir will no longer be under the thumb of that psycophant in Coryan!"***  
**Sabinus val'Assante' Primarch of the Milandric Orthodox Church**

## BEUSARDA AND THE FOUR ELEMENTAL LORDS

In the short time that the Milandric Church has been in existence, Sabinus has made certain small, yet significant changes to the Church's views. For example, though the gods Nier, Neroth and Sarish are indeed part of the Pantheon, they are obviously subservient to the greater powers, such as Illiir, Saluwe', Yarris and Hurrian. He went further to suggest that they were minor gods, to be appeased to keep their attention elsewhere, rather than openly worshipped, and not draw their baleful eyes upon the pious people of Milandir. "For we need look no further than our neighbor Canceri," he would say as he pointed north, "to see what happens when these fearsome Gods are openly supplicated."

To reflect this new change in attitude, the holy symbol of the Church, the same as that of the Mother Church, was held differently. The symbol, a large ring upon which were inscribed the twelve symbol of the Gods was usually held out with fingertips around the edges. The new Milandric Church commissioned that their new holy symbols be slightly larger, big enough to fit four fingers through the inner opening, and that the symbols of Nier, Neroth and Sarish would always be engraved in the bottom of the ring, so that when one grasped it from the inside, the fingers would naturally cover them.





The worship of Belisarda and the four Elemental Lords is one of the most ancient religions on Arcanis, preceded only by the hoary cults of Ssethregore. Worshipped as their creators, the Four Elemental Lords and Belisarda, the Life Giver, enjoyed a special bond with Their children, although why the Ssethregoran were allowed to enslave Them is a question the elorii have never been able to answer to their satisfaction.

After the overthrow of their oppressors' empire, the elorii controlled vast tracts of the Onaran continent and enjoyed millennia of peace and prosperity until the coming of man and their Pantheon. Within a generation, the elorii went from being the rulers of an empire to refugees taking shelter in the vast forests of the land. To make matters worse, four of their Elemental Lords, Keleos, Beroe, Marok and Osalian were destroyed; absorbed by four of the Gods of Man.

Since that time, the temples of the four Elemental Lords remain largely empty and silent. All, but the most fanatical of elorii, pay no more than lip service to Them. The vast majority flock to the only one of their deities which remains: Belisarda the Life Giver. Only Her priests are still able to cast divine miracles and heal the injured and infirm. Thus, even those elorii who stubbornly maintain that the other Elemental Lords will return must pray to Belisarda for power and divine gifts.

## THE MATRIARCHY OF THE FIRE DRAGON

A relatively new organization in the scheme of things upon Arcanis, the Church of the Fire Dragon, also known as the Matriarchy, had its auspicious beginnings less than four hundred years ago. In those dark times, the faithless and despondent Black Talon Egg Clutch of Ssethregore was teetering on the edge of collapse. The Black Talons had begun to question the morality of their actions, and rebelled against the corrupt and decadent government of Ssethregore. Looking for guidance, the Black Talons turned to an aged matriarch who spouted prophecies of a new god and better life for them outside the bounds of the Ssethregoran Empire.

Rallying to her visions, the Black Talons fled and established themselves in the Sulphur Marsh

far to the north. Under the strict but gentle guidance of the priestesses of the Fire Dragon, the society prospered and the Matriarchy was born.

Formed by the visionary Matriarch Mother Scaphiopus, and continued through her prodigy Ss'lessis Tel, the Matriarchy has risen to prominence in the last few centuries, providing an exceptional level of stability to the Black Talon culture. The Matriarchy's word is law; it governs all aspects of ss'ressen life, from the placement of eggs near the hatching fire to determine the gender and intelligence of the hatchling, to the roles of warriors, the selection of those worthy of mating, and the governing of the society as a whole.

## ELEMENTAL WORSHIP AND ANIMISM

One of the earliest and most fundamental religious traditions to exist upon Arcanis is that of worshipping the primordial nature spirits, which reside within all of existence. These spirits helped in guiding early tribes of man to live harmoniously with the world around them and gather the bounty of the earth.

Some of these ancient human tribes existed on the edges of the Ssethregoran Empire long before their cousins from beyond the Eastern Ocean arrived on the continent of Onara. They stayed well away from the reptilian overlords and eventually, when the Ssethregorans were overthrown, made peace with the elorii who supplanted them.

These human tribes and populations were able to avoid persecution by telling the elorii and, much later, the missionaries from the Mother Church of Coryan that they were merely worshipping a long forgotten or dimly remembered aspect of one of their equivalent gods.

Worship of these ancient and ethereal beings primarily exists in the Hinterlands tribes, on the isle of Naori where the tribesmen sacrifice to the volcano god Ghord, as well as the other far reaches of the world where 'civilization' has not yet extended its grasp.





## INFERNAL CULTS

For over a generation, the Infernal Horde released during the Time of Terror roamed across Onara spreading horror and death in their passing. Some of the more malignant and ruthless of this demonic host found rich hunting grounds where the human population could be cowed into submitting and acknowledging their dominance over them. These human settlements would then sacrifice others of their kind, and perform the most heinous and foul acts to appease their terrible lord.

With the coming of the First Crusade of Light, many of these creatures were uncovered and destroyed by fire and blade, but not all. To this day, some villages and isolated townships continue to offer tribute to these foul otherworldly lords either out of fear or willingly in exchange for power over their fellow beings.

These Infernal cults are usually centered on a powerful other-planar being and a cadre of cultists that range in number from a small group of malcontents to an entire settlement's population who have grown corrupted over the centuries, each generation degenerating further and further into depravity and wickedness.

## MYRANTIAN PANTHEON

Unlike most religions upon Arcanis, where the Gods create or intervene to protect an anointed people, the beginnings of the Myrastian Pantheon began with the lusts and desires of a group of sorcerers. These sorcerers lived in a land far to the south of Onara and their specialty, some would say obsession, was considered either profane or unworthy of true study by their superiors.

Frustrated, demeaned and ridiculed by society, these sorcerers performed blasphemous blood sacrifices, which eventually succeeded in contacting an otherworldly being from Beyond. This creature, calling itself Tzizhet, was able to insert itself into the minds of Its supplicants through their dreams despite being separated from the Mortal Planes by the immense gulf of the abyss. Spurred into a religious fervor by the mind twisting and corrupting touch of Tzizhet, these newly made priests began recruiting from the lowest rung of their society,

partaking in ever-increasing profane acts in exchange for the power that Tzizhet promised. Before the ultimate ritual to bring their "God" across to this Mortal Plane was enacted, the authorities noticed the encroaching corruption that began to permeate their nation and acted against its source.

A few score of the adherents were able to survive the purge and fled north over the ocean, until they finally settled and built the city of Myrantis as instructed by their terrible deity. Generations passed before the city and its dreadful Black Pyramid was completed. During that time, Tzizhet introduced Its worshippers to others of Its ilk, such as the inscrutable Shu, the Dark Archon of the Fifth Direction and Mose, the Caller of the Dark, as well as other lesser entities.

For centuries, the high priests of Tzizhet, known as the Necromancer Lords, taught their people that they existed solely to serve these hoary beings, for to do otherwise would invite devastation and destruction upon them and their posterity, but faithful adherence to their tenants would be rewarded a hundred-fold. Thus did the Myrastians make war upon their neighbors, not for wealth or territory, but for living beings that they could sacrifice to theirs gods to satiate their unquenchable appetite for terror and blood.

With the destruction of Myrantis at the hands of the Sorcerer-King, the central place of worship shifted to the surviving cities of the Hegemony. It was not until their conquest by the Coryani that the worship of the Pantheon changed. No longer were the gods something to be feared and appeased; rather, they were paternal allies that, though could not directly intervene due to some cosmic rule to which all the Gods held, could still aid their "children" against their oppressors.

With the establishment of the Abessian Dominion, the Myrastian Pantheon is once again the state religion, with the worship of Yig among the Ssethrics tolerated. It seems that the Myrastian gods are not so jealous as to demand that there be no other gods worshipped alongside them. As only the mad inner circle of the priesthood knows, Tzizhet and the rest care only in the advancement of their enigmatic plans and of course, the tasty morsels that the souls of their worshippers provide.









# THE GODS

## ALTHARES

Althares is the said to be the most enlightened and intellectual of all the gods of the Pantheon. The patron deity of sages, wisemen, and those who seek lost secrets and knowledge, Althares favors those using their minds rather than just their brawn. This is not to say warriors do not pray to Him for wisdom or guidance. Generals and other tacticians regularly sacrifice to Him for wisdom and clarity of mind before launching critical military campaigns or battles.



## ANSHAR

Anshar is the well known throughout Arcanis; Her most popular aspects being that of the Far Traveler, the Suffering Martyr, the Weeping Goddess, and the Guardian of Outcasts. Anshar looks after the destitute, the oppressed and the outcast, regardless of the reason why the person finds themselves in such a situation. Because of this, a large number of dark-kin and gnomes find themselves worshipping Her.



Anshar is unique amongst the Pantheon as She was not even known by Illiir until the waning years of the Gods War, where She was instrumental in convincing Illiir that by absorbing the power of the Elemental Lords, They would have the power to defeat the Other. This has led some to speculate that Anshar holds a terrible secret and should not be trusted. These conspiracy theorists are normally ignored as insane rabble rousers by many who point to the good Anshar and Her priests have done.

## BELISARDA

Last of the Elemental Lords of the elorii, Belisarda is known as the Life Mother to Her children. Elorii do not write their history down on flimsy scrolls or tomes. Instead the Marokene crystalmancers create pure orbs of crystal that can retain hours of information. Light and airy like the soap bubbles they resemble, the orbs are able to verbally recount tales, myths, or even simple instructions, as well as display images within its surface. In the most ancient of these relics, Telas, one of the most revered and elder elorii, recounts the tale of how each of the Elemental Lords gave of their own essence to create five of the elorii sub-races. It is Belisarda alone, however, who breathes life into all five.



It is interesting to note that with the sole exception of Kassregore, the primordial Ssethregoran deity, only Belisarda is ever credited with creating life from nothing.

With the destruction of the other four Lords, only Belisarda remains to shepherd the elorii race, teaching it the difficult lessons of patience and forgiveness. Priests still maintain the sacred fires in the temples to Keleos or the cool pools of the temples to Beroe ,but those gods remain silent and grant neither gift nor counsel. It is Belisarda who allows these priests to channel divine power for their rituals. Most of these priests have accepted that the four Lords are gone, and have instead turned their devotion solely to Belisarda. A few stubbornly refuse to believe their Lords are gone forever, and still cling to the belief they will return once more.

*“With the Gods, all things are possible”*

**- The Canticle of Illiir**





## BELTINE

Warden of the Afterlife, Keeper of the Gates to Paradise, Mistress of the Cauldron of the Underworld, Nurturer of the Spirit, and Forger of Souls; the goddess Beltine holds all these titles and distinctions with pride. The Shrouded Goddess's realm is that of the Underworld, a place where the spirits of the dead travel to await their final judgment.



While this goddess is generally viewed as one of the more gentle and benevolent of the Pantheon due to Her domains of caring for the souls in the Afterlife and the healing of the wounded and infirm, She also has certain aspects that are neither wholesome nor kind. Some of these darker aspects tell of Beltine as the Gray Crone, who stalks the night to rip out the souls of living for Her ever-hungry Cauldron. Mothers tell their wayward children to behave or else She will come in the dead of night and take them to the Underworld. A bizarre cult known as the Gray Crones was once a sect of Beltinian priestesses who were corrupted by unholy texts. These texts detailing the worship of this aspect transformed them into horrific harbingers of death.

### THE AFTERLIFE

The morning rays of Illiir guide a departed soul to the Underworld where it faces the Judgment of Nier. This Valinor weighs the manner in which the soul lived its life and determines where it shall go. Those worthy are guided to the Paradise of the Gods, a place where worthy souls live side by side with the Gods and Their Valinor for a short time before being reincarnated back on Arcanis. Those unworthy of Paradise are consigned to the Underworld, a roiling, boiling soup of souls in the Cauldron of Beltine. Here, these unworthy souls are weighted down by the evil they have done in life. When new souls are needed, Beltine stirs the Cauldron with her ladle, scooping up bits and pieces of different spirits to forge into a new soul hopefully more deserving of life.

## CADIC

Cadic holds the title of the Dark Hand of Illiir, performing those tasks that are necessary but distasteful to the Lord of the Gods. He also acts as the patron deity to thieves, spies and assassins as well as to musicians, bards and artisans. Many outsiders view this as incongruous, as these domains have little to do with one another, yet Cadic's adherents see them as merely two sides of the same coin. In a world of darkness and cold efficiency, the soul must be nurtured and given respite or else madness will surely take them over the edge of the abyss.



## FIRE DRAGON

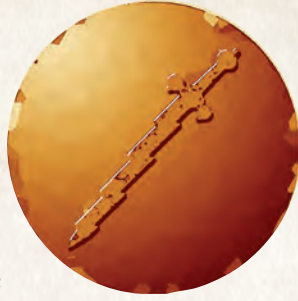
The Fire Dragon, The Blazing Wyrn, The Fiery One, Lord of the Inferno, in all these aspects and more does the Fire Dragon exist, a guardian to his chosen people and a deadly adversary to his foes. To his chosen, the Fire Dragon is considered a kind, yet unwavering god. He watches over his people, but rarely intervenes, preferring that his children learn their lessons the hard way and thereby grow stronger in the aftermath. Followers of the Fire Dragon consider life a series of trials, where success in your endeavors leads to betterment of yourself and prosperity for the entire clutch. The Fire Dragon is revered by the Black Talons; they consider him everything Kassegore is not. To them, the Fire Dragon represents loyalty, honor, bravery, and compassion, sentiments absent from the majority of Ssethregoran society. Through the teachings of their Lord, the Black Talons seek to better themselves, both physically and spiritually, determined to never again sink into the mire of hate and destruction that was their way under the Ssethregoran Empire. Those who follow the Fire Dragon hold the community over all else, and consider protection of the hatching fires a sacred duty borne by all Black Talons.





## HURRIAN

Considered the most honorable and caring of the Pantheon, Hurrian is the Defender of Man, the Champion of Honor, the General of the Gods and the grim Storm Lord.

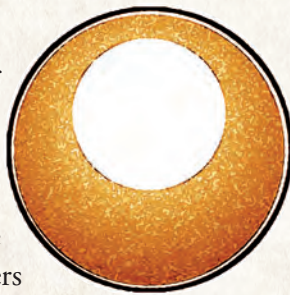


Hurrian is called the Reluctant Warrior, for though He is a god of combat and is the patron deity of warriors everywhere, He and His followers do not revel in battle as the adherents of Nier do. Hurrian lifts His sword only when there is no other choice, and only then for the most honorable and just of reasons. His warriors do not shed blood for the glory of battle, nor do they find joy in the misery of the conquered.

It may seem contradictory that a deity known for his calm and reason would have under His domain the turbulent power of lightning and storms. This power was assumed by Him during the Gods War when His father, Illiir, commanded Him to do battle with the Air Elemental Lord of the elorii and absorb Him. Some in the higher echelons of the priesthood feel this power corrupted Hurrian, as well as the other three deities that took the power of the Elemental Lords, and He is at times as grim and violent as the tempests He commands.

## ILLIIR

Illiir holds the position of Head of the Pantheon and serves as the patron deity of emperors, kings, lords and others that enjoy positions of power. Due to His station, most worshippers of the Pantheon give Him praise and offer sacrifices on His holy days. According to dogma, Illiir led the rest of the Pantheon against the Usurper and Its befouled progeny and corrupted minions during the Gods War. Though He did not participate in the destruction of the elorii Elemental Lords, He did order it done. At the end of the Gods War, it was Illiir who declared that all the lands of the elorii were now the domain of humanity and proclaimed the creation of the First Imperium of Man.



Illiir is also credited with saving all of humanity by raising the Godswall, ending a generation of brutal combat against the Infernal Horde. This act also marks the founding of the Coryani Empire and the subsequent rise of the Mother Church of Coryan.

The Mother Church recognizes many aspects that Illiir personifies. The most well-known aspects are Illiir as The Defender of Honor, The Bringer of Glory, The Light Everlasting, The Champion of Civilization, The Patron of Rulers, The Perfect Form, and the very sun itself as The Radiant Orb. Illiir also has been ascribed with darker aspects, such as The Curse Bringer, The Unforgiving, and The Wrath of Heaven. These aspects, while verified by the VI<sup>th</sup> Ecclesiastical Court of the Mother Church, are not as well known and not actively venerated.

## JEGGAL SAG

The first offspring of Kassegore and Yig, Jeggal Sag has taken the form of a coppery-scaled dragon of immense proportions. His place within the Ssethric Pantheon is the Master of Beasts and Lord of Drakes, and those who follow His tenets gain insight into and power over the natural creatures of the wild, as well as drakes and their ilk.



Oddly enough, though venerated by all the Ssethrics before the coming of the Varn, it was the ss'ressen egg clutches that had the greatest affinity for His teachings. His Disciples are responsible for the care and handling of the various beasts of burden and war. One can find at least one Disciple of Jeggal Sag in each and every ss'ressen community.

While normally one would find female ss'ressen as priestesses, Jeggal Sag's followers are predominately male. The Matriarchs of the Clutches initially balked at this radical departure from the norm and called the male order "disciples" instead of priests - this is a title they wear with pride rather than shame.

During the Dragon Wars, Jeggal Sag was wounded and bound beneath a gigantic mound in the Kradljur Morass. Disciples must make a once-in-a-lifetime pilgrimage to the mound; a duty so sacred that even the exiled Black Talon ss'ressen are given free passage.



## KASSEGORE

Holding the position as the head of the Old Ssethric Pantheon, Kassegore is worshipped as a primal personification of the great cycle of creation and destruction.



Kassegore is depicted in the ancient myths as a gargantuan reptile; not quite a dragon yet viewed as being greater than one none-the-less. The Great Devourer, as He is known, is prone to wild swings of emotion, cold and calculating one moment and flying into a frenzied fury the next.

Among the many other titles He holds, Kassegore is also known as the Eater of Souls. As each of His worshippers dies, their souls are “eaten” and then used to craft the souls of the next generation of Ssethrics. Kassegore’s power waxes and wanes with each soul taken and then crafted. Of late, His power has waned, as the Varn have outlawed His worship and have discovered a means by which they are able to steal those souls that should be His.

## LARISSA

The Oracle of the Gods, Lady Luck, Mistress of Forbidden Pleasures, Temptress of the Pure, Divine Harlot of the Sixty-Seven Acts of Debauchery, Larissa has been called all these things and more. Originally depicted as a demure, young virgin, Larissa used Her ability to see in the future during the Gods War with deadly accuracy. Her powers were crucial in the defeat of the Other and in foretelling the eventual triumph of man over the elorii.



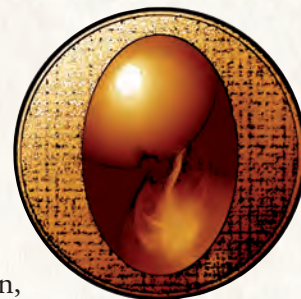
Afterwards, She became obsessed in the protection of Her children and searched further and further into the future, cataloguing every pitfall or catastrophe. At one point, She parted the furthest veil and saw what was not meant to be seen, even by a god. Driven mad by the vision, Larissa dove headlong into an orgy of hedonistic pleasures, each indulgence greater than the last, anything to burn the image of what was to come from Her mind and soul.

Philosophers wonder if the decadence that eventually spelled the doom of the First Imperium was caused by the Divine Seeress’s fall into madness, or whether the events on the Mortal Plane were mirrored above in the Heavens. Regardless, this chaotic divergence in Her personality and powers caused a rift in Her followers, one which is slowly reaching the boiling point that will one day explode into a bloody schism.

As with the other gods of the Pantheon, Larissa is known to have darker aspects. She is also known as the Lady of Thorns, the Delightful Torturer and the Giver of Exquisite Agony.

## NIER

Offerings of blood, death and the wailings of the defeated are what pleases mighty Nier, the Lord of Flaming Devastation, the Master of Burning Ruin, the Reveler in Violence, the Ultimate Warrior and the Judgment of the Gods. Portrayed as a raving warrior, blood drenched and covered in gore with the bodies of His enemies piled high before Him, Nier is the embodiment of war. He is the relentless storm of chaos which burns clean that what was before, allowing for something new and different to take its place.



Paradoxically, Nier is also the implacable Defender of the Pantheon and stands as the Left Hand of Illiir, ready to destroy that which would threaten the Ruler of the Gods’ plans. His Valinor stand in judgment of souls; all mortals must one day stand before Him and learn their ultimate fate: entry into the Paradise of the Gods or a virtual eternity in the boiling Cauldron of Beltine.

The worship of Nier has ever been a two-edged sword in the history of Arcanis. While Nierites have been instrumental in preserving many of them, they have been as quick to turn and topple the greatest of empires. It was the legions of Leonydes val’Virdan, arguably the most devoted servant of Nier, who destroyed the vast First Imperium of Man and precipitated the millennia spanning the Shadowed Age.





## NEROTH

Most feared of all the Gods due to His duties, Neroth rules below the earth in the worm-infested recesses of the catacombs and barrows that riddle the Known Lands. Neroth Death-bringer also has dominion over disease and the body and mind of the dead.



The Nerothian priests site the *Librium Sacrum Mortis*, written during the dawn of the First Imperium, which relates a conversation between a holy man and Neroth Himself. In it, Neroth explains that the state humanity calls life is just one phase of existence, much like the stage when one is in a mother's womb. This fetus is born into this state called life through blood and pain. Death is merely a second rebirth, also usually heralded by blood and pain, where one may transcend this life and become immortal. It is His gift to those who are faithful to Him and His teachings.

Those faithful who do not transcend are seen as unworthy of Neroth's gift, their bodies suitable only as tools for necromancers or food for the worms of the earth. Those that receive the Death Lord's Kiss continue onto their next level of existence with their knowledge and memories intact. The price for this gift, however, is the soul or spirit, which is consumed during the metamorphosis.

## SALUWÉ

Saluwe' is venerated as the patron deity of women, in all their phases of life, as well as the caretaker of all things that grow upon or below the earth. As the wife of Illiir, Saluwe' receives accolades as the Empress of the Heavens and libations to Illiir are also offered to Her.



Women in all the Known Lands pray to Her for everything from happiness, to finding a mate, fertility to protection from brutality at the hands of men. During the Gods War, Saluwe' was instructed by Her husband to devour the Earth Elemental Lord of the elorii. This act added new aspects to the goddess, giving Her dominion over those things below the earth as well as that which grows upon it.

Like the other Gods, Saluwe' has many aspects officially recognized by the Mother Church of Coryan. The most popular among these aspects are Saluwe' as The Innocent Maiden, The Goddess of Tranquility and Peace, The Nurturing Mother, The Green Goddess, and the Womb of the World. There are darker, more primal aspects to the Earth Mother which, though recognized, are not widely embraced.

## SARISH

Binder of Demons and Devils, the Oath Maker, Master of the Arcane, He Who Strides the Planes, the Blood God, these titles and more have been ascribed to Sarish, one of the more complex and intriguing deities of the Pantheon. Most look at Him with trepidation, for tales abound of His priests summoning Infernal creatures to do their dark biddings, but, when these same fiends appear, Sarishan priests are the first to be called upon to deal with the matter.

Hated and loved in equal parts, some say the true nature of Sarish is unknowable, even by the other Gods themselves. Yet despite the deep misgivings most of the populace have towards Him, those learned scholars who believe the End Times are drawing near console themselves with the hope that sly and cunning Sarish has some sort of plan to save all of existence from the Endless Dark.



*“Suffer no infernal to walk unbound”*  
– From the litany of Sarish





## TZIZHET

Tzizhet is the titular head of the Myrantian Pantheon, but more because of Its popularity with the masses than by any concessions made by the other unnamable horrors that make up this religion. Tzizhet is never portrayed as a human or humanoid being, but rather as a tentacular horror that appears more as a monstrous starfish than any other creature.

Why an ancient Myrantian sect would venerate such beings is unfathomable to many, but to Its adherents, it is very simple – power; pure destructive power over life and death. Tzizhet gives as It takes, granting Its priests devastating rites and chants in exchange for blood sacrifices. It is said that Tzizhet taught the original Necromancer Lords that summoned It from the Beyond the techniques and blasphemous rites which mummify the dead, then call them back from their eternal slumber.

Many believe that Tzizhet physically manifested upon this Mortal Plane and lies trapped in Sunken Myrantis when the Sorcerer-King of Ymandragore devastated the city centuries ago. The truth of this legend lies unverified as none have dared to travel to the ruined city of the Necromancer Lords and delve into the depths of the Black Pyramid that lies at its heart.

## YARRIS

Ancient is Yarris, some say older than the other Gods of the Pantheon itself, though this is considered the talk of heretics and madmen. Some say Yarris rules the oceans, while others site scripture that alludes to Yarris being the ocean itself, with every drop, every fish, every frothing white cap but an extension of His being.

Yarris is normally a deity one prays to in the hopes of averting disaster rather than for the granting desires. Sailors say Yarris only grants one of two things: safe passage through His realm or a one-way trip down to the bottom, where the unlucky sailor is conscripted to man one of the many doomed ships that sail under the dead full moon of Aperio.



Like the other Gods, Yarris has His benevolent aspects such as the Calmer of Storms, the Master of the Flood Plains (specifically to the farmers who till near the Corvus River), and the Lord of the Placid Oceans. His darker aspects includes that of the Uncaring Ruler of the Ocean, the Black Hand of the Tempest (oddly enough represented as a female aspect), Admiral of the Damned Fleet and, a heretical aspect not recognized by the Mother Church and led to the Yarric Heresy, The Lord of the Ancient Deep.

## YIG

Yig, known primarily as the Great Deceiver, is the mate of Kassegore; Her powers of creation balancing out Her mate's destructive tendencies. She is depicted in the old tales as a gigantic, evened serpent, with shimmering scales. Yig is also known as The Life Bringer, for She has dominion over all Ssethric life and fertility. During the mating season, Yig is lust incarnate; Her insatiable passions are as strong Kassegore's. Though Kassegore provides the soul for each new being, it is Yig that grants life to the mortal shell that houses that nascent spirit.



Like Her divine consort, the worship of Yig has been banned throughout the Ssethregoran Empire. Though many have turned away from their primordial brood mother, some – most notably a small segment of the Ssanu population as well as their Yiserra and Hussuma slaves – have continued to fervently worship Yig in secret. Originally they moved about, from place to place, until they aided the rebelling Myrantians against their Coryani oppressors and carved for themselves a sanctuary in the newly created Abessian Dominion.

*"Men are evil. Denying such only delays enlightenment."*

**- Becherek the Apostate**







**CODEx**

# OF HEROES

FORGING YOUR  
HERO



ATTRIBUTES &  
ARCHETYPES



RACES,  
NATIONALITIES, &  
BACKGROUNDS



SKILLS



FLAWS & TALENTS



EQUIPMENT



MARTIAL  
MANEUVERS



HERO  
ADVANCEMENT



PATHS



# THE BASICS

## TARGET NUMBER

Like the mythic sagas of old, the tales of your Heroes will be rife with intrigue, danger, and wonder. Sometimes the Heroes will be interacting with each other or with characters controlled by the Chronicler with little to no need for dice. The players speak and act as their characters and the Chronicler responds in kind. Only when there are consequences for failure is an Action Roll called for.

Once the action gets rolling, the dice start flying. This may be a result of combat, or perhaps your character is attempting to sneak past a guard, or trick a servant into revealing something of his master's plan; regardless there is a price to be paid for failure.

**Table 2-1 Suggested Target Numbers**

Trivial	5
Easy	10
Routine	15
Challenging	20
Daunting	25
Amazing	30
Improbable	35
Astounding	40

## WHAT DICE DO I NEED?

A set of dice: d4, d6, d8, d10, and a d12. You will also need 2d10 for your Action Dice, which we recommend be different from your set as you'll need to keep track of them separately. Some players use an extra d12 to track their position on the Clock, although paper works fine, and an Action Dial available from Paradigm Concepts works best.

## EXPLODING DICE

The Attribute Die can explode; this means that if the Attribute Die comes up its maximum value (For example, a d6 comes up with a result of 6), you roll it again and add the new result to the total. That result can also explode, which means there is no maximum result. As long as you can continue to explode, you can continue to roll.

## THE ACTION ROLL

The Action Roll mechanic is straightforward. Just roll your Action Dice and your Attribute Die all at once and add them together. You always want to roll high if you intend to succeed. You will also add appropriate modifiers from Skill Ranks, Flaws, Talents, Tricks and/or Circumstances to the result.

The Attribute Die can explode whenever used, not only for Action Rolls, but also for damage or any other instance in which it is called upon. Only an Attribute Die may explode; Action Dice or Damage Dice (see Damage, pg. 315) do not explode.

To sum up, in order to perform an Action Roll simply:

1. Roll 2d10. (These dice are referred to as Action Dice)
2. Roll your Attribute Die (see Attributes, pg. 102) and add it to the result of your Action Dice
3. Add your modifiers from Skill Ranks, Talents, Tricks and/or Circumstances
4. Compare the result to a TN (a Target Number related to the action's difficulty)

## CRITICAL SUCCESS

If the result on the Action Dice is 20 (both dice come up as 10) then you automatically succeed. If you could have succeeded without the automatic success, or without your Attribute Die exploding, then you score a Critical Success, which provides additional benefits, such as critical strikes in combat and specific skill effects.

## CRITICAL FAILURE

If the result on the Action Dice is 2 (both dice come up a 1) then you automatically fail, regardless of the TN or any bonuses.

The Action Roll is compared to a Target Number (TN) based upon the action's difficulty. The Chronicler sets the difficulty for most non-combat actions. In the case of combat, the TN is typically the target's Defense.

The Example TNs shown on Table 2-1 are mere guidelines; an Action Roll can face any TN the Chronicler desires.

### ERIC SAYS!

#### Chronicler's Tip:

**Don't roll the dice unless you have to.**

If the game is flowing, and neither success nor failure of a given roll would add to the enjoyment, just don't do it. One of the keys to good game mastering is knowing when to leave the dice in the bag.





## DIE BUMPS AND DIE PENALTIES TRIVIAL TASKS

Both Die Bumps and Die Penalties may end up being applied to any die roll. A Die Bump increases any die it is applied to by one step and is capped at d12 unless otherwise noted. If the Die Bump is applied to a die that is already a d12, you gain a +2 bonus to the die roll instead. A Die Penalty reduces the die type by one step to a minimum of d4. If a Die Penalty is applied to a die which is already a d4, you suffer a -2 penalty to the die roll instead.

### SKILLS

The primary modifier for most Action Rolls is going to be some level of skill. If you are attempting an Action for which you are trained in the appropriate skill, you add your Rank in the governing skill to the result of the Action Roll.

Any skill can be used with almost any Attribute Die to provide for nearly any situation. For example, one might use Athletics with Prowess in order to actively compete in a contest; use Logic to form a game plan; use Charisma to trick an opponent into moving early, and then use Vigor to persist in the face of a long-lasting contest.

### FLAWS, TALENTS AND TRICKS

The specialized modifiers to Action Rolls can be found in Flaws, Talents, and Tricks. These elements are gained through choices in character creation and through Advancement for Talents and Tricks. Each entry will explain precisely what modifier your character gains.

### CIRCUMSTANCES

Any bonus or penalty a character gains that is not defined by the character's abilities is a Circumstance Modifier. In most cases, the Chronicler will merely adjust the Target Number. Circumstances are handy for adjustments that do not affect all characters performing the same Action Roll. A chart containing common Circumstance Modifiers can be found on page 136.

### STACKING BONUSES

Bonuses granted through Talents, spells, or magic items do not stack with a bonus from a like source. Thus, bonuses from Talents do not stack with other Talents, nor magic items with magic items. However, bonuses from magic items and Talents do stack with each other. If two sources grant like modifiers, the larger of the two bonuses prevails.

For example, if a Hero possessed a Talent that granted him a +1 bonus to hit with a particular weapon, and possessed another Talent that granted him a +2 to hit when attacking from ambush, the greater of the two would prevail any time he attacks from ambush, while the lesser would apply in any other situation.

Some tasks are so simple to accomplish that a character has no need to succeed with an Action Roll. If the character could succeed at a task with an Action Roll result of 5 + modifiers, then there is no need to roll the dice. The chance of failure is so small that it's assumed the character can perform the task with little difficulty. If the consequences of failure are great, then the character should perform the Action Roll anyway.

### DRAMA

If an Action Roll adds nothing to the pace and furtherance of the story, or even worse, failure of an Action Roll would harm the sense of drama and excitement, then the Chronicler should just dictate the results. For example, if the characters are given horses to speed their journey, a *Ride* Action Roll should not be required merely to travel.

### DYNAMIC ACTION ROLLS

Sometimes an Action Roll is actively opposed by another character. In such cases, both characters should perform appropriate Action Rolls, and the highest result wins. In the case of a tie, the highest modifier wins. In the unlikely result that the modifiers are tied, each character rolls and adds the governing Attribute Die to produce a winner; repeat this step if necessary.

### PASSIVE ACTION ROLLS

Sometimes an Action Roll is needed to overcome the efforts of an unaware or absent character. In such cases, the Action Roll has a TN equal to the opposing Heroes' or Threats' passive skill value. This system works in a manner similar to Defenses (see Combat, pg. 304) and can govern many situations.

For example, an assassin may wish to sneak up behind a Hero who is currently distracted and has no cause for alarm. Rather than slow the pace of the game, and tip off the player, the Chronicler simply performs a *Stealth* Action Skill Roll against the Hero's Passive *Perception* Value, which is equal to the Hero's *Perception* skill + modifiers such as Talents + the Passive Value of the Hero's Insight attribute + 12. This system could also be used to defeat traps set by a skilled trapsmith, spot a forgery, decipher a code, or any other situation one may imagine.

### TRYING AGAIN

In most cases, a character can attempt a task again, assuming that the consequences of failure do not prohibit it. Remember, unless there are consequences for failure or limits in time and/or material, then there was likely no need for an Action Roll to begin with.





# HERO CREATION

## STEP 1: ENVISION YOUR HERO

*“Stupidity leads to character creation.” Excerpt from an old Coryani proverb.*

Hopefully *that* is not what brought you here this day, for the World of Shattered Empires is in need of brave heroes to explore, guide, defend, and deliver justice where it is needed. We need heroes to shine brightly in the dark times that are soon to come. To be the beacon of hope that brings about the change desperately needed in the near future.

We need you.

Game mechanics aside for a moment, let's talk about envisioning your hero. Who are you? What are you? What are some of the things at the core of your being that will make you into the hero that you will one day become? Take a few moments and think about who you will be in the World of Shattered Empires.

You have many choices to make and they will all impact how you embark upon your path. Do you desire to stand the line with your fellows, taking battle to the enemies of the gods? Then perhaps a Holy Champion of the Mother Church suits you. Or perhaps you wish to become a wizard, to invoke devastation upon the wicked as waves of eldritch power answer your every whim. Within the World of Shattered Empires, nearly anything is possible.

Other important choices to consider are that of your race, and to which nation you owe your allegiance. There is also the level of your piety. Are you a devout practitioner of your patron deity, or would worshipful servitude take too much time away from your heroic doings? Perhaps you are somewhere in the middle of the two.

Now that you have the foundation of who it is that you will be, it's time to take the next step into a larger and far more dangerous world.

**Example:** *Harry and Karrin are sitting down to make new characters for Billy's CSE campaign. Harry's concept is that of an ex military protector who is a noble fighter for his nation and what is right in the world. He also wants to have the possibility of becoming a Holy Champion as his character advances. Karrin decides on something completely different. She envisions an arcane magic user who pledges her life to harnessing and manipulating her favored element of fire. Its touch will cleanse her lands of injustice.*

## STEP 2: CHOOSE YOUR HERO'S ARCHETYPE (PAGE 98)

Your Archetype will provide the foundation that your future hero is built upon. Though the heroes of the Shattered Empires can be incredibly varied, all can be categorized in a small number of primary types. Martial: those that face foes with skill at arms, Expert: those that best enemies with their wits, Arcane: those that bend the primordial forces of creation to their will, and Divine: those that call upon the power of the gods.

From your archetype you will gain one rank in all Trained skills gained under its heading. It will also provide you with starting weapon and armor proficiency Talents, as well as additional Talent(s) based upon which archetype you choose. Lastly it will give you access to Additional Advancement Options above and beyond the general Advancement Options available to all characters.

The four archetypes and their descriptions can be found starting on pg. 98.

**Example:** *Karrin's choice is pretty simple, as she does not wish to be a Godly spell caster, but rather a sorcerer she will choose the Arcane archetype. She gains one rank in the Deceit, Stealth, Arcanum (Thaumaturgy), Knowledge: Arcanum, and Knowledge (Myth & Legends) skills. She also gains the Talents Prestidigitation and Arcane Spell Casting. Lastly, she will gain the Light Armor Proficiency and choose Weapon Training in two weapons once she selects a nation. Harry meanwhile, after looking over the Expert archetype and really liking the flexibility of Trained skill choices, opts to go with a Martial Archetype because its more combat oriented and fits his original design better. He begins with one skill rank in Athletics, Heal, Melee (Balanced Weapons), Battle, and Mettle. He chooses the Talent Leadership, and will gain the Advanced Armor Training Talent as well as Armor Proficiencies and Weapon Training in all weapons and armor affiliated with his nation, once it is chosen.*

### JIMMY SAYS!

#### Tricks of the Trade

Remember, when building your Hero, any talent choices gained during sep 4: Determine you Hero's race, can wait until Step 9: Select Your Hero's Talents in order to give your Hero the opportunity to qualify for them.



### STEP 3: DETERMINE YOUR HERO'S ATTRIBUTE SCORES (PAGE 102)

If the Archetype is the foundation of your Hero, your Attributes are the building blocks that will continue to breathe life into it. There are eight Attributes all together. Of these eight they are divided into two groups, Physical Attributes, and Mental Attributes. The four Physical Attributes are Might, Prowess, Quickness, and Vigor. They help determine how strong, coordinated, agile, and tough you are. The four Mental Attributes are Charisma, Insight, Logic, and Resolve. They help determine things like influence, intuition, intelligence, and willpower. Also the Mental Attributes affect the workings of magic.

Attributes can be bought using Table (2-3) on pg. 103.

Ask your Chronicler about the level of the campaign, these levels determine how many points you have to spend on Attributes. Once your Attributes are selected, note the Passive Value of these Attributes as the Passive Value will impact future character creation steps, such as determining your Hero's Defenses, Stamina, Wounds, Pace, and Initiative. Keep in mind that some of your Attributes will change over the next few steps of character creation, and as they change, the statistical values that they govern will change along with them.

**Example:** *The campaign that these Heroes are playing in is a Heroic Level Campaign, thus each has 40 points with which to buy starting Attributes. Harry focuses mainly on solidifying the physical stats that will allow him to be the protector he envisions. His stat selections are; ex **STAT:** score(Passive value) **Mi:**6(3) **Pr:**5(3) **Qu:**5(3) **Vi:**6(3) **Ch:**3(2) **In:**4(2) **Lo:**4(2) **Re:**4(2). His defensive stats are also calculated at this phase; **Avoidance:** which is the sum of 12 + the Passive Value of his Prowess + the Passive Value of his Insight, so: 17; **Fortitude** which is the sum of 12 + the Passive Value of his Might + the Passive Value of his Vigor, so 18, **Discipline** which is the sum of 12 + the Passive Value of his Charisma + the Passive Value of his Resolve, so 16. The sum of his defenses set his **Stamina** at 51. His **Wounds**, the Passive Value of Vi are 3, his **Pace** set to the Passive Value of his Qu multiplied by 10 would be 30, and his **Initiative** also determined by his passive Qu is 3. Lastly his **Fate** is determined by his lowest Attribute Value, which is 3. Karrin opts to focus more on the mental Attributes that will help her spell casting, but to also have respectable speed and reflexes to further resemble living flame. Her stat selections are; **Mi:**4(2) **Pr:**4(2) **Qu:**5(3) **Vi:**3(2) **Ch:**4(2) **In:**5(3) **Lo:**6(3) **Re:**6(3), and her defenses; **Avoidance:** 17, **Fortitude:** 16, **Discipline:** 16, The remainder of her Attribute based statistics are; **Stamina:** 50, **Wounds:** 2, **Pace:** 30, **Initiative:** 3, **Fate:** 3.*

### STEP 4: DETERMINE YOUR HERO'S RACE (PAGE 106)

There are numerous races that contest for dominance of Arcanis. We have the ancient and mysterious elorii built as slaves to cruel masters, the cursed dwarves forever laboring in penance, the noble val born of the servants of the gods themselves, reviled demon beings known as dark-kin, and more. Legends are found within all of them, though it seems far too few have the willingness to set aside their differences, however temporarily, to face the great evils of the world.

It is likely you have already chosen your character's race as part and parcel of your concept. At this point you should apply the racial traits to your hero. Your race will alter one of your Attribute scores, and will provide other benefits that become more relevant as you advance through the process. Your race will provide a Skill Rank as well, in some cases specific, in others you will be presented with a choice. Any Talents granted by your race are not selected at this time, instead such Talents are chosen during Step nine. Lastly, your race will provide your Hero with Known Languages.

**Example:** *Karrin's concept being what it is, she was easily drawn to the elemental elorii as her chosen race, the Kelelene more specifically. From her racial choice she will raise her Logic Attribute by one, gain one rank in the Intimidate and Persuasion skills, raise her discipline defense by one, and gain one Arcanum or Bloodline of Fire Talent that she will select later on in step nine. Harry ultimately settles on val'Assante as his race, and from this raises his Insight Attribute by one, gains one rank in the skills Etiquette, Melee (Balanced), and Persuasion, as well as two Talents, one of which must be a Bloodline Talent, chosen in step nine.*

### STEP 5: CHOOSE YOUR HERO'S HOME NATION AND REGION (PAGE 122)

Everyone comes from somewhere, you will be no exception. The place of your birth will always impact your life, regardless of whether you choose to call that place home or not. Nationality is a source of great pride for many, though old grudges, insults, and blind belligerence may lead to conflict, the greatest heroes have often stood side by side with their fellows of distant lands against impossible odds.

A homeland goes a long way towards defining your Hero. Each nation and region provides access to training and serves as a prerequisite for many future choices such as Background and Paths. At this point you will have the ability to choose two different skills from a list as reflected on Table 2-6, each of these skills advance by a single Rank.





**Example:** Harry chooses to hail from the mighty Coryani Empire, specifically the region of Illonia. From the list of skills provided by the Coryani Empire, he chooses to gain one rank in the skills *Etiquette* and *Deceit*. Also, because he now has a Nation, he gains all *Armor Proficiencies* and *Weapon Training* listed under *Coryan* in the *Equipment* section. Karrin decides to be from the *elorii Nation of Elonbe'*, and chooses to gain one rank in the *Persuasion* and *Battle* skills. With the selection of the *elorii Nations* she chooses *Longbow* and *Short Sword* as her *Weapon Training*, and gains *Armor Proficiency* in all *Light Armor* under the *Elorii Nations* in the *equipment* section.

## STEP 6: CHOOSE YOUR HERO'S BACKGROUND PROFESSION (PAGE 124)

The seed of greatness was planted in your hero in the years before you began writing your own legend. Perhaps you were raised in a noble household; perhaps you were a beggar struggling to survive alone on the streets. Your origins, be they humble or not, contained lessons of early life that will guide your character every day. Your character's Background provides vital skills and Talents, will outfit your Hero in Starting Gear and Silvers, as well as possibly serve as a prerequisite for future Professions.

Any skill listed by your Background Profession advances by one rank, if your Background provides a choices in skills, these may not be combined. For Example: "Any two Combat skills" indicates that one must select two different skills from the Combat category. (see Skills: page 135)

**Example:** Karrin selects *Elder Sorcerer's Apprentice* as her background. She meets all of the requirements and so gains one to her *Resolvestat*, as it is the lower of the two selections given by the background. She gains one rank in the *Athletics*, *Arcanum (Thaumaturgy)*, and *Melee (Balanced)* skills. She also gains the *Prodigy Talent* and she can select a *Combat Talent* in step nine. Lastly she begins with any weapon from her nation, an explorer's kit, a *Vellum Book of Arcane Instruction*, and 27 silvers (3d10+d8 roll 9+7+5+6=27). Harry alternatively decides that he was a *Former Legionnaire*, which allows him to raise his *Vigor* by one. He gains one rank in the skills *Battle*, *Melee (Balanced)*, *Melee (Pole-Arms)*, and *Ranged (Thrown)*. Also he gains the Talents *Strength of the Coryani Heart*, *Weapon Training: Gladius, Pilum, and Pugio*, which he already possesses through his chosen *Archetype*, and thus gains *Weapon astery* in all three weapons instead. His Starting Gear includes a *Gladius*, *Lorica Segmentata*, a *Pugio*, a *Scutum*, a *Military Kit*, and since he is a *val*, he also gains a *Flintlock Pistol*. His starting silvers are 26 (4d8+d6 roll 6+6+3+7+4=26). Lastly Harry decides that the Legion that he served with is the *Legion of Searing Light*.

## STEP 7: TRAIN YOUR HERO'S SKILLS (PAGE 135)

Your skills are a vital part of what kind of Hero you are, as they help determine what you are capable of. Thus far in your journey, your Hero has earned skills based upon his heritage and training. Now you have reached the point where it is possible to guide your Hero's training in a more direct fashion. Your Hero currently has one Skill Rank in each skill for every instance that it appeared. For example, if both your Nation and Background (but not your Race or Archetype) provided your character with the *Stealth* skill, then your character would have two ranks in that skill.

After recording your hero's Skill Ranks already earned, your character gains a number of Skills Points equal to the sum of the Passive Values of his *Logic* and *Resolve* attributes + 3 (see Attributes page 102). You may spend a single point to advance any trained skill, you may also acquire a new trained skill at 1 Rank for a single point, or opt to acquire a newly trained skill at 2 ranks for 3 points. You may not improve a newly trained skill beyond 2 ranks, and you may not advance any skill beyond Rank 4 during this step.

Advancing the characters *Logic* and *Resolve* attributes during play (see Advancement page 272) does not grant any skill points. Skill points are only used during this step of Character Creation.

Once you're done, calculate the passive skill vaule for your trained skills. Simply add your Skill ranks + that skills primary attributes Passive Value + 12

**Example:** Harry at this point has one skill Rank in the following skills: *Athletics*, *Heal*, *Mettle*, *Persuasion*, *Deceit*, *Melee (Pole-Arms)*, and *Ranged (Thrown)*. He has two skill Ranks in the following skills: *Battle*, *Etiquette*. And three skill Ranks in *Melee (Balanced)*. The Passive Values of his *Logic* and *Resolve* are both two, he adds three to that and has seven skill Points to spend. He decides to allocate one skill Point to the following skills raising each by one skill Rank: *Melee (Balanced)*, *Battle*, and *Mettle*. He uses three of his remaining skill Points to acquire the skill *Perception* at rank two, and the last skill Point to acquire the skill *Knowledge (Religion)*. Karrin up to this point has one skill Rank in the following skills: *Deceit*, *Stealth*, *Knowledge (Arcanum)*, *Knowledge (Myths and Legends)*, *Intimidate*, *Battle*, *Athletics*, and *Melee (Balanced)*. She has two skill Ranks in the following skills: *Arcanum (Thaumaturgy)*, and *Persuasion*. Karrin's *Logic* and *Resolve* Passive Values are both three and adding three to that gives her nine skill Points to spend. She spends eight skill Points advancing each of the following skills by 1 point: *Deceit*, *Stealth*, *Arcanum (Thaumaturgy)*, *Knowledge (Arcanum)*, *Knowledge (Myths and Legends)*, *Persuasion*, *Athletics*, and *Melee (Balanced)*. She uses her remaining skill Point to purchase a new skill, *Ranged (Archery)*.





## STEP 9: SELECT YOUR HERO'S TALENTS (PAGE 170)

Talents represent quite notable characteristics of your Hero, be they received by a natural gift or the result of specialized training. More so than skills, Talents will continue to define the type of Hero you are and all that you will achieve. During earlier steps, your character received a number of Talents contained within his Race, Archetype, and Background. This step not only finalizes such selections, but also provides the opportunity to further individualize your hero.

You receive two additional Talents at this time, three if your character selected any Flaws. You may select any Talent for which you meet the prerequisites. (See Talents Page 170)

**Example:** *Based upon his choices up to this point, Harry received the Talents Strength of the Coryani Heart, Leadership & all Armor Proficiencies and Weapon Training for his chosen nation, the Coryani Empire. He has a Bloodline Talent to select, plus the other one granted*

*by his Race, two he receives from this step, and one extra because he chose a Flaw. He selects Challenge, Illiir Lights Your Way, Learn Martial Technique: Sweeping Strike, and Relentless. Karrin gained the Prodigy, Prestidigitation, Arcane Spell Casting, Weapon Training (Short Sword, Long Bow), and the Light Armor Proficiency for the Elorii Nations Talents. She has available to her one Arcanum or Bloodline Talent from her Race, one Combat Talent from her Background, as well as the two Talents from this step, and one for her Flaw. She chooses Bloodline of Fire: The Flickering Flame, Adaption: Elemental Empowerment, Battle Magi, Uncanny Reaction, and Counter Spell.*

## STEP 8: DEFINE YOUR HERO'S FLAWS (OPTIONAL) (PAGE 166)

Does your Hero possess a particular vice or weakness? Many famed heroes are as well known for their weaknesses as they are for their strengths. At this point you may select a Flaw for your Hero; having a Flaw can provide greater depth and realism to your Hero. However, having a Flaw is by no means required.

Selecting a Flaw provides your character with a bonus Talent selection in step nine. You may select as many Flaws as your desire, but this step can only grant one addition Talent. (See Flaws, page 166)

**Example:** *Karrin at first isn't sure that her elorii should have a Flaw, but as she looked over the list, one presented itself as the perfect Flaw for her Hero. She selects Jingoistic so that she can always be telling Harry how much better Elonbe' is than anywhere else in Onara! Harry chooses the Flaw Poor Senses and selects hearing as his hindered sense. He maintains that it was an old war injury, but Karrin says he took it just so he doesn't have to listen to her regale him with the many, many great tales of Elonbe'.*

## STEP 10: FINISHING TOUCHES

All Hero's begin play with wealth and equipment provided by his Background Profession. You may purchase any further equipment you can afford; any leftover is retained as coin. Some Backgrounds may restrict your ability to purchase equipment.

At this point you should note any qualities of your Hero's armor and weapons and any Weapon Tricks your Hero qualifies for (see Maneuvers page 260).

Note your Magic Item slots as 3+ your Hero's Passive Charisma



*With a grace that matched the waters he is descended from, the Berokene flung the darts at his prey.*







HEROES NAME: Octavian va'Assante TIER/RANK: 1.1  
 RACE: Va'Assante ARCH/BACK: Martial/Former Legionnaire  
 NATION/REGION: Coryan/Illionia  
 CHURCH/DEITY: Mother Church of Coryan/Illir

A T T R I B U T E S H E A L T H

MI	PR	QU	VI	CH	IN	LO	RE
6	5	5	7	3	5	4	4
+2 D8	+3 D8	+3 D8	+3 D10	+2 D6	+3 D8	+2 D8	+2 D8

STAMINA  
 TOTAL: 52 CURRENT: 52

CURRENT SCORE PACE INITIATIVE DICE POOL WOUNDS

3 FATE 3 30 20 3d10 3

D E F E N S E S

AVOIDANCE: PASSIVE PR + IN - 12 DEFENSE: 19 = 18 + 3 - 2

FOR+ITUDE: PASSIVE UI - INT - 12 FOR+ITUDE: 18

DISCIPLINE: PASSIVE CH + RE - 12 DISCIPLINE: 16

ARMOR: Lorica Segmentata 4 2 4

SHIELD: Tower Shield +3 -4 4

OTHER: -1 Bulk when wearing armor (Advanced Armor Training)

WEAPONS

Gladius WEAPON: 5 +5 d8 d8 (d8) Melee  
 Throw the Blade WEAPON: 3 +3 d8 d4 (d8) +3 S 3  
 Pugio (Dagger) WEAPON: 3 +3 d8 d4 (d8) +3 P 2  
 Quick, Versatile (Slashing), Thrown (10), Pommel Strike WEAPON: 2  
 Adorned Flintlock Pistol WEAPON: 2\* +0 d8 d6 (d8) 50' (875')  
 Reload: 10, Melee (see below) WEAPON: P 3  
 Pistol as Melee WEAPON: 4 +0 d8 d6 (d8) Melee  
 WEAPON: B

TALENTS/MANEUVERS  
 Martial Tech: Sweeping Strike  
 - Talents -  
 Leadership  
 Challenge  
 Illir Lights my Way  
 Relentless  
 Weapon Mastery (T1): Gladius  
 Weapon Mastery (T1): Dagger  
 Weapon Mastery (T1): Pium  
 Advanced Armor Training  
 Armor Proficiency (all Coryani)  
 Weapon Training (all Coryani)  
 Strength of the Coryani Heart

TRAINED SKILLS

16	Athletics	(Mi)	+1	1		
17	Battle	(Lo)	+3	3		
15	Deceit	(Ch)	+1	1		
16	Etiquette	(Ch)	+2	2		
15	Heal	(Lo)	+1	1		
15	Knowledge: Religion	(Lo)	+1	1		
19	Melee (Balanced)	(Pr)	+4	4		
16	Melee (Pole-Arms)	(Pr)	+1	1		
16	Mettle	(Re)	+2	2		
17	Perception	(In)	+2	2		
15	Persuasion	(Ch)	+1	1		
16	Ranged (Thrown)	(Pr)	+1	1		

UNTRAINED PASSIVES

15	PASSIVE (MI)
15	PASSIVE (PR)
15	PASSIVE (QU)
15	PASSIVE (UI)
14	PASSIVE (CH)
15	PASSIVE (IN)
14	PASSIVE (LO)
14	PASSIVE (RE)

CONDITIONAL SKILL MODIFIERS  
 Poor Senses (Hearing)  
 -2 Percep. when using hearing  
 Strength of the Coryani Heart  
 +2 to all Mettle: Stand Firm  
 -4 to all Might or Quickness Skill  
 Rolls when shield is in hand

ADDITIONAL NOTES  
 Languages: Low Coryani, High Coryani, Milandisian  
 - Equipment -  
 Backpack, tent, bedroll, tinderbox, mess/ cooking kit, waterskin, whetstone, belt, boots, breeches, scabbard sheath, garb - common, rations (1 week).  
 26 Silver



HEROES NAME: Kalineia TIER/RANK: 1.1  
 RACE: Elorii (Kelekene) ARCH/BACK: Arcane (Elder/Elder Sorcerer's App.  
 NATION/REGION: Elorii Nations/Elonbe'  
 CHURCH/DEITY: Elorii Church/Belisarda

A T T R I B U T E S H E A L T H

MI	PR	QU	VI	CH	IN	LO	RE
4	4	5	3	4	5	7	7
+2 D8	+2 D8	+3 D8	+2 D8	+2 D8	+3 D8	+3 D10	+3 D10

STAMINA  
 TOTAL: 50 CURRENT: 50

CURRENT SCORE PACE INITIATIVE DICE POOL WOUNDS

3 FATE 3 30 30 3d10 2

D E F E N S E S

AVOIDANCE: PASSIVE PR + IN - 12 DEFENSE: 17 = 17 + - - 0

FOR+ITUDE: PASSIVE UI - INT - 12 FOR+ITUDE: 16

DISCIPLINE: PASSIVE CH + RE - 12 DISCIPLINE: 18

ARMOR: None

SHIELD: None

OTHER:

WEAPONS

Short Sword WEAPON: 4 +1 Pr d6 Qu Melee  
 Quick WEAPON: S 3  
 WEAPON: S 3  
 WEAPON: S 3  
 WEAPON: S 3

TALENTS/MANEUVERS  
 Spells Known: All Universal Spells,  
 Elemental Bolt, Heat Wave, Elemental Circle,  
 Slip Sideways, Ebon Blade  
 Prestidigitation  
 Arcane Spell Casting (T1) (Elder)  
 Prodigy (Elder)  
 Bloodline of Fire (T1)  
 Adaption: Elemental Empowerment  
 Battle Magi  
 Uncanny Reaction  
 Counter Spell  
 Light Armor Proficiency (National)  
 Weapon Training: Longbow  
 Weapon Training: Short Sword

TRAINED SKILLS

16	Athletics	(Mi)	+2	2		
19	Arcanum: Thaumaturgy	(Re)	+4	3	+1	
16	Deceit	(Ch)	+2	2		
15	Intimidate	(Ch)	+1	1		
	Knowledge	( )				
17	- Arcanum	(Lo)	+2	2		
17	- Myth & Legends	(Lo)	+2	2		
16	Melee: Balanced	(Pr)	+2	2		
16	Persuasion	(Ch)	+2	2		
17	Stealth	(Qu)	+2	2		
15	Ranged: Archery	(Pr)	+1	1		

UNTRAINED PASSIVES

14	PASSIVE (MI)
14	PASSIVE (PR)
15	PASSIVE (QU)
14	PASSIVE (UI)
14	PASSIVE (CH)
15	PASSIVE (IN)
15	PASSIVE (LO)
15	PASSIVE (RE)

CONDITIONAL SKILL MODIFIERS  
 Jingoistic: -2 to all Interaction  
 rolls with those from other  
 nations

ADDITIONAL NOTES  
 Languages: Eloran, Low Coryani, Kio, Ssathric, Ss'assen  
 -Additional Equipment -  
 Backpack, rope (silk), collapsible grappling hook, hammer, chalk, crowbar, mess/cooking kit, waterskin, garb - scholar, rations (1 week), small mirror, cloak, book (paper), ink (1 vial), lamp, 2 pints of oil, Vellum Book of Arcane Instruction, 27 Silver







Starlight



# THE ARCHETYPES

## ARCANE

The fall down into the lower levels of the ruins left them with only minor bumps and bruises, but also in total darkness. Manfred, the mercenary from Almeric, groused as he wiped the mud from his heavy armor. "You there, Daric, aren't you an Elementalist of some sort? Do us a favor and conjure up some light. I'd like to know that we're surrounded by Singarthan Trolls before they begin to munch on us."

Spitting what he hoped was just mud from his mouth, Daric smirked. "First off, if there were Singarthan Trolls about, you'd smell the jasmine in the air long before you saw their rocky hide. But in answer to your question, yes, I could very well light your torch, mercenary. I could also turn your filthy beard into an inferno or just amuse myself by igniting the dozens of lice that have made their home there. But I'll not shorten my life one breath just to spare you the need of striking flint to steel. So if you want to see your way out of here, I suggest you start working that flint, because, as an Elementalist, I can see perfectly fine in the dark."

**Starting Skills:** Arcanum (see spell casting Talents below), Deceit and Stealth.

**Additional Skills:** Choose any two Lore skills.

**Weapon and Armor Talents:** You gain Armor Proficiency, Light that's common to your starting nation, as well as Weapon Training with any two weapons common to your starting nation. For a complete list of weapons and armor common to each starting nation, see pg. 234.

**Spell Casting Talents:** All Arcane heroes start play with the Prestidigitation and the Arcane Spell Casting Talent. Choose one of the following Sources of Magic, which becomes your chosen Source under the Arcane Spell Casting Talent and grants you your one trained Arcanum skill.

## ELDER

The Kelelene master shook his head in disappointment. "Do you see your error, my pupil? You struck the four targets, but you also scorched the grass, the tree beyond is aflame and target's stand is ash.

"You are not a human practicing their vulgar sorcery. You are the scalpel, not the hammer. Elder sorcery is precise and efficient; it is our birthright and beyond the grasp of Man.

"Now once more - bend the power to your will and hone it razor sharp so that it strikes only where you wish it."

Only elorii may learn Elder Magic.

You gain the Arcanum (Thaumaturgy) as a trained skill.

## ELDRITCH

Puffing out his chest, the young magi snarled, "I am a sorcerer of the 3rd Circle; trained by Master Stenophius the Mountain; I can sense the very power of creation, let it flow through me and bend it to my will! I can suck the air right out of your lungs, cause you to see things that aren't really there and even call forth beings from another Plane.

"So when I say I'm good for my bill - I'm good for my bill. Now be a good bartender and fill this goblet with that swill you call wine."

Dwarves, elorii, or male ss'ressen may *not* learn Eldritch Magic.

You gain the Arcanum (Sorcery) as a trained skill.

## PSIONICS

The Knight-Commander winced as the Healer tried to close the horrible gash on his side. "How did you do it? I saw it shrug off the mightiest blows; laugh when the sorcerer tried to fry it and rip the priest in half when he tried to ensnare it. What did you do? How did you get past its stone carapace and drop that thing?"

"It may have been impervious to your weapons and to spells and cants, but its mind was an open door and its tiny brain is now so much mush." Wiping his hands clean on an abandoned cloak, the clear eyed val smiled, "Now if you'll excuse me, I have a terrible headache."

Only val may learn to use Psionics.

You gain the Arcanum (Meditation) as a trained skill.

## PRIMAL

The Battle-Mage from the Legion of Watchful Hunter spat at the desert ground and confided with the Centurion. "Primitive savage, that's what he is, sir. Look at 'em. Dancing around half naked, with his bum and face all painted blue and singing to a rock! He thinks there's a spirit in that stone outcropping, some ancient being that he can beg to grant him a bit of its power. I can show him real power. I could blow that mound of dirt from here to Coryan!"

The Centurion kept his eyes on the shaman performing his ritual and said deadpanned, "Still haven't figured out a way to get rid of that rash he cursed you with, hmm?"

Any race may learn to use Primal Magic.

You gain the Arcanum (Shamanism) as a trained skill.



## DIVINE

### SORCERER-PRIEST OF SARISH

*The Laerestri sat at the table with a bewildered look on his face. "You understand that I only ask, because I have been tasked with learning as much of human society as possible. I don't mean to pry."*

*The Sarishan Sorcerer-Priest sat across from the elorii, resplendent in his rich, embroidered red robes. A smile flitted across his face. "And you are confused by my Order."*

*"By your very existence," the Ardakene blurted out. "Like my people, those who practice sorcery cannot also follow the Cants of the gods. One must train for years to be able to master one, let alone the fact that the two disciplines are mutually exclusive by their very nature!"*

*The Sarishan lowered his cup, his smiling widening. Our Lord Sarish, blessed be his name, is the master of all magic. It would be strange, don't you think, that the Lord of Sorcery would keep from his chosen mastery over Eldritch power?"*

*"But then you also engage in blood magic, something I've seen shamans use to engender the favor of the ancient spirits of nature."*

*Opening his cloak to reveal the many vials of blood attached to an inner harness strapped across his waist, the Sarishan continued. "Nothing as primitive as that, I'm sure, but my Lord is also the Blood God."*

*Smiling the elorii nodded towards his companion. "It seems I have much to learn of your people. It is all quite a mystery to me."*

*"Sarish is the Lord of that as well!"*

Dwarves (with the exception of the Encali dwarves), elorii, or s'sressen may *not* become Sorcerer-Priests of Sarish. You gain the *Arcanum (Sorcery)* as a trained skill.

**During Hero Creation:** Each source of magic calls upon a particular Attribute as its main casting Attribute. Whereas the rigors of Eldritch Magic depend upon the hero's Logic, the ancient methods of Elder Magic call upon the hero's Resolve, and the val's Psionics rely upon the hero's Insight, while both Primal Magic and Sorcerer-Priests of Sarish call upon the hero's Charisma. Lastly, both Vigor and Prowess hold some advantages, allowing all magic-users to survive strain and strike their enemies.

**Additional Advancement Options:** You gain a small number of unique advancement options. For complete information on these options, see *Hero Advancement* pg. 272.

*The acolyte felt the lash of the priest's cane crack against his back. Holding back tears that would surely earn him another lashing, the young boy spoke through gritted teeth. "But Father, it was a very long cant and I only misspoke one word in the twentieth stanza..."*

*"One word? My son, that one word makes all the difference in the world. The gods have given us a great gift and a huge burden. Our power comes from speaking the words given to us exactly and by rote. Only thus can we be faithful to the responsibility they gave us - only thus can we make their will manifest upon the world. Now, begin again...from the first stanza."*

*Those who've heard the siren's song of their faith and have given themselves utterly to it are able to call upon their deity's power and perform miracles in his, her or its name. Though lacking the complete versatility of an Arcane manipulator, those who call upon the divine cants of their faith are less likely to fail in manifesting the miracle they need as well as being able to recover quicker from the strain of channeling such tremendous power through their frail, mortal bodies.*

**Starting Skills:** **Starting Skills:** *Arcanum (Cants)* (unless you are a Sorcerer-Priest of Sarish, in which case you gain *Arcanum (Sorcery)*). See spell casting Talents below), *Knowledge (Religion)* and your chosen deity's skill. (See Table 2-2 *The Arcanis Pantheon*)

**Additional Skills:** Choose any one Combat skill and Social skill.

**Weapon and Armor Talents:** You gain Armor Proficiency and Weapon Training in both your deity's chosen armor and weapon. (See Table 2-2 *The Arcanis Pantheon*)

**Spell Casting Talents:** All Divine heroes start play with the Pseudomancy and the Divine Spell Casting Talent. Unless your hero worships Sarish, in which case you gain the Arcane Spell Casting Talent with the *Sorcerer-Priest of Sarish* Source.

**During Hero Creation:** All of the devout, even the *Sorcerer-Priest of Sarish*, rely upon Charisma as their primary spell casting Attribute. Both Vigor and Prowess hold some advantages, allowing you to survive strain and strike your enemies. If you wish to be more of a Holy Champion or a Warrior-Priest, Might and Insight would be good choices as well.

**Additional Advancement Options:** You gain a small number of unique advancement options. For complete information on these options, see *Hero Advancement* pg. 272.





## EXPERT

*The two conspirators spoke in hushed tones.*

*“Who do we hire to get rid of the tyrant Belden? I know a band of mercenaries that once served in the Coryani legion...”*

*Shaking his head, the other man replied, “No, brute strength isn’t the answer here. He has wards protecting his inner sanctum and all the paths to it.”*

*Eyes darting nervously, the first man continued, “Then what about a Sorcerer? I know of people who know people.”*

*The second man spits black juice onto the floor. “Why do you think he rounded up those ‘scholars’ last week? They were Sorcerers themselves, part of the Hawk and Shield, I’m told. Nah, he’s so chummy with the Ymandrakes, there’s not a practitioner that’ll set foot within a hundred leagues o’ here.”*

*“A Warrior-Priest?”*

*“No Hurrianite will take sides and a Nierite would be ambushed by the val’Tensen the moment he lit a pipe. What we need here is someone that can move through a guarded citadel unnoticed, and be able to face Belden if need be. What we need is an expert in assassination. And I know just the place to find him...”*

*‘Why specialize?’ is the motto of this group. Rather than being able to do or know everything about only one or two disciplines, these men and women prefer to know a thing or two about everything. Need that lock opened, a scroll translated, someone shadowed, or a throat or two cut in a roomful of people without anyone else being the wiser? Then you’ve come to the right person.*

*While they may never be as good at the one field that the other Archetypes specialize in, the Expert is the ultimate jack-of-all-trades that fills the niche none of the others can.*

**Starting Skills:** None

**Additional Skills:** Any six (6) skills of your choice, except Combat skills or Arcanum skills.

**Weapon and Armor Talents:** You gain Armor Proficiency, Light that’s common to your starting nation, Weapon Training with any two weapons common to your starting nation and Weapon Training with any one other weapon of your choice. For a complete list of weapons and armor common to each starting nation, see pg. 234.

**Skill Talents:** Select any two Skill Talents.

**During Hero Creation:** Experts rely upon a vast array of Attributes, Charisma and Insight for Social skills and Prowess, Might, or Quickness for Combat skills, with Logic being quite useful for improving a greater number of skills.

**Additional Advancement Options:** You gain a small number of unique advancement options. For complete information on these options, see *Hero Advancement* pg. 272.

## MARTIAL

*“We are beset on all sides, my son”, the Centurion told the boy.*

*“Other nations see our riches and power and covet them. Other races vie against us for dominance over our world, and, from the Beyond some say, comes a sentient Silence to enfold us in everlasting Oblivion.”*

*Wide eyed with horror, the boy asked, “How do we fight against such things, Father?”*

*Smiling, the Centurion picked up the boy and placed him on his shoulders. “With the courage in your heart, the strength of your limbs, and an arm’s length of good Coryani steel!”*

*While some enjoin the Cant of the gods or bend the power of the universe to their will, there are others who put their faith, and the very survival of all they hold dear, in their strength of arms. These men and women are usually in the front line of any battle, hewing away at their foes with a myriad of deadly weapons, or cracking their bones beneath their bare hands. In their ranks may be found veterans who lead armies into full scale battles, highly skilled warriors who fight in the arenas for money, elite guardians of their people, and enforcers who crack skulls for their underworld masters as well as many others.*

**Starting Skills:** Athletics and Heal.

**Additional Skills:** Choose any three Combat skills.

**Weapon and Armor Talents:** You gain Armor Proficiency in ALL armor and shields common to your starting nation as well as Advanced Armor Training. You also gain Weapon Training with ALL of your nation’s common weapons. For a complete list of weapons and armor common to each starting nation, see pg. 234.

**Combat Talents:** Choose one of the following Talents: Diehard, Leadership or Learn Martial Technique.

**During Hero Creation:** While most Martial heroes rely mostly upon all physical Attributes, many find Insight quite helpful in reading their opponent’s intentions.

**Additional Advancement Options:** You gain a small number of unique advancement options. For complete information on these options, see *Hero Advancement* pg 272.

*Magic is fine, but some things require a blade in the guts.*





# RELIGION

The Divine archetype as well as many backgrounds and paths grant players Talents and skills based upon their patron deity, in such cases refer to the table below.

**Table 2-2 The Arcanis Pantheon**

Deity	Portfolio	Skill	Weapon	Armor
<i>The Human Gods</i>				
Anshar	Goddess of Pain and Suffering	Mettle	Unarmed	None†
Althares	God of Knowledge, Invention, and Artifice	Linguistics	War Hammer	Any Cuirass
Beltine	Goddess of the Soul	Heal	Quarter Staff	Any Cuirass
Cadic	God of Shadows, Murder, and Music	Stealth	Short Sword	Any Leather
Hurrian	God of Storms and Honorable Combat	Battle	Broad Sword	Any Lorica, or Cuirass
Illiir	God of Emperors and Order, Sun God	Mettle	Gladius	Any Lorica
Larissa	Oracle of the Gods, Goddess of Pleasure	Persuasion	Side Sword	None†
Neroth	God of Death	Knowledge (Religion)	Scythe & Hand Scyth (Sickle)	Any Cuirass
Nier	God of Fire, War and Slaughter	Mettle	Flamberge	Any Heavy
Sarish	God of Oaths and Binding of Demons	Etiquette	Dagger	Any Cuirass
Saluwé	Goddess of the Earth	Wilderness Lore	Sickle	Any Leather
Yarris	God of the Sea	Seamanship	Great Trident	Any Cuirass
<i>Elorii Deity</i>				
Belisarda	The Life Mother	Heal	Any Bow	Any Leather
<i>Myrantian Deity</i>				
Tzizhet		Knowledge (The Planes)	Scourge	Any Leather
<i>Ss'ressen Deities</i>				
The Fire Dragon	The Blazing Wyrn, The Fiery One, Lord of the Inferno	Battle	Any Flail	None†
Jeggal Sag	Master of Beasts	Beast Lore	Unarmed	None†
Kassegore	The Eater of Souls, The Great Devourer	Battle	Any Flail	None†
Yig	The Lifebringer, The Great Deceiver	Deceit	Dagger	Any Leather

† Characters who worship Anshar or Larissa and gain Armor proficiency in their deity's chosen armor gain the Masterful Defense Talent instead, while worshipers of The Fire Dragon, Kassegore and Jeggal Sag gain the talent Dragon Hide instead.





# ATTRIBUTES

All characters have eight Attributes. Attributes enter into nearly every activity of a character as they represent a character's innate ability and prowess. A beginning character's Attributes can range anywhere from 2 – 10, but typically they lie in the 3-7 range.

Four of these Attributes are Physical, and four are Mental.

## PHYSICAL ATTRIBUTES

### MIGHT

The character's ability to apply his raw strength to tasks, Might represents the character's muscle and physical power. Might is vital to characters that rely upon hard-hitting attacks with sizable weapons and those that wear heavier armor for protection.

Might adds to:

- The character's damage with melee and thrown weapons
- How much the character can lift or carry
- Action Rolls where the application of force is desired
- The character's Fortitude Defense (see pg. 104)

### PROWESS

The measure of the character's physical coordination and dexterity, Prowess is fundamental to characters who rely upon their coordination and athleticism, such as warriors.

Prowess adds to:

- The character's ability to strike their intended targets
- Action Rolls when overall athleticism is in question
- Action Rolls that require precise control of one's body or hands
- The character's Avoidance Defense (see pg. 104)

### QUICKNESS

The character's reflexes and foot speed, Quickness is critical to those who rely upon agility and speed to get out of trouble, such as duelists.

Quickness adds to:

- Initiative in combat (see pg. 104)
- The character's Pace (see pg. 104)
- Action Rolls when the character's reflexes are called into question

### VIGOR

The character's health and vitality, Vigor is very important to those who need to endure in the face of harsh physical punishment, either from arduous labor or combat.

Vigor adds to:

- The character's Wounds (see pg. 104)
- Action Rolls where the character's endurance is tested
- The character's Fortitude Defense (see pg. 104)

## MENTAL ATTRIBUTES

### CHARISMA

The character's force of personality and likeability, Charisma is vital to those who rely upon their ability to influence and manipulate others. Diplomats and Priests especially find a winning personality as useful as any tangible asset.

Charisma adds to:

- Action Rolls where the character's ability to influence others is called upon
- The character's Discipline Defense (see pg. 104)
- The working of Primal Magic
- The working of Theurgy (Divine Magic)

### INSIGHT

The character's intuition and instinct, Insight is critical to those who need to keep an eye out for trouble or understand the motives of others. Inquisitors and scouts find a honed talent for noticing anything out of place to be indispensable.

Insight adds to:

- Action Rolls related to the character's ability to sense what might be hidden (such as traps)
- Action Rolls when the character is expected to make a guess or anticipate another's actions
- The character's Avoidance Defense (see pg. 104)
- The working of Psionic Magic

### LOGIC

The character's reasoning ability and overall smarts, Logic is crucial to those who have academic pursuits and need to reason their way through problems, such as scholars and wizards.

Logic adds to:

- Action Rolls when the character is called upon to make conclusions based upon known quantities
- Action Rolls when the character is called upon to remember facts
- The working of Eldritch Magic
- The character's starting languages (see Learn Language, page 155)
- The character's ability to learn new skills





## RESOLVE

The character's mental toughness, Resolve is crucial to those who need to persevere in the face of adversity and non-physical attacks.

Resolve adds to:

- Action Rolls when the character is called upon to withstand fear or horror
- Action Rolls to continue in the face of obstruction or frustration
- The character's Discipline Defense (see pg. 104)
- The working of Elder Magic

## ATTRIBUTE DIE/DICE

Every Attribute has a value that corresponds to an Attribute Die. When an Action Roll is called for, the Chronicler indicates the appropriate Attribute Die to roll alongside the Action Dice. This system allows skills to easily make use of various Attributes to govern any situation. Truly exceptional individuals may have multiple dice instead of a single Attribute Die. Heroes rarely reach such heights without powerful magical aid.

## PASSIVE VALUE

Each Attribute also has a Passive Value that serves as a quick measurement of the Attribute. Passive Value is used for Passive Action Rolls, the Character's Defenses, to determine Initiative, for certain spells, and myriad other purposes as described by Talents, Spells, skills, Martial Maneuvers, or any other source.

## GENERATING ABILITY SCORES

Each character receives a number of points to spend on increasing his eight Attributes. The default starting Attribute for heroes is 2. A character can increase an individual score by spending some of his points. No more than 1/2 of the character's points may be spent on a single Attribute score. Alterations to a character's Attributes (such as from their race or Background) are applied after the base levels are purchased.

### JZ SAYS!

#### You don't have to be perfect.

A low Attribute is an opportunity for roleplaying. Although your Fate may only be 2 or 3, having an interesting short coming you can add to the enjoyment of the game by playing it to the hilt. And, in so doing, maybe, just maybe, you may earn enough Fate points to always have those 2 or 3 to spend every adventure.

Table 2-3 Attribute Score, Vaules, and Costs

Attribute Score	Attribute Die	Passive Value	Cost
1	D4	1	N/A
2	D6	1	0
3	D6	2	1
4	D8	2	3
5	D8	3	6
6	D8	3	9
7	D10	3	12
8	D10	4	16
9	D10	4	20
10	D10	4	24
11	D12	4	28
12	D12	5	N/A
13	D12	5	N/A
14	D12	5	N/A
15	D12	5	N/A
16	D12 (+2)	5	N/A
17	D12 (+2)	6	N/A

Table 2-4 Attribute Build Points

Campaign Level	Points
Legendary	56
Epic	48
Heroic	40
Mundane	32
Gritty	24

Table 2-5: Attribute Potential

Score	Example
1	Feeble. You are a bedridden old man or the village idiot. (Come to think of it, some dogs are smarter then you.)
2	Below Average. You just have trouble keeping up, get winded easily, or never notice things.
3	Average. You are the common man.
4-6	Exceptional. You're simply a little tougher or more perceptive then most of your childhood friends.
7-10	Amazing. You are a local legend, the strongest man in town, or one of the wittiest.
11-15	Exceptionally Rare. You might be counted among the fastest men in the legions, or you might be one of the wisest priestesses in all of Altheria.
16-17	Legendary. Bards sing of your prowess in battle, or you may possess the greatest intellect of your generation.



## DERIVED ATTRIBUTES

There are other Attributes that describe a character's capabilities beyond the eight basic Attributes. These Attributes are easily calculated.

### DEFENSES

Each character has Defenses that reflect their ability to avoid or resist attacks of all kinds.

**AVOIDANCE:** Avoidance is the character's ability to dodge attacks. It combines elements of the character's athleticism and anticipation. Whenever an attack seeks to physically strike a character, the attack would target the character's Avoidance Defense. Avoidance is adversely modified by armor and benefits from shields.

Avoidance = 12 + Passive Prowess + Passive Insight + Shield Bonus - Bulk

**FORTITUDE:** Fortitude is the character's ability to withstand severe trauma, poisons, and diseases. It combines elements of the character's health and conditioning. Whenever an attack would inflict trauma on the character's health and physical well-being, the attack would target the character's Fortitude Defense.

Fortitude = 12 + Passive Might + Passive Vigor

**DISCIPLINE:** Discipline is the character's ability to overcome hardship, resist attacks on the mind, and remain focused in the face of distraction. It combines elements of the character's force of personality and will. Whenever an attack seeks to deceive or dominate a character, the attack would target the character's Discipline Defense.

Discipline = 12 + Passive Charisma + Passive Resolve

### HEALTH

Each character has attributes of health that reflect their ability to endure physical harm and suffering.

**THE WISE, AS THE ALTHERIANS CALL THEMSELVES, LIVE IN WHAT COULD BE CALLED A PARADISE ON ARCANIS - IF IT WERE NOT FOR THE CONSTANT THREAT OF HAVING THEIR LAND BEING OVERRUN BY SCALED MONSTERS FROM THE SURROUNDING SWAMPS.**

**STAMINA:** Stamina represents your character's staying power during combat; it is not your physical toughness, but instead represents their endurance under duress. When performing this calculation, it is done using only the base values for these Defenses; no conditional modifiers apply (such as those provided by armor runes or Talents). When your Defenses advance (see Advancement page 272), your Stamina increases accordingly.

Stamina = Avoidance Defense + Fortitude Defense + Discipline Defense

**WOUNDS:** Wounds represent your character's ability to absorb raw, physical trauma.

Wounds = Passive Vigor

### SPEED

Each character possesses stats that reflect their ability to fly into action at a moment's notice.

**PACE:** Pace represents how fast your character can move in feet.

Pace = Quickness Attribute Passive Value multiplied by 10'

**INITIATIVE:** Your Initiative score represents the number of d10s you roll at the start of combat.

Initiative = Quickness Attribute Passive Value

### FATE SCORE

Fate represents the fact that your character is destined to perform great deeds. To reflect this, your character has a Fate score that represents certain benefits the character may make use of when times are grim. (See Fate, page 319)

Fate = the character's lowest Attribute score









# RACES

Arcanis is a world of fantastic beings, born with the blood of Valinor or the souls of elementals. It is inhabited by the descendants of Celestial Giants who once roamed the stars as freely as a fish swims the sea. It has nations ruled by the immortal servants of the Gods and undying travelers from other worlds. Yet many of its greatest heroes are simple mortals of mundane blood with lofty ideals.

## DARK-KIN

These damned souls have the misfortune of bearing a recessive bloodline that appears once every so many generations. Some type of infernal creature founded this bloodline during the Time of Terror many years ago, but once there, the infernal taint is nearly impossible to remove. Scorned by most people, the majority of dark-kin simply try their best to make their way in the world. Some fight against their infernal heritage, while others embrace the darkness within.

**Personality:** Dark-kin personalities are usually tied to how they choose to deal with their infernal heritage. The dark-kin who embrace the evil taint in their blood are usually duplicitous, angry, greedy, cruel, and bitter. Those who choose to fight the blood boiling within them actively seek to quell such emotions and are forthright, serene, charming, generous, and optimistic. For dark-kin, there is usually no middle ground.

## READING A RACE ENTRY

Reading a race entry is simple. The personality, appearance, relations, lands, religion and language sections explain the typical attitudes, beliefs and homes of the overwhelming majority of the members of a given race. As in all things, exceptions exist.

## RACIAL TRAITS

Each race has a series of traits. These always include:

**Attributes:** Choose one of the listed Attributes and increase its value by 1

**Skills:** Add 1 Skill Rank to the skills indicated, in many cases you have a choice

**Talents:** Gain Talents as indicated, these Talents are chosen during step nine of Character Creation in order to permit the character to qualify

**Automatic Languages:** The character knows this language automatically. The character may learn additional languages as described on page 155 (Learning Languages)

*Hated and ostracized by many for the demonic blood that created them, dark-kin choosing to defy their infernal heritage walk a perilous path through society.*





**Physical Appearance:** Dark-kin appear human with more extreme variations. Male dark-kin vary in height from 5 to 7 feet and weigh anywhere between 180 and 250 pounds. As with most races, females will usually be shorter and weigh less. Dark-kin eye and hair color vary to all human extremes. However, all dark-kin have some overt physical manifestation of their infernal taint. Some common indicators of this taint include reddish hued skin, small horns on the forehead, pronounced incisors, a forked tail, and eyes that glow with a malignant light.

**Relations:** Throughout the Known Lands, dark-kin are despised by the common man for their heritage. Not only are they usually seen as ugly and brutish, but many believe them to be as evil as their infernal ancestors. For their part, dark-kin usually judge others on their merits, and in most cases, they simply want to get by without being bothered or lynched.

**Dark-Kin Lands:** Dark-kin have no lands of their own. They are born to humans in any nation or region with equanimity. Dark-kin characters may select one of the following nations of origin: Abbasios Almeric, Altheria, Canceri, Coryani Empire, Hinterlands, Milandir, Pirate Isles, or Ymandragore

**Religion:** Usually dark-kin are members of one of the Churches that extol the virtues of the Human Pantheon. However, their infernal taint and the obvious prejudice with which they are treated sometimes leads dark-kin to pursue darker paths of heresy. Dark-kin who embrace their heritage often form, or become the focal point for, infernal worshipping cults.

**Language:** Dark-kin typically speak Low Coryani and the language of their home nation. Some dark-kin, especially those proud of their dark heritage, also learn the Infernal tongue.

## DARK-KIN RACIAL TRAITS

**Attributes:** Resolve, Vigor

**Skills:** Any one Physical skill and any one Social skill.

- The Infernal Heritage Talent
- Any Combat or Skill Talent
- +1 bonus to any single defense

**Automatic Languages:** Native Nation

## DWARF

Dwarves were once the Celestial Giants, great beings who swore an oath to protect humanity, the children of Illiir. They violated this oath, deposing the Pantheon of Man and commanding the humans to worship them as gods instead. As punishment for their transgressions, Illiir cursed these giants. Forever would they stand shorter than humans, forever would they be barred from the afterlife and the cycle of rebirth, and forever would their souls be tied to the Heart Stone that rests in the statue of each enclave's founder. However, Sarish took pity on the fallen giants and offered them a way to lift the curse. If an Enclave manages to craft the "perfect item," that one Enclave's curse will be lifted.

**Personality:** Dwarves are a tragic race struggling to rectify the mistakes of their past by paying penance in one of many ways. Dwarves are prone to extended bouts of melancholy and are usually very humble. This leads some to believe they are stoic in nature, when in fact they are a truly passionate people. They are passionate about furthering their crafts, gaining the redemption of their enclaves, protecting their friends or loved ones, and following the will of the gods.

Dwarves are nearly fanatical in their religious devotion, and a dwarf's religious beliefs largely define his actions.

**Physical Description:** Most dwarves are nearly as broad as they are tall. Dwarves range from between 4 to 5 feet in height. This gives the interesting and unsettling impression that they are humans that have been squashed somewhat, though their movements are not in any way awkward.

Dwarves are unusually compact and some weigh nearly 300 pounds. Most have full beards that they maintain according to their traditions of their home enclave. Dwarven females are usually a bit smaller and weigh less than their male counterparts and they have no facial hair. Typically dwarves reach adulthood at age 60 and can live 500 years or more.

**Relations:** Dwarves are primarily concerned with one other race, the humans. Some dwarves remain in their Enclaves, working feverishly to craft the perfect item to lift the curse of Illiir. However, many others, especially those from Solanos Mor and Tir Betoq, feel that their curse may only be lifted by following Illiir's original mandate to protect the humans. Thus, Solani and Tir Betoqi Dwarves have become renowned as mighty defenders of humanity. Dwarven relations between enclaves are usually cordial with some noted exceptions. The Solani mistrust the Encali, and the Reavers of Bealak Gempor are universally hated by all.





**Dwarven Lands:** All dwarves live in one of the massive underground Enclaves. Though dwarves often travel into human lands and live there temporarily, all are required to return to the sacred Heartstone of their home Enclave's founding elder to survive. Therefore, a dwarf's only permanent home is that of his Enclave. Though more enclaves are rumored to exist, the known enclaves are Bealak Gempor, Deneki, Solanos Mor, Encali, Nol Dappa, Tultipet (recently destroyed) and Tir Betoq. As such, all dwarves select the Dwarven Enclaves nation, and must choose the region which corresponds to their race. The Reavers of Bealak Gempor may not be played as heroes.

**Religion:** All the listed dwarven Enclaves follow the Pantheon of Man. While each Enclave may venerate one deity over the others, most of them recognize the superiority of Illiir and realize that it is He who they must please to lift their curse. Dwarves from Solanos Mor focus on Illiir and their penitence, while dwarves from Encali bitterly spurn Illiir and elevate Sarish as the true friend of the dwarves, since it is He who has offered a way to lift the curse. The Nol Dappans have placed their faith in Nier; and at Tir Betoq, they pray for guidance from Hurrian to help them defend mankind from the Infernal.

**Language:** Dwarves speak their own language, which, coincidentally, is also the tongue of the giants. While this connection is obvious to dwarves, as they held dominion over all the giant races before coming in contact with mankind, few humans know the true story of the dwarves' tragic past. Most dwarves also know Low Coryani to communicate with the humans. Solani Dwarves often learn Altharin, the Language of Man, so as to read the original holy texts of Illiir.

## SOLANI DWARVES

The dwarves of Solanos Mor have a reputation as some of the most noble and self-sacrificing among all the dwarves. These noble dwarves travel throughout the lands of man protecting, advising, and if needs be, sacrificing their lives for humanity. They are easily identified from other dwarves by their immaculately groomed beards.

### SOLANI DWARF RACIAL TRAITS:

**Attributes:** Logic, Might

**Skills:** Artisan: Weaponsmith and any one Lore skill

- +1 bonus to Fortitude Defense
- Solani Dwarves are prohibited from learning any Arcanum other than Theurgy
- A bonus Skill Talent (selected when Talents are chosen)

**Automatic Languages:** Udor, Low Coryani

## ENCALI DWARVES

Encali dwarves have a reputation of being unscrupulous and untrustworthy, like any other worshiper of Sarish. These dwarves travel through the lands of man preying on the shortsighted; striking bargains that sometimes come back to haunt the shorter-lived races generations later. Encali dwarves are usually a bit shorter than others and they are easily recognized by their unique style of beard. Usually pitch black, the beard is braided into two forks, which are usually capped on each end with a sinister looking ornate crown.

### ENCALI DWARF RACIAL TRAITS:

**Attributes:** Charisma, Quickness

**Primary Skill:** Artisan: Jewelry and any one Social skill

- +1 bonus to Discipline Defense
- Encali dwarves are prohibited from learning any Arcanum other than the path of the Sorcerer-Priest of Sarish
- Prestidigitation or any one bonus Arcanum Talent (selected when Talents are chosen)

**Automatic Languages:** Udor, Low Coryani

*"Wings won't save ye from me you scaly beast!"*





## TIR BĒŦOQI DWARVES

Although these dwarves seek to avoid recognition for any of their many good deeds, they have still gained a reputation as being as noble, honorable, and self-sacrificing as the Solani. These dwarves travel all the known lands in their quest to destroy the infernal, but they are most often encountered in the mountain range formerly known as the Wall of the Gods where they try to hold back the infernal hordes. These dwarves have elaborately braided beards intertwined with strands of pure gold, but their most distinguishing feature is their sunken, haunted eyes; eyes that have seen beyond the wall and know what horrors lie there.



## TULTIPEŦAN DWARVES

The Enclave of Tultipet was destroyed by a dragon nearly 40 years ago. Tultipetan dwarves are some of the most honest and open of all their kin, yet they are often viewed with fear or suspicion due to their habit of covering their bodies in mystical tattoos. These superstitious folk usually did not venture forth from their enclave, and when they did, it was usually in relation to some type of vision they received from Larissa. Tultipetan dwarves are usually only encountered by visiting their settlement in the ruins of their enclave or the giant observatory they have built on a nearby mountain. These dwarves are less stocky than their brethren and are easily identifiable by their tattooed bodies and their closely cropped beards.

### TIR BĒŦOQI DWARF RACIAL TRAITS:

**Attributes:** Insight, Prowess

**Skills:** Artisan: Glassblower and any one Combat skill

- +5 bonus to Stamina
- Tir Betoqi dwarves are prohibited from learning any Arcanum other than Theurgy
- Any one Combat Talent

**Automatic Languages:** Udor, Unden

## NOL DAPPAN DWARVES

Nol Dappan dwarves are the most savage and barbaric of the dwarven race. Their fiery tempers are said to rival the volcano they live in. These dwarves have become famous for crafting and using sinister looking arms and armor. This equipment is easily identifiable by the fear it inspires and the reddish hue of the metal composing it. Nol Dappan dwarves are most often encountered when traveling to sell their wares or themselves as elite mercenaries and they are easily recognizable by their heat-baked, reddish hued skin, their unkempt, flame-singed beards, and their unique style of arms and armor.

### NOL DAPPAN DWARF RACIAL TRAITS:

**Attributes:** Might, Resolve

**Skills:** Artisan: Armorer and any one Combat skill

- Nol Dappan dwarves are prohibited from learning any Arcanum other than Theurgy
- +4 Armor Rating against Fire, this AR applies even against Fire Spells and effects that normally ignore AR
- Any one Combat Talent

**Automatic Languages:** Udor, Yhing hir

### TULTIPEŦAN DWARF RACIAL TRAITS:

**Attributes:** Insight, Resolve

**Skills:** Artisan: Stonemason and any one Lore Skill

- Tultipetan dwarves may cast the Spell Precognition once per day, this ability grants no ranks in the Arcanum (Cants) skill – casting may be attempted untrained.
- Tultipetan dwarves are prohibited from learning any Arcanum other than Theurgy
- Any one Skill Talent

**Automatic Languages:** Udor, Chauni

“A WORD OF WARNING,” HE SAID IN HUSHED TONES. “WHILE OUTSIDE IN THE STREETS OF THE VAULT, IT IS CONSIDERED HIGHLY OFFENSIVE TO SPEAK ANY WORDS THAT ARE NOT THE CATECHISM OF LIGHT. IF YOU TRULY WISH TO UNDERSTAND MY PEOPLE, THEN YOU MUST UNDERSTAND THE ONE THING THAT PERVADES EVERY FACET OF DWARVEN LIFE, CULTURE AND HISTORY.”

HE LOWERED HIS HEAD AND HIS NEXT WORDS WERE TINGED WITH SHAME. “THE CURSE.”

AFTER A MOMENT, HIS EYES RANGED UP TOWARDS THE TALL STATUE. HIS FACE TWISTED INTO A GRIMACE AS HE CONTINUED, “BEFORE YOU ASK, NONE OF US MAY SAY EXACTLY WHAT THE CURSE ENTAILS.

YOUR INSATIABLE CURIOSITY WILL HAVE TO BE SATISFIED WITH THE KNOWLEDGE THAT IT PERTAINS TO A WRONG COMMITTED LONG AGO IN THE EYES OF ILLIIR, THE MERCIFUL. WE FAILED IN OUR DUTY AND THUS, THE SINS PERPETRATED BY OUR ANCESTORS, ARE VISITED UPON ALL THEIR DESCENDANTS.”



# ELORII

Ancient elorii tales, told by those who have lived for thousands upon thousands of years, say that the Life-Goddess Belisarda came together with the four great Elemental Lords to create a servitor-race for the Ssethregoran Empire. This race would die of no natural causes, would need no sleep, and would perfectly serve their reptilian masters. This race was called the elorii. The elorii served their Ssaanu masters for untold years, enforcing their cruel will upon the Known Lands, slaughtering entire races at the behest of their makers. But over time, the elorii began to chafe against their cruel and evil lords.

Finally, they overthrew the Ssethregorans in a bloody rebellion. The Elorii Empire that rose from the ashes reigned for nearly two thousand years. Then came man and his gods, destroying the sacred Elemental Lords and forcing the elorii to retreat to the far corners of the Known Lands. Since that time, the elorii have been waiting, fueled by the prophecies of Belisarda, secure in the knowledge that their time has not yet passed. Their time for vengeance will come.

**Personality:** Elorii are an enigma. While they may appear aloof, secretive, or reserved to outsiders, they are, in fact, a race of extreme passions. Since they are so long lived, Elorii tend to take a more long-term approach to any given situation, but when they do focus on any one pursuit, they settle for nothing less than perfection. elorii do not make friends easily, but when they do, the bond is stronger than steel. No one other than an elorii truly understands why they do the things they do, but one thing is certain. Elorii never forget anything.

**Physical Description:** On average, elorii stand approximately 6 feet tall. However, elorii undergo a growth spurt every millennia that adds nearly a foot to their existing height. Therefore, some of the oldest elorii are well over 8 feet tall!

Most elorii weigh between 150 and 185 pounds, though each growth spurt usually adds about 50 pounds. There is no meaningful difference in height or weight between males and females. All elorii are slender, graceful creatures of surpassing beauty. They have wide, bright eyes and their features are smooth, angular, and flawless. elorii possess elongated, pointed ears, and pearly white teeth with sharp fangs that denote their elemental lineage. The color of an elorii's hair or eyes, along with other minor physical characteristics, varies according to the elorii's bloodline. elorii grow quickly, reaching adulthood in about ten human years, and they are effectively immortal, immune to death by natural causes.



**Relations:** The elorii have strained relations with everyone. With few exceptions, they are unwilling to open their homelands to any non-elorii. Some elorii hate the val and their human charges for the death of their gods and these elorii constantly war with the human nations. However, most elorii simply watch the humans, biding their time, fueled by Belisarda's prophecies. Dark-kin, dwarves and gnomes are often lumped into the human category. The ss'ressen on the other hand, remind the elorii too much of their servitude within the Ssethregoran Empire and thus are shunned by most.

**Elorii Lands:** The elorii have three distinct nations in the Known Lands: Elonbé, Entaris, and Malfea. Elonbé is the largest of the elorii nations. Most elorii adventurers hail from this nation as they actively send out explorers known as Laerestri to gather information on the humans and their culture. The smallest nation is Entaris. While Entaris does not send out Laerestri, they use another method to gain knowledge about the humans. They have opened one of their port cities, Seremas, to all other races. Seremas has become a huge trading outpost for everyone wishing to gain the high quality goods sold there, and the elorii watch everyone who enters or leaves with methods known only to them. The final elorii nation is Malfea. The Malfelan have rejected the passive stance taken by the other two elorii nations and wish no peaceful contact with humans. In fact, the elorii of Malfea actively hunt humans and their kin.





**Religion:** More than any other race, elorii are united by their religion. This unity is brought about by several factors, and at a horrible cost. First, some elorii have actually survived long enough to have lived with their gods in the great elorii city of Belestor. Thus, their faith is based partly on fact and partly on memory. Second, the elorii have only one remaining living deity, Belisarda. Thus, their unity behind Belisarda was paid for with the blood of their Elemental Lords. Although the elorii are almost uniformly united in worship of Belisarda, there are some exceptions. A few elorii still venerate their dead Elemental Lords, hoping against hope, that they are not truly dead. These worshipers are generally understood by the rest of their populace and left to practice their beliefs in peace. Then, there are miniscule amounts of elorii who have abandoned their gods entirely to worship others, including the Pantheon of Man. These elorii heretics are ruthlessly hunted and killed, hopefully before their betrayal taints their soul to the point where it cannot be cleansed once it reaches the Orumar to be reborn.

**Language:** While the elorii language is based on the Ssethric tongue of their former masters, the elorii have adapted it to match their culture. Their language is far more beautiful, fluid, and evocative, and it flows forth from their lips like poetry. Most who hear the language spoken are astounded by its beauty. Those elorii who venture out of their nations also learn Low Coryani to communicate with the humans as they travel the human lands in preparation for the time of prophecy.

## ARDAKENE ELORII

Rarest of all elorii are the Ardakene. These elorii are descended directly from the Goddess of Life, Belisarda. Ardakene lack the physical prowess of most elorii, but they make up for this shortcoming with their insight and force of personality. Their hair is usually one of many shades of golden or light brown, and they have green or hazel colored eyes. Ardakene tend to be thoughtful and cautious, their actions calculated and methodical. These elorii have fierce convictions, a healthy respect for life, and a strong connection with nature. Ardakene are frequently found among the spiritual leaders and Lifewardens of the Elorii Nations. Because of their connection to nature, Ardakene have designed and built some of the most beautiful architectural wonders on the face of Arcanis, structures that exist in harmony with their natural surroundings instead of obstructing them.

## ARDAKENE ELORII RACIAL TRAITS:

**Attributes:** Charisma, Insight

**Primary Skill:** Any Knowledge Skill Specialization and any other Lore skill

- +1 bonus to Discipline Defense
- Elorii require only 2 hours in a meditative trance each night to rest (instead of 8 hours of sleep like most other races).
- Any one Devout Talent if eligible, or the Bloodline of Life Talent

**Automatic Languages:** Eloran, Low Coryani, Unden (if Seremasi)

## BEROKENE ELORII

The Berokene are descended from the Water Elemental Goddess, Beröe. Often viewed as the most graceful elorii, they move with a fluidity that clearly mirrors the waters from whence they were born. They are usually raven haired, with eyes ranging from the lightest to the deepest blue. While usually patient and accommodating, these elorii have been known to lash out violently if angered or threatened, and few make the mistake of crossing them twice. Many Berokene are drawn to the nation of Entaris due to its proximity to water, and their water-aspect elemental sorcery is among the most potent on Onara.

## BEROKENE ELORII RACIAL TRAITS:

**Attributes:** Resolve, Vigor

**Primary Skill:** Athletics and any Lore skill

- Elorii gain a +1 bonus to Discipline Defense
- Elorii require only 2 hours in a meditative trance each night to rest (instead of 8 hours of sleep like most other races).
- A Berokene gains a Swim Pace equal to the character's Pace
- Any Skill Talent or the Bloodline of Water Talent
- Berokene are considered to be a source of water for their own spells

**Automatic Languages:** Eloran, Low Coryani, Unden (if Seremasi)

**Of the different types of Elorii, the fiery Kelekene are the ones you want to anger the least.**





## KELEKENE ELORII

The Kelekene are descended from Keleos, the Fire God. These elorii are slightly shorter than their brethren, though not stout as the Mârokene. Their hair tends to be golden or red-brown and their eyes range from dark violet to a reddish orange. Passionate and vengeful, they are perfectionists who rarely hide their feelings and prefer to speak their minds at all times. Kelekene have a keen intellect which, when combined with their straightforward style, makes for some of the finest orators and scholars among the elorii.

### KELEKENE ELORII RACIAL TRAITS:

**Attributes:** Logic, Resolve

**Primary Skill:** Intimidate and any other Interaction skill

- +1 bonus to Discipline Defense
- Elorii require only 2 hours in a meditative trance each night to rest (instead of 8 hours of sleep like most other races).
- Kelekene enjoy a +1 bonus to attack using the Wild Assault Maneuver
- Kelekene are considered to be a source of fire for their own spells
- Any Arcanum Talent (if eligible) or the Bloodline of Fire

**Automatic Languages:** Eloran, Low Coryani, Unden (if Seremasi)

## MÂROKENE ELORII

The Mârokene are descended from the Earth God, Mârok, and are typically the most stout of the elorii. Their hair is usually brown or gray and their eyes tend to be brown or hazel. Mârokene are rarely subtle, preferring to be direct with their dealings, and they prefer the company of folk who share the same outlook. Laerestri of Mârok's blood find that they get along well with the stout and honorable Milandisians.

## MÂROKENE ELORII RACIAL TRAITS:

**Attributes:** Might, Vigor

**Primary Skill:** Athletics and any Combat skill

- Elorii gain a +1 bonus to Discipline Defense
- Elorii require only 2 hours in a meditative trance each night to regain their rest (instead of 8 hours of sleep like most other races)
- Any Combat Talent or the Bloodline of Stone Talent
- A Mârokene is considered to a source of earth for his own spells

**Automatic Languages:** Eloran, Low Coryani, Unden (if Seremasi)

## OSALIKENE ELORII

The Osalikene are descended from the Air Elemental Lord Osalián. They tend to be lithe and slightly taller than other elorii. Their hair is most often white or silvery and their eyes blue or blue-green. Osalikenes are free spirits that revel in beauty in all its forms. They are inquisitive and creative but bore quickly. Often, these elorii combine their creative nature with their love of beauty and become excellent traveling minstrels, usually specializing in some type of wind instrument.

### OSALIKENE ELORII RACIAL TRAITS:

**Attributes:** Insight, Quickness

**Primary Skill:** Perception and any Interaction skill +1 bonus to Discipline Defense

- Elorii require only 2 hours in a meditative trance each night to rest (instead of 8 hours of sleep like most other races).
- Any one Skill Talent or the Bloodline of Wind Talent
- +5' bonus to Pace
- Osalikene are considered to be a source of air for their own spells

**Automatic Languages:** Eloran, Low Coryani, Unden (if Seremasi)

THE CORPSE TUMBLED THROUGH THE RUINS BEFORE COMING TO REST BEFORE THE MOB, AT THE FEET OF A SOLDIER FROM IN THE SLAVE LEGION, AN ELORII NAMED AUROS.

WHISPERS AROSE FROM THE MOB, "THAT IS SALOS!" "SALOS HAS FALLEN!" "WE ARE LOST!" "LEARN... FROM... THIS!" SSKORETH WHEEZED. "DEATH ISS... THE PRICE... FOR DEFIANSSE..."

AUROS WOULD HEAR NO MORE. WITH TEARS IN HIS EYES, HE DREW HIS SWORD AND CHARGED THE SSAUNU MAGE, SHOUTING "FOR SALOS... FOR SALOS AND FREEDOM!"

SSKORETH RAISED A CLAWED HAND AND PREPARED TO SMITE THIS NEW OFFENDER, BUT THE ELORII'S APPROACH WAS QUICK, AND JUST AS THE OLD SERPENT WAS ABOUT TO RELEASE HIS SPELL, HE STUMBLED. AUROS DID NOT HESITATE. HIS BLADE TORE THROUGH THE SCARRED AND BLOODY HIDE OF THE SSETHREGORE LIKE AN ANGRY BEAST. IN SECONDS, HE HAD CUT THE HIGH WIZARD TO PIECES.





# GNOME

The gnome is the most tragic and reviled race in the Known Lands. While the dwarves were cursed for their transgressions, gnomes are cursed simply for being born. A gnome is the result of a mating between a human and a dwarf. The curse of the dwarves is cruelly transformed when passed to them causing severe deformities. Inferior in almost every way to either parent, gnomes are sad, twisted, pitiable creatures. However, what they lack in looks or stamina, gnomes make up in tenacity. They have become tough through abuse, clever through necessity, and survivors by choice.

**Personality:** Gnome personalities are usually molded by how much abuse they are subjected to. Some gnomes actually find pity or acceptance within their human or dwarven home, so they develop traits and family values like any other sentient creature. However, most gnomes are shunned and ridiculed wherever they go. These gnomes learn very quickly to only look out for themselves and to get by any way they can.

**Physical Description:** Gnomes are a deformed combination between human and dwarven physiology. They are usually anywhere between 4 to 5 feet tall, though their posture is usually so bad they can never extend to their full height. Gnomes usually weigh between 140 and 180 pounds. Females are usually shorter and weigh less than their male counterparts. Hair and eye color vary widely depending on the origins of both parents, but one thing remains constant, gnomes are horribly deformed. Common deformities include a swelled head, a hunched back or twisted spine, a clubfoot, a hand with extra or missing fingers, bulging eyes, and snarled teeth. Gnomes usually reach adulthood by the age of 16 and die before the age of 50.

**Relations:** Gnomes are the lowest of the low on every social ladder. Nearly everyone pities or shuns them. In response, some gnomes become bitter, vengeful little buggers who constantly try to inflict pain on others so they too can learn the meaning of suffering. However, a majority of gnomes simply want to survive or improve their meager lot in life. These gnomes strive to treat everyone as a friend and forgive those who trespass against them.

**Gnome Lands:** There are no gnome lands. Gnomes tend to reside in human or dwarven controlled lands. In either case, they are usually treated poorly, more so by the dwarves than humans. Gnome characters may hail from the following nations of origin: Abbasios Almeric, Altheria, Canceri, Coryani Empire, Hinterlands, Milandir, Pirate Isles, or Ymandragore



*These creatures bear a curse worse than the dark-kin, being pitied and ridiculed wherever they go.*

**Religion:** Most gnomes worship the Pantheon of Man. A large number follow the outcast aspect of Anshar and an equally large number revere Cadic. Since most gnomes do what they must to survive, this is a logical choice. However, a small number of gnomes resent the way they have been treated and the lot they have been dealt in life through no fault of their own. These angry few provide a fertile ground for heretical cults to flourish.

**Language:** Gnomes most often speak Low Coryani and the language of their native nation. Some who are closer to their dwarven parent or who are curious about dwarves learn their language too.

## GNOME RACIAL TRAITS:

**Attributes:** Resolve, Vigor

**Primary Skill:** Stealth and any Interaction skill

- Gnomes gain +1 Wound
- Gnomes reduce their Stamina by 5
- Any Racial Talent
- Any Skill Talent

**Automatic Languages:** as dwarf or human (per national choice)





# HUMAN

The humans came to Onara in ancient times, supplanting the great Elorii Empire and quickly proving themselves tenacious and adaptable. With the exceptions of the Elorii Nations, the Dwarven Enclaves, and the Ssethregoran Empire, humans are in the majority in every other known region of the Known Lands. Since the human population is so widespread, they have a near infinite variation in their motivations and personalities.

**Personality:** Humans are one of the most adaptable and tenacious races of Arcanis. Since they are shorter-lived than elorii or dwarves, they tend to attack each problem with a zeal often envied by others. Most humans have a capacity for living “in the moment, for the moment,” because a moment may be all they have. But, the most dominant trait of all human cultures is diversity. While most races tend to define themselves by commonalities, humans define themselves by their differences. There is no such thing as a typical human.

**Physical Description:** Most humans grow to a height somewhere between 5 and 6 feet tall, though there are humans shorter than any gnome, and taller than even some High Elorii. Weight usually varies from 120 to 220 pounds, but again the diversity of humans is boundless. As with most races, females will usually be shorter and weigh less. Human appearance is very diverse, from the dark-skinned Altherians to the pale-skinned Skohir, with countless variations in between. Certain races, like the Pengik, Undir, and other isolated pockets of humanity quite possibly have non-human influences in their blood, leading to minor physical differences such as the Undir’s slightly webbed digits. Humans mature to adulthood by the age of 16 and rarely reach 80 years of life, though extreme examples of humans in excess of 120 have been known.

**Relations:** By and large, humans do not have as many difficulties with other races as they do with each other. Though most humans outside of Milandir distrust the rebel ss’ressen clutches, the ss’ressen seem to be happy just to be left alone. While some dwarves actively seek to protect humanity, others have taken a more militant view, but they are too few to be truly troublesome. The elorii have not forgotten the Gods’ War or the human and val treachery, the prophecies of Belisarda have led most of them to at least tolerate humans. Those elorii who do not tolerate humans (notably the Malfelen) are actively avoided by humans on pain of death. So, while the other major races commonly

encountered by humans are either peaceful or simply want to be left alone, the humans seem to war continuously with each other. The three most powerful human nations, the Coryani Empire, the Kingdom of Milandir, and the Theocracy of Canceri are in a perpetual state of tension with each other, tension which often explodes into open warfare.

**Human Lands:** With few exceptions, humans dominate most of the Known Lands. While the val normally rule over these lands (and are in fact considered to be humans chosen by the gods), humans form the majority of the population. For the most part, human lands tend to be fairly open to guests and mostly tolerant of other races. While uncommon, it is not unheard of to find ss’ressen, dwarves, elorii, dark-kin and gnomes wandering freely in human controlled areas. Human characters may come from Abbasios, Almeric, Altheria, Canceri, Coryani Empire, Hinterlands, Milandir, Pirate Isles, or Ymandragore.

**Religion:** Almost without exception, all human nations pay at least lip service to the Pantheon of Man. The Mother Church, operating out of Grand Coryan, is seen as the focal point of this worship, although the newly formed Milandric Church and the Theocracy of Canceri do not acknowledge its leadership. While scattered human cults exist, they operate covertly to avoid attracting the attention of the Inquisition of the Mother Church who relentlessly hunt and kill these heretics whenever they are found.

**Language:** Most humans speak Low Coryani as a common trade tongue in addition to the language of their home nation. Most of these national dialects are either derived from or heavily influenced by Low Coryani, and the Coryani language itself seems to be derived from Altharin (Ancient Imperial).

## HUMAN RACIAL TRAITS:

**Attributes:** Any

**Primary Skill:** Any 2 skills selected from 2 different categories

- Any Two Talents
- +1 to any single Defense

**Automatic Language:** Native Nation

*“The Val are the children of the Gods, yet Fate seems to favor the common man. Perhaps creation is telling us something.”*

*- The First Emperor of Coryan*





# KIO

The Kio are an ancient and mysterious race whose origins are clouded in mystery. Similar to humans in many ways (in fact some scholars claim that they are merely one of the race's myriad variations), the Kio are amazingly uniform in characteristics. Every Kio is tall, every Kio is graceful, every Kio has a fair complexion.

**Personality:** The Kio are introspective and philosophical. Every task and challenge is merely another step in the race's never-ending quest for personal perfection. Kio tend to be patient, almost torpid in their choice to act, but once a decision is made, they move decisively, leaving no room for doubt. An ancient Kio proverb says, "one's ears may be cowards, one's eyes never so" – meaning one must consider any action carefully before the fact and may decide to avoid difficulty, but once an action is begun it should be seen through to the end.

*Tall, attractive, and gifted with an almost inhuman grace, the Kio are an easy race to envy.*



**Physical Appearance:** Kio appear as tall fair humans. The women folk are always at least 5'10" tall and the men in excess of 6', but they are slim and active – there is no such thing as a fat Kio. They mature by 16 years old and typically live for 150-200 years, remaining vital and vigorous well into their 15<sup>th</sup> decade of life. Nearly any human hair color is possible, but black or platinum blonde are the most common by far, and eye color ranges from steel grey to bright blue.

**Relations:** Though there is little open hostility, the Kio's haughty attitude tends to annoy the humans of the region. They have an odd relationship with the Tir Betoqi dwarves, not an open hostility, just a mutual avoidance when possible; there is no known explanation for this behavior. The elorii do not appear to consider the Kio to be humans and do not show any particular animosity or regard for them.

**Kio Lands:** The Kio universally hail from the Western Lands and many of the princes of that region are Kio, or mixed-blood Kio/humans or Kio/val.

**Religion:** The Kio do not fall into zealous observance of the gods. They do honor the Pantheon of Man, but not as part of the Mother Church of Coryan.

**Language:** Kio speak Kion, a distinct and difficult language. Non-native speakers never truly master it.

## KIO RACIAL TRAITS:

**Attributes:** Prowess, Quickness

**Skills:** Melee (Balanced) and any one Physical skill

- The Heirloom Talent (Kio Sword)
- Any Combat or Skill Talent
- +1 bonus to Avoidance defense

**Automatic Languages:** Kion and either Low Coryani or Unden





## SS'RESSEN

Ss'ressen are a sub-race of Ssethric, often used as slave masters or elite shock troops by the serpentine empire. One of the mightiest tribes of ss'ressen, known as the Black Talon Egg Clutch, rankled under the decadent evils of the empire and fed their lands, settling in the swamps of Milandir.

Theirs is a matriarchal society, where the females hold the positions of political and spiritual leadership, not to mention controlling breeding rights, while the males are the workers, hunters and warriors of the Clutch.

**Personality:** Black Talon ss'ressen are conscientious and honorable. They are fiercely loyal to their clutch, their chosen religion, and their friends. These ss'ressen take great satisfaction from personal achievements in battle or single combat, and display their scars proudly. Though the ss'ressen were originally bred for war, they have learned to overcome their natural instincts and now strive for peace. Overall, the Black Talon are a very disciplined people who have become the very antithesis of their original masters.

**Physical Appearance:** All ss'ressen appear as bipedal reptilian humanoids covered in thick scales. Their faces are elongated, akin to that of a lizard, with enlarged jaws and faring nostrils. Ss'ressen have no external ear, only a small round hole above and behind their great cold eyes. All ss'ressen have tails and most sport some type of sagittal crest devoid of webbing, which runs from the base of their skull along their spine and out to the tip of their tail. Their hands and feet are adorned with reinforced talons, able to rend and tear through the thickest armor. These claws constantly grow, and are slowly replaced if torn out. Thick scales cover their backs and chest, giving way to small, finer scales on their abdomen and along the underside of their tails. The average ss'ressen reaches sexual maturity at age 10, and lives just shy of 60 years – though extraordinarily ancient examples have been known to exist (upwards of 200 years old). Unlike most other races, the females of this species are usually slightly larger than their male counterparts. Male ss'ressen

can be identified by a bright red throat sac that is extended and retracted alternately to indicate either an agitated state, to warn others off or as part of a mating ritual. Standing roughly 6 feet tall, a Black Talon is a sight to behold. They have sleek and muscular limbs covered with mottled green and gray scales. Their actual claws are pitch black, a trait which led to the naming of their clutch. A Black Talon has a longer jaw than most other egg clutches, terminating in a blunt snout.

**Relations:** The Black Talon ss'ressen only have serious relations with the Kingdom of Milandir. They have sworn an oath of fealty to the val'Holryn Dukes of Tralia in Milandir in exchange for the lands they have settled on, and have never failed to answer that oath when called. Indeed, the Milandisians have long grown out of their initial mistrust towards the ss'ressen and have come to rely on them as skilled warriors, scouts, and allies.

*"The Black Talon Ss'ressen are an honorable lot, just don't get in the way of their kill." Ricard val'Ossan*





**Ss'ressen Lands:** The Black Talon ss'ressen have a hidden citadel deep within the Sulfur Marsh where the hot springs help mitigate the chill of Milandir's mild winters. Ss'ressen characters hail from the Sulfur Marsh region of Milandir.

**Religion:** The Black Talons worship the Fire Dragon. The Mother Church claims that the Fire Dragon is actually an aspect of Nier, but the Black Talons refuse to believe this. The females of the Clutch hold positions as priestesses and zealously enforce the worship of the Fire Dragon among the Black Talons, and hunt down any ss'ressen who worship any other Power. The only exception is a tolerated veneration of Jeggal Sagg, but he is considered a minor power at most.

**Language:** The ss'ressen tongue is a variation of the Ssethric language and is simply referred to as "Ss'ressen". Many Black Talons have also learned Milandisian.

### COMMON SS'RESSEN TRAITS:

**Attributes:**

**Male:** Might, Prowess

**Female:** Insight, Quickness

**Skills:** Wilderness Lore and:

**Male:** any one Physical skill

**Female:** any one Interaction skill

- +2 Bonus to the Balance Skill Action (Acrobatics skill)
- +1 Fortitude Defense
- Natural Armor Rating of 3
- Other races find Ssethric creatures frustratingly difficult to read, thus ss'ressen gain a +2 bonus to their Discipline Defense against Empathy: *Read Someone* and *Empathy: Discern Intentions* action skill rolls.
- A -2 to Defenses against any Cold Attack
- -1 Quickness, -5' Pace in Cold Conditions (below freezing)
- Male Ss'ressen may not take the Arcane or Divine Archetype

**Talents:**

**Male:** Any one Racial or Combat Talent

**Female:** Any one Arcanum or Devout Talent (if eligible), or any one Racial Talent

**Automatic Languages:** Ss'ressen, Milandisian

## VAL

Sometime after the God's War, the Pantheon of Man, in their wisdom, sent their Valinor to infuse their essence with some of their most faithful human families, thus founding a race of beings touched by divine essence, the val. With powers from the gods that breed through the generations, the val are tasked with the leadership and protection of humanity.

**Personality:** At their base, val are as adaptable and diverse as humans, though their bloodline is a heavy influence. However, their unique place in society means most val tend to be aristocratic in bearing, often expecting positions of leadership or respect due to their heritage more than their merit. This is not to say val are incompetent. On the contrary, a lifetime of training to fulfill their destiny makes most val quite capable leaders, though vanity remains an issue. Among adventurers, however, there is a growing number of val who reject the noble aspirations of their cousins, calling for a return to their original purpose, that of nurturing and protecting humanity rather than ruling it. While these val are just as likely to seek positions of leadership, it is out of a sincere desire to serve humanity rather than the belief that they deserve such titles.

**Physical Description:** Val look very much like normal humans, but they do not share the boundless variety of traits. Members of a given val bloodline look much alike – so much so that distantly related val (so distant that humans wouldn't consider themselves related) look like family. Adult male val range from 5 to just over 6 feet in height. They usually weigh between 170 and 230 pounds. As with most races, females will usually be shorter and weigh less. Val hair color and other minor characteristics vary depending upon which bloodline they are from (see below for details on val family traits). The only sure way to tell a val from a human is the color of their eyes, which are steely, piercing, and a shade of gray so pure it is almost silver. When a val becomes psionically awakened, the color of their iris drains away and all that remains is a dark pupil surrounded by a white orb. A val typically reaches maturity by age 16, and they have been known to live for over 100 years.

**Relations:** Most val enjoy a certain air of nobility among the common populace. As a result, most val have a tendency to be very diplomatic, and as such, mix well with most of the other races of Arcanis. While most have no more love of dark-kin and gnomes than the rest of humanity, those who feel the need to return to their original purpose will normally go out of their way to uplift such beleaguered spirits. Elorii, in general, do not care for val, as they are the direct descendants of the despised human Gods. This dislike, however, is not widely returned, at least not publicly.





**Val Lands:** Val dwell wherever there are humans, most often as the ruling class. However, certain regions, such as Altheria, the Hinterlands, and the Pirate Isles, do not have an abundance of val within their leadership. Although certain families are known to inhabit traditional regions, the families have dispersed over the centuries. Val characters may come from any region within the nations of Abbasios, Almeric, Altheria, Canceri, Coryani Empire, Hinterlands, Milandir, Pirate Isles, or Ymandragore.

**Religion:** Val hold most of the prominent religious leadership positions. Their very nature marks them as chosen by the gods, so this isn't too surprising. The divine power flowing in their veins means that few val ever abandon worship of the Pantheon of Man, as they, above any other race (save perhaps the Ardakene Elorii), are spiritually connected to their patron deities. Though val of all families can be found in each church, they usually worship the god whose valinor founded their line. Thus, most val'Assanté priests are found in the Church of Illiir, most val'Tensen priests in the Church of Hurrian, and so forth.

**Language:** Nearly all val speak High Coryani in addition to Low Coryani (the common tongue). High Coryani is the language of the Church and nobility, so with very few exceptions, val are taught this language as children. Otherwise, val speak a variety of languages, depending on their national origin.

## THE BLOODINES

### VAL'ABEBI

The Abebi family are renowned for their analytical minds and vast knowledge. As such, the val'Abebi are regarded as the finest scholars in the Known Lands today.

**Patron Deity:** Althares

**Ancestral Home:** Altheria

### VAL'ASSANTÉ'

The val'Assanté' family is traditionally viewed as the preeminent clan of all the vals. They are famous for their oratory and leadership skills as well as their overwhelming force of personality.

**Patron Deity:** Illiir

**Ancestral Home:** The Coryani Empire but centered in the province of Ilonia.

### VAL'BORDA

The val'Borda family is usually viewed with fear and suspicion. Though never linked directly to various shady or otherwise disreputable activities, they always seem to be peripherally associated.

**Patron Deity:** Cadic

**Ancestral Home:** The city of Plexus in the Coryani province of Annonica.

### VAL'DELLENOV

Unique among the major val families, the val'Dellenov are strictly a matriarchal clan. The populace at large tends to generalize their activities as being closely associated with nature. This is due, in no small part, to their very close link with the Green Mother, Saluwe' and that the province of Balantica is called the 'Breadbasket of the Empire'.

**Patron Deity:** Saluwe'

**Ancestral Homes:** Panari, in the Coryani province of Balantica, and in the Milandisian Duchy of Sylvania.

### VAL'EMMAN

A minor family, the val'Emman were once the greatest bloodline of those val descended from the Valinor of Nier. They conquered and enslaved the val'Virdan to demonstrate their supremacy. Eventually, the val'Virdan overthrew them and began a merciless genocide of the val'Emman line. Those that survived hid themselves amongst the val'Virdan, relying upon their similar appearance and bloodline powers to disguise themselves. It has only been in the past Century that members of this line have begun to openly proclaim their heritage. They still suffer from great prejudice, and there are those among the val'Virdan that will kill them given the opportunity. val'Emman are very passionate, and much of the rash reputation of the val'Virdan is actually due to the actions of val'Emman.

**Patron Deity:** Nier

**Ancestral Home:** The southern lands now known as Novo Cormata represents their ancient homeland, though they are now found wherever the val'Virdan family lives.

### VAL'HOLRYN

Noble and fiercely loyal, the val'Holryn are generally held in high esteem throughout central Onara. This family, once believed to be a minor bloodline, raised in prominence throughout the years until finally being recognized as a major bloodline family.





## VAL NO LONGER BREED TRUE

During the last Campaign, much was made of the genetic dominance or recessiveness of the “val” gene. It was decided that the val gene was dominant. After much consideration, this has been reversed. While the val did breed true during the first few hundred years after the Gods’ War and the initial creation of the val, since then, their numbers have dwindled.

While there is a very good chance that a val who mates with another val will have a val child, this is not guaranteed. For those unhappy couples who have a normal human baby, they are given up and fostered by one of their vassal families.

When a val wishes to marry outside their own clan, they usually look to the humans within their vassal families because there is a greater chance of such a union creating a val child.

Lastly, if two val from different families were to marry and have a val child, the child would have the traits of one or another of their parent’s families. Whichever val Heritage manifests, the child is given over to that side of the family, their surname is taken and they are trained in developing said powers as a member of that particular family.

**For example:** A val’Assante’ and a val’Sheem marry and have a val child. However, if that child is discovered to have the val’Sheem Heritage, it will be given over to the val’Sheem family for raising and training. Lastly, the child will be known by that last name, i.e. val’Sheem and not a val’Assante’.

This is the reason why marrying outside one’s val family has a stigma – it dilutes the gene pool with one less val child of that lineage being born.

**Patron Deity:** Unknown, perhaps none. The val’Holryn are commonly referred to as the ‘Bastard Children of the Gods’.

**Ancestral Home:** The city of Tralia in the Duchy of the same name in Milandir.

## VAL’INARES

Pitied amongst all the val families, woe and suffering tend to follow the val’Inares throughout their lives. Parents lose infants to crib death, fortunes are gained and lost with regularity, bright sons and daughters disappear without a trace or some of the elderly contract a horrible, disfiguring disease. Yet, through it all, the val’Inares family perseveres and amazingly, grows stronger.

**Patron Deity:** Anshar

**Ancestral Home:** None as they are spread out throughout the Known Lands.

## VAL’ISHI

Viewed with reverence due to their association with the afterlife, the val’Ishi are treated as Holy men by the populace at large.

**Patron Deity:** Beltine

**Ancestral Home:** Centered in the city of Enpebyn in the Coryani province of Valentia

## VAL’MEHAN

Known for their great skill in diplomacy, the val’Mehan are a glib tongued people and are thought of as master manipulators throughout the lands of Arcanis. The general populace treats the val’Mehan with fearful respect, as one never knows if there is an invisible demonic bodyguard close by.

**Patron Deity:** Sarish

**Ancestral Home:** Centered in Nishanpur in Canceri. val’Mehan are widely traveled so branches of the family are found almost everywhere.

## VAL’MORDANE

Surrounded by an air of death, most give the val’Mordane a wide berth. The val’Mordane tend to worship the aspect of Neroth associated with undead and the extension of Life Beyond Death, whereas those in the Coryani Empire follow Neroth’s aspect of Guardian of the Dead - meaning they view the risen dead as a blasphemy in their god’s eyes.

**Patron Deity:** Neroth

**Ancestral Homelands:** In Canceri, the major population center is concentrated in the ancient city of Vintaka. There was also a sizable population in Abbessios.

## VAL’OSSAN

The val’Ossan family is considered to be a noble if slightly aloof people. They enjoy being near the ocean and often become introverted if away from a body of water for too long. It is rumored that the val’Ossan are amphibious and spend as much time below the waves as above it. The val’Ossan scoff at such fables.

**Patron Deity:** Yarris

**Ancestral Home:** Along the shores of the Gulf of Yarris. Most notably, the duchy and city of Naeraanth in Milandir, and the Coryani province of Salantis.





## VAL'SHEEM

The val'Sheem are a hedonistic and passionate people. Extroverted to the extreme, they are famous for their quick wits, their winning smile and their unsurpassed endurance while imbibing.

**Patron Deity:** Larissa

**Ancestral Home:** Centered around the city of Savonna, in the Coryani province of Cafela.

## VAL'TENSEN

This noble family has a reputation for not suffering fools lightly. It is a rare sight indeed to see a val'Tensen laugh heartily as these somber people value stoicism above all things. The val'Tensen once tended to be very slow to anger, but since the advent of "The Storm" and the release of the Rage of Hurrian, they are more like a living tempest; smoldering and ready to release vengeance.

**Patron Deity:** Hurrian

**Ancestral Home:** The ancestral home of the val'Tensen is split amongst the various city-states of the would-be kingdom of Almeric.

## VAL'VIRDAN

Renowned for their reputation as fierce and incomparable warriors, val'Viridan strive everyday to live up to this reputation. Contrary to the popular notion that the val'Viridan family has a mercurial disposition that causes them to react rashly, they are actually quite adept at complex strategies and know the value of patience.

**Patron Deity:** Nier

**Ancestral Home:** The northern portions of the Hinterlands and Canceri, nestled against Nier's Spine. In the Coryani Empire, the newly revived province of Novo Cormata.

## VAL RACIAL TRAITS:

Choose a val family - you are a member of that family. In addition, val'Holryn characters select an additional family - they are considered to be both a val'Holryn and that family for all prerequisites, effects, and benefits.

**Attributes:** Charisma, family attribute:

**val'Abebi:** Logic

**val'Assante':** Insight

**val'Borda:** Quickness

**val'Dellenov:** Vigor

**val'Emman:** Quickness

**val'Inares:** Resolve

**val'Ishi:** Resolve

**val'Mehan:** Logic

**val'Mordane:** Insight

**val'Ossan:** Vigor

**val'Sheem:** Prowess

**val'Tensen:** Might

**val'Viridan:** Vigor

**Primary Skill:** Choose any skill and choose two from: Deceit, Etiquette, Persuasion

- All Val have a Bloodrank. This affects the use of certain spells and Talents –typically this Bloodrank is equal to the number of Bloodline Talents possessed.
- Choose a Bloodline Talent
- A bonus Talent (selected when Talents are chosen)
- Val gain a +1 bonus to any Interaction Skill check made to influence others of lower social standing

**Automatic Languages:** High Coryani, Native Nation

## ELEMENTAL SOURCES

- Certain val families have the abilities to be a source of elements for their own spells.
- val'Dellenov are considered to be a source of earth for their own spells.
- val'Ossan are considered to be a source of water for their own spells.
- val'Tensen are considered to be a source of air for their own spells.
- val'Viridan are considered to be a source of fire for their own spells.

*Whatever, if anything, guides this noble family seems to have kept its secret so well, that not even the val'Holryn themselves are aware of it.*





Valerius Quintus val'Mehan, walked into his modest home in the Subura district of Grand Coryan pale and shocked. His only servant approached the centurion and removed his helmet and armor gingerly, but try as he might, the faithful slave could not pry his master's grip from the hilt of his gladius. It was only when the Mistress of the House came and soothed his worried brow that the centurion finally relaxed his death grip enough to carry the weapon away.

Taking a bowl of watered wine, she proffered it to her husband's tightly clenched lips. "Quintus, what has happened? Are you hurt? You look as though the shade of your father appeared before you."

Still absorbed in his own thoughts, the centurion managed a mirthless grunt. "If only it had been that, Cass. I swear to Sarish that I'm still not sure what I saw." Glimpsing at the wine bowl as if seeing it for the first time, Quintus took it with a shaking hand and guzzled it down in one gulp.

Cassandra val'Mehan kneeled before her husband as he dropped into his chair. "Tell me what you saw, Quintus. What did the Emperor do at the Temple Square?"

"Do? He turned the empire on its head."

It was impossible not to notice the huge crowd of Coryani citizens gathered in the square before the Temple of the Pantheon. I was stationed with other members of the Legion of Vigilance in a watchful semicircle atop the stairs. The crowd fell silent as Emperor Calsestus emerged from the temple, his face impassive. Queen Alezha glided along beside him, the Patriarch followed a few steps behind with his head bowed, and more legionnaires escorted all three. All eyes were on the Emperor as he stepped forward, raised one hand and spoke. The acoustics of the temple square are marvelous, and even those at the fringes of the crowd can hear him clearly.

"Patricians...citizens...friends, I come to you today not to celebrate the anniversary of my coronation, but to bring you grave news. I also bring you hope; hope which the Empire has not known since its earliest days. "I have learned that Felician val'Mehan, the very Patriarch of the Mother Church, has been conducting secret negotiations with the heretical priests of the Dark Triumvirate of Canceri."

Over the gasps of the crowd, the Emperor presses his attack. "Do you deny the charge, Patriarch?"

I saw the Patriarch lift his head for the first time; his agelined face stoic. "I do not deny that I have been dealing with Canceri temple officials. But I"

"SILENCE, heretic!" The Emperor's bellow echoed across the square. "By doing so, you have acted to subvert the will of the very Church you were selected to lead. By your own admission, you, the so-called Vessel of Illiir, have been working in darkness, dealing with the servants of evil. Felician, renounce what you have done and admit your guilt, and Illiir - and I - may yet be merciful."

The Patriarch gazed levelly at the Emperor for a long moment before answering. "I regret nothing. I renounce nothing. I have done what I believe to be right, and Illiir knows that I am innocent."

"Think you so?" Calsestus laughed. "You are guilty by your own admission. You are a heretic and a traitor to the Empire, to the Church, and to the gods themselves. No wonder the gods have been silent, Felician; you, their chosen vessel among mankind, are not fit for them to speak through. But they have found a new vessel, Patriarch. Henceforth, the gods will speak through me."

A burst of blinding, golden radiance suddenly materialized in the air above the gathered throng. The intense light momentarily blinded us, but as I blinked my eyes clear, a massive, glowing humanoid figure became visible, floating over the temple square. It was glorious, and radiant, and terrible as it surveyed all. Amid the murmurs of the crowd, a single word could be heard, whispered by a hundred mouths: "Valinor." First one, then another, then whole sections of the crowd began to kneel.

The Patriarch, though, remained standing. "No," he said, quietly at first. Then, louder, "Do not be deceived by this blasphemous trickery!" Throwing his head back, the Patriarch gestured broadly, calling upon the light of Illiir to cast aside illusions and reveal the truth. The radiant figure merely watches implacably, looking no less real than it did before. I saw fear begin to show in the Patriarch's eyes then, but he would not surrender. Raising his holy symbol, he screamed, "Begone, creature of evil!" But the glowing entity remained resolutely present. His eyes wide with shock and fear, the Patriarch simply stared dumbfounded.

"You see, Felician?" said the Emperor. "It is you who are the blasphemer. You seek to rebuke a Valinor on the very steps of the Temple of the Pantheon. You are not fit to be the Patriarch. You are not fit to be the Vessel of Illiir. You are not fit to live." And as the glowing figure watched in silence, the Emperor drew his own ceremonial gladius and with one swift blow, the Emperor of Coryan stabbed the unresisting Patriarch through the heart. Eyes still staring upward, the Patriarch collapsed to the temple steps.

At last, the shining being spoke. Its voice was impossibly full, sonorous, and rich, its words absolutely clear. Even as it spoke, its words appeared written in the sky above, in enormous letters of golden fire. "Calsestus val'Assanté, I anoint thee the Chosen of the Pantheon. Let none doubt that your will is the will of the Gods."

Even as the words echoed around the square, groups of slaves stationed about were goaded into motion. Ropes groaned and pulleys squeaked, and a tremendous statue was slowly lifted into place atop the Temple of the Pantheon. Finally, reaching its full height, standing proudly atop the temple, was a statue of the Emperor Calsestus, and the statue of Illiir that was once the tallest monument in Grand Coryan now stood, quite literally, in the Emperor's shadow.

Cassandra stared speechless at her husband, not daring to believe his words, but knowing them to be true. The Patriarch dead? A Valinor appearing for the first time in centuries? "Quintus, what will you do?"

Standing, the centurion gently pushed away from his wife and called for his servant to fetch his armor. Strapping his gladius to his side, he looked determinedly into his wife's eyes. "I have known Felician val'Mehan since I was a boy and have always thought of the Patriarch as being one of the last truly good beings left upon Arcanis. I cannot believe that he would betray the empire or his faith." Cinching the final straps securing his lorica segmentata, he continued more to himself than to those listening. "I will go out and find others who believe as I and uncover the truth."

Hugging herself in a vain attempt to stop her shaking, Cassandra whispered, "And if you find that the Emperor has deceived us all?"

"Then the Empire will shatter and the streets of its city will be awash with blood."



# NATION AND REGION

**Table 2-6: Regional Skills**

<b>Nation</b>	<b>Regions</b>	<b>Skills</b>	<b>Native Lang / Literate?</b>
Abessios	Abessios	<i>Deceit</i> <i>Knowledge (Religion)</i> <i>Stealth</i> <i>Thievery</i>	Low Coryani / Y Myrantian / N Ssethric / N
Almeric	Moratavia Ulfa	<i>Battle</i> <i>Beast Lore</i> <i>Heal</i> <i>Perception</i> <i>Tracking</i>	Low Coryani (Ulfa) / N Milandisian (Moratavia) / N
Altheria	New Althré Samar	<i>Artisan: (any)</i> <i>Battle</i> <i>Knowledge: (any)</i> <i>Wilderness Lore</i>	Altherian / Y
Canceri	Blood March Cold Plains Nier's Spine	<i>Battle</i> <i>Deceit</i> <i>Etiquette</i> <i>Intimidate</i> <i>Knowledge (Religion)</i>	Cancerite / N
Coryani Empire	Annonica Balantica Cafela Illonia Novo Cormata Salantis Valentia	<i>Appraise</i> <i>Artisan (Blacksmithing)</i> <i>Deceit</i> <i>Etiquette</i> <i>Tracking</i> <i>Wilderness Lore</i>	Low Coryani / Y
Dwarven Enclaves	Encali Nol Dappa Solanis Mor Tir Bitoq Tulpet	<i>Appraise</i> <i>Battle</i> <i>Empathy</i> <i>Knowledge (Religion)</i> <i>Knowledge (the Planes)</i>	Udor / Y
Elorii Nations	Elonbe' Entaris	<i>Battle</i> <i>Knowledge (Religion)</i> <i>Persuasion</i> <i>Tracking</i> <i>Wilderness Lore</i>	Elorri / Y
Hinterlands	Censure Erduk Nomad Pengik Peninsula Sicaris	<i>Appraise</i> <i>Empathy</i> <i>Larceny</i> <i>Ride</i> <i>Track</i> <i>Wilderness Lore</i>	Erudkene / N Low Coryani (Censure) / Y Low Coryani (Sicaris) / N Skohir / N Yhing hir / N





**Table 2-6: Regional Skills**

Nation	Regions	Skills	Native Lang / Literate?
League of Princes	Capharra	<i>Artisan (any)</i>	Kion / Y
	Pajharo	<i>Etiquette</i>	Uden / N
	Bhiharn	<i>Seamanship</i>	
	Blackwand	<i>Streetwise</i>	
	Eppion	<i>Wilderness Lore</i>	
	Lhyllifel	<i>Persuasion</i>	
	Mhyrcia		
Milandir	Eastmarch	<i>Appraise</i>	Milandisian / Y
	Mil Takara	<i>Ride</i>	Yhing hir / N (Mil Takara)
	Naeraanth	<i>Stealth</i>	
	Sulfur Marsh	<i>Streetwise</i>	
	Sylvania	<i>Wilderness Lore</i>	
	Tralia		
Pirate Isles	Freeport	<i>Appraise</i>	Low Coryani / N
	Garundi	<i>Artisan (Boatwright)</i>	
	Magra	<i>Deceit</i>	
		<i>Melee (Unarmed)</i>	
		<i>Seamanship</i>	
	<i>Streetwise</i>		
Unsealed Lands	Bastion	<i>Artisan (Traps)</i>	Auxunite / N
	Haina	<i>Knowledge (the Planes)</i>	Khitan / Y
		<i>Stealth</i>	
		<i>Tracking</i>	
	<i>Wilderness Lore</i>		
Ymandragore	Ymandragore	<i>Arcanum (Sorcery)</i>	Ymandrake / Y
		<i>Deceit</i>	
		<i>Intimidate</i>	
		<i>Knowledge (the Planes)</i>	
		<i>Larceny</i>	
		<i>Persuasion</i>	
		<i>Stealth</i>	

Your hero's homeland provides him with some rudimentary skills and determines if the character is automatically literate.

- Choose a Region and Nation from Table 2-6: Regional Skills.
- Choose 2 Skills from your home nation and add 1 Skill Rank to each.
- Also, choose 1 of the Native languages as appropriate.





# BACKGROUNDS

## READING BACKGROUND ENTRIES

**Name:** This is the name of the Background, it is followed by descriptive text that further explains what your character was and may hope to be.

**Nationality:** To select the Background, you must be from this nation.

**Race:** Some Backgrounds have a racial requirement, though this is not always the case.

**Requirements:** This lists any special requirements needed to select this Background outside of race or nation.

**Minimum Age:** Based upon your race, you must be at least a certain age to have mastered this Background, and have moved on to bigger and better things (hopefully).

**Attributes:** To truly excel at a profession, one must have a certain natural ability. Important Attributes are listed for each Background; raise whichever is the lower of the two Attributes by one. If both have the same value, you may choose which one to raise. If it says Any, raise your lowest Attribute by one, also choosing if more than one Attribute is your lowest.

**Skills:** Gain 1 Rank in each skill listed to represent the training of your profession.

**Talents:** Gain each Talent listed to represent the specialized training of your profession. Any time a Background grants a Weapon Training Talent to a character that already possesses training in that weapon, the character gains Weapon Mastery (Tier I) instead. Also any time a background grants Armor proficiency in a Armor category the character already possesses, they gain the next heaviest category (for example: If you already possess Armor Proficiency (Light, National) and a background grants you the same, you instead gain Armor Proficiency (Medium, National). Proficiencies granted in specific armors are not affected.

**Starting Gear:** You have acquired items during your years of work, or been supplied gear as a reward for service; you start play with this gear. All items are of Good Quality unless otherwise noted.

**Starting Silver:** You have a small amount of silver coins saved from your past. You may spend this on gear if you so desire.

**Special:** Anything not covered by the above, or an exception to the norm, would be listed here.

## BACKGROUND DESCRIPTIONS

### APPRENTICE OF THE MASTERS

*You are an apprentice to one of the master smiths or master craftsmen of your Enclave. As part of your training, you are to go out into the world and search out new techniques among the younger, innovative races, or search out lost methods of crafting from the ruins that cover the Known Lands. If a race other than dwarf, then you have studied under a blacksmith, armorer or other craftsman applicable to your race.*

**Nationality:** Any

**Minimum Age:** 60 (dwarf), 150 (elorii) or 25 (any other)

**Attributes:** Vigor, Resolve

**Primary Skills:** *Appraise, Artisan* (if dwarf - Racial Tradition, otherwise choose any one) and *Melee* (choose one)

**Talents:** Disciplined, Heirloom (see Starting Gear, below) and Master Craftsman

**Starting Gear:** Any light armor and any melee weapon from your starting nation, Tradesman's Garb, Traveler's Kit, Artisan's Tools and one item of Fine Quality that corresponds to your *Artisan* specialization (otherwise per Heirloom Talent)

**Starting Silver:** 4d10 (Charisma)

**Special:** A val who chooses this Background starts play with an Adorned Flintlock Pistol.

### AWAKENED SCION

*You have the blood of the Celestial Valinor running through your veins. Along with a myriad of unique Bloodline powers, you are also gifted with the latent potential of Psionics. Not all val are capable of wielding Psionics, indeed most lack the mental precision and flexibility needed to do so. However, the leaders within each family keep a continuous watch over the younger members of the family. Any who show promise are eventually given the option of undertaking the ordeal known as the Awakening. Each val family has their own ritual, but the purpose is identical - ignite the spark that will allow the young val to use the power of his mind.*



**Nationality:** Any

**Race:** Val

**Minimum Age:** 20

**Attributes:** Insight, Resolve

**Primary Skills:** *Arcanum (Meditation)*, *Etiquette* (home nation), *Melee (Balanced)* and *Ranged (Thrown)*

**Talents:** Potent Blood and Weapon Training (choose any one-handed weapon from your starting nation)

**Starting Gear:** Any light or medium armor and any three weapons from your starting nation, Noble's Garb, Traveler's Kit and an Adorned Flintlock Pistol

**Starting Silver:** 5d10 (Charisma)



## BODYGUARD

*You may have been just a hired thug, watching the back of those who could pay your price, or maybe you worked for an affluent merchant family. Of course, you may have been one of the lucky to walk the halls of nobility, watching the shadows for an assassin's dagger. You have always watched over others, but now find yourself without work or released from service.*

**Nationality:** Any

**Minimum Age:** 40 (dwarf), 80 (elorii) or 25 (any other)

**Attributes:** Insight, Quickness

**Primary Skills:** *Etiquette* (home nation), *Perception* and *Melee* (choose one)

**Talents:** Dedicated Protector and Quick Draw

**Starting Gear:** Any light armor from your starting nation, as well as any shield and any two weapons from your starting nation, Tradesman's Garb and a Traveler's Kit

**Starting Silver:** 4d8 (Charisma)

## COURTESAN

*You know how to please those who come to you, be it with stimulating conversation or your practiced touch. Whether you worked as a "street-level" Larissan priestess with a Courtesan Guild, such as the Nine Sisters of Tender Mercy, or as a pampered companion of nobility, you now find yourself outside of that protective and pleasant environment. The reason for this is your own, but one thing is certain - silk pillows and scented water are not in your immediate future.*

**Nationality:** Any

**Minimum Age:** 45 (dwarf), 75 (elorii) or 18 (any other)

*The free spirited Osalikenes make up the majority of Elorii diplomats*

**Attributes:** Charisma, Insight

**Primary Skills:** *Deceit*, *Etiquette* (home nation) and *Persuasion*

**Talents:** Honeyed Tongue and Seductive

**Starting Gear:** Any light weapon from your starting nation and an Explorer's Kit

**Special:** A val'Sheem who chooses this Background starts play with an Adorned Flintlock Pistol and Noble's Garb.

**Starting Silver:** 4d10 (Charisma)

## DIPLOMAT

*You have been trained in the ways of the court, a place which, for the naïve, can be just as dangerous as any battlefield. But, where failure upon the field of battle may just cost you your life, the wrong words, or even the wrong gift may lead to the death of thousands.*

**Nationality:** Any except Elonbé

**Minimum Age:** 60 (dwarf), 100 (elorii) or 25 (any other)

**Attributes:** Charisma, Insight

**Primary Skills:** *Etiquette* (home nation), *Persuasion* and *Ride*

**Talents:** Honeyed Tongue and Judge of Character

**Starting Gear:** Noble Garb and a Traveler's Kit

**Special:** A val who chooses this Background starts play with an Adorned Flintlock Pistol.

**Starting Silver:** 4d10 (Charisma) + 100





## ELDER SORCERER'S APPRENTICE

*Elorii were born and bred to be warriors by their Ssethric masters, but some of them, in the age before the rebellion, began to train in another type of warfare as well - that of Sorcery. After the overthrow of your cruel masters, that tradition remained. You are one of the few that continues the study and perfection of the craft humans call Elder Sorcery.*

**Nationality:** Any elorii nation

**Race:** Elorii

**Requirement:** Arcane Spell Casting (Elder Magic)

**Minimum Age:** 180

**Attributes:** Logic, Resolve

**Primary Skills:** Athletics, Arcanum (Thaumaturgy) and any one Combat skill

**Talents:** Prodigy and any one Combat Talent

**Starting Gear:** Any weapon common to your starting nation, Explorer's Kit and a Vellum Book of Arcane Instruction (+2 when utilizing your Arcanum skill as a Lore skill)

**Starting Silver:** 3d10 (Charisma)

## EXILE/ EXPATRIATE

*You have left your home nation behind; perhaps you left on your own volition or were "asked" to leave. Either way, you are now alone in a strange land, trying to fit in, yet always the outsider.*

**Nationality:** Any

**Minimum Age:** 45 (dwarf), 75 (elorii) or 18 (any other)

**Attributes:** All

**Primary Skills:** Streetwise, any one Social or Physical skill, either one Combat or one Arcanum skill and lastly choose an "adopted" nation skill from Table 2-6 Regional skills. You gain one regional skill from that nation and learn its native language.

**Talents:** Seasoned Traveler, Weapon Training (choose one from adopted nation) and Weapon Training (choose one from starting nation)

**Starting Gear:** Any weapon from starting nation, any weapon from adopted nation, Traveler's Kit and the following based upon Archetype: Arcane or Expert Archetype: Any light armor from original nation; Divine Archetype: Your deity's chosen armor; Martial Archetype: Any light or medium armor from original nation

**Starting Silver:** 3d10 (Charisma)

**Special:** A val who chooses this Background starts play with an Adorned Flintlock Pistol.

## FORMER ALTHERIAN MARKSMAN [MILITARY]

*You served for a time as one of the famed Snipers of Altheria and though you mustered out of the service, you know that as an Altherian, you are never really "out" of the Shining Patrol.*

**Nationality:** Altheria

**Minimum Age:** 25

**Attributes:** Quickness, Vigor

**Primary Skills:** Ranged (Marksmanship), Stealth and Wilderness Lore.

**Talents:** Hawkeye, Stealthy and Weapon Training (Flintlock Rifle)

**Starting Gear:** Any one-handed melee weapon from starting nation, Dagger, Altherian Flintlock Rifle, Armored Jacket, Buckler and a Military Kit

**Special:** A val who chooses this Background starts play with an Adorned Flintlock Pistol.

**Starting Silver:** 4d8 (Charisma)

## FORMER GLADIATOR

*You can still hear the roar of the crowd; they called out your name. The blood you spilled was for their pleasure and for your own freedom. Maybe you joined a Ludi to pay off your debts, or maybe you were bought by a lanistae seeking to improve his stock. Nevertheless, you have won your freedom and are now master of your own destiny!*

**Nationality:** Choose from arena locations: Almeric, Coryani Empire or Hinterlands

**Minimum Age:** 60 (dwarf), 20 (any other)

**Attributes:** Might, Prowess

**Primary Skills:** Athletics, Mettle and Melee (any).

**Talents:** Blood and Sand, Weapon Training (Cestus), Weapon Training (Dagger), Weapon Training (Gladius), Weapon Training (Light Spear), Weapon Training (Net) and Weapon Training (Great Trident)

**Starting Gear:** Gladiatorial Armor, Traveler's Kit and then choose one of the following packages:

Buckler, Dagger, Light Spear

Buckler, Dagger, Gladius

Dagger, Great Trident, Net

Dagger, Maul

**Starting Silver:** 3d10 (Charisma)





## FORMER LEGIONNAIRE [MILITARY]

*Once a legionnaire, always a legionnaire! You served your time, saw the world, saved the Empire a time or two, and are now a free man, left to make your mark upon the Known Lands. Pax Coryan!*

**Nationality:** Coryani Empire

**Minimum Age:** 30

**Attributes:** Might, Vigor

**Primary Skills:** *Battle, Melee (Balanced), Melee (Pole-Arms)* and *Ranged (Thrown)*

**Talents:** Strength of the Coryani Heart, Weapon Training (Gladius), Weapon Training (Pilum) and Weapon Training (Pugio)

**Starting Gear:** Gladius, Lorica (any), Dagger (Pugio), Tower Shield (Scutum) and a Military Kit

**Starting Silver:** 4d8 (Charisma)

**Special:** A val who chooses this Background starts play with an Adorned Flintlock Pistol.

**Special:** Choose your legion; you have been tattooed with its symbol. (See Table 2-7: a Sampling of Known Legions for a listing of some of the known legions).

**Table 2-7: A Sampling of Known Legions**

Legion of Avenging Thunder
Legion of Blazing Judgment
Legion of Broken Shadows
Legion of Burnished Steel
Legion of Dark Majesty
Legion of Deliverance
Legion of Grim Lamentation (val'Inares or Ansharan only)
Legion of Heaven's Blade
Legion of Honorable Accord
Legion of Indomitable Accord
Legion of Iron Shadow
Legio Lex Talionis
Legion of Searing Light
Legion of Sweet Sorrow
Legion of the Defiant Shield
Legion of the Iron Guardian
Legion of the Mighty Oak
Legion of the Reluctant Warrior
Legion of the Shinning Pillar
Legion of the Singers of the Sweet Savona
Legion of the Storm Lord
Legion of the Triumphant Rays of the Invisible Sun
Legion of the Unrepentant Heart
Legion of the Watchful Hunter

## FORMER MESSENGER [MILITARY]

*It started as a simple job. You would run messages within the confines of your home town, but your reputation, for better or worse, got you noticed. You were trained to ride a horse, to run farther than most without rest and to keep your mouth shut... the prime qualifications for a good messenger.*

**Nationality:** Any

**Minimum Age:** 45 (dwarf), 75 (elorii) or 18 (any other)

**Attributes:** Quickness, Resolve

**Primary Skills:** *Linguistics, Ride* and *Wilderness Lore*

**Talents:** Seasoned Traveler and Weapon Training (Short Sword)

**Starting Gear:** Any light armor from starting nation, Short Sword, Quality Riding Horse, Riding Saddle, Saddlebags, Bit and Bridle and Traveler's Kit

**Starting Silver:** 3d8 (Charisma)

## FORMER ROYAL MARINE [MILITARY]

*Milandir prides itself on its navy; their ships being powerful enough to face down the black ships of Ymandragore (at least defensively), or chase down the pirates of the Northern Seas. And you are proud to have once counted yourself amongst their number!*

**Nationality:** Milandir

**Minimum Age:** 30

**Attributes:** Prowess, Vigor

**Primary Skills:** *Melee (Balanced), Melee (Pole-Arms), Ranged (Marksman)* and *Seamanship*

**Talents:** Royal Marine of Milandir, Weapon Training (Broad sword), Weapon Training (Crossbows (all)) and Weapon Training (Great Trident).

**Starting Gear:** Broadsword, Milandisian Trident, Medium Crossbow (20 Crossbow Bolts), Military Kit and the following based upon Archetype: Arcane and Expert Archetype: Any Milandisian light armor ; Divine Archetype: Your deity's chosen armor; Martial Archetype: Milandisian Chainmail Hauberk

**Starting Silver:** 4d8 (Charisma)

**Special:** A val who chooses this Background starts play with an Adorned Flintlock Pistol.





## FORMER SECRET POLICEMAN

*You've observed and interrogated the weak-willed peasants, seeking out blasphemies against the Dark Triumvirate and managed to line your pockets as you went. The Akali reward the loyal and punish the defiant. Perhaps you've decided to work for your own ends, or perhaps you lost favor to a rival. Regardless, you are now on your own...*

**Nationality:** Cancia

**Race:** Human

**Minimum Age:** 25

**Attributes:** Charisma, Insight

**Primary Skills:** *Empathy, Intimidate* and *Streetwise*

**Talents:** Adaptable, Judge of Character and any one Skill Talent

**Starting Gear:** Dagger, any one-handed light weapon from starting nation and a Traveler's Kit

**Starting Silver:** 8d8 (Charisma)



## FORMER SHINING PATROL SOLDIER [MILITARY]

*You are a veteran of the Shining Patrol, mustering out with the honorary title of "Defender of the Republic." Though it is a designation of little consequence in your home region (unless you yourself are Altherian), to the chosen of Althares your service is honored.*

**Nationality:** Altheria, Almeric, Coryani Empire or Milandir

**Minimum Age:** 25

**Attributes:** Quickness, Vigor

**Primary Skills:** *Melee (Balanced), Mettle* and *Ranged (Marksmanship)*

**Talents:** Armor Proficiency (Choose any Altherian Armor), Weapon Training (Flintlocks (all)), and Wolf Pack Tactics

**Starting Gear:** Armored Jacket, any 3 Altherian Weapons (may only choose firearms if a val or of Altherian nationality) and a Military Kit.

**Starting Silver:** 4d8 (Charisma)

**Special:** A val who chooses this Background starts play with an Adorned Flintlock Pistol.

*Val'Viridans are well known for being exceptional warriors and it's quite common to find them in military roles.*

## FORMER SLAVE

*Through guile, wit, or luck you have won your freedom. Maybe your master died and gave you your liberty with a small amount of coin, or maybe you were just smart enough to buy your own freedom. But unlike some, your will was never broken....*

**Nationality:** Coryani Empire

**Minimum Age:** 25

**Attributes:** Any

**Primary Skills:** *Etiquette* (home nation), *Persuasion*, any one Lore skill and your choice of either one *Artisan* skill or *Linguistics*.

**Talents:** Lost in the Crowd, any one Skill Talent and either Linguistics, Master Craftsman, or Judge of Character

**Starting Gear:** One-handed light weapon from starting nation and a Traveler's Kit

**Starting Silver:** 3d8 (Charisma)

THOUGH IT IS NOT REQUIRED, MOST CITIZENS OF ALTHERIA, MALE AND FEMALE, SERVE FOR AT LEAST A SHORT TIME WITHIN THE SHINING PATROL. THE SHINING PATROL IS THE BULK OF THE MILITARY MIGHT OF ALTHERIA. IT IS MADE UP OF SOLDIERS (AND EVEN COMPLETE UNITS) FROM ALTHERIA AND OTHER NATIONS WHO HAVE AGREED TO HELP DEFEND THE REPUBLIC FROM THE SETHREGORAN EMPIRE IN EXCHANGE FOR CONTINUED TRADE IN BLAST POWDER, FLINTLOCKS, AND OTHER INVENTIONS.





## FORMER SOLDIER [MILITARY]

*Maybe you were a member of the Coryani Auxiliary, or a standing soldier of the militias in the League of Princes. Regardless, you lived a life by the sword for your country, king or emperor.*

**Nationality:** Any nation

**Attributes:** Might, Vigor

**Minimum Age:** 50 (dwarf), 80 (elorii) or 25 (any other)

**Primary Skills:** *Athletics, Mettle* and two Combat skills.

**Talents:** Campaigner, Weapon Training (in one ranged and one melee weapon, both from starting nation)

**Starting Gear:** Any three national weapons, Military Kit and the following based upon Archetype: Arcane or Expert Archetype: Any light armor from starting nation; Divine Archetype: Your deity's chosen armor; Martial Archetype: Any light or medium armor from starting nation.

**Starting Silver:** 4d8 (Charisma)

**Special:** A val who chooses this Background starts play with an Adorned Flintlock Pistol.

## FORMER STREET URCHIN/BEGGAR

*You lived in the streets, in the alleys, under homes, wherever you could. Every night you faced starvation, disease, slavery or worse. So you scrounged enough silver to get a pack; and maybe you found an old dagger or perhaps took a sword from a dead man's hand. Now it is time to start your life anew, hopefully one that will give you a full stomach and a few nights in a warm bed.*

**Nationality:** Any human nation

**Minimum Age:** 15

**Attributes:** Charisma, Insight

**Primary Skills:** *Larceny, Perception, Stealth* and *Streetwise*

**Talents:** Die Hard, Weapon Training (Dagger) and Weapon Training (Club)

**Starting Gear:** Dagger, Club, any light weapon from starting nation and Common Garb

**Starting Silver:** 3d8 (Charisma)

## FORMER WATCHMAN

*As a member of the local watch, you acted as part guard, part law enforcement and part negotiator. Those above your captain didn't really care about the law; they just expected results. So as long as the coins, grain or other resources were allowed to flow, you were left alone.*

**Nationality:** Any (choose a town or city)

**Attributes:** Charisma, Insight

**Minimum Age:** 50 (dwarf), 80 (elorii) or 20 (any other)

**Primary Skills:** *Melee (Unbalanced), Perception* and *Streetwise*

**Talents:** Investigator, Street Smarts and Weapon Training (any one-handed weapon from starting nation)

**Starting Gear:** Any one one-handed weapon and any light armor from starting nation, Traveler's Kit

**Starting Silver:** 3d10 (Charisma)

## GUILDER

*As a member of a guild, your craft and your market were always defended by your fellow guild mates. Now that has all changed. It's time to take up arms to defend yourself and find your fortune.*

**Nationality:** Any

**Attributes:** Charisma, Insight

**Minimum Age:** 60 (dwarf), 85 (elorii) or 25 (any other)

**Primary Skills:** *Appraise, Artisan* (choose one specialty) and *Persuasion*

**Talents:** Master Craftsman and Discerning Eye

**Starting Silver:** 8d8 (Charisma)

**Starting Gear:** Traveler's Kit, Artisan's Tools, any one item to match your specialty (weapons and armor must be from starting nation and armor must be either light or medium)

## HARVESTER

*You scour the hidden corners of the Shattered Empires seeking the gifted. Your master demands that his subjects are delivered, and you have dragged many back to the legendary black ships of Ymandragore.*

**Nationality:** Ymandragore

**Attributes:** Insight, Logic

**Minimum Age:** 50 (dwarf), 80 (elorii) or 20 (any other)

**Primary Skills:** *Linguistics* (see *Special, below*), *Mettle, Perception, Persuasion* and *Stealth*





**Talents:** Armor Proficiency, Light (from starting nation, see Special below), Weapon Training (Light) (from starting nation, see Special, below) any one Combat Talent and any one Skill Talent

**Starting Gear:** Any light armor (from starting nation, see Special, below), any one-handed weapon (from starting nation, see Special, below), Manacles and a Traveler's Kit

**Starting Silver:** 6d8 (Charisma)

**Special:** Choose a human nation; this is your nation of operation. Your armor proficiency, weapon training and starting gear is from that nation to help you blend in. You must also elect to speak that nation's local language.

## INITIATE OF THE GODS

*With long nights of prayer, poring through dusty scrolls, codices and tablets, you have tirelessly memorized your prayers down to the syllable. Each word bought you understanding; each tale strengthening your faith. You are among the truly faithful of the gods and through you, Their will be done.*

**Nationality:** Any (choose a church and appropriate patron deity)

**Minimum Age:** 45 (dwarf), 70 (elorii) or 20 (any other)

**Attributes:** Charisma, Logic

**Primary Skills:** *Arcanum (Cants)* (see Special, below), Knowledge (Religion) and any one Combat skill

**Talents:** Weapon Training (deity's chosen weapon)

**Starting Gear:** Deity's chosen armor, deity's chosen weapon, Common Quality Holy Symbol, Prayer Book and a Traveler's Kit

**Starting Silver:** 3d6 (Charisma)

**Special:** A val who chooses this Background starts play with an Adorned Flintlock Pistol.

**Special:** Priests of Althares start play with a Flintlock Pistol.

**Special:** Initiates of Sarish gain *Arcanum (Sorcery)* instead of *Arcanum (Cants)* as a Trained skill.

**Special:** Unless you are an Initiate of Sarish, the Divine Spell Casting Talent is no longer a Limited Talent for you. If you are an Initiate of Sarish, the Arcane Spell Casting Talent is no longer a Limited Talent for you for the purposes of obtaining the Sarishan Sorcerer-Priest Source.

## LAERESTRI

*After centuries of little to no contact with the humans that usurped your people's home and birthrights, the time has come for engagement once more. After receiving special training you have been sent out to learn as much as you can of the outside world, with particular attention to studying the humans. Yet even after extensive training, nothing could have prepared you for what you found...*

**Nationality:** Elonbé, elorii only

**Minimum Age:** 120

**Attributes:** Charisma, Insight

**Primary Skills:** *Linguistics, Perception, Wilderness Lore* and choose any one Combat skill

**Talents:** Seasoned Traveler and Weapon Training (all elorii weapons)

**Starting Gear:** Any light elorii armor, any two elorii weapons and a Traveler's Kit

**Starting Silver:** 4d8 (Charisma)

## MERCENARY [MILITARY]

*You have fought under many flags and under the leadership of different commanders. In many ways, coin is the only thing capable of holding your allegiance and, sadly, it has become your only master.*

**Nationality:** Any

**Minimum Age:** 50 (dwarf), 80 (elorii) or 25 (any other)

**Attributes:** Insight, Vigor

**Primary Skills:** *Athletics, Melee* (choose one) and *Ride*

**Talents:** Campaigner, Weapon Training (choose any one weapon and one national weapon) and Armor (Light - any national)

**Starting Gear:** Any two weapons, Dagger, Military Kit and the following based upon Archetype: Arcane or Expert Archetype: Any light armor; Divine Archetype: Deity's armor; and Martial Archetype: Any light or medium armor

**Starting Silver:** 4d8 (Charisma)

**Special:** A val who chooses this Background starts play with an Adorned Flintlock Pistol.

**Laerestri are young, curious Elorii that travel the world working with (and for) humans to learn their customs and the nature and capabilities of their armies.**





## NOBLE BORN

You are a noble of your chosen nation, though in some nations the title could mean little, while in others possessing noble blood carries important responsibilities. Among the Altherians, you may represent the wisest among your people, while in Milandir or Almeric, you are looked upon as a defender of your respective values.

**Nationality:** Any, except Coryani Empire, (human, Kio and val only)

**Minimum Age:** 18

**Attributes:** Charisma, Insight

**Primary Skills:** *Etiquette* (home nation), *Persuasion*, *Ride* and *Melee* (*Balanced*)

**Talents:** Weapon Training (any one-handed sword from starting nation), and choose one of the following: Born in the Saddle, Linguist or Honeyed Tongue

**Starting Gear:** One-handed sword or Dagger, Quality Riding Horse, Riding Saddle, Saddlebags, Bit and Bridle, Noble Garb and a Traveler's Kit

**Starting Silver:** 8d10 (Charisma) + 100

**Special:** A val who chooses this Background starts play with an Adorned Flintlock Pistol

## NOMAD

Never one to stay in the same place for long, you are a wanderer, seeking either solitude or merely a simple existence. You don't need many material possessions, and what you do require is readily found in the plains and fields you call home.

**Nationality:** Blessed Lands, Hinterlands

**Minimum Age:** 16

**Attributes:** Quickness, Vigor

**Primary Skills:** *Melee* (choose one), *Ranged* (*Archery*), *Ride* and *Track*

**Talents:** Born in the Saddle and any one Combat Talent

**Starting Gear:** Any light armor from starting nation, as well as any bow and any one-handed melee weapon from starting nation, 10 arrows, Light Warhorse, Riding Saddle, Saddlebags, Bit and Bridle and a Traveler's Kit

**Starting Silvers:** (Charisma)



## PATRICIAN

As a noble of the Coryani Empire, you live a life of luxury far beyond that enjoyed by nobles of other nations. Yet such luxury comes with hidden costs – for the Imperial Court is oft times deadlier than the bloodiest of battlefields.

**Nationality:** Coryani Empire (human and val only)

**Minimum Age:** 20

**Attributes:** Charisma, Insight

**Primary Skills:** *Deceit*, *Etiquette* (home nation) and *Persuasion*

**Talents:** Honeyed Tongue, Weapon Training (*Gladius*) and Weapon Training (*Dagger* (*Pugio*))

**Starting Gear:** *Gladius*, *Dagger* (*Pugio*), Noble Garb, Traveler's Kit and a Common Coryani Slave

**Starting Silver:** 8d10 (Charisma) +100

**Special:** A val who chooses this Background starts play with an Adorned Flintlock Pistol.

## PERFORMER

You are an actor, traveling from city to city performing in the theaters or on street corners. Perhaps you are a musician playing for nobility at their extravagant parties, or maybe you're an orator spreading news and rumors for coin.

**Nationality:** Any

**Minimum Age:** 40 (*Dwarf*), 60 (*Elorii*) or 18 (any other)

**Attributes:** Charisma, Quickness

**Primary Skills:** *Acrobatics*, *Deceit* and *Perform* (choose one)

**Talents:** Acrobatic and Honeyed Tongue

**Starting Gear:** *Dagger*, Traveler's Kit and a number of small items appropriate for *Perform* skill (no more expensive, in total, than 10s)

**Starting Silver:** 5d8 (Charisma)

## PEASANT/PEBIAN

You are a simple commoner, but now find yourself drawn to the extraordinary life of adventure. Maybe you longed for a different life away from the crowded streets of your home, or maybe you were forced into this life by circumstances beyond your control.

**Nationality:** Any human nation

**Minimum Age:** 20

**Attributes:** Any

**Primary Skills:** *Artisan* (choose one specialization), *Melee* (*Unbalanced*), *Streetwise* and any one Lore skill





**Talents:** Any Skill Talent, Lost in the Crowd, Weapon Training (Club) and Weapon Training (Dagger)

**Starting Gear:** Club, Dagger and a Traveler's Kit

**Starting Silver:** 3d8 (Charisma).

## SAILOR

*You once made your way across the seas, living from ship to ship, crew to crew. You have always lived a life of adventure, from the southern ports of the League of Princes to the northern ports of Censure or the Pirate Isles. What made you trade that life of adventure for this one is anyone's guess.*

**Nationality:** Any

**Minimum Age:** 40 (dwarf), 60 (elorii) or 18 (any other)

**Attributes:** Resolve, Prowess

**Primary Skills:** *Athletics*, *Seamanship* and choose any one Combat skill and any one *Artisan* or *Social* skill

**Talents:** Master of the Tops and Seasoned Traveler

**Starting Gear:** Any one-handed weapon, Dagger and a Traveler's Kit

**Starting Silver:** 3d8 (Charisma)

## SANCTORUM MAGE

*You have been trained from a tender age in the ways of the Arcane. Your parents left you in the custody of the Sanctorem, either to protect you or out of fear of the Harvesters of Ymandragore or simply of your "gift". But now that you have mastered your abilities, reality is yours to twist and manipulate at will.*

**Nationality:** Any

**Requirements:** Arcane Archetype and *Arcanum (Sorcery)* as a trained skill

**Minimum Age:** 19

**Attributes:** Logic, Resolve

**Primary Skills:** *Arcanum (Sorcery)*, *Deceit* and *Perception*

**Talents:** Prodigy and Extra Spell

**Starting Gear:** Any light weapon from starting nation and a Traveler's Kit

**Starting Silvers:** 3d10 (Charisma)

**Special:** A val who chooses this Background starts play with an Adorned Flintlock Pistol.

## SCRIBE

*For many years, your life consisted of copying, by hand, countless pages of text. This was followed by long nights of research and study, referencing scholars, philosophers and others. But those days are behind you. Now you travel to learn the lessons of experience, visit distant libraries, and perhaps discover forgotten secrets and lore.*

**Nationality:** Any

**Minimum Age:** 50 (dwarf), 75 (elorii) or 25 (any other)

**Attributes:** Logic, Resolve

**Primary Skills:** *Linguistics* and *Knowledge* (any four specializations)

**Talents:** Eclectic Knowledge and Linguist

**Starting Gear:** Explorer's Kit, Satchel of Books (if provided with enough time to research: +2 to Trained Knowledge Action Rolls)

**Starting Silvers:** 3d8 (Charisma)

## SHAMAN INITIATE

*"Not all people bow their heads to the "all-mighty" Pantheon of Man. Some of us still commune with the spirits of nature or other 'Lesser Powers'. These spirits don't make us lead our lives a certain way, or make us bow and humble ourselves before them. Some help because they are friendly, while others can be bargained with, just like any other person. I trained in these old ways. Come, let me show you." Gan Mönkh, Skohir Lore Keeper*

**Requirement:** *Arcanum (Shamanism)* as a trained skill.

**Nationality:** Hinterlands, League of Princes, non-affiliated regions or Milandir (male ss'ressen only)

**Religion:** Elemental Worship or Animism – ss'ressen males must follow Jeggal Sag

**Minimum Age:** 14

**Attributes:** Charisma, Resolve

**Primary Skills:** *Arcanum (Shamanism)*, *Beast Lore*, *Perform* (choose *Oratory* or *Singing*) and *Wilderness Lore*

**Talents:** Combat (any one) and Lay of the Land

**Starting Gear:** Any one-handed melee weapon from starting nation and a Traveler's Kit

**Starting Silvers:** 3d8 (Charisma)

**Special:** Arcane Spell Caster is no longer a Limited Talent for you for the purposes of selecting the Primal Magic Source.

**Special:** Hinterlands Shamans also start with a Quality Riding Horse, Riding Saddle, Saddlebags and a Bit and Bridle.







*Completely at home on the seas, the val'Ossans are a welcome sight by any ships crew.*

## SQUIRE

*You have been in the service of a knight for many years; trained rigorously, worked with honor and done your master's bidding. You have recently been released from service to further broaden your experience and training before taking the vows of knighthood.*

**Nationality:** Milandir

**Minimum Age:** 15

**Attributes:** Resolve, Vigor

**Primary Skills:** *Beast Lore (Horses)*, *Etiquette* (home nation), *Melee (Balanced)* and *Ride*

**Talents:** *Armor Training* (any from starting nation) and *Born in the Saddle*

**Starting Gear:** Any two one-handed melee weapons from starting nation, Heavy Warhorse, Lance, Riding Saddle, Saddlebags, Bit and Bridle and a Military Kit

**Starting Silver:** 3d8 (Charisma)

**Special:** A val who chooses this Background starts play with an Adorned Flintlock Pistol.

## SOLIDER OF RE+TRIBUTION [MILITARY]

*Elorii were literally born to be warriors, but as the ages have passed, some of the Eternal People have turned their efforts into mastering other skills. Not you - you are not some one-dimensional character from a Chauni Battle Poem that knows nothing other than the skill of killing things. You have spent more time than most turning war into an art form. And for an immortal race, that is a considerable amount of time indeed.*

**Nationality:** Entaris (elorii only)

**Minimum Age:** 120

**Attributes:** Prowess, Resolve

**Primary Skills:** *Athletics*, *Wilderness Lore* and any two Combat skills

**Talents:** *Armor Proficiency* (all elorii armor) *Disciplined* and *Weapon Training* (all elorii weapons)

**Starting Silver:** 4d8 (Charisma)

**Starting Gear:** Any light or medium armor from starting nation, Broadsword, Dagger, Light Spear, Longbow (12 arrows) and Military Kit

## TEMPLAR

*While some hear the call of the gods, not all seek to be priests. Many of these souls are called to be soldiers of the faith.*

**Religion:** Any (ss'ressen worshipers of the Fire Dragon must be male.)

**Minimum Age:** 45 (dwarf), 65 (elorii) or 18 (any other)

**Attributes:** Resolve, Vigor

**Primary Skills:** *Knowledge (Religion)* and any two Combat skills

**Talents:** *Armor Proficiency* (deity's chosen armor), *Strength of Faith* and *Weapon Training* (deity's chosen weapon)

**Starting Gear:** Suit of armor (deity's or light armor from starting nation), deity's chosen weapon, any one other weapon and a Military Kit

**Starting Silver:** 2d8 (Charisma)

**Special:** A val who chooses this Background starts play with an Adorned Flintlock Pistol.

**Special:** If you are not a Templar of Sarish, the Divine Spell Casting Talent is no longer Limited for you and you may take Devout Talents as if you possessed the Divine Spell Casting Talent. If you are a Templar of Sarish, the Arcane Spell Casting Talent is no longer Limited as long as you select it to gain access to the Sorcerer-Priest of Sarish Source.





## TOMB ROBBER

*With the number of ancient civilizations that rose and fell in the Known Lands, it is little wonder that some make a brisk business of finding lost tombs and divesting the dead of their riches. You considered a change of profession the night one of the dead decided to complain...*

**Nationality:** Any

**Minimum Age:** 40 (Dwarf), 60 (Elorii) or 18 (any other)

**Attributes:** Insight, Quickness

**Primary Skills:** Appraise, Larceny and Knowledge (History)

**Talents:** Tomb Raider and Shady

**Starting Gear:** Any light weapon from starting nation and a Traveler's Kit

**Starting Silver:** 3d8 (Charisma)

## VAGABOND

*For whatever reason, you were not considered to be a productive member of society. Perhaps you consider manual labor or working for another beneath you. You were meant for a life of luxury. Unfortunately, your parents did not have the foresight of being aristocrats. No matter - you are the nobility of the downtrodden; king of the beggars.*

**Nationality:** Any

**Minimum Age:** 45 (dwarf), 60 (elorii) or 18 (any other)

**Attributes:** Any

**Primary Skills:** Linguistics, Persuasion and Streetwise

**Talents:** Information Network, Jack of all Trades and Lost in the Crowd

**Starting Gear:** Leather Armor, Dagger, Common Garb

**Starting Silver:** 3d8 (Charisma)

## VETERAN OF THE WALL [MILITARY]

*Though not yet completed, the dwarves of Tir Betoq began construction of a giant wall to keep the Infernal Horde from invading all the Known Lands. Since they are few in number, the industrious dwarves cannot man the wall and build it at the same time. You are one of the few who have stood watch on the massive rampart and helped repel endless incursions of the foul creatures. But very few have the fortitude to stand guard here for too long. You have done your duty - now it's time to refresh the soul before you become one of the Tainted.*

**Nationality:** Tir Betoq, Solanis Mor, any human nation

**Minimum Age:** 60 (dwarf), 30 (any other)

**Attributes:** Resolve, Vigor

**Primary Skills:** Knowledge (The Planes)



*"I have spent my time on the Wall and witnessed the horrors that lie on the other side. We need to prepare faster."*

Aleská val'Holryn

and any two Combat skills

**Talents:** Calloused and Hunter (Infernals)

**Starting Gear:** Any light armor and any two weapons from starting nation, a Military Kit

**Starting Silver:** 4d8 (Charisma)

**Special:** A val who chooses this Background starts play with an Adorned Flintlock Pistol.

## WOODSMAN

*You grew up in the shadow of the dark woods, and you have learned most of its secrets. None can handle a cutting axe better than you and few can travel through the loam of the forest, following the barest of tracks, quicker either.*

**Nationality:** Any

**Minimum Age:** 50 (dwarf), 70 (elorii) or 20 (any other)

**Attributes:** Vigor, Logic

**Primary Skills:** Track, Melee (Unbalanced) and Wilderness Lore

**Talents:** Lay of the Land and Weapon Training (War Axe)

**Starting Gear:** Any light armor from starting nation, War Axe and a Traveler's Kit

**Starting Silvers:** 3d8 (Charisma)





# SKILLS

Skills represent your Hero's practical knowledge and physical training. During Hero creation, you gain a number of trained skills through your Hero's Region, Archetype, and Background. You may later gain additional skills through Paths and other advancement options.

Skills are the primary modifier for most Action Rolls. If you are attempting an Action for which you are trained in the appropriate skill, you add your Rank in that skill to the result of the Action Roll.

## ACTION SKILL ROLLS AND THE STORY

If an Action Roll adds nothing to the pace and furtherance of the story, or even worse, failure of an Action Roll would harm the sense of drama and excitement, then the roll should not be made. For example, if the Heroes are given horses to speed their journey, a *Ride* Action Roll should not be required merely to travel. Just assume that the Heroes have the wherewithal to perform mundane tasks when it suits the narrative.

## SKILLS & ATTRIBUTES

Though all skills possess a primary attribute that represents the most common use of that skill, any skill can be used with almost any Attribute Die under the right circumstances. For example, one might use *Athletics* with Prowess in order to actively compete in a contest; to form a game plan, one could use Logic; to trick an opponent into moving early, Charisma would be appropriate; to persist in the face of a long-lasting contest, Vigor may be the best choice.

### HENRY SAYS!

#### Reward Role-playing!

Never let the dice get in the way of a good story, or smart play. To encourage exceptional role-playing and just plain good thinking, the Chronicler may award a player an automatic success as a reward rather than rolling dice.

It is also appropriate at times to apply an automatic failure in certain situations, although this tact should be used with caution. Remember, it isn't good role-playing to play a silver tongued devil when the hero has low Charisma and little relevant skill.

Players and the Chronicler are encouraged to think outside the box when applying attributes. Although there are some hard rules for different skill uses and circumstances, they are not the only ways to apply skill use.

## SKILL GROUPS

All skills fall within a set *skill groups*, as described below.

Table 2-8 Skill Groups

### Arcanum Skills

Arcanum (all)

### Artisan Skills

Appraise      Artisan (all)      Perform (all)

### Combat Skills

Battle      Mettle  
Melee (all)      Ranged (all)

### Lore Skills

Beast Lore      Larceny      Streetwise  
Heal      Linguistics      Tracking  
Knowledge(all)      Seamanship      Wilderness Lore

### Physical Skills

Acrobatics      Ride  
Athletics      Stealth

### Social Skills

Deceit      Etiquette      Persuasion  
Empathy      Intimidate

## SPECIALIZED SKILLS

Skills with the (Specialized) descriptor have a number of sub-skills under the main entry; these are known as specializations. When first selecting the skill, you must pick one of its specializations; training in one specialty does not provide skill in others. Thus, each specialty is tracked and advanced as an individual skill.

## SKILL RANKS & BONUS STACKING

Ranks represent your level of training in a particular skill. You gain your initial skill Ranks during Hero creation and can gain additional training through your advancement options. Skill Ranks are applied to all Action Skill Rolls, with additional modifiers being granted by skill Uses, Talents or Arcanum Effects. *Bonuses from these sources do not stack with other bonuses from the same source. These Sources consist of skill Uses, Talents, Magic, and Magic items.*





## STAT MONKEY SAYS...

### Chronicler's Tip: Hidden TNs

One tool at a Chronicler's disposal is the use of hidden Target Numbers. Simply choose a higher Difficulty Rating for an additional result.

For example, one of your players is attempting a Routine (TN 15) *Etiquette* (Lo) Action Skill Roll to determine the correct way to introduce himself and his allies to an exiled Khitani lord. The Chronicler has a Hidden possible result if the player also surpasses TN 25, a Daunting Difficulty Rating, to remember that the Lord's family were known for being guardians of the First City during the First Imperium, and remembering the proper Khitani custom for welcoming "blessed guardians" into one's home. Impressive indeed...

For example, let's say your Hero has two Talents that give bonuses to *Stealth*. One grants him a +1 bonus to all *Stealth* Action Skill Rolls and another that grants him a +2 to *Stealth* Action Skill Rolls when in natural environments. When he is in a natural environment he would benefit from the larger +2 bonus and in all other situations, he utilizes his +1 bonus.

## CIRCUMSTANCES

Any bonus or penalty a Hero may enjoy that is not defined by the rules of the game is a Circumstance Bonus. In most cases, the Chronicler will merely adjust the Target Number (see Difficulty Rating, below), if only one Hero is performing an action. Circumstances are handy for adjustments that do not benefit all Heroes performing the same Action Roll. The typical range for Circumstance Modifiers is +3 to -3, with most being either +1 or -1. Small modifiers may indicate having the perfect tool for the job, somewhat favorable weather, being forced to use improvised tools or having misleading information. Larger modifiers represent truly exceptional weather, a friendly audience, or being forced to perform under intense stress.

## DIFFICULTY RATING & OTHER TARGET NUMBERS

Most Action Skill Rolls you perform will be compared to either a Difficulty Rating, with each Difficulty Rating corresponding to a static Target Number, or other Target Numbers such as a Target's Defenses or Passive Skill Value.

There are times that a skill use may not fall under one of the described skill uses later in this chapter. In these cases, the Chronicler may simply assign a Difficulty Rating to the action as he sees fit.

**Table 2-9 Difficulty Rating/Target Numbers**

Difficulty Rating with Corresponding TNs

Trifling	5	Daunting	25
Easy	10	Amazing	30
Routine	15	Improbable	35
Challenging	20	Astounding	40

## PASSIVE SKILL VALUES

Sometimes, an Action Roll is needed to overcome the efforts of an unaware or absent Hero. In such cases, the Action Roll has a TN equal to the opposing Hero's Skill Ranks + Passive Attribute Value + 12. This system works in a manner similar to Defenses (see Combat, pg. 302) and can govern many situations where an opposed check would be suitable, except that one or both parties are unaware of the contested action.

For example, a Hero may wish to sneak past a distracted guard. Rather than slow the pace of game play with a series of dynamic Action Rolls, the Hero performs an Action Roll against the guard(s) *Perception* skill ranks + the guard's Passive Insight Value+12. This system could also be used to defeat traps set by a skilled artisan, spot a forgery, decipher a code, or any other situation one may imagine.

## FOCUSED ON THE TASK AT HAND

When your Hero is not being threatened or distracted, you may choose to become focused while performing an Action Skill Roll. Just roll an additional Action Die (d10) and discard the lowest die result. Distractions make it impossible for you to become focused, thus you may not do so in combat or in high stress situations (such as disarming a trap, being chased or any situation where death is a cost of failure).

## COOPERATION

When not in combat, Heroes may combine their efforts on a single Skill Action. The assisting Heroes forgo any Action Skill Roll of their own. Instead, they grant the Hero they are assisting a +2 bonus per assistant to their Skill Action.

Most skill checks are limited to a total of 3 assistants at a time. However, in some circumstances and at the Chronicler's discretion, this limit may be lowered, or cooperation may not even be possible.





A Hero may not assist on an Advanced skill check if they are not also trained in that skill.

## TRIVIAL TASKS

Some tasks are so simple to accomplish, that a Hero has no need to succeed with an Action Roll.

If a Hero is attempting a task, with no significant cost of failure, where the TN can be reached with an Action Roll result of 5 plus modifiers, then there is no need for the Hero to even roll the dice. The chance of failure is so small that is assumed that the Hero can perform the task with little difficulty.

Tasks that have a significant cost of failure (for example, pulling yourself back onto the top of a precipice) are never trivial tasks.

## TRYING AGAIN

In most cases, a Hero can attempt a failed task again, assuming that the consequences of failure do not prohibit it. Remember, unless there are consequences for failure or limits in time and/or material, then there was likely no need for an Action Roll to begin with.

## UNTRAINED SKILL USE

A Hero can attempt a to use a skill she has received no training in, in which case the Hero may simply roll an Action Skill Roll with the corresponding Attribute die, and comparing it to the task's Difficulty Rating.

## THE RIGHT TOOLS FOR THE JOB

Making an Action Skill Roll without the appropriate tools for the job imposes a -6 penalty, though at the Chroniclers discretion you may attempt to work with makeshift tools lowering the penalty to -3

For example, if you wished to utilize the *Artisan* (Weapon Smith) skill to make an item, you would require Smith's Tools.

## SKILL ACTIONS

### OR HOW LONG DOES IT TAKE?

All Skill Actions have a Speed cost. Outside of combat this is trivial and, in most circumstances, can likely be ignored.

### Skill Action Speed Costs

Action Type	Speed Cost
None	*
Trivial	1
Simple	2
Complex	4
Demanding	7

\* Actions of these types are done as reactions.

Trivial and Simple Actions can be performed in combination with other actions (such as movement or even attacking), as their use doesn't warrant consideration as an action but do occupy a small portion of a hero's time (reflected in the Speed cost of the skill use). Complex and Demanding Actions, on the other hand, require the Hero's full attention.

Demanding Actions are interruptible (see Interruptible Actions, pg. 314). Additionally, some Demanding Action uses may require multiple actions to complete (for example, disarming a complex trap may require two successful Demanding Actions).

## ATTRIBUTE ACTION ROLL

Sometimes a Hero will attempt something for which there is no applicable skill. In these cases, you make an *Attribute Action Roll*. An *Attribute Action Roll* is performed much the same way as an untrained Skill Action roll; simply roll your Action Dice with the appropriate Attribute Die.

*Physical Attributes:* Most physical Attribute Actions Rolls in fact fall under the *Athletics* or the *Acrobatics* skill, such as Feats of Strength and Balance.

*Mental Attributes:* Most mental Attribute Actions Rolls can fall under the *Knowledge* or *Mettle* skill. Remember that almost any skill can be used with the logic attribute allowing it to be used as a Lore skill (see below)

## UNIVERSAL SKILL USES ANY SKILL AS A LORE SKILL

A player may utilize any trained skill, applying their Logic attribute as if they possessed ranks in the appropriate Knowledge skill. For example, a player may use Artisan (Painting) (Lo) to recall details about painting techniques, Melee (Balanced) (Lo) to recall a particular fighting style and where it is taught, or even Streetwise (Lo) to know your way around a city in which you have established contacts.

For Difficulty Rating guidelines, please refer to the *Knowledge* skill (pg. 153).





**Table 2-10: Situational Modifiers for Social Encounters***Target's Disposition to the Heroes, which may be applied only to the players action rolls*

Disposition	Description	Modifier
Affectionate	Your Target is willing to help you even if it requires placing themselves in danger.	+9
Friendly	Your Target likes you and will assist you as best they can, but they will not put themselves in harm's way.	+6
Responsive	Your Target is willing to listen to what you have to say and may even share some advice, but will not aid you beyond that.	+3
Indifference	Your Target doesn't care one way or another about you or your wellbeing. Assistance might be available if there is something in it for Target.	+0
Dislike	Your Target dislikes you but is not willing to go out of his way to harm you; however, if opportunities were to present themselves...	-3
Enmity	Your Target dislikes you and will do what they can to harm you, but will not put himself in harm's way to do so.	-6
Malice	Your Target hates you and will do whatever they can to get in your way or otherwise harm you, even if it puts Target in danger as well.	-9
Afraid	Target is frightened by you and will do what he can to put distance between you and him.	+3
Fearful	Target experiences physical fear, evidenced by trembling and a lack of muscle control.	+6
Terrified	Target experiences abject terror when you appear. Target is pliable to your will, doing as you request.	+9

*Miscellaneous Modifiers, which may be applied to both the Chronicler's and Players action rolls.*

Condition	Examples	Modifier
Favorable	One has something the other wants (even if they don't know it); clear advantage with agreeing; politically expedient to agree; Hero "fits in" and is exceptionally respectful the local customs.	+3 or +6
Unfavorable	Target has a lot to lose, is in a clear position of power, politically expedient to disagree, Hero disregards local custom or seems ignorant or disrespectful.	-3 to -6
Reputation	Granted to the Hero or Target, depending upon who possesses the greater reputation.	+1
Excellent Roleplaying	Need we say more?	+6*

## EARNING A LIVING

Most skills allow a Hero to pick up some side work between adventures and earn a supplemental income. After a week of dedicated work, the player may perform an Action Skill Roll with any skill utilizing (Logic) or (Charisma), earning one half the result in silver coins. These skills will have a list of Common Professions.

## REPUTATION

Through a specific use of the *Etiquette* skill (see pg. 150), the Chronicler might allow you to recognize specific Heroes who have a reputation in a shared skill, Background, or Path. In such cases, consider your Hero's home nation as a chosen nation and perform a Logic Action Skill Roll with the corresponding skill. For example, a Coryani Arcanist might recognize a particularly famous Coryani Battle Mage.





## SOCIAL SKILLS & SOCIAL ENCOUNTERS

There will be times that the players will wish to influence NPCs through diplomacy or manipulation, and that is when Social skills come into play.

Commonly, when a player utilizes a Social skill, they will do so in conjunction with some level of role-playing (which should be encouraged through bonuses and sometimes, with excellent role-play, automatic success). At this point, the player performs a Dynamic Action Skill Roll that may be opposed by any Social skill. For example, a merchant may utilize *Empathy* to read the Hero's emotional state, thus gaining some insight into their disposition, or use *Deceit* to convince them that their argument is flawed. A Noble might use his own skills in *Persuasion* to present the Heroes with a counter proposal or even attempt to *Intimidate* them into abandoning a course of action.

Before any dice are rolled, the Chronicler must ask the players what they intend to say and achieve, though good role-playing might very well make this step unnecessary. Once the intent and content of the action is understood, the Chronicler then grants any situational modifiers and all parties involved perform their Action Rolls and compare the results.

There are several styles of social encounters that the Chronicler might employ, from a simple die roll for players who are less role-play oriented to complex social challenges where players role-play and, through their actions, trigger events as they "nudge" their opponent into seeing things their way.

**Social Encounters Situational Modifiers:** What is presented on table 2-10 is not an exhaustive list; feel free to apply appropriate modifiers. Remember not all situations can benefit from diplomacy while other actions (For example, attempting to intimidate a powerful noble) might lead to automatic failures.

*"The more a peasant is taught,  
the less use he is to the Gods"*  
– Becherek the Apostate

## SKILL DESCRIPTIONS

### ACROBATICS

**Skill Group:** Physical

**Primary Attribute:** Quickness

**Try Again:** No

**Assist:** No

**Skill Action:**

A Refined Sense of Balance – None

Reduce Falling Damage – Trivial

Tumbling – Varies

**Common Profession**

Performer

You can flip, dive, roll, tumble, and perform other acrobatic maneuvers.

### A REFINED SENSE OF BALANCE

You may use *Acrobatics* instead of *Athletics* to perform Balance Action Skill Rolls. If you possess both *Acrobatics* and *Athletics* as trained skills, you gain a +5 bonus to all Balance Action Skill Rolls.

### REDUCE FALLING DAMAGE

**Action Skill Roll:** You may attempt an Easy (TN 10) *Acrobatics* (Qu) Action Skill Roll to lessen the damage from a fall. Subtract the result of your Action Skill Roll (in feet) from the distance fallen before determining falling damage. For example, an *Acrobatics* roll of 16 reduces the effective distance of a fall by 16 feet. A fall reduced to 0 feet (or less) deals no damage. To reduce falling damage, the hero must have some surface or some other way slow his fall (such as falling through trees or using a knife in a sail).

### TUMBLING

You may use your *Acrobatics* skill to move through a space occupied by an opponent or obstacle (moving over, under, or around).







*Fire will bypass nearly any obstacle!*

## BYPASS AN OBSTACLE

**Action Skill Roll:** You may jump over or slide under obstacles without paying any additional movement costs with a successful *Acrobatics* (Qu) Action Skill Roll. Leaping over or sliding under a typical object (a table or crate for example) would be *Routine* (TN 15) task, while attempting to leap over a fence might be a *Challenging* (TN 20) task. A failed roll means you must suffer any Pace penalty associated with the object, or may even fall prone at the Chronicler's discretion

This skill does not allow Heroes to perform the impossible tasks, such as leap over buildings in a single bound.

## BYPASS AN OPPONENT

**Dynamic Skill Roll:** You may use *Acrobatics* (Qu) against your opponent's *Melee* (Any) (In) or *Empathy* (In). The opponent may choose which skill to use in opposition to your Action Skill Roll. If you succeed, you may move through an area occupied by an opponent. If you fail, you cannot bypass the opponent, and may not move any further. You gain a +2 bonus to this action skill roll when attempting to bypass any opponent 3 size categories larger than you.

## APPRAISE

**Skill Group:** Artisan

**Primary Attribute:** Logic

**Try Again:** No

**Assist:** Yes

**Skill Action:**

Appraise an Object - 1 minute per item

Barter - Simple

Detect Forgery

**Common Profession**

Appraiser

## APPRAISE AN OBJECT

**Action Skill Roll:** You can appraise common or well-known objects with a successful *Routine* (TN 15) *Appraise* (Lo) Action Skill Roll. Appraising rare or exotic items usually calls for a more difficult Action Skill Roll, ranging from *Challenging* (TN 20) all the way to *Astounding* (TN 40), depending upon the item in question (as determined by the Chronicler). Failure means that you estimate the value at 50% to 150% of its actual value (as determined by the Chronicler).

**Alternate Skill Use:** You may utilize *Artisan* (Lo) in the place of the appraise skill when appraising any item you are capable of crafting.

## BARTER

You may use your skill to sell or buy something at a better price.

**Dynamic Action Skill Roll:** Perform an *Appraise* (Ch) action skill roll against your Target's *Appraise* (Lo) Action Skill Roll. If your opponent knows the value of the goods, then the adjustment is +/- 25%. If they are unaware of the value of the goods, the adjustment is +/- 50%.

**Alternate Skill Use:** If you are bartering something you are capable of crafting, you may use *Artisan* (Ch) or *Persuasion* (Ch) instead of *Appraise*.

If you succeed on the check, you may choose whether to adjust the value up or down. If you fail, your opponent makes the choice. You may not retry a failed Barter attempt.

## DETECT FORGERY

**Action Skill Roll:** Perform an *Artisan* (In) or *Appraise* (Lo) Action Skill Roll against the passive TN *Artisan* (Lo) skill of the person who created the forgery. If you are attempting to gauge the effectiveness of your own forgery, you may do so at a -5 penalty (as many find it hard to judge their own work). Someone who knows they are passing a fake may be subject to an *Empathy* (In) Action Skill Roll (See *Empathy*, pg. 149). If a Hero has a reason to believe that the person they are dealing with may be passing a forgery, they gain a +2 bonus to any Action Skill Roll to detect the forgery.





## ARCANUM

### Specialization

**Skill Group:** Arcanum

**Primary Attribute:** Varies see below

**Try Again:** No

**Assist:** Yes, see *Ritualistic Casting*

### Skill Action:

Spell Casting – Varies, Spell’s Speed

Sense Magic – Complex

Ritualistic Casting – Demanding

### Typical Professions

Sage, Guardian

*Arcanum* is a catchall term for the art of manipulating magic. Like the *Knowledge* and *Artisan* skills, *Arcanum* is actually a collection of 5 Arcanum Traditions; each is a different skill with its own Primary Attribute. When you gain this skill, you must pick one of these Traditions. If you wish to learn another Arcanum Tradition, you must learn each one as an individual skill.

**Racial Limitations:** Unlike other skills, different specializations are restricted to specific races. Cants (Theurgy), Sorcery (Eldritch), and Shamanism (Primal) are available to most races, while Meditation (Psionics) is limited to val Heroes and Thaumaturgy (Elder) is limited to elorii Heroes.

**Table 2-11: The Arcanum Traditions**

Skill	Primary Attribute	Associated Source of Arcanum
Cants	Charisma	Theurgy
Meditation	Insight	Psionics
Shamanism	Charisma	Primal
Sorcery	Logic	Eldritch
Thaumaturgy	Resolve	Elder

## SPELL CASTING

**Action Skill Roll:** Anytime you attempt to cast a Spell that possesses a CTN greater than your Passive *Arcanum* Value, you must perform an Action Skill Roll (using the Primary Attribute associated with that *Arcanum*) against the CTN of the Spell. If you fail, the Spell fizzles and you must still pay the Spell’s Speed cost, suffering Stamina damage equal to double the Spell’s Strain.

Remember, Sarishan Sorcerer-Priests (See Sarishan Sorcerer-Priests, pg. 343) use Charisma instead of Logic as their Primary Attribute, even though they use Sorcery as their source.

## SENSE MAGIC

**Action Skill Roll:** You must succeed in a Challenging (TN 20) *Arcanum* (In) Action Skill Roll to feel the presence of magic within a 10-foot area. You can also sense magic in items you physically touch as a Daunting (TN 25) task. More powerful magic, such as rituals, can be felt at a greater range, sometimes even miles away.

The Chronicler may roll this Action Skill Roll in secret, at his or her discretion.

## RITUALISTIC CASTING

**Assist, Special:** Heroes who share an Arcanum Tradition may assist each other on *Arcanum* Skill Actions. (See Cooperation, pg. 136) However, the Hero that is providing the assist must perform a *Demanding* Skill Action to assist. If you take any damage while assisting before the spell is successfully cast, your attempt to assist automatically fails.

ACCORDING TO THE MOST ANCIENT OF MYTHS AND CHURCH DOGMA, THE ENTIRETY OF CREATION WAS FORMED BY A SINGLE SUPREMELY POWERFUL BEING. THIS BEING UNLEASHED HIS POTENT ENERGY, FIRST SHAPING THE WORLD OF ARCANIS AND THEN EXPANDING OUTWARD, FORMING AN ENDLESS MULTITUDE OF WORLDS, OR PLANES AS SOME SCHOLARS REFER TO THEM. SO GREAT WAS THE TASK OF CREATION THAT THIS SUPREME BEING EXPENDED HIS VERY ESSENCE AND ULTIMATELY HIS EXISTENCE IN ITS COMPLETION. MAGIC IS THE ENERGY REMAINING FROM THIS EFFORT.









Table: 2-12 Artisan Skill			
Complexity	Difficulty Rating	Time	Examples
Trivial	Routine (TN 15)	6 hours	Garment, Grappling Hook, Horseshoe.
Average	Challenging (TN 20)	1 week	Locks, Weapons, Light and Medium Armor.
Complicated	Daunting (TN 25)	2 weeks	Heavy Armor, Exotic Weapons, Small Boats, other Vehicles.
Difficult	Amazing (TN 30)	3 weeks	Small Building, Ship.
Formidable	Improbable (TN 35)	1 month	Clockwork Items.
Heroic	Amazing (TN 40)	2 months	Capital ships, Airships, Large buildings.
Legendary	Astounding (TN 50)	4 months	Legendary Weapons & Armor.
+ Complexity	+10	+2 months	As needed for higher quality Formidable and Heroic complex items.

## ARTISAN

**Skill Group:** Artisan

**Primary Attribute:** Logic

**Try Again:** Yes, Special

**Assist:** Yes

**Skill Action:**

Crafting – Special

Repairing - Special

Detect a Forgery - Demanding

**Typical Professions:**

Blacksmith, Armorer, Painter, Sculptor

*Artisan* is a collection of sub-skills with several specializations: Alchemy, Armorsmithing, Blacksmithing, Bower/Fletcher, Brewing, Forging Documents, Gunsmith, Leatherworking, Jewelry, Painting, Tailoring, and Weapon-smithing.

If you wish to learn more than one specialization, you must take each specialization as an individual skill. The list of specializations provided is not exhaustive. If you wish to create a new specialization, consult with your Chronicler.

## CRAFTING

**Action Skill Roll:** *Artisan* skills are specifically focused on making things. The Difficulty Rating and time required are dependent upon the complexity of the item you wish to create.

Before attempting to create an item, the Hero must acquire all the necessary materials, which are commonly equal to one tenth of the total cost of the item. Each day the Hero spends crafting an item, they must perform an *Artisan* (Lo) Action Skill Roll. If they fail, the amount of time required is extended by one day. If the hero fails the Action Skill Roll by 10 or more, they have ruined the item in question and must start over, requiring the reacquisition of necessary materials.

The Hero may wish to become focused when crafting an item. If he does so, he adds one-half the base time to the total time required to craft the item in question. Typically, Heroes are far too busy to spend weeks or months to craft items of great value.

**Try Again:** Yes, although you must once again gather all the required materials.

## APPRENTICES AND ASSISTANTS

Unlike most skill uses, artisans find it much more productive to work with other similarly trained individuals. As such, they gain a +3 per assistant (See Cooperation, pg. 136). Furthermore, cooperation on crafting is a more refined process, allowing a craftsman to rely on the assistance of up to 10 assistants at a time.

These crafting times and difficulty ratings are for items of Good quality. Poor quality items reduce the time required and difficulty rating by 1 (from Challenging to Routine for example), while Fine quality increases them 1, and Exceptional quality increases them 2. While Legendary quality items are always legendary complexity to craft; regardless of the base complexity of the item.

*Solani master smiths are revered throughout Onara for their exquisite artistry.*





## REPAIRING

**Action Skill Roll:** You can use the *Artisan* skill to repair items you are capable of crafting. In general, simple repairs are typically Easy (TN 10) or Routine (TN 15) tasks that require no more than a few minutes to accomplish.

Repairing damaged weapons or armor requires a few days, with a TN equal to that used for crafting the item minus 5. If you fail this Action Skill Roll by 10 or more, the item is further damaged and becomes beyond repair, requiring it to be re-forged. The time required for complex repairs is equal to half the time required to initially craft the item.

For example, Donovan wishes to repair his set of Brigandine Armor; being medium armor he needs to succeed on an Action Skill Roll (TN 20; the base TN of 25 - 5). After three day's work he rolls his *Artisan* (Lo) and succeeds with a roll of 25; his armor is now back to working condition.

**Try Again:** Yes, although you must once again gather all the required materials.

## CREATING A FORGERY

**Action Skill Roll:** To create a forgery, the Hero must be in a well-lit area, have the proper materials, and have a sample to work from. For example, if the Hero is attempting to copy a specific noble's long sword, they must have access to the sword or detailed information about it.

As described in *Appraise* above, the quality of the forgery is equal to the Passive *Artisan* value of the crafter. By doubling the time it takes to create the item and increasing the TN required, the crafter may increase the forgery's quality. Each increase of 5 raises the item's quality by 3.

Once the Hero successfully crafts the item in question, the Chronicler performs a single *Artisan* (Lo) Action Skill Roll for the player. This roll is made in secret, as the player has no idea how effective the forgery might be. The player may choose to focus on the forgery roll. If he does so, he doubles the time needed to craft the forgery.

**Try Again:** Yes, although you must once again gather all the required materials.

## DETECT FORGERY

**Dynamic Skill Action:** See *Appraise* (pg. 140). You may not detect a forgery if you are incapable of crafting the item.

## FOCUSED SKILL USE

When using your *Artisan* skill to make or repair an item, you may become focused, but only if you are uninterrupted for the entire duration.

## ATHLETICS

**Skill Group:** Physical

**Primary Attribute:** Might

**Try Again:** Yes, special

**Assist:** No

**Skill Action:**

Balance – Special

Climbing – Complex

Feat of Strength – Demanding

Jumping – Part of Movement

Swimming – Part of Movement

**Typical Professions:**

Any Physical Labor, Athlete

## BAIANCE

You have a natural sense of balance, allowing you stay on your feet and walk across precarious surfaces.

**Action Skill Roll:** When crossing any precarious surface, a successful Action Skill Roll lets you move half your Pace while maintaining your footing. Failure indicates you spend your movement just keeping your balance (you cannot move); failure by 5 or more causes you to fall.

Keeping your balance on a surface that is 12" wide or less is Challenging (TN 20); conditions, such as shortened width or poor surface conditions will raise the TN. Walking on a tight rope, for example, may be considered a Daunting Task (TN 25). While doing the same thing in a windstorm and at a steep angle might be considered an Astounding Task (TN 40).

## FIGHTING WHILE BAIANCING

**Action Skill Roll:** If you take any damage while balancing, you must make an *Acrobatics* (Vi) Action Skill Roll with a TN equal to the damage suffered to avoid falling.

## ACCELERATED MOVEMENT

**Action Skill Roll:** You can try to cross a precarious surface faster than normal. You can move your full Pace, but you take a -10 penalty on your *Acrobatics* (Qu) Action Skill Roll.





## CLIMBING

**Action Skill Roll:** You may use your *Athletics* skill to climb up or along a vertical or sloped surface. To do so, you must succeed in a Routine (TN 15) *Athletics* Action Skill Roll to move half your Pace as a Complex Skill Action. A failed skill roll means you make no progress, and a roll failed by 5 or more results in the climber falling from whatever height they had attained (unless they are secured in some way).

The base climbing Difficulty Rating might change due to the complexity of the surface being climbed or existing environmental conditions, raising or lowering the Difficulty Rating of the action. For example, utilizing a ladder might be a Trivial Task (TN 5) but doing so in the middle of a powerful storm might be a Challenging Task (TN 20).

**Fighting While Climbing:** Climbing is a Complex Skill Action. As such, you cannot climb in combination with any other action. However, if you wish to attack in the midst of climbing a surface, you may only attack with one hand. If you are hit, you must perform an *Athletics* (Vi) Action Skill Roll against a TN equal to any damage suffered to avoid falling.

**Catching Yourself:** A falling climber may attempt to catch himself with a successful *Athletics* (Mi) Action Skill Roll against a TN equal to the TN of the original climb +10. If successful, the hero falls about half way and suffers no damage.

**Catch someone who is falling:** It's somewhat easier to catch someone else, assuming they are within arm's reach. You may perform an *Athletics* (Qu) Action Skill Roll against a Difficulty Rating equal to the Difficulty Rating of the climb +5. If you fail the test, you do not catch the other person. If you fail by 5 or more, you fall as well (unless you are secured in some fashion).

**Accelerated Climbing:** You can try to climb faster than normal. You can move your full Pace, rather than half, by increasing the Difficulty Rating of the climb by one rank (for example: Trivial to Average). If you are fighting while climbing at an accelerated Pace, the penalty is also applied to your Avoidance.

**Special:** Someone using a rope can haul a Hero up (or lower a Hero down) by sheer Might. Use a Hero's carrying capacity to determine how much weight he can lift in this way (see Carrying in the Codex of Heroes: Equipment, pg. 230).

## FEAT OF STRENGTH

Sometimes a Hero needs to push himself beyond his normal limits. When he attempts to lift, push, or pull/drag an item that weighs more than what he can normally move, he must perform a Feat of Strength (For base lift, pull, and push weights see Lifting and Moving Objects, Codex of Conflict, pg. 339).

**Action Skill Roll:** Anytime a Hero wishes to lift/push/pull an item that weighs more than he is normally able to move, he may perform an *Athletics* (Mi) Action Skill Roll against a TN equal to 12+1 for every 10 lbs. above your base thresholds. You may retry a failed *Athletics*: Feat of Strength Action Skill Roll as long as you did not fail the previous one by 10 or more.

For example, your hero possesses a Might of 5, allowing you to push 300 lbs. without difficulty, but the wagon you wish to push weighs 400 lbs. You would need to perform an *Athletics* (Mi) Action Skill Roll (TN 22).

## JUMPING

### Long Jumping

**Action Skill Roll:** As part of your movement, you may perform a horizontal leap by making an *Athletics* (Mi) Action Skill Roll. The distance cleared is equal to half the result, out to a maximum of 10'. With a running start of 10' or more, the Hero can reach a maximum distance of 30'. Regardless, a Hero cannot move more than their full Pace in a single action. A Hero can start a jump at the end of one action and complete the jump at the beginning of their next action.

### High Jumping

**Action Skill Roll:** As part of a movement, you may attempt to leap up to grasp something overhead. The height jumped is equal to half the result of the Action Skill Roll, to a maximum of 5' (1sq). If the Hero has a running start of 10' (2 squares) or more and is using a pole, they may reach 20' (4squares).

You can jump up onto an object of half your height or less with a successful Simple (TN 10) *Athletics* (Mi) Action Skill Roll as a Simple Skill Action.

### Jumping Down

**Action Skill Roll:** Any time you deliberately jump down from any height, you may perform an *Athletics* (Qu) Action Skill Roll (TN 15) to ignore the first 10' of falling damage.





## SWIMMING

Use *Athletics*: Swim to propel yourself through water. If you also possess *Seamanship*, lower the Difficulty Rating of any *Athletics*: Swim Action Skill Roll by one step. Thus, a Challenging (TN 20) *Athletics*: Swim task would become Routine (TN 15).

**Action Skill Roll:** Perform an *Athletics* (Mi) Action Skill Roll with a TN dependent upon the water conditions. Calm waters would require a Routine (TN 15) Action Skill Roll. Rough waters and high currents may add to the Difficulty Rating of the task. For example, stormy weather or attempting to swim in rapids might be an Improbable (TN 35) task. A successful Swim test allows you to swim up to half your Pace as Demanding Skill Action; or you can swim up to one quarter your Pace as a Simple Skill Action.

If you fail your Action Skill Roll, you make no progress through the water. If the test fails by 5 or more, you go underwater. For each hour you swim, you must perform an *Athletics* (Vi) Action Skill Roll. The difficulty of this action starts at Challenging (TN 20) but increases by one step for each additional hour spent swimming. If you fail this test, you suffer from fatigue. Unconscious Heroes go underwater and immediately begin to drown.

**Water Rescue:** You may attempt to rescue another Hero who is unconscious or simply cannot swim. Doing so increases the TN of your Swim test by +5, but allows both keep both of you afloat with just your action skill roll.

## BATTLE

**Skill Group:** Combat

**Primary Attribute:** Logic

**Try Again:** Yes

**Assist:** No

**Skill Action:**

Set up Ambush – 5 minutes/special

Spot Ambush – None

Operate Siege Weapon – Combat

War Craft - Special

**Typical Professions**

Mercenary, Scout

The *Battle* skill represents a level of formal training in combat and tactics in both skirmish and battle field maneuvers, assisting you to scan the field of battle for advantages when most only see chaos.





## SET UP AMBUSH

**Action Skill Roll:** You may assist in the positioning of you and your allies when setting up an ambush, doing so by setting up overlapping fields of fire, or clear avenues of advance and escape. With some observation and a little preparation you can grant your allies a clear advantage. With 5 minutes of uninterrupted preparation you may perform a Routine (TN 15) *Battle* (Lo) Action Skill Roll, granting all your allies an additional Initiative Die and an additional +2 bonus to hit and damage with their first attack of the scene (which is in addition to Tactical Edge, see pg. 305). You may also attempt to set up a hasty ambush by increasing the Difficulty Rating of your Action Skill Roll to Amazing (TN 30), thus reducing the time required to only 1 Minute of communication with your allies.

## SPOT AMBUSH

You may utilize *Battle* (In) instead of *Perception* (In) when attempting to spot a possible ambush; if you surpass the required TN by 10 or more you also gain an additional Initiative Die to your Initiative roll at the beginning of combat.

## OPERATE SIEGE WEAPON

You may utilize *Battle* (Pr) to operate and fire any Siege Weapon.

## WAR CRAFT

If using the *Battle System* presented in the Chronicler's Guide, the *Battle* skill gains a few additional uses. Refer to the Chronicler's Guide for more information.

## BEAST LORE

### Specialization

**Skill Group:** Lore

**Primary Attribute:** Charisma

**Try Again:** Yes, special

**Assist:** Yes to all

### Skill Action:

Command Animal – Complex

Heal Animal – Simple

Ride Animal – Part of Movement

Train Animal – Special

### Typical Professions

Animal Trainer, Teamster

*Beast Lore* is a collection of sub-skills with specializations for different kinds of animals. Upon first acquiring this skill you must choose one of the following: Birds of Prey, Canines, Felines, Horses, or Exotic Animals.

If you wish to focus on more than one animal type, you must track each specialization as an individual skill.

## COMMAND ANIMAL

**Action Skill Roll:** As a Complex Skill Action, you may command a trained animal owned or trained by you to perform a trick it already knows. You may attempt to perform this action as a Simple Skill Action instead by attempting a Challenging (TN 20) *Beast Lore* (Ch) Action Skill Roll.

Once commanded, the animal performs the trick on its next action. Commanding an animal need not be a verbal command, as you may train an animal to take a specific cue as a trick (See Train Animal below).

**“Push” an Animal:** As a Demanding Skill Action, you may attempt to “push” an animal to perform a task or trick it has not have been trained for. This requires a successful Daunting (TN 25) *Beast Lore* (Ch) Action Skill Roll to have the animal perform the trick on its next action.

## HEAL ANIMAL

**Action Skill Roll:** You may use *Beast Lore* (Lo) in place of the *Heal* skill when attempting to treat an animal's injuries (See *Heal*, pg. 152).

## TRAIN ANIMAL

**Action Skill Roll:** You can teach an animal a small number of tricks or train them for a specific purpose.

*Tricks:* You may teach your animal a small number of tricks, no more than one half the creatures' base die +1. For example, a d8 wolf could learn a total of 5 tricks. Teaching an animal a trick requires a week's work and a successful Challenging (TN 20) *Beast Lore* (Ch) Action Skill Roll.

*Possible Tricks:* Here is a list of possible tricks with a quick explanation of each. Some tricks are actually passive and do not require the hero to command their animal. This by no means is an exhaustive list, but is presented as a guideline. Your Chronicler is the final arbiter when proposing new tricks not on this list.

*The resilient Marokene are the wall that stand between the Elorii Nations and anything that would cause them harm.*





**Attack:** Upon your animal's next action, they attack a Target of your choosing. Your pet will continue to attack that Target until it has been Vanquished. Animals will commonly attack only humanoids or other animals. An animal with the *Fearless* trick will attack any creature. You may also use this trick to call off your animal once it has started to attack.

*Break:* You train an animal to accept a rider.

*Come:* Upon its next action, your animal comes to you even if it would not normally do so.

*Guard:* The animal will move to protect your chosen Target, which may be yourself. Alternately, you can use *Stay* in combination with *Guard* to have it protect a specific area, such a doorway.

*Fearless:* Your animal is unfazed by strange creatures and large-scale battles.

*Fetch:* Your animal goes and gets something you designate.

*Flush Out:* Your animal spends a Complex Skill Action searching the immediate area for any hidden creatures. If your animal also knows *Attack*, it can be commanded to attack any discovered Targets. If not, the animal simply points them out (by barking or pointing).

*Perform:* The animal performs a variety of simple tricks, rolling over, giving paw, and so on.

*Read Cues:* You have trained your animal to read specific cues instead of verbal commands. For example, a specific whistle might call your horse to you, slamming your weapon on your shield as you call your dog's name might be a *Guard* command. This allows you to command your animal as a Simple Skill Action without requiring any additional Action Skill Rolls.

*Stay:* Your animal stays in place, waiting for you to return. It does not attack other creatures that come by, though it still defends itself if it needs to.

*Shadow:* You can set your animal to follow someone while attempting to stay hidden or otherwise out of sight.

*Track:* The animal tracks the scent presented to it. The animal must possess the *Tracking* skill.

*Work:* The animal pulls or pushes heavy loads.

## ANIMALS AND SUMMONED CREATURES IN COMBAT

Animals and Summoned creatures act as a single unit when in combat, thus they both share the same clock and always advance their clock by their slowest action, just as if they were a pack of minions.

Rather than teaching an animal individual tricks, you can train an animal for a general purpose, like combat, guarding, riding, and so forth. This requires a Daunting (TN 25) *Beast Lore* (Ch) Action Skill Roll and 4 weeks of time. Essentially, an animal's purpose represents a set of tricks fitting a common theme. An animal can be trained for one purpose only. An animal that has learned a purpose may be taught an additional trick.

*Combat Riding:* Essentially the same training of an average warhorse. This purpose consists of the *Attack*, *Break*, *Come*, *Fearless*, and *Work* tricks.

*War Beast:* These fighting animals are simply trained for combat. This purpose consists of the *Attack*, *Come*, *Fearless*, *Flush Out*, and *Stay* tricks.

*Guard Beast:* These loyal animals are trained to protect and follow their master. This purpose consists of the *Come*, *Guard*, *Stay*, *Flush Out*, and *Fetch* tricks.

*Hunting:* Hunting Dogs and Trained Falcons are the most common hunting animals. This purpose consists of the *Attack*, *Come*, *Stay*, *Flush Out*, *Track*, and *Shadow*.

## DECEIT

**Skill Group:** Social

**Primary Attribute:** Charisma

**Try Again:** Yes, special

**Assist:** Yes, special

### Skill Action:

Telling a Lie - Trivial

Recall Lie - Trivial

Seduction— 10 minutes

Manipulate Negotiations – 10 minutes

### Typical Professions

Gambler

*Deceit* is the ability to mask your body language when telling lies or half-truths. The most convincing liars begin with a natural talent for the art that only becomes more refined with age and practice.

**“Everyone lies, especially me”  
– Becherek the Apostate**





## TELLING A LIE

**Dynamic Skill Roll:** When telling a falsehood, you may perform a *Deceit* (Ch) against your opponent's passive *Empathy* (In). If successful, you conceal any tells which may give you away, allowing you to convey a particular emotional state and/or disposition. If you fail, you will seem anxious or nervous.

**Conditions:** The Hero may gain a modifier depending upon the story he is trying to pass. For example, if the Target wants to believe the Hero or if the lie crafted by the player has a good amount of half-truths, he may be awarded up to +5 to his roll. However, if his lie is completely outlandish and outside the realm of possibility, the Chronicler may apply up to a -10 to the die roll or just have the player fail outright. Modifiers should never surpass +/- 10.

**Note:** The Chronicler is always encouraged to award the player an additional bonus or sometimes even an automatic success as a reward for exceptional role-playing. Good role-playing should be encouraged and rewarded.

## RECALL A LIE

**Action Skill Roll:** Any player may attempt a Challenging (TN 20) *Deceit* (Lo) Action Skill Roll to recall a lie they may once have told but has forgotten. The Chronicler is free to impose penalties due to time passed and so on. If the player is successful, the Chronicler just tells the player what their lie originally was. If they fail, the Chronicler may just tell them something different, which would impose a penalty (or outright failure) when they next attempt to pass that lie.

## MANIPULATE NEGOTIATIONS

**Dynamic Action Roll:** You may use *Deceit* when participating in a social encounter (See Social Skills & Social Encounters, pg. 138).

## SEDUCTION

A player may substitute *Deceit* (Ch) in place of *Persuasion* (Ch) when attempting to Seduce (See *Persuasion*, pg. 159).

## EMPATHY

**Skill Group:** Social

**Primary Attribute:** Insight

**Try Again:** Yes, special

**Assist:** No

**Skill Action:**

Read Someone – None

Discern Intentions – 10 minutes

**Typical Professions**

Gambler

*Empathy* is a Hero's ability to read another's emotional state, mannerisms and, in general, notice when something is amiss. By no means is *Empathy* a science; it's more about relying upon your own intuition and developing a special insight into the motivations of others.

## READ SOMEONE

You may attempt to read a Target's current emotional state or disposition toward others or yourself.

**Action Skill Roll:** You may attempt *Empathy* (In) against your Target's Discipline. If successful, you gain the general emotional state (happy, anxious, or nervous for example) and the Target's disposition toward you or another.

**Dramatic Skill Action:** You may choose to convey a different emotional state and disposition with a successful *Deceit* (Ch) Dramatic Action Roll against your Target's *Empathy* (In).

## DISCERN INTENTIONS

**Dynamic Action Roll:** You may use *Empathy* when participating in a social encounter (See Social Skills & Social Encounters, pg. 193).

### STAT MONKEY SAYS

#### What Empathy is Not

*Empathy* is not the ability to know either when someone is telling a lie or when someone is concealing something. This skill is not a truth-detector, nor is it a substitute for role-playing. It is intended solely to provide an indication of the emotional state of another Hero (whether PC controlled, or controlled by the Chronicler).





## ETIQUETTE

**Skill Group:** Social

**Primary:** Logic

**Try Again:** No

**Assist:** Yes

### Skill Action:

Know your Place – Trivial

Heraldry & Nobility – Trivial

### Typical Professions

Emissary

For the average man, the dizzying array of traditions, titles and formalities found within the nations of Arcanis are an unimportant part of life. For nobility and higher born peoples however, the slightest misspoken word or even the wrong color of dress can invoke distrust, dishonor, or outright anger.

Although you have been trained in a variety of customs and traditions, you start with extensive knowledge of your own culture. Thus, when you first acquire this skill it is assumed that you are trained in the cultural traditions of your home nation. As you expand your Social skills, you start to learn about additional nations, allowing you to choose an additional nation for every 3 ranks in this skill.

Any *Etiquette* Action Skill Rolls pertaining to one of your chosen nations have their Difficulty Rating reduced by two categories.

### KNOW YOUR PLACE

**Trivial Task:** With the exception of incredibly rare or delicate events, you are not required to perform any Action Skill Roll when dealing with the traditions in one of your chosen nations.

**Action Skill Roll:** When in a nation bordering one of your chosen nations, you may be required to perform a Challenging (TN 20) *Etiquette* (Ch) or *Etiquette* (Lo) Action Skill Roll when in a hostile political situation. Friendly nobility usually allow some leeway for visiting emissaries, though an emissary who is properly attentive to a nation's local traditions honors himself, his nation, and his hosts.

## ERIC SAYS!

### A Word about Diplomacy

You may have noticed that there is no diplomacy skill. This is intentional. There should not be a skill that covers every aspect of formal interaction. *Etiquette* lets you know what to do, and whom to do it with. *Deceit* is lying; *Persuasion* is well, persuading; and *Empathy* is getting a feel for people. If you want to be a skilled diplomat, work at it. Arcanis is a world of intrigue, what you say and what you do matters.

Nations farther away increase the Difficulty Rating of the task by one step for each separating nation. Attempting to operate in a totally alien culture (such as the Khitani Empire to a diplomat from Milandir) would be an Astounding Task (TN 40).

### HERALDRY & NOBILITY

**Action Skill Roll:** Another function of *Etiquette* is to recognize the Heraldry and Noble rank of others, as those studied in the arts of the court keep current with the status of families, who is currently in favor and who is not. Much like *Know your Place*, you are not required to perform any Action Skill Roll for your chosen nation. Recognizing Heraldry and Nobility from a neighboring nation requires a Routine (TN 15) *Etiquette* (Lo) Action Skill Roll with foreign nations steadily increasing the Difficulty Rating depending upon distance and cultural disparity.

### REPUTATION

**Action Skill Roll:** Yet another function of *Etiquette* is to recognize the famous and infamous. Anytime your Hero meets a person of note who hails from one of his chosen nations (Defined as any T3+ Hero or a Hero possessing a Talent, Flaw, or Path with a bonus to Reputation), you may perform a Daunting (TN 25) *Etiquette* (Lo) Action Skill Roll to recognize the individual and what they are known for. The Difficulty Rating is reduced by one step for each additional Tier beyond the 3<sup>rd</sup>.

Heroes may recognize Heroes from other nations, but at an increased difficulty. Raise the Difficulty Rating by one step if the target is from a bordering nation, steadily increasing the Difficulty Rating depending upon distance.

*It may not be a tralian hammer, but diplomacy is a weapon nonetheless.*









## HEAL

**Skill Group:** Lore

**Primary Attribute:** Logic

**Try Again:** No

**Assist:** No

**Skill Action:**

First Aid – Demanding

Back on your feet – Demanding

Extended Care – Special

Stabilize - Demanding

**Typical Professions**

Physician

You are skilled in treating injuries and ailments.

## FIRST AID

**Action Skill Roll:** You may perform a Challenging (TN 20) *Heal* (Lo) Action Skill Roll to permit a willing or Vanquished subject to recover an amount of Stamina equal to their Vigor score. Anyone benefiting from First Aid suffers Push 6.

**Critical Success:** The Hero regains an additional amount of Stamina equal to your Passive Logic Value.

## BACK ON YOUR FEET!

**Action Skill Roll:** The Hero may attempt a Daunting (TN 25) *Heal* (Lo) Action Skill Roll to aid a Hero who was Vanquished through Stamina loss. If the roll is successful, the Target is healed an amount of Stamina equal to his Vigor. A Target can only be returned to action from the Vanquished state once per day.

**Critical Success:** The Hero regains an additional amount of Stamina equal to your Passive Logic Value.

## EXTENDED CARE

**Action Skill Roll:** Your aptitude as a physician permits you to treat grievous wounds. A successful Daunting (TN 25) *Heal* (Lo) Action Skill Roll permits your patient to ignore the effects of any Wounds when making a *Heal* Action Roll each day the Target is under your care (See Healing and Death, page 316). Otherwise, the cumulative penalties of such terrible injuries may speed his way into the afterlife.

You may also use extended care to treat a disease or to resist a slow acting poison, replacing the Target's Fortitude or Resolve with your Action Skill Roll.

**Critical Success:** Your patient automatically succeeds on his *Heal* Action Roll.

## STABILIZE

**Action Skill Roll:** The Hero may attempt a Daunting (TN 25) *Heal* (Lo) Action Skill Roll to bring a Target back from the brink of death that was Vanquished though Wound damage. The Target must then perform a Routine (TN: 15) Healing Action Roll (see Table 3-4, pg. 316). No character may benefit from more than 1 Stabilize attempt per day, and this Healing Action roll replaces the standard once daily roll (i.e. the character does not roll again as described on page 316).

**Critical Success:** Your patient automatically succeeds his Attribute Action Roll and is healed his Vigor in Stamina.

## INTIMIDATE

**Skill Group:** Social

**Primary Attribute:** Charisma

**Try Again:** Yes, special

**Assist:** Yes

**Skill Action:**

Threatening – 1 minute

Aggressive Negotiations – 10 minutes

**Typical Professions**

Thug, Guard

*Intimidate*, unlike *Persuasion*, produces a desired result by instilling fear or horror in the subject. *Intimidation* is not limited solely to words; it may be done through appearance, mannerisms, or even direct physical assault (such as torture, abuse or worse).

## THREATENING

**Action Skill Roll:** After a minute of interrogation, you may perform an *Intimidate* (Ch) Action Skill Roll against your Target's Discipline. If successful, your Target becomes fearful of you and will follow your instructions, as long as those instructions will not cause the Target actual physical harm or put him in harm's way. For example, looking at a guard and saying "Stand aside and let me pass" or demanding that someone hand over their weapons "before anyone gets hurt".

Of course, this kind of control over an individual is shaky at best. Situations might arise where the subject suddenly "grows a spine", such as being joined by allies, seeking a chance to "slip away", or, in some cases, seeing an obvious chance to turn the tables on a Hero. Even though a Target might be completely terrified, circumstances may arise that might embolden the subject.

**Failure & trying again:** Failing the roll by less than 5 has no significant effect on the Target; they simply are





not impressed. However, failure by 5 or more has definite consequences. The subject might become insulted, angered, or downright hostile as determined by the Chronicler.

**Conditions:** You may apply modifiers presented under Social Skills & Social Encounters (pg. 138). Favorable conditions may include brandishing a weapon against an unarmed individual, being in a clear (or perceived) position of power, or even having embarrassing information. Some examples of Unfavorable conditions could be your subject's present allies outnumbering your allies, being in a clear position of weakness, or even being mentally unhinged.

**Automatic Results:** At his or her discretion, the Chronicler may award a player an automatic success as a reward for exceptional role-playing. However, there are also times and individuals on which *Intimidation* will just not work. A Hero attempting to use *Intimidation* on the Emperor will more likely end up making an unarmed appearance in the Arena.

## AGGRESSIVE NEGOTIATIONS

**Dynamic Action Roll:** You may use *Intimidate* when participating in a social encounter (See Social Skills & Social Encounters, pg. 138).

## KNOWLEDGE

### Specialization

**Skill Group:** Lore

**Primary Attribute:** Logic

**Try Again:** No

**Assist:** Yes

### Skill Action:

Assessing a Threat – Simple

Recall Facts – Trivial

Research – 2hr or more.

### Typical Professions

Sage

*Knowledge* is representative of specific fields of scholarly study or common knowledge that is passed from parents to children or from one village wise woman to another. These fields are: Arcanum, Architecture & Engineering, Geography, History, Myths & Legends, the Planes, Religion, Science, and Trade. Alternately, you may also choose a specific nation. For example, you may choose Knowledge (Coryani Empire). Each specialization must be taken as an individual skill.

## ASSESSING A THREAT

**Action Skill Roll:** Any time your Hero is faced with a non-humanoid foe, you may perform an *Amazing* (TN 30) *Knowledge* (Lo) Action Skill Roll (with particularly rare or unique creatures increasing the Difficulty Rating by a step or more) to recall some useful fact about your opponent, as determined by the Chronicler.

Knowledge provided should be used, when possible, to add tension or provide an interesting story element. For example, learning that a particular beast has a remarkable sense of smell while trying to hide from it, or that a creature stalking the area has a particular metaphysical limitation that might assist the Heroes in protecting the local villagers.

## RECALL FACTS

**Action Skill Roll:** Any time a Hero needs to recall some fact within one of their fields of study, they should perform a *Knowledge* (Lo) Action Skill Roll. The Chronicler should consult the following table and use it as a reference when setting the TN that is appropriate for the fact that the Hero is attempting to recall.

**Table 2-13 Lore Skills & Creature Types**

Skill	Creature Types
<i>Lore Skills</i>	
Beast Lore	Natural Beasts
Seamanship	Nautical Beast & Magical Beasts
Wilderness Lore	Natural Beasts, Natural Vermin, Plant, & Spirits
<i>Knowledge Specializations</i>	
Arcanum	Magical Beasts, Magical Vermin, Constructs
Myths & Legends	Magical Beasts, Magical Vermin, Monstrosities
Religion	Undead, Spirits & Shades
Ssethregoran	Ssethric
The Planes	Celestials, Elementals, & Infernals

**Table 2-14: Knowledge TNs**

Question's Difficulty	Difficulty Rating
Rudimentary facts	Routine (TN 15)
Basic facts	Challenging (TN 20)
Tough facts	Daunting (TN 25)
Obscure facts	Amazing (TN 30)
Sage like facts	Improbable (TN 35)



## RESEARCH

Part of learning detailed knowledge, as represented by this skill, is also learning your way around libraries. Having learned that, it becomes second nature when doing research to scour any library you have available.

**Action Skill Roll:** If you have access to a library, you may perform a *Knowledge* (Lo) Action Skill Roll to answer questions that would normally be answered by any *Knowledge* skill. If the topic being researched falls under one of the *Knowledge* specializations that the Hero has trained, the Hero receives a +2 bonus on this Skill Roll. Furthermore, it is the sole discretion of the Chronicler whether the library you have access to even contains the answers you are looking for. The Chronicler is not obligated to tell you this either before or after you make the check.

Doing Research requires an extended amount of time in accordance to the difficulty of the question. Rudimentary and Basic facts require only 2 hours to successfully Research. Tough facts take at least 5 hours, and Obscure facts require at least a day. Sage-like facts require several days of Research, as determined by the Chronicler.

## LARCENY

**Skill Group:** Lore

**Primary Attribute:** Quickness

**Try Again:** Yes, Special

**Assist:** Yes

**Skill Action:**

Disable Device – Demanding

Pick Locks – Complex

Sight of Hand – Simple

Pick Pockets – Trivial

**Typical Professions**

Lock Smith

## DISABLE DEVICE

**Action Skill Roll:** Players may perform a *Larceny* (Qu) Action Skill Roll to disarm a trap or other device. The Difficulty Rating and the number of successes are dependent upon the complexity or quality of the device in question. If the player fails the Action Skill Roll by 5 or more, the device is triggered.

**Try Again:** You may try again as long as you didn't activate the device.

**Table 2-15: Disable Device/Pick Lock**

Device Complexity / Quality (TN)	Successes Needed
Easy (TN 10)	1
Routine (TN 15)	1
Challenging (TN 20)	2
Daunting (TN 25)	2
Amazing (TN 30)	3
Improbable (TN 35)	3
Astounding (TN 40)	4

## PICK LOCK

**Action Skill Roll:** You may perform a *Larceny* (Qu) Action Skill Roll to unlock any mundane lock. The Difficulty Rating is dependent upon the complexity/quality of the lock. Thus, a Daunting quality lock would require a *Daunting* (TN 25) *Larceny* (Qu) Action Skill Roll.

## SLEIGHT OF HAND

**Dynamic Skill Action:** To palm a coin-sized, unattended object you must perform a *Larceny* (Qu) Action Skill Roll against the Passive *Perception* Value of all possible observers. If you are being directly observed, your roll is instead opposed by the observers' *Perception* (In).

## PICK POCKETS

**Dynamic Skill Action:** As with *Sleight of Hand*, you must perform a *Larceny* (Qu) Action Skill Roll against the Passive *Perception* Value of your Target and any nearby observers. Your Target, unless they are particularly distracted, gain a +5 bonus to their Passive *Perception* Value against your attempt.

If you are being observed, your roll is instead opposed by any observers' *Perception* (In), with your Target gaining a +10 bonus to their roll.

If you fail to surpass the Passive *Perception* Value or the *Perception* Action Skill Rolls of any observers, those observers are aware that you took the item.

**Conditions:** If the Target is alerted to a pickpocket, or just generally paranoid, they receive a +2 bonus to their Passive *Perception* Value or Action Skill Roll when opposing your *Larceny* roll.

Also, if the item you are trying to pickpocket is well secured, or concealed within a difficult to reach location (for example, a token held in a pocket under a suit of armor), then you may suffer a penalty ranging from -1 to -10 on your *Larceny* roll. This penalty is at the Chronicler's discretion.





## LINGUISTICS

**Skill Group:** Lore

**Primary Attribute:** Logic

**Try Again:** Yes

**Assist:** No

### Skill Action:

Learn Language – None

Understand Familiar Language - Trivial

Decipher Unknown Language – Special

### Typical Professions

Sage

*Linguistics*, in its most basic form, is an academic study of language. An intimate understanding of languages assists in the creation and decoding of ciphers.

## LEARN LANGUAGE

Unlike other skills, no Action Skill Roll is required to utilize this skill option. When you gain *Linguistics* as a trained skill, you learn how to speak, read, and write an additional language and continue to learn languages for every 3 ranks in this skill. See Table 2-16 (below) for a list of the common languages of the Known Lands. In addition, at Hero creation, each Hero learns a number of Languages equal to their Passive Logic Value, one of which must be your national language.

## UNDERSTAND FAMILIAR LANGUAGE

Not being able to speak a foreign tongue does not mean that you are completely incapable of understanding a speaker's intent; at least so long as the dialect being spoken shares a language root with a language you can understand. A language is only considered to share the same language root if it exists at the same level within the ancestry tree for that language, or one is a direct parent of another.

**Table 2-16: Common Languages Trees and Their Alphabets**

Language	Alphabet	Typical Speakers
<i>“The Tongues of Man”</i>		
Altharin	Altharin	Spoken by Altherians & Scholars; Also referred to as Ancient Imperial
- Coryani, High	Coryani	Educated and Scholarly people of eastern and southern Onara
- Coryani, Low	Coryani	The trade Language spoken by many of the people of eastern & southern Onara
-Milandisian	Coryani	Dialect common to the peoples of Milandir
-Cancerese	Coryani	Dialect common to the peoples of Canceri
Erdukene	Altharin	Nierites of the Northern Hinterlands
Khitani, High	Khitani	Educated / Scholarly people of the Khitani Empire
- Auxunite	Khitani	Nomads that roam the wastes of the Unsealed Lands.
- Khitani, Low	Khitani	Common people of the Khitani Empire
- Yhing hir	Khitani	Dialect common to the Yhing hir
<i>“The Tongues of the Serpent”</i>		
Ssethric	Ssethric	Ssethregorans
- Eloran	Ssethric	Dialect common to the Elorii people
- Ss'ressen	Ssethric	Dialect common to the ss'ressen
<i>“The Tongues of the Sky People”</i>		
Kio	Kio	Kio
Harnen	Kio	Dialect common to the Harns
<i>“The Unique Tongues”</i>		
Infernal	Infernal	Infernals of the hells
Myrantian	Myrantian	Nobles of the Abbessian Dominion
Udor	Runic	Dwarves, giants
Uندن	None	Dialect common to the Undir, written in a local alphabet, usually Coryani or Kio
Ymandrake	Ymandrake	Ymandrakes

*\*Many other races, ancient and modern, have their own languages and alphabets; these are both numerous, and beyond the scope of this book.*



For example, Cancere and High Coryani share a language root (High Coryani), whereas High Coryani and Yhing hir do not. See Table 2-16: Common Language Trees and Their Alphabets for the relations of languages.

Discerning the general intent of a speaker who is speaking a foreign tongue that meets the above requirements is a Challenging (TN 20) *Linguistics* (In) Action Skill Roll. If you fail this Action Skill Roll by 5 or more, you draw an incorrect assumption.

### DECIPHER UNKNOWN LANGUAGE

You can use your vast knowledge of the inner workings of language to decipher written languages. Doing so requires an Amazing (TN 30) *Linguistics* (Lo) Action Skill Roll. If the language being deciphered shares a language root with a language you can read, you reduce the Difficulty Rating of this task by one step. Also, if the languages also share an alphabet with a language you know, you reduce the Difficulty Rating of this task by an additional step.

See Understand Familiar Language for details on determining a shared Root Language. If the language has no shared root language with a language you are attempting to decipher, increase Difficulty Rating of this task by one step.

## MELEE

### Specialization

**Skill Group:** Combat

**Primary Attribute:** Prowess

**Assist:** Yes

### Skill Action:

Combat – None

Study Opponent – Complex

### Special:

Appraise Weapon Quality

### Typical Professions

Guardsmen, Mercenaries, Soldiers, Watchmen

Melee is a collection of sub-skills with specializations for different kinds of Weapons: Balanced (Swords and other blades), Unbalanced (Maces, Flails, and other more cumbersome weapons such as the legendary Tralian Hammer), Pole-Arms (Spears, Halberds, and Quarter Staff) and Unarmed. If you wish to focus in more than one weapon type, you must track each as an individual skill.

## COMBAT

**Action Skill Roll (Combat):** Any time you wish to attempt a melee attack, armed or not, you must perform a *Melee* (Pr) Action Skill Roll against the Avoidance of your Target.

### UNTRAINED COMBAT

If you are using a *Melee* skill untrained, you may use your highest trained *Melee* skill instead, but suffer a -5 penalty to all attack rolls with the unfamiliar weapon.

For example, if you have 9 ranks in *Melee* (Balanced) and no ranks in any other *Melee* specialization, using any melee weapon that is not balanced is possible, but at a -5 penalty (thus gaining +4 to hit from your skill ranks in *Melee* (Balanced)).

**Special:** Attack rolls are not affected by Bulk or SM penalties (see Equipment, pg. 230). Also, some Combat Maneuvers apply different attributes and/or the Defense attacked (see Maneuvers: Martial Techniques and Weapon Tricks, pg. 266.)

### STUDY OPPONENT

**Action Skill Roll/Dynamic Skill Action:** There is a long tradition amongst warriors of holding staring contests and other means of gauging the mettle of an opponent. You may do so in order to discern weaknesses or flaws in their combat style.

If your opponent is unaware of your study, such as you might do when observing a jousting match, you perform a *Melee* (In) Action Skill Roll against the Passive Value of your Target's *Melee* or *Ranged* skill (depending upon which kind of attack your Target is utilizing at the time). If your opponent is aware of your study, they may opt to attempt a dynamic *Deceit* (Lo) Action Skill Roll in opposition to your *Melee* (In) roll, as they attempt to lead you into misreading their combat capability.

The individual who succeeds on the roll gains a +1 to all Combat rolls made against that opponent for the next 24 hours. If the success exceeded the TN by 5 or more, then the bonus increases to +2.

**Limitation:** You may only use *Study Opponent* against Humanoid, Ssanu, Infernals, or Celestials.

### APPRAISE WEAPON QUALITY

**Action Skill Roll:** You may use *Melee* (Lo) in place of the *Appraise* skill when determining the value of a melee weapon.





**Table 2-17: Something's Out of Place**

Difficulty	Difficulty Rating	Example
Clearly Obvious	Trivial (TN 5)	A door has been left open or tables moved. There is the smell in the air of something dead and rotting.
Obvious	Routine (TN 15)	Chair has been sat in or a fire recently set.
Hastily Concealed	Challenging (TN 20)	Bed was fixed in hurry; a window was broken from the outside. The ale or wine tastes odd.
Concealed	Daunting (TN 25)	A door is closed behind the person departing, but the mat in front has been disturbed.
Minutia	Amazing (TN 30)	A lock was picked by an amateur. There is a smell in the air of old blood.
Trace Evidence	Improbable (TN 35)	A lock was picked by an expert. Is that iocane powder I taste?

**METTLE**

**Skill Group:** Combat  
**Primary Attribute:** Resolve  
**Try Again:** Yes, special  
**Assist:** No  
**Skill Action:**

Stand Firm - None  
 Perseverance – Trivial

**Typical Professions**  
 None

Mettle is your ability to remain mentally focused, and keeping your wits about you through even the most trying of conditions.

**STAND FIRM**

**Action Skill Roll:** Any time you are subject to a Horror Check you must perform a *Mettle: Stand Firm* (Re) Action Skill Roll against its Difficulty Rating. For complete information on Horror Checks and the results of a failed Horror Check, see pg. 317.

**PERSEVERANCE**

You can push yourself further than the average individual  
**Action Skill Roll:** You may attempt a *Mettle: Perseverance* (Re) Action Skill Roll to ignore physical limitations, if only for a short time. With a successful Daunting (TN: 25) Action Skill Roll you may ignore any Wound penalties you are currently suffering to a maximum of your passive Resolve score. A successful Challenging (TN 20) action skill roll can be used to resist becoming Exhausted for lack of sleep.

**PERCEPTION**

**Skill Group:** None  
**Primary Attribute:** Insight  
**Try Again:** Yes, special  
**Assist:** No  
**Skill Action:**

Reading Lips - Complex  
 Search – Demanding  
 Something's out of place- None  
 Spot – Trivial

**Typical Professions**  
 Investigator, Guard

You are aware of your surroundings, and long practice has given you the ability to intuitively notice unusual things around you. *Perception* covers all the Hero's senses.

The specifics of exactly how you detect, find, or notice something, if they become important, are determined at the discretion of the Chronicler.

**“Did I see what now?”**  
 – Last words of Gaius Marcus val'Sheem





## READING LIPS

**Action Skill Roll:** There are times that you may wish to understand what someone is saying from a distance. If the target is within 30 feet and facing towards you, you may ask the Chronicler to roll a secret *Perception* (Lo) Action Skill Roll.

Reading lips possesses a base Difficulty Rating of Daunting (TN 25). If the conversation is complex (for example, a technical discussion of some form), the Difficulty Rating is increased by one step. If the speaker has a speech impediment, increase the Difficulty Rating by an additional step. If the language being spoken is not one you speak, you may attempt a *Linguistics: Understand a Familiar Language* Action Skill Roll. If you succeed, increase the Difficulty Rating by one step. Otherwise, you automatically fail in your attempt, as it is impossible for you to interpret the conversation to begin with.

If you fail your Action Skill Roll by 5 or more, you incorrectly interpret the conversation.

## SEARCH

**Action Skill Roll:** Searching an area, whether for a trap, a hidden door, lost objects or other reasons, is a *Perception* (In) Action Skill Roll. The TN to locate what you seek is determined by the Chronicler, as appropriate. Each Action Skill Roll allows you to search one 10' x 10' area.

## SOMETHING'S OUT OF PLACE

**Action Skill Roll:** Heroes who have honed their *Perception* can enter a room and instinctually notice that something is out of place. As the Hero's *Perception* continues to become more finely honed, they become able to notice smaller and less obvious details. This use of *Perception* is not an active use; rather, it is a passive skill roll. Each time a Hero enters an area where some detail is out of place, the Chronicler compares the Hero's Passive *Perception* against a TN detailed in Table 2-17.

## SPOT

**Dramatic Skill Action:** Spot is used to actively oppose the *Stealth* skill; whether it is used to conceal a Hero, an item, or for other uses. To do so, perform a *Perception* (In) Action Skill Roll against the appropriate *Stealth* check made by your opponent(s). If you are distracted, or not actively looking, your Passive *Perception* Value is used instead of the Action Skill

Roll. For each 10 feet of distance that separate you from the potentially concealed Hero, object, etc., you suffer a cumulative -2 penalty (which has no upper limit, although you cannot use this skill to see things that are outside of your sight range).

If your Action Skill Roll, or passive result, meets or exceeds the *Stealth* Action Skill Roll result of your opponent(s), you notice whatever was being concealed. Otherwise, it remains concealed from you.

## PERFORM

### Specialization

**Skill Group:** Artisan

**Primary Attribute:** Charisma

**Try Again:** No

**Assist:** No

**Skill Action:**

Performance – 1 minute

**Typical Professions**

Signer, Actor, Musician

You are skilled in one of many distinct forms of entertainment; each of which is a specialization within this skill. The following major categories represent these different forms of entertainment: Acting, Comedy, Dancing, Oratory, Singing, Classical Composition, Poetry, and Playing an Instrument.

Each specialization should be taken as an individual skill. If you are skilled in Playing an Instrument, you are proficient with one instrument and one additional instrument for every 3 ranks you have in that specialization.

## PERFORMANCE

**Action Skill Roll:** A fine performance by a talented artist can sway the disposition of crowds. Doing this is a *Performance* (Ch) Action Skill Roll against the Discipline or Passive *Etiquette* Value of everyone witnessing the event (treat crowds as a single entity with a shared *Discipline/Etiquette* skill). If successful, you have impressed the audience. The exact consequences of this action are left to the discretion of the Chronicler. For example, an amazing poem about the misdeeds of a local noble, at the right time, might incite riot. Alternatively, telling the story of the legendary death of a local legend might endear the performer to locals.







*There are many reasons to visit Savonna, but the Larissan dancers of the val'Sheem family stand out more than most.*

## PERSUASION

**Skill Group:** Social

**Primary Attribute:** Charisma

**Try Again:** Yes, special

**Assist:** Yes, special

**Skill Action:**

Negotiation – 10 minuets

Defuse a Situation - Complex

Seduction – Demanding

**Typical Professions**

Negotiator, Emissary

Persuasion is the ability and skill to establish a rapport with another with the intent to befriend, seduce, engender good feelings, or create trust.

## NEGOTIATION

**Dynamic Action Roll:** You may use *Persuasion* when participating in a social encounter (See Social Skills & Social Encounters, pg. 138).

## DEFUSE A SITUATION

Sometimes the right words at the right time can defuse a tense situation.

**Dynamic Action Roll:** Perform a *Persuasion* (Ch) Action Skill Roll against the Discipline of any hostile, intelligent humanoid Target within 60'. If you are successful, they will pause and listen to what you have to say. This in no way controls the individual or motivates them to take you seriously, but they will at least listen.

**Conditions:** There are many times, at the Chronicler's discretion, a situation simply cannot be defused. If the Target has any reason not to trust the hero, is being threatened, or outright attacked, the Action Skill Roll automatically fails. Feel free to apply modifiers presented under Social Skills & Social Encounters (pg. 138), with Favorable conditions including the Heroes dropping or sheathing their weapons, or maybe you once had beneficial dealings with the Targets. Some examples of Unfavorable conditions could be brandishing weapons, trading insults, or, in some cultures, simply making eye contact.

## SEDUCTION

The Hero may use his *Persuasion* to seduce a Target that finds them attractive. With this use of *Persuasion*, the Hero uses their charms to convince the Target of a particular course of action with the promises of sexual temptation, whether the Hero intends to fulfill those or not.

**Dynamic Skill Action:** Attempting to use this action on a Target whose disposition is not at least Responsive is an automatic failure. Attempting a Seduction is a *Persuasion* (Ch) Action Skill Roll against the Target's Discipline. If successful, the Hero convinces the Target to perform one action. This action cannot place the Target in danger (real or imaged) but may, if the target is Affectionate, risk their reputation or even political standing.

The disposition of the Target does not grant any specific bonuses. Instead, role-playing that plays off the Target's commitments, loyalties, ambitions or other desires should lower the Difficulty Rating by one step, while poor role-playing or miscued attempts should increase it by one step.

**Conditions:** You may apply modifiers presented under Social Skills & Social Encounters (pg. 138). Examples of Favorable conditions would be having favorable previous history, the seducer having a greater reputation, or the seducer knowing something her Target particularly wants. Some examples of Unfavorable conditions could be that the seducer is from a different nation or a member of a different race.

**Failure & trying again:** If the Hero fails the Action Skill Roll by 5 or more, the Target is disgusted by the Hero's actions. This causes the Target's disposition to drop two steps towards Malice. It is not possible to retry this skill, unless the Target's disposition is Affectionate, or the Target's disposition has improved since the last failed attempt.





## RANGED

### Specialization

**Skill Group:** Combat

**Primary Attribute:** Prowess

**Try Again:** Yes

**Assist:** Yes

### Skill Action:

Combat- None

Sniper's Eye – 60 ticks or 1 minute

### Special:

Appraise Weapon Quality –Basic

### Typical Professions

Guardsmen, Mercenary, Soldier, Watchmen

Ranged is a collection of sub-skills with specializations for different types of **Weapons:** Marksmanship (Crossbows and Firearms), Archery (Bows), and Thrown Weapons (Javelin, Throwing Daggers, Thrown Axes, Pilum). If you wish to focus in more than one weapon type, you must track each as an individual skill.

## COMBAT

**Combat:** This use of the *Ranged* skill operates exactly the same as the *Melee* skill.

**Special:** Attack rolls are not affected by Bulk or SM penalties (See Equipment, pg. 230). Also, some Combat Maneuvers apply different attributes and/or the defense attacked (See Maneuvers: Martial Techniques and Weapon Tricks, pg. 260).

## SNIPER'S EYE

This action may only be used with the *Archery* or *Marksmanship* specializations.

**Action Skill Roll:** Once per Scene, you can set up a perfect shot. By choosing a good location to take the shot from and performing a Daunting (TN 25) *Ranged* (Lo) Action Skill Roll, you can give yourself a +3 bonus to hit and damage with your first shot you make after that point during the current Scene. You may focus when using this action. However, this increases the time requirement of the action to 20 minutes.

## APPRAISE WEAPON QUALITY

**Action Skill Roll:** You may use *Ranged* (Lo) in place of the *Appraise* skill when determining the value of a ranged weapon.

## RIDE

**Skill Group:** Physical

**Primary Attribute:** Resolve

**Try Again:** No

**Assist:** No

### Skill Action:

Ride - Trivial

Drive Wagon/Chariot - Trivial

### Typical Professions

Messenger, Teamster

## RIDE ANIMAL/DRIVE

**Action Skill Roll:** This skill does not need an Action Skill Roll for general riding or driving activities. Only those specific actions detailed below (or exceptional actions that the Chronicler deems too challenging) require an Action Skill Roll. The actions below include such things as entering combat when mounted upon a steed not trained for combat, controlling a startled animal, attempting to traverse difficult terrain, or attempting to perform a dangerous maneuver.

## STAY IN SADDLE

**Action Skill Roll:** Anytime you have a chance to fall off your steed, you may perform a Routine (TN 15) *Ride* (Qu) Action Skill Roll to stay in the saddle. Falling off a mount deals 1d10 Stamina. If someone is actively trying to pull you from your mount, then this becomes an opposed roll against his Attack Roll.

## SPUR STEED

**Action Skill Roll:** Once per scene, you may spur your steed to provide a burst of speed. Perform a Challenging (TN 20) *Ride* (Re) Action Skill Roll to encourage your steed to move faster. If you succeed, your steed's Pace is increased by +15' until after its next move.

## FAST MOUNT OR DISMOUNT

**Action Skill Roll:** Increased skill at riding allows you to quickly mount-up or dismount from a steed with a successful Challenging (TN 20) *Ride* (Qu) Action Skill Roll. If successful, the mount/dismount action is a Trivial Skill Action. If you fail, the mount/dismount action is resolved as normal (as a Complex Skill Action).





**Table 2-18 Ride Maneuvers with Suggested Target Numbers**

Difficulty Rating	Maneuver
Trivial (TN 5)	Urging a steed or team of horses into an unlit cave.
Easy (TN 10)	Urging a steed to leap over a fallen log or to enter a river.
Routine (TN 15)	Urging a steed to leap over a narrow crevice or to enter a fast-flowing river.
Challenging (TN 20)	Directing a steed to move through a fire or exit shelter into a blizzard.
Daunting (TN 25)	Urging a steed to leap over a wide crevice.
Amazing (TN 30)	Urging the steed to ride between the legs of a massive fiery demon.

If your mount falls in battle (which is any situation that causes your mount to become prone), you must immediately perform a Daunting (TN 25) *Ride* (Qu) Action Skill Roll. If you succeed, you manage to land on your feet beside your prone mount. Should you fail, you suffer damage as if you had fallen from your mount (1d10 stamina). If you fail by 10 or more, you are pinned under your mount. You may free yourself or free an ally with a Demanding Skill Action.

**CONTROL A COMMON MOUNT IN COMBAT**

**Action Skill Roll:** If your mount is trained for combat, you will never need to make this Action Skill Roll. Otherwise, anytime you enter combat with a mount that is not trained for it, you must perform a Challenging (TN 20) *Ride* (Re) Action Skill Roll at the beginning of your action. If you fail, you must spend a Complex Skill Action just controlling your mount, before taking your regular action. Should you fail by 10 or more, your mount flees combat. If you do not wish to accompany your mount, you must either *Fast Dismount*, or leap from your steed (suffering 1d10 stamina in the process).

**PERFORM A RISKY MANEUVER**

**Action Skill Roll:** Beyond the specific entries above, there are many other situations that would require a *Ride* action skill roll. The Chronicler should consult the following table when assigning a Difficulty Rating when such situations arise. If you fail this Action Skill Roll, you waste your action attempting to control your steed as a Complex Skill Action. Spectacularly bad failures or failure when performing an exceptionally risky maneuver could cause physical damage to the mount, and potentially its rider.

**SEAMANSHIP**

**Skill Group:** Lore  
**Primary Attribute:** Insight  
**Try Again:** No  
**Assist:** No  
**Skill Action:**  
 Piloting – Demanding  
 Navigation – Demanding  
**Typical Professions**  
 Sailor, Navigator

You know the difference between lines, sheets and ropes. Life on a ship is familiar, comfortable and easy for you. You are at home at sea and know how to read the waves and wind.

**PILOTING**

**Action Skill Roll:** Under normal circumstances, you are not required to perform *Seamanship* Action Skill Rolls when piloting a vessel. However, you may be required to when in a storm or when attempting to pilot your ship through difficult waters. Perform a *Seamanship (In)* Action Skill Roll with a Difficulty Rating set by the Chronicler. During heavy weather, it is reasonable for the Chronicler to require that you utilize Might or Quickness instead of Insight, as pure physical strength or speed are often required during such situations. This Action Skill Roll is used to determine how well a Hero can control a vessel. That is, once a course has been set, whether they can hold the vessel to it.

Light conditions (light wind, small waves, generally calm sailing weather) have a default Difficulty Rating of Routine (TN 15). Moderate conditions (light squalls, moderate winds, and rough waves) have a default Difficulty Rating of Challenging (TN 20). Heavy conditions (moderate storms, high winds) have a default Difficulty Rating of Daunting (TN 25). Heavier weather continues to increase the default TN. A hurricane, for example, should have a minimum default Difficulty Rating of Amazing (TN 35) or higher.





## NAVIGATION

**Action Skill Roll:** Setting a course, whether to navigate within crowded harbors, at sea, or along the coastline, requires skill and knowledge. Navigating requires you to perform a *Daunting* (TN 25) *Seamanship* (Lo) Action Skill Roll. If you have an accurate map of the area you are navigating through, the Difficulty Rating may be lowered by 1 or even 2 steps, depending upon the quality of the map.

## STEALTH

**Skill Group:** Physical

**Primary Attribute:** Quickness

**Try Again:** Yes, special

**Assist:** No

**Skill Action:**

Hide – Demanding

Hiding Small Objects – Trivial

Scan an area – Basic

**Typical Professions**

Scout, Spy

*Stealth* is your Hero's ability to hide and remain hidden, conceal objects (on someone, in an area, or other), or even hide an ally.

## HIDE

**Dynamic Skill Action:** Anytime the Hero wishes to hide or move without making a sound, he must succeed in a *Stealth* (Qu) Action Skill Roll against either the Passive *Perception* Value of any possible observers or, in the case of active observers, the result of a *Perception* Action Skill Roll. Refer to the *Perception* skill (pg. 157).

You cannot hide unless there is sufficient concealment to hide within. Concealment might consist of bushes, in thick fog, a wall, or a dark area, but is not limited to just those conditions. You may move silently at any time. Moving while hiding reduces the Hero's maximum Pace by half, but does not require any extra speed.

You may also use your *Stealth* skill to hide an ally. Doing so requires Demanding Skill Action, and you may only help one person hide at a time. Perform a *Stealth* (In)

Action Skill Roll and, as long as the Target stays perfectly still, anyone observing the area rolls her *Perception* (In) against your initial *Stealth* (In) Action Skill Roll. If the ally moves, their concealment is broken and they are no longer hiding.

## HIDING SMALL OBJECTS

**Dynamic Skill Action:** A Hero may use the *Stealth* skill to hide a small object on their body, in their equipment, or a suitable hiding space in the area around them. Perform a *Stealth* (In) Action Skill Roll. Any time the location of the item is searched, the opponent rolls a *Perception* (In) against the previously rolled result. If they match or exceed your result, they find the hidden object.

## SCANNING THE AREA

You can scan an area for good locations to hide (either yourself, another, or an object). Scanning an area requires a Challenging (TN 20) *Stealth* (Lo) Action Skill Roll. If successful, the Chronicler should inform the player where the good hiding places are in the immediate area. Knowing this grants a +1 bonus on Hide checks made to conceal the Hero or objects in those areas. In some circumstances, there may be no good places to hide, like an open plain or large courtyard. The Chronicler should also convey this on a successful Scan roll.

## STREETWISE

**Skill Group:** Lore

**Primary Attribute:** Insight

**Try Again:** No

**Assist:** No

**Skill Action:**

Gathering Information – Special

Gossip – 1 hour

Knowing your Way Around – Special

Black Market – None

**Typical Professions**

Information Broker, Fence, Bounty Hunter

*Streetwise* represents the Hero's knowledge and connections with the underworld of a particular city. It also includes knowledge of back alleys, secret passages through city walls, and similar information that might be used for less savory pursuits.

When trained in this skill, you acquire the knowledge and connections within your home city. As you expand your information network, you gain the benefit in 1 additional city for every 3 ranks of this skill. Select a city each time one becomes available; once chosen, you cannot change this choice.

When 'operating' in cities in which you have an information network, you enjoy a +5 bonus to all *Streetwise* Action Skill Rolls.





## GATHER INFORMATION

**Action Skill Roll:** When you need to find out something, a particular rumor, a bit of information, or even track down a particular individual, you would attempt to gather information. Gathering information in such a fashion requires a *Streetwise* (In) Action Skill Roll with a Difficulty Rating set by the Chronicler.

The size of the city, current political climate, or even if there is a festival taking place, can all affect the final Difficulty Rating. Small towns have a base Difficulty Rating of Routine (TN 15); Small cities have a base Difficulty Rating of Challenging (TN 20); Large cities (like Savona) have a base Difficulty Rating of Daunting (TN 25); and Metropolis' have a base Difficulty Rating of Amazing (TN 30). Seeking information requires one hour for every 5 points of Difficulty. Thus, a Challenging (TN 20) Action Skill Roll would require 4 hours.

## GOSSIP

**Action Skill Roll:** With some time, some gold, and a few drinks along the way, you can get a general idea of what's going on in any city. When in a local gathering area (town square, market place, or inn), you can try and garner the big news of the day. Gossiping requires a Routine (TN 15) *Streetwise* (Ch) Action Skill Roll. If successful, you learn the general news and most popular rumors of the day. At the Chronicler's discretion, spending some coin on drinks or simple bribes can lower the Difficulty Rating by a step or more.

This skill use may make good use of Hidden TNs. The more you succeed beyond the base TN, the more interesting gossip you'll hear.

## KNOWING YOUR WAY AROUND

**Action Skill Roll:** If you are in an unfamiliar city (i.e. it is not on the list of cities in which you maintain contacts), you may spend 2 hours talking to people in an attempt to get a feel for the place. Perform a Challenging (TN 20) *Streetwise* (Lo) Action Skill Roll. If successful, you get a general idea of the lay of the land. This includes knowing what areas of the city are safe and which areas are not, a general idea of how to get around, and where the most dangerous local gangs hang out. You are temporarily considered to have extended your information network to this city.

This knowledge is only current for approximately one week. After that time, the lack of a reliable contact in the city means that your information starts to get out of date and is not useful until the next time you use this Skill Action.

## BLACK MARKET

The markets of the city are not the only places of commerce. There are other, shadier places where virtually anything can be bought or sold for the right price. Blast Powder, flintlocks taken from the hand of a dead Val, books of forbidden lore, secrets, favors, and all manner of rare, unusual, and illegal items can all be found (or disposed of) if you know whom to ask or where to look.

**Action Skill Roll:** Any time the Hero wishes to utilize the Black Market (to buy or sell something), the player must perform a *Streetwise* (Lo) Action Skill Roll against a Difficulty Rating set by the Chronicler.

In a city where the local laws technically prohibit the sale or possession of the object in question, but are not strictly enforced, the Difficulty Rating might be as low as Routine (TN 15). If local authorities carefully control the items in question, a Difficulty Rating of Challenging (TN 20) through Amazing (TN 30) may be more appropriate. Also, the smaller the city, the more challenging it is to locate the correct vendor, if one even exists. The Chronicler has the discretion to determine if the item is available or desired within the city your Hero is in.

If any item is prohibited from ownership, but not entirely illegal, its purchase value in the Black Market is increased by 20%. If the item is illegal, its purchase value is increased by 50%. Particularly rare, unique or dangerous illegal goods may even have a purchase value increase of 100%.

Blast Powder is more rigidly controlled than virtually all other substances. The Republic of Altheria has a vested interest in trying to maintain its monopoly (what some refer to as its stranglehold) on this rare and powerful substance. The base Difficulty Rating for buying and selling Blast Powder is Amazing (TN 30), and the base Difficulty Rating for buying and selling flintlock weaponry of any kind is Daunting (TN 25). Flintlocks are always sold at a minimum of a 200% markup (special flintlocks or recognizable flintlocks are sold at a 400% markup). Blast Powder is always sold at 200% market value. When purchasing Blast Powder through the Black Market, it is sold in allotments of 5 shots.

**Retry:** You may not retry an attempt to buy or sell the same item in the same city more than once a week.





## TRACKING

**Primary Attribute:** Insight

**Try Again:** Yes

**Assist:** Yes

### Skill Action:

Track – Demanding

Read Tracks – Complex

Cover Tracks – Demanding

### Typical Professions

Guide, Hunter, Trapper, Bounty Hunter

*Tracking* is a specialized skill that represents your skill at following a Target, whether in the wilds or within a city (although, *Tracking* within a city is challenging at best).

## TRACK

**Action Skill Roll:** When following a set of tracks, you do so by performing a *Tracking* (In) Action Skill Roll against a Difficulty Rating set by the Chronicler. The base Difficulty Rating for following tracks is identical to those defined for the *Wilderness Lore: Survival* skill use (see pg. Table 2-19), with the addition that *Tracking* within a city possesses a base Difficulty Rating of Amazing (TN 30). This Difficulty Rating should be modified based on the weather, time of day, surface conditions, and the number of creatures leaving the tracks that are being following.

For example, *Tracking* multiple creatures, even though a desert, is easier than tracking a single creature. Thus, the Difficulty Rating for tracking a herd of camels that escaped into a desert might be as low as Daunting (TN 25), whereas tracking a solitary wanderer through that same desert would likely have a Difficulty Rating of Astounding (TN 40). *Tracking* normally means you move at one half your pace. If you wish to move at your full pace, you suffer a -5 penalty to your skill roll. Each successful roll allows you to follow the trail for 1 hour. Anytime you fail, you must make a *Perception: (Search)* Action Skill Roll with a Difficulty Rating equal to that of the trail you had been following in order to relocate the trail. Doing so takes 15 minutes each time.



## READ TRACKS

**Action Skill Roll:** Anytime a Hero follows tracks (with a successful track check as stated above), they may perform a *Tracking* (In) Action Skill Roll to learn additional information about the creature(s) that created the tracks. There is no set Difficulty Rating for this; instead, it's a sliding scale. Use Table 2-19 as a guideline. What information you learn is at the discretion of the Chronicler.

## COVER TRACKS

**Dynamic Skill Action:** Concealing your tracks is a wise course of action if you suspect you are or might be followed. Actively covering your tracks requires you to spend 10 minutes doing so. After which, the Chronicler secretly performs a *Track* (Lo) Action Skill Roll on your behalf. When (or if) the foe tracking you performs a *Tracking* Action Skill Roll in the area you concealed your tracks, they must exceed your Cover Tracks Action Roll. If they fail, they have lost your trail. Unlike normal, relocating a concealed trail takes an hour (but is only done against the regular Difficulty Rating for following your tracks).

*Because of their heritage and connection to the goddess Saluwe', val'Dellanov trackers rarely fail to find their prey.*





**Table: 2-19: Read Tracks**

Difficulty Rating	Examples
Routine (TN 15)	Number of creatures being tracked or size of the creature(s) that created the tracks.
Challenging (TN 20)	The race or species being tracked and if the Target is injured.
Daunting (TN 25)	The Target favors one leg over the other and if the Target is carrying a heavy load or not.
Amazing (TN 30)	The weight of the Target, if the Target is humanoid, whether the Target is left handed or right-handed.
Improbable (TN 35)	If the Target is tracking someone else, and where the creature(s) that are creating the tracks came from.
Astounding (TN 40)	The age of the creature(s) being followed.

## WILDERNESS LORE

**Primary Attribute:** Logic

**Try Again:** No

**Assist:** No

**Skill Action:**

Survival – 4 hours

Navigation – 1 minute

**Special**

Tracking – Untrained

**Typical Professions**

Guide, Hunter

*Wilderness Lore* represents your Hero's ability to survive in the wild lands of the world. It is your ability to find shelter, food, drinkable water and track game (and other creatures).

## SURVIVAL

**Action Skill Roll:** You know where to find food and water, how to seek shelter, and how to keep warm in the dead of winter. Perform a *Wilderness Lore* (Lo) Action Skill Roll with a Difficulty Rating dependent upon the type of terrain. If successful, you find enough food and water to sustain one adult for one day. For every 2 points by which you exceed the Difficulty Rating, you find enough food and water for one additional adult or mount.

**Table 2-20: Survival TNs**

Terrain Type	Difficulty Rating
Vibrant forests, Farmlands	Routine (TN 15)
Forests, Foothills	Challenging (TN 20)
Steppes, Plains	Daunting (TN 25)
Badlands, Tundra	Amazing (TN 30)
High Alpine, Desert	Improbable (TN 35)

## NAVIGATION

**Action Skill Roll:** Finding your way through trackless wilderness to a specific destination requires skill and knowledge. Navigating requires you to perform a Daunting (TN 25) *Wilderness Lore* (Lo) Action Skill Roll. If you have an accurate map of the area you are navigating through, you may lower the Difficulty Rating by 1 or even 2 steps, depending upon the quality of the map.

## TRACKING (UNTRAINED)

**Action Skill Roll:** If you are trained in *Wilderness Lore*, you may use your *Wilderness Lore* skill in place of the *Tracking* skill. However, you do so at a -5 penalty.

“IN THE WINDSWEPT EXPANSES OF ALMERIC, THE MIGHT OF HURRIAN, LORD OF STORMS, IS FELT UNMITIGATED, AND IT IS IN THIS BARREN AND STORMY PLACE THAT THE ULFILAN RANGERS HAVE MADE THEIR HOME FOR GENERATIONS. FOLLOWERS OF HURRIAN, THESE RANGERS ARE FAMED FOR BEING AS AUSTERE AS THEIR PATRON DEITY, AND ARE CONSIDERED SOME OF THE BEST IN ALL ONARA, RIVALING EVEN THE SHARP TRACKERS OF THE ELORII.”

– EXCERPT FROM “A MAN ABOUT ONARA”

– ARMIND GERHARD TILDEGHAST





# FLAWS

## ANEMIC

*Your health has never been the best. Resisting diseases, poisons, and just plain healing has been difficult for you.*

**Prerequisite:** Your Vigor Attribute Score may not be higher than 4.

**Effect:** You may not increase your Vigor to a total higher than 4. When performing a Healing Action Roll (see Healing and Death, pg 152), your character suffers a -2 penalty.

## AURA OF CORRUPTION

*The corruption within your blood is far more potent than most.*

**Prerequisite:** dark-kin

**Effect:** Any time you come within 30' of natural animals they become uneasy (Dogs will bark and horses become unruly) You receive a -3 penalty to all Handle Beast Lore and Ride action skill rolls when interacting with animals.

## BLOODTHIRSTY

*Your character is excessively violent, and is known to be so.*

**Prerequisite:** None

**Effect:** Your character suffers a -2 penalty to Interaction skills other than Intimidate. Your character must make a Challenging (TN: 20) Mettle: Stand Firm Action Skill Roll when an enemy is Vanquished. If this roll is failed, your character will attack the Vanquished (and thus Helpless) enemy, even if it is in your interest to spare him.

## BRANDED

*Your character is a convicted criminal and his shame has been burned into his skin for all to see. Perhaps he was truly innocent, but the prison confessors have a saying, "To hear the damned speak, everyone is innocent."*

**Prerequisite:** None

**Effect:** Your character suffers a -2 penalty to all Interaction skills that require trustworthiness. The character may also be suspected whenever a crime is committed; he may be denied service or otherwise treated poorly.

## CHILING PRESENCE

*Maybe it's something others see in your eyes, maybe it's the way you speak, or what you say, or the way you carry yourself..*

**Prerequisite:** Charisma 4

**Effect:** With the exception of Intimidate, you suffer a -3 penalty to all social skills and social skill Passive Values when attempting to interact with others.

## CLUMSY

*You have a hard time getting out of your own way.*

**Prerequisite:** None

**Effect:** Reduce your Avoidance defense by 1 and suffer a -3 penalty to all *Balance* (Qu) and *Stealth* (Qu) action skill rolls.

## CODE OF HONOR

*Common amongst knights that seek to uphold ideals, your character always exhibits proper behavior and refuses to take advantage. This is not to say that others are not honorable, but your character exhibits an inflexibility on the subject, even to his own detriment.*

**Prerequisite:** None

**Effect:** Death before dishonor. Your character will not lie, even to the wicked. You will not strike and unarmed foe (obviously magic is a weapon, and if your opponent shows great skill with his bare hands he is armed as far as you are concerned). You will not benefit from a Tactical Edge. You will not strike a Helpless foe. If your opponent drops his weapon, you will not take Free Strikes to prevent him from retrieving it. If your opponent is prone, you will not take Free Strikes when he stands up. Your character enjoys a +2 bonus to Interaction skills when his word of honor is at stake.

## CONTRARIAN

*You have a nearly compulsive desire to force others to share your views.*

**Prerequisite:** Any Interaction skill

**Effect:** Te character has a -4 penalty to Interaction skills when dealing with those that have differing viewpoints on a subject.





## CORPUENT

*Your character is of impressive girth*

**Prerequisite:** Vigor 3+

**Effect:** Reduce your Avoidance by 1 and Pace by 5', you also suffer a -3 penalty to all *Mettle: Perseverance* (Re) Action skill rolls. Gain 1 Wound.

## CRAVEN

*You jump at shadows, shriek at the slightest threat of violence, and are quite afraid of... well, absolutely everything.*

**Prerequisite:** None

**Effect:** You roll one less die for Initiative (minimum of 1) and suffer a -1 penalty to all *Mettle* action skill rolls. Lastly you abhor violence; as such you suffer a -1 to all Action skill rolls when engaged in combat.

## CURSED / DAMNED

*You have either committed a terrible deed that has turned the gods' favor from you, or have offended a powerful wielder of magic*

**Prerequisite:** None

**Effect:** When your Fate pool fills at the beginning of a tier, you receive 1 less Fate point. Also, you may not spend Fate points to reduce damage

## DESERTER

*You never found life the Legions agreeable...*

**Prerequisite:** Former Legionnaire Background

**Effect:** You deserted the legions, be it out of fear or out of some strange sense to duty to another cause. If you are ever discovered to be a Deserter within the Coryani Empire by other legionnaires or the authorities you are quickly arrested and later put to death. If you possess this flaw you start play at 20 years of age and may never take the Battlemage of the Coryani Legion or Centurion paths.

## DISGRACED

*Your noble title was stripped from you...*

**Prerequisite:** Val or Noble/Patrician background

**Effect:** For some reason you were stripped of your noble title, you were never given an adorned flintlock and start your adventuring career with only 1d4 (Ch) silver. Also any nobles of your home nation gain a +2 bonus to any *Etiquette* action skill rolls to recall of your expulsion. Lastly you suffer a -2 to all social skills when attempting to interact with nobility aware of your lack of standing; this penalty may even extend to commoners with a healthy respect for nobility.

## EXPENSIVE TASTE

*Your character only accepts the finest goods.*

**Prerequisite:** None

**Effect:** Your character spends 25% more for all purchases, As long as a better item is available.

## FEEBLE ATTRIBUTE

*Your character has a significant disability that meaningfully hinders his ability*

**Prerequisite:** An Attribute Score of 2

**Effect:** Select an Attribute with a score of 2. Reduce that Attribute to 1. Your character still has a minimum Fate score of 2.

## GLASS JAW

*Your character is not as tough as he looks.*

**Prerequisite:** None

**Effect:** Reduce your Stamina by 8

## HAUNTED BY NIGHTMARES

*You are stalked in your sleep by some terrible event from your past. You have great difficulty sleeping.*

**Prerequisite:** None

**Effect:** Each night make a Challenging (TN: 20) *Mettle: Perseverance* action skill roll. If failed, your character gains no rest and suffers all ill effects of the resultant fatigue.

## HEROIC

*You must always help those in need.*

**Prerequisite:** None

**Effect:** Your character must help those that cannot help themselves, even if such help is the to the character's own detriment. You will always give gold to beggars, will always defend the urchin from bullies, will always champion the powerless against a tyrant, etc. Your character suffers a -2 penalty to *Insight* rolls to determine if those that are in apparent need are deceptive about their situation. Your character never earns fate points for selflessly assisting others.

## IMPATIENT

*You have no capacity for repetitive tasks or waiting around and have a short attention span.*

**Prerequisite:** Resolve Attribute Score of 3 or less.

**Effect:** Your character suffers a cumulative -2 penalty on any repetitive (non-combat) skill roll. For example, if your character fails to climb a wall, he would become frustrated and rash and thus fail to take proper precautions to avoid falling.





## JINGOISTIC

*Your country is the greatest in the world, just ask you.*

**Prerequisite:** Any Interaction skill

**Effect:** Your character tirelessly expounds upon the greatness of his homeland in a manner that derides other nations. You character suffers a -2 penalty to all Interaction rolls with those from other nations.

## LAME

*Your character suffers from an affliction, be it from birth or an old injury that slows his pace.*

**Prerequisite:** None

**Effect:** Your character suffers a -5' penalty to Pace

## LOW PAIN THRESHOLD

*You lack even a minimal tolerance for pain*

**Prerequisite:** None

**Effect:** Double the penalties for being Wounded. You may not spend Fate to ignore these penalties; instead spending Fate reduces the cumulative penalty to the standard -1 per Wound.

## LYING EYES

*Your tongue may be clever, but your eyes betray you.*

**Prerequisite:** Deceit as a trained skill

**Effect:** Heroes with this flaw suffer a -2 penalty to their Discipline defense when subject to any Empathy roll. Also, instead of determining the emotional state of the hero they simply detect if they are lying or not.

## MAGIC DEAD

*You have possesses a strangely chaotic aura, making the casting of any beneficial spell upon you particularly trying.*

**Prerequisite:** Human or gnome

**Effect:** Anyone who attempts to cast a beneficial spell on you has the CTN of that spell raised by 6. Also you may never become trained in any Arcanum skill or learn to cast any spells.

## MENTALLY WEAK

*You are simply just not as smart or witty as others.*

**Prerequisite:** none

**Effect:** You suffer a die penalty to all your mental attributes.

## NEAR SIGHTED

*Past an arm's length you can't see worth a damn*

**Prerequisite:** None

**Effect:** Any time you attempt to use a ranged weapon or use your sense of sight to perceive anything beyond 20' you suffer a -2 to all action skill rolls and your passive Perception value.

## OBVIOUS

*You live in your own little world...*

**Prerequisite:** none

**Effect:** You suffer a -3 penalty to your passive perception value.

## ONE EYE

*Like it says, you have one eye.*

**Prerequisite:** None

**Effect:** Your character suffers a -2 penalty to all Ranged Attack Rolls including spells that target the Avoidance Defense at range and a -1 penalty to Perception rolls based upon sight.

## PHYSICALLY WEAK

*You are simply just not as physically fit as others.*

**Prerequisite:** none

**Effect:** You suffer a die penalty to all your Physical attributes.

## POOR SENSES

*Either the gods did not bless your hero with keen senses, or an old injury has diminished your abilities.*

**Prerequisite:** Perception

**Effect:** Choose either vision or hearing, you character suffers a -3 to Perception rolls that call that sense into question

*Many would say being born a gnome is unlucky. From this misfortune however comes a tenacity and resilience that many beings of privilege rarely develop.*





## PREJUDICE

*You have a strong hatred for anyone different than you... it's not that you're racist, it's that all the other races are just untrustworthy scum!*

**Prerequisite:** none

**Effect:** You suffer a -3 penalty to all social skills when interacting with members of any other race.

## SCRAWNY

*Your character is small, and just won't fill out*

**Prerequisite:** Might of 4 or less, Wounds 2+

**Effect:** Your character is considered to be one size category smaller for any detrimental effects. You have 1 less wound.

## SICKLY

*You have a weak constitution and have difficulty fighting off illness and toxins.*

**Prerequisite:** None

**Effect:** Reduce your Fortitude Defense by 1

## TAILLESS

*By either a defect of birth or a stroke of bad luck you lost your tail, a bad omen among your kind.*

**Prerequisite:** ss'ressen

**Effect:** You lose your racial +2 Bonus to the Balance Skill Actions and suffer a -1 penalty to all social skills when dealing with other ss'ressen. You may never take or acquire the *Tail Swipe* Talent.

## UNLUCKY

*Fortune is an unforgiving shrew.*

**Prerequisite:** None

**Effect:** Your character may not use Fate Points to reroll an Action Roll.

## WEAK AURA

*You possess a practically weak aura unfortunately limiting the amount of magic items you may utilize at once.*

**Prerequisite:** None

**Effect:** You may only wear as many magic items as your passive Charisma modifier.

## WEAK STOMACH

*You can hold your own in battle, but there are some things, at least for you, which are better left unseen.*

**Prerequisite:** None

**Effect:** Your character suffers a -2 penalty on all *Mettle: Stand Firm* action skill rolls.

## WEAK WILLED

*You are impressionable and lack conviction and self control.*

**Prerequisite:** None

**Effect:** Your Discipline Defense is reduced by 1





# TALENTS

Beyond the natural potential and ability drawn from your birth, more than the mundane teachings of skills, Talents are the expression of specialized training or uncanny abilities of your character. Many Talents enhance the abilities of your race, awaken the magical potential of your blood, or just provide significant bonuses to your character's skills and Attributes. Talents provide an endless opportunity to customize your character, making him unique in a world of legends. Characters may not gain the benefits of the same Talent more than once unless expressly instructed.

## DESCRIPTORS

### TALENT [TYPE]

Name of the Talent, which is often followed by a type descriptor, describing which categories the Talent may fall under. A notation, which describes additional parameters or limitations, may follow the type.

## TYPES

There are 5 Talent types; Arcanum, Combat, Devout, Racial, and Skill. Talents without a listed type do not fall under any of the above categories. You may learn Devout talents if you possess either the Arcane Spell Casting: Sorcerer Priest of Sarish Talent or any of the Divine Spell Casting Talents. You may learn Arcanum Talents once you have acquired the *Arcane Spell Casting* Talent. You may learn Racial Talents if you are a member of that race. Any Talent that possesses more than one of these descriptors is accessible if you meet any of the requirements.

## NOTATIONS

There are 5 different notations: Foundation, Tiered, Specialized, Limited, and Stance.

**Foundation:** Foundation Talents must be taken at character creation, and cannot be taken afterwards without Chronicler approval.

**Tiered:** Tiered Talents possess one to five Tiers. When you first take the Talent, you learn its Tier I ability. Once per subsequent Tier you may take the same Talent again to learn the Talent's next Tier ability provided your Hero Tier is at least as high.

**Specialized:** When you first choose such a Talent you must choose a specific specialization. These Talents will ask you to choose a specific skill, spell, weapon type, or even patron Deity. Some Talents will allow you to retake the Talent under a different specialization, in which case the Talents are treated as individual Talents; thus, if a Specialized Talent is Tiered, you must advance each Talent separately.

**Limited:** Limited Talents can only be acquired through an Archetype, Background, or Path. These Talents cannot be acquired through any other means.

**Stance:** If you possess more than one Stance Talent, you must announce which Stance you wish to use before you perform any attack rolls. All benefits and penalties remain in effect until the beginning of your next action. You must be in melee combat and perform a melee attack to utilize any Stance Talent, and you may only benefit from a single Stance Talent at any one time.

## REQUIREMENTS

When a Talent is taken, you must meet all stated requirements, except when the Talent is acquired through an Archetype, Background, or Path. Some requirements will have the following notations: (b) for Backgrounds, (ta) for Talents, (pa) for Paths, and (a) for Archetypes.

## BENEFIT

Here you will read the effect the Talent has upon your Hero. Some Talents have action characteristics; when presented, they are shown in the following format (Speed: X, Duration: X, Range: X). For a complete description of these characteristics, see the Codex of Conflict, pg. 302.

**Combined Actions:** When a Speed is noted with a +, the Talent may be performed as part of any other action.

**Die Bump:** Some spells or Talents may provide you with a Die Bump. Die Bumps can be conceivably applied to any die roll in the game, and unless otherwise noted are capped at d12. Thus, if you use a Talent that grants a Die Bump to Insight when using a particular skill you simply use the next highest die. If the die is already a d12, you instead gain a +2 bonus to the affected die roll.

**Stacking Bonus:** Unless otherwise noted under the Talents's description, static bonuses (+1 to a skill for example) granted by Talents do not stack with each other. The higher of the two bonuses always takes precedence.





Table 2-21 Talents by Type

Type/Name	Requirements & (Notations)	Pg.	Description
<b>Arcanum</b>			
Adaptation: Alter Area	Arcanum	182	Change the area of one spell
Adaptation: Delay Strain	Arcanum	182	Cast through strain without taking damage
Adaptation: Elemental Empowerment	Elemental Tradition	183	Add Elemental damage to spells that deal Stamina damage
Adaptation: Extended Range	Arcanum (4 ranks)	183	Change the range of one spell
Adaptation: Fortify Spell	Arcanum (4 ranks)	183	Make a spell more difficult to counter or dismiss
Adaptation: Lingering Arcanum	Arcanum (4 ranks), must know at least one Sustained spell	183	Extend the effects of an Instant spell
Adaptation: Piercing Spell	Arcanum (4 ranks)	184	Cause a spell to bypass AR
Adaptation: Rapid Adaptation	Arcanum	184	Reduce Speed and Strain of a spell's base Adaptation
Adaptation: Rapid Spell	Vigor 6, Arcanum (4 ranks)	184	Cast a spell faster at the cost of more Strain
Adaptation: Selective Spell	Arcanum (6 ranks)	184	Protect allies in Area of Effect spells
Battle Magi	Arcanum, Melee (Balanced), Weapon Training (Ta) with a Balanced weapon	187	Gain Avoidance while under Strain
Between Worlds	Arcane Spell Casting: Primal (ta)	187	Gain the ability to sense Spirits
Counter Spell	(Tiered)	192	Prevent others from using spells
Exotic Spell	Must be able to cast spells	194	Learn a new exotic spell that you have found or been taught
Learn Spell	Must be able to cast spells	200	Learn a new spell from one of your current Traditions
Metaphysical Understanding	Arcanum (any), Knowledge: (Arcanum)	201	Gain bonuses to cast or counter an Advanced spell
Sense Infernal Taint	Sorcerer-Priest of Sarish (ta), Hunter: Infernals (ta), Knowledge (The Planes)	205	Gain the ability to sense any nearby Infernal taint
Spell Affinity	Arcanum (any), Knowledge (Arcanum)	206	Cast one spell you know well much easier with Adaptations
<b>Devout</b>			
Adaptation: Delay Strain	Arcanum	182	Cast through strain without taking damage
Adaptation: Extended Range	Arcanum (4 ranks)	183	Change the range of one spell
Adaptation: Fortify Spell	Arcanum (4 ranks)	183	Make a spell more difficult to counter or dismiss
Between Worlds	Worshipper of Beltine	187	Gain the ability to sense Spirits
Blessed Vitality	(Tiered)	187	Appeal to the gods to regain Stamina
Cadic's Shroud	Worshipper of Cadic	215	Gain the ability to cast Dome of Shadow
Call Upon my Ancestors	Worshipper of Beltine	221	Summon an Ancestral Shade to guide you or protect you in combat
Exotic Spell	Must be able to cast spells	194	Learn a new exotic spell that you have found or been taught
Fortune Favors the Bold	Worshipper of Larissa	227	Gain one Fate Point per day
Inspirational Presence	Divine (a) or Holy Champion (pa), (Tiered)	198	Grant bonuses to allies within range, particularly those of the same faith
Lay On Hands	Tier III, Worshipper of Beltine, Belisarda, or Illiir	199	Call upon the power of your dod to heal the injuries of others



**Table 2-21 Talents by Type**

Type/Name	Requirements & (Notations)	Pg.	Description
Learn Spell	Must be able to cast spells	200	Learn a new spell from one of your current Traditions
Neroth's Grasp	Worshipper of Neroth	202	Weapons you wield deal additional damage
Return to Your Rest	Worshipper of Beltine	221	Grant your weapon the ability to deal additional damage to undead
Sanctified Body		205	Gain bonuses against disease
Smite Infidel	Templar (b), Holy Champion (pa), or Sword Sage (pa) (Tiered)	206	Deal additional damage to those who do not share your faith
Spell Affinity	Arcanum (any), Knowledge (Arcanum)	206	Cast one spell you know well much easier with Adaptations
The Mercy of Neroth	Worshipper of Neroth	223	May not be affected by disease, but become a carrier
To Know the Gloom of Night	Worshipper of Cadic	215	See perfectly in non-magical darkness
Unshakeable Dogma	Divine (a), and one of Templar (b), Holy Champion (pa), Sword Sage (pa), or Templar Itinerant (pa)	211	Gain a bonus to Discipline against forces that would make you go against your faith or its tenants
<b>Combat</b>			
Adapt Weapon Trick	Prowess 7	184	Use a Weapon Trick known with similar weapons
Advanced Training	Loyal Companion (Ta), Beast Lore (6 ranks)	185	Train an animal companion to perform a variety of tricks
Armored Fortitude	Vigor 7, Armor Proficiency, Heavy (Ta), Armor Proficiency, Shield (Ta)	186	Gain additional Fortitude through skill with heavy armor and shields.
Armor Proficiency (Light)		187	Gain proficiency with a selection of Light armors
Armor Proficiency (Medium)	Armor Proficiency, Light	187	Gain proficiency with a selection of Medium armors
Armor Proficiency (Heavy)	Armor Proficiency, Medium	187	Gain proficiency with a selection of Heavy armors
Armor Proficiency (Shield)	Armor Proficiency, any	187	Gain proficiency with shields
Blind-Fighting	<i>Perception</i> , (Tiered)	188	Gain benefits against concealed targets
Callous	Resolve 6	190	Gain a bonus to Mettle: Stand Firm
Challenge		191	Force a target to deal with you as a threat
Combat Aptitude	Insight & Logic 5, <i>Melee</i> (any)	191	Suffer less penalties when using unfamiliar weapons
Combat Intuition	Insight & Quickness 7, <i>Empathy</i> , <i>Melee</i> (Any)	191	When flanked by enemies, they do not gain a Tactical Edge
Cunning Opponent	Masterful Defense (Ta), <i>Melee</i> (any) (12 ranks)	192	Redirect strikes at you from one opponent to another
Dedicated Defender	Quickness & Insight 5, Prowess 6, <i>Perception</i> , <i>Empathy</i> , (Tiered)	192	Gain bonuses when defending another
Defensive Stance	Prowess 6, (Stance)	193	Suffer penalties to hit to gain bonuses to Avoidance
Distract Opponent		193	Grant an ally bonuses against an opponent
Diehard	(Tiered)	193	Gain bonuses making you harder to Vanquish
Forward Stance	Might 6, <i>Melee</i> (any), (Stance)	195	Suffer lower accuracy in exchange for higher damage
Furious Rage	Martial Archetype, (Tiered)	195	Fly into a rage, giving yourself bonuses in combat
Hawkeye	Weapon Training (ranged weapon) (ta), Ranged (Marksman) or Ranged (Archery), (Tiered)	195	Gain bonuses in a number of different circumstances with ranged weapons



**Table 2-21 Talents by Type**

Type/Name	Requirements & (Notations)	Pg.	Description
Hunter	Tracking	196	Gain bonuses to track and injure a chosen type of foe
Learn Martial Technique	Weapon Training (any) (ta), additional per Technique	200	Learn one Martial Technique
Masterful Defense	Quickness 7, Logic 6	201	Gain a bonus to Avoidance
Mind Over Body	Resolve 8	201	Swap defenses before an attack
Mounted Combat	Born in the Saddle (ta)	201	Gain bonuses in combat while mounted
Moving Target	Quickness 7, (Tiered)	201	Gain bonuses to Avoidance in combat
Murderous Precision	Waylay (ta)	202	Automatically Vanquish insignificant foes
Opportunist		202	You perform Free Strikes quicker than most
Pugilist	Melee (Unarmed)	204	Unarmed attacks you make are more dangerous
Quick Draw	Quickness 7, (Tiered)	204	Retrieve weapons, armor, or equipment quickly
Quicken Maneuver	Any 2 Martial Techniques	204	Reduce the Speed of any martial maneuver.
Relentless	Martial Archetype	204	Become more difficult to move against your will
Sidestep Charge	Quickness 6, Empathy (3 ranks)	205	Gain the ability to dodge a charge
Shield Wall	Coryani, Armor Proficiency, Shield (ta)	206	Gain a bonus to Avoidance when fighting alongside another using a shield
The Perfect Cut	Tier IV, Prowess & Insight 7, <i>Melee</i> (any) (14 ranks)	210	Deal additional Stamina and a Wound with a successful attack
Toughness		211	Gain Stamina and resistance to poisons
Two-Weapon Fighting	Prowess 7 or Quickness 7	211	Gain the ability to strike with two weapons in a single attack
Uncanny Reaction		211	Enemies do not gain a Tactical Edge when you are surprised
Waylay	(Tiered)	211	Gain bonuses when ambushing opponents
Weapon Mastery	Weapon Training (any) (ta), (Tiered)	212	Gain bonuses with a weapon you are trained to use
Weapon Training		212	Gain proficiency with a weapon and learn its associated Weapon Tricks
Wolf Pack Tactics	<i>Melee</i> (any)	212	Gain a bonus to attack an enemy already engaged in combat with another
<b>Skill</b>			
Acrobatic	Athletics	182	Additional options for the <i>Athletics</i> skill
Adaptable		182	2 untrained skills become trained
Advanced Training	Loyal Companion (Ta), <i>Beast Lore</i> (6 ranks)	185	Train an animal companion to perform a variety of tricks
Alien Understanding		185	Gain bonuses against Undead or Infernals
Animal Affinity	<i>Empathy</i> , <i>Beast Lore</i>	185	Additional skill uses when dealing with natural animals
Born in the Saddle	<i>Ride</i>	190	Gain bonuses to <i>Ride</i> and <i>Beast Lore</i> with a mount
Campaigner	Martial Archetype or a Military Background	191	Gain a variety of bonuses from time spent as a soldier
Church Education	Almeric, Altherian, Caneri Coryani, or Milandisian	191	Gain a bonus to <i>Knowledge</i> (Religion)
Daredevil		192	Gain a bonus when performing physically dangerous tasks
Disciplined	Resolve 6	193	Gain a bonus to Discipline against non-magical attacks



**Table 2-21 Talents by Type**

Type/Name	Requirements & (Notations)	Pg.	Description
Discerning Eye	<i>Appraise</i>	193	Gain a bonus to <i>Appraise</i> checks
Eclectic Knowledge	<i>Knowledge</i> (any three)	193	Gain a bonus on all <i>Knowledge</i> checks
Encyclopedic Memory	<i>Knowledge</i> (any) (9 ranks), Eclectic Knowledge (ta)	194	Gain a bonus on untrained <i>Knowledge</i> checks
Exploit Weakness	(Tiered)	195	Various bonuses against obstacles
Healing Hands	<i>Heal</i> , (Tiered)	196	Gain bonuses to the <i>Heal</i> skill
Honeyed Tongue	<i>Persuasion</i> , <i>Deceit</i>	196	Gain a bonus to <i>Persuasion</i> and <i>Deceit</i>
Information Network	<i>Streetwise</i>	197	Gain an Information Network in an additional city
Investigator	<i>Perception</i> , <i>Empathy</i>	198	Gain a bonus to <i>Perception</i> when something is out of place
Jack of All Trades	Logic 6	198	Gain a bonus on untrained skills
Judge of Character	<i>Empathy</i>	198	Gain a bonus to <i>Empathy</i> when dealing with your own race
Lay of the Land	<i>Wilderness Lore</i>	199	Gain a bonus to <i>Wilderness Lore</i> and <i>Tracking</i>
Leadership	(Tiered)	199	Grant a variety of bonuses to allies in combat
Linguist	<i>Linguistics</i>	200	Gain a bonus to <i>Linguistics</i> checks, and learn an additional language.
Loyal Companion	Animal Affinity (ta), <i>Beast Lore</i>	200	Gain a special bond and bonuses with an animal companion
Lost in the Crowd	Logic 5, <i>Stealth</i> , <i>Streetwise</i>	200	Use <i>Stealth</i> to hide while surrounded by people
Master Craftsman	<i>Artisan</i> (any)	200	Gain a bonus with your chosen Specialization
Master of the Tops	Quickness 7, <i>Seamanship</i>	200	Gain bonuses to <i>Acrobatics</i> , <i>Athletics</i> , and <i>Seamanship</i> checks on a ship
Monster Lore		201	Gain a bonus when Assessing a Threat with a chosen creature type
Night Owl	Resolve 6	202	Function with less sleep without taking penalties
Owl Eyed		202	See better in natural darkness
Political Maneuvering	<i>Empathy</i> , <i>Deceit</i> , <i>Persuasion</i>	203	Prevent social blunders by allies with your <i>Persuasion</i>
Prestidigitation	Any Lore skill (3 ranks)	203	Gain the ability to perform minor magic
Quick		204	Decrease Speed cost of movement actions
Seasoned Traveler		205	Gain bonuses to <i>Knowledge</i> (Regional) and <i>Streetwise</i> checks
Seductive	Charisma 7, Honeyed Tongue (ta)	205	Gain a bonus when attempting to seduce
Shady	Quickness 6, <i>Larceny</i> , (Tiered)	206	Gain a variety of bonuses to <i>Larceny</i> checks
Stealthy	Quickness 6, <i>Stealth</i> , (Tiered)	208	Gain a variety of bonuses to <i>Stealth</i> checks
Street Smarts	<i>Empathy</i> , <i>Streetwise</i>	208	Gain a bonus to <i>Empathy</i> and <i>Streetwise</i> checks
Tomb Raider	<i>Perception</i> , <i>Knowledge</i> (Engineering)	210	Locate traps without penalty
Wary		211	
<b>Racial</b>			
<b>Gnome</b>			
Advantageous Deformity	Gnome		Physical aberrations with positive and negative effects
<b>Elorii</b>			
Bloodline of Fire	Kelekene elorii, (Tiered)	188	Gain a variety of bloodline benefits



Table 2-21 Talents by Type

Type/Name	Requirements & (Notations)	Pg.	Description
Bloodline of Life	Ardakene elorii, (Tiered)	188	Gain a variety of bloodline benefits
Bloodline of Stone	Marokene elorii, (Tiered)	189	Gain a variety of bloodline benefits
Blood of Water	Berokene elorii, (Tiered)	189	Gain a variety of bloodline benefits
Bloodline of Wind	Osalikene elorii, (Tiered)	190	Gain a variety of bloodline benefits
<b>Dwarf</b>			
Strong Soul	Dwarf	209	Continue fighting even after reduced to 0 Stamina
<b>Human</b>			
Of the Mundane	Human, may not possess any type of spell casting ability	202	Gain a bonus to your Defenses against all spells
<b>Dark-Kin</b>			
Furious Rage	Dark-Kin	195	Fly into a rage, giving yourself bonuses in combat
Infernal Heritage	Dark-Kin	197	Your Infernal taint is more obvious, but grants you a variety of bonuses
<b>Ss'ressen</b>			
Natural Claws	Ss'ressen or dark-kin	202	Unarmed attacks you make are more dangerous
Armored Fortitude	Ss'ressen, Vigor 7	186	A thick hide grants a bonus to Fortitude
Dragon's Hide	Ss'ressen, Vigor 7	193	Your scales are thicker, making you slower but better armored
Tail Swipe	Ss'ressen	209	Gain the Trip Foe Martial Technique with your tail
<b>Val (All)</b>			
Potent Blood	Val, (Foundation)	204	Your blood is close to your Valinor ancestor
<b>Val'Abebi</b>			
The Tongues of Man are of All Men	Val'Abebi	213	Gain bonuses to Linguistics and additional languages
Wisdom of the Ages	Val'Abebi	213	Call upon your ancestors to help with a Knowledge check
The Face of Althares	Tier II, Val'Abebi	213	Gain a bonus to Deceit
Perfect Recollection	Tier II, Val'Abebi	213	Recall any one memory perfectly
Infallible Logic	Tier III, Val'Abebi	213	Study an opponent to gain bonuses in combat or games of strategy
All Knowledge is His	Tier IV, Val'Abebi	213	Gain a skill possessed by any target in range for use during the scene
The Blast	Tier V, Val'Abebi	214	Infuse blast powder with arcane power
<b>Val'Assanté</b>			
Illiid Lights Your Way	Val'Assanté	214	Gain the ability to cast Witchlight at will
The Blinding Light of Truth	Val'Assanté	214	Gain a bonus to Empathy
He is With Me, I Shall Not Fail	Tier II, Val'Assanté	214	Gain a bonus to Prowess and AR
His Radiant Glory	Tier II, Val'Assanté	214	Call upon Illiid's glory to stun or damage enemies
The Morning Banishes the Darkness	Tier III, Val'Assanté	214	Counter or dismiss an Illusion spell, or a Dissolution Arcanum
The Gift of Perfection	Tier IV, Val'Assanté	214	Gain a bonus to all your attribute dice
Word of Illiid	Tier V, Val'Assanté	214	Speak the Word of Illiid to blind and damage enemies



**Table 2-21 Talents by Type**

Type/Name	Requirements & (Notations)	Pg.	Description
<b>Val'Borda</b>			
To Know the Gloom of Night	Val'Borda	215	See perfectly in non-magical darkness and see further at night
Cadic's Shroud	Val'Borda	215	Gain the ability to cast Dome of Shadow
Cadic Guides My Hand	Tier II, Val'Borda	216	Sacrifice accuracy to bypass AR
To Pierce the Veil of Shadow	Tier II, Val'Borda	216	Gain a bonus to Defenses against shadow creatures and see through magical darkness
In Darkness There is Death	Tier III, Val'Borda	216	Enhanced Cadic Guides My Hand
Walking the Web of Shadow	Tier IV, Val'Borda	216	Gain the ability to cast Shadow Stride
The Grasping Darkness	Tier V, Val'Borda	216	Summon a Shadow Fiend to fight by your side
<b>Val'Dellenov</b>			
We Are All Her Children	Val'Dellenov	216	Gain a Loyal Companion
Hands of Our Mother	Val'Dellenov	217	Gain <i>Melee</i> (Unarmed) and the ability to cast Claws of the Beast
Form of the Predator	Tier II, Val'Dellenov	217	Gain the ability to shift into an animal form
Nature's Voice	Tier II, Val'Dellenov	217	Gain the ability to cast Nature's Embrace
We are One with Her Domain	Tier III, Val'Dellenov	217	You may not be tracked, and may tree stride
The Primal Self	Tier IV, Val'Dellenov, Form of the Predator (ta)	217	Gain the ability to shift into a hybrid of your animal form
The Earth is My Ally	Tier V, Val'Dellenov	217	Summon a Rumbling Titan to fight by your side
<b>Val'Emman &amp; Val'Virdan</b>			
The Dancing Flame	Val'Emman	218	Become quicker to defend and strike in combat
None Shall Stand Who Oppose the Gods	Val'Virdan	218	Gain the Smite Infidel Talent
To Know the Sight of Our Lord	Val'Emman or val'Virdan	218	Gain the ability to see the heat of living creatures in darkness
The Flickering Flame	Tier II, Val'Emman	218	Gain the ability to instantly transport yourself 30'
Judgment Awaits the Unworthy	Tier II, Val'Virdan	218	Judge an opponent and impose penalties in combat on them
The Sword of Heaven	Tier II, Val'Emman or val'Virdan	218	Weapons you wield are wreathed in magical flames
To Withstand the Crucible of Flame	Tier III, Val'Emman or val'Virdan	219	Gain immunity to non-magical fire and AR against magical fire
The Puissant Warrior	Tier IV, Val'Emman or val'Virdan	219	Deal wound damage on a successful strike
The Fires of Heaven	Tier V, Val'Emman or val'Virdan	219	Call down the wrath of Nier and damage all enemies in range
<b>Val'Inares</b>			
She Takes Our Burden	Val'Inares	219	Gain resistance to adverse environments
Path of the Stars	Val'Inares	219	Gain the ability to attune to Ansharan Portals
Endure the Pain of Others	Tier II, Val'Inares	220	Gain the ability to take another's damage
As Always, We Endure	Tier II, Val'Inares	220	Gain immunity to natural poisons and resistance to magical poisons
Anshar's Mighty Strides	Tier III, Val'Inares	220	Gain the ability to teleport yourself great distances
As We Suffer, So Shall They	Tier IV, Val'Inares	220	Inflict all your current damage on an enemy
Her Gates are Everywhere	Tier V, Val'Inares	221	Gain the ability to cast Stride Her Gates



**Table 2-21 Talents by Type**

Type/Name	Requirements & (Notations)	Pg.	Description
<b>Val'Ishi</b>			
Return to Your Rest	Val'Ishi	221	Grant your weapon the ability to deal additional damage to undead
Call Upon My Ancestors	Val'Ishi	221	Summon an Ancestral Shade to guide you or protect you in combat
The Loving Caress of Our Goddess	Tier II, Val'Ishi	221	Heal Stamina of all allies in range, or a Wound of one ally within range
The Hand of Ghosts	Tier II, Val'Ishi	221	Become incorporeal briefly, allowing an attack to bypass AR
Our Goddess' Righteous Gaze	Tier III, Val'Ishi	222	Strike down undead foes with a powerful attack
The Body is But a Shell	Tier IV, Val'Ishi	222	Become incorporeal for a Scene
The Mortal Coil is Not Easily Abandoned	Tier V, Val'Ishi	222	Heal Stamina of all allies in range
<b>Val'Mehan</b>			
Sarish is Known to His Chosen	Val'Mehan	222	Learn a spell and gain a bonus to Arcanum: (Sorcery)
Oath Maker	Val'Mehan	222	Gain the ability to cast Sarishan Oath
Our Master Bids You Obey	Tier II, Val'Mehan	222	Gain the ability to cast Bindings of Sarish
Blood Calls to Blood	Tier II, Val'Mehan	223	Track individuals by means of their blood
Grace of the Cat Lord	Tier III, Val'Mehan	223	Gain bonuses to Pace, Quickness, and Acrobatics
Infernal Servant	Tier IV, Val'Mehan	223	Gain an Infernal Loyal Companion
Master of the Arcanum	Tier V, Val'Mehan	223	Gain access to all Tier I Wards or Blood spells, or additional spells if you already possess them
<b>Val'Mordane</b>			
I Know Thee, Brother	Val'Mordane	223	Gain the ability to sense undead in your area
The Mercy of Neroth	Val'Mordane	223	May not be affected by disease, but become a carrier
Neroth's Discourse	Tier II, Val'Mordane	224	Gain the ability to retrieve the final memories of the recently dead
All Things Die	Tier II, Val'Mordane	224	Cause items to disintegrate or cause damage to Constructs at a touch
Brother, Feed Elsewhere	Tier III, Val'Mordane	225	Undead that fail a Resolve check may not attack you unless you attack them first
Death is Not an Ending	Tier IV, Val'Mordane	225	Gain the ability to cast any Graveblight spell.
Neroth's Final Blessing	Tier V, Val'Mordane	225	Become Undead, gaining various benefits and weaknesses
<b>Val'Ossan</b>			
Yarris' Breath	Val'Ossan	225	Gain the ability to breathe underwater and a bonus to Swim checks
Yarris' Step	Val'Ossan	225	Gain the ability to walk on water
The Crushing Waves	Tier II, Val'Ossan	225	Summon a wave to damage and rebuff your enemies
Upon the Ocean Lord's Back	Tier II, Val'Ossan	226	Gain bonuses to Seamanship and Wilderness Lore while on the ocean
My Lord's Domain is as Mine	Tier III, Val'Ossan	226	You are treated as an aquatic animal, and other aquatic animals have a difficult time attacking you
The Sea is My Ally	Tier IV, Val'Ossan	226	Gain bonuses in combat while submerged in water, and the ability to command aquatic animals



**Table 2-21 Talents by Type**

Type/Name	Requirements & (Notations)	Pg.	Description
Redeem What is His	Tier V, Val'Ossan	226	Gain the ability to rip the water from the bodies of your enemies
<b>Val'Sheem</b>			
Fortune Favors the Bold	Val'Sheem	227	Gain one Fate Point per day
The Rewards of the Flesh	Val'Sheem	227	Gain a bonus to various Knowledge checks
In Wine there is Truth	Tier II, Val'Sheem	227	Change water into wine, and drink it to gain a glimpse of the future
The Temptations of the Flesh	Tier II, Val'Sheem	227	Cause another to become enamored with you
Fate is a Fickle Thing	Tier III, Val'Sheem	227	Deny others the ability to manipulate the strands of Fate
Touch of Pleasure	Tier IV, Val'Sheem	227	Stun a target with overwhelming pleasure
My Lover, My Heart	Tier V, Val'Sheem	228	Heal all Wounds and Stamina of allies in range
<b>Val'Tensen</b>			
His Might is Our Own	Val'Tensen	228	Gain a bonus to your Might
His Redoubtable Strength	Val'Tensen	228	Split damage suffered by a warded ally between them and yourself
Hurrian's Wrath	Tier II, Val'Tensen	229	Call down a bolt of lightning from the sky to strike a target
The Reluctant Warrior	Tier II, Val'Tensen	229	Gain bonuses when protecting the innocent or those who cannot protect themselves
The Thunder's Gift	Tier III, Val'Tensen	229	Create a concussive blast to stun and damage enemies
Reluctant No More	Tier IV, Val'Tensen	229	Gain the ability to enter a Furious Rage
The Tempest	Tier V, Val'Tensen	229	Summon a storm to strike out at your enemies
<b>No Type</b>			
Adaptation: Elemental Influx	(Limited) - Elementalist	183	Combine elemental types for special effects.
Adaptation: Rend the Soul	(Limited) – Beltinian Exorcist	184	Enhance spells to bypass AR granted by armor
Adaptation: Spell Song	(Limited) – Bard: (Master)	184	Reduce the Discipline of targets by melding song with spell
Advanced Armor Training	(Limited) – Martial Archetype	185	
Arcane Spell Casting	(Limited) – Arcane Archetype, (Tiered), Prestidigitation (Ta), Arcanum	185	Learn how to cast spells from one of five sources
Blade Upon the Wind	(Limited) – Initiate of the Tal Kanath	187	Cast Whirling Blade as per the spell once per scene
Blood and Sand	(Limited) – Pit Fighter	188	Gain bonuses to Intimidate in combat
Bonded Companion	Loyal Companion (Ta), (Limited) – Master of the Hounds (Journeyman), Ulfilan Ranger, Yhing hir Horse Lord	190	Deepen your bond with your Loyal Companion
Cloak of Cadic	(Limited) – Twilight Warrior, (Tiered)	191	Cadic's shadows guard the Twilight Warriors, granting them powers over and in the darkness.
Converge Weapon Styles	(Limited) – Weapon Savant (Master)	192	Use known Weapon Tricks with alternative weapons
Defender of the Children	Elorii, (Limited) – Order of the Twelve Oaks (Initiate)	192	Gain bonuses when defending elorii or attacking those who've harmed them
Divine Spell Casting	Charisma 6, <i>Arcanum</i> (Cants), Prestidigitation (Ta) (Limited) – Divine Archetype	193	Learn how to call upon the power of the gods to work your will upon the world



**Table 2-21 Talents by Type**

Type/Name	Requirements & (Notations)	Pg.	Description
Dragon Within	(Limited) - Sentinel of the Blazing Wyrms (Master)	193	Gain bonuses to Arcanum rolls when casting Dragon spells
Elemental Blade	(Limited) - Initiate of the Tal Kanath (Master)	194	Imbue your weapon with elemental damage
Elemental Lore	(Limited) - Elementalist (Master)	194	Learn additional Elemental spells
Elemental Strike	(Limited) - Initiate of the Tal Kanath (Master)	194	Empower an attack with elemental damage
Endure	(Limited) - Bearer of Woe (Blessed Martyr)	194	Suffering Stamina and Wounds grants benefits in combat
Energumen	(Limited) - Holy Judge of Nier (Master)	194	Gain bonuses in combat in when defending places and items of your faith
Exorcist	(Limited) - Beltinian Exorcist (Initiate)	194	Gain abilities against incorporeal creatures
Force of Will	(Limited) - Psion	195	Replace Athletics checks with Arcanum (Meditation)
Heirloom	(Foundation) – Any race except ss'ressen	196	Gain a weapon, suit of armor, or shield that is a family heirloom, conferring special bonuses and penalties
Horrific Visage	(Limited) – Order of the Inner Demon (Master)	196	Force a Horror Check upon your enemies
Inspirational Performance	(Limited) – Bard (Novice)	198	Use a performance to grant a bonus to allies or hinder opponents
Knight's Code	(Limited) – Aspirant Knight, Knight Apparent, or Knight Errant	199	Adhering to Knightly Principles grants a variety of bonuses while imposing strict limitations
Know Thy Enemy	(Limited) – Philosophic Warrior (Initiate)	199	Gain a bonus when you Assess a Threat or Study Opponent
Master's Reputation	(Limited) – Grand Master (Master)	200	Gain the ability to Intimidate opponents with your signature move
Mercy For All	(Limited) – Beltinian Hospitaller (Initiate)	201	Gain a bonus when casting spells to heal, and a special code of honor restriction
Might of the Elements	(Limited) – Elementalist (Master)	201	Make Elemental spells easier to cast
My Mind is My Own	(Limited) – Order of the Inner Demon (Adept)	202	Spend a Fate point to shake off a spell from the Control Tradition
Patchwork Soul	Dark-Kin, human, gnome, val, (Foundation)	202	Your soul remembers something of its previous life
Pearls of Yarris	(Limited) – Sea Lord	203	Gain abilities of the denizens of the deep
Perfect Emotions	(Limited) – Harbinger of the Dawn (Master)	203	Suppress fear and gain bonuses to Stand Firm and others in combat
Prodigy	(Foundation)	204	Gain a bonus to one Arcanum specialization
Rudimentary Prayers	(Limited) – Initiate Itinerant, Sword Saint	204	Gain a limited ability to cast Divine spells
Rudimentary Spell Casting	(Limited) – Apprentice Arcanist	205	Gain a limited ability to cast Arcane spells
Saluwé's Embrace	(Limited) – Verdant Champion, (Tiered)	205	Saluwé protects her champions with special armor



**Table 2-21 Talents by Type**

Type/Name	Requirements & (Notations)	Pg.	Description
Secret Spell	(Limited) – Deathbringer of Neroth (Master), Lifewarden (Master)	205	Learn a secret spell known only to those of your order
Sense Portal	(Limited) – Ansharan Gate Keeper	205	Gain the ability to sense any nearby Ansharan Portal
Skill Focus	(Limited) – Assassin (Master), Elementalist (Journeyman), Harbinger of the Dawn (Initiate), Inquisitor (Initiate), Shaman (Journeyman)	206	Gain a bonus to all Knowledge checks pertaining to your area of expertise
Spirit Guide	(Limited) – Shaman (Journeyman)	206	Gain a Spirit Guide, with associated benefits and requirements
Spirit Journey	(Limited) – Shaman (Master)	208	Undergo a spiritual journey to gain a glimpse of the future
Spontaneously Awakened	(Limited) – Spontaneously Awakened Scion	208	Gain a limited ability to cast Psionic spells
Stand and Be Judged	(Limited) – Holy Judge of Nier (Initiate)	208	Gain bonuses against a single target in combat
Strength of Faith	Must have a patron Deity	208	Gain a bonus to Defenses against casters of other faiths
Strength of the Coryani Heart	(Foundation)	208	Gain a bonus to Stand Firm checks
Thaumaturgic Circle	(Limited) – Sarishan Binder (Master)	209	Learn to inscribe a circle which can give a variety of benefits
The Arrow Knows The Way	(Limited) – Bowman (Master)	209	Ignore cover and concealment when using ranged weapons
The Demon Within	(Limited) – Order of the Inner Demon	209	Gain aspects and attributes of the Infernal bound within you
The Sword that Believes	(Limited) – Kio Duelist (Master of the High Blade)	210	Reduce penalties for attacking concealed opponents and react to ambush attacks
Thorn of Saluwé	(Limited) – Verdant Champion, (Tiered)	210	Saluwé grants her champions a special weapon
Tools of the Trade	(Limited) – Philosophic Warrior (Master), Weapon Savant (Master)	210	Gain proficiency with all weapons, armor, and shields
Unassailable Soul	(Limited) – Harbinger of the Dawn (Initiate), Knight of the Order of St. Tancred (Hunter)	211	Gain a bonus to Discipline against Infernals
Voice Like Thunder	(Limited) – Storm Lord (Master)	211	Stun enemies within earshot
Voice of Honey	(Limited) – Val'Mehan Emissary	211	Distract an opponent with your Persuasion







# TALENT DESCRIPTIONS

## ACROBATIC [SKILL]

**Requirement:** *Acrobatics* as a trained skill

**Benefits:**

- Kick Up – You may instantly stand from a prone position as a Trivial skill action without granting a Free Strike.
- Up the Wall – You may move vertically up a wall a number of feet equal to 5 plus one half the result of an *Acrobatics* Action Skill Roll. To perform this trick you must have a running start of 10 feet.
- Free Running – During any movement action you may leap over objects 5' high or less without suffering any Pace penalty for doing so.

## ADAPTABLE [SKILL]

*A hero's ability to adapt is second to none.*

**Benefit:** You may choose any two untrained skills; these skills become trained skills with 1 rank per Hero Tier at the time this Talent is taken.

## ADAPTATION: ALTER AREA [ARCANUM]

*You may change the area of a single spell.*

**Requirement:** *Arcanum* as a trained skill

**Adaptation Cost:** CTN +4, Speed +2 (+3)

**Benefit:** You may utilize this Adaptation on any spell with an Area of Effect (for example, a 15' Cone, or 20' Radius). You may change its area into any of the possible Areas types (see Codex of Magic, pg. 341).

**Special:** If you change a Radius to a Cone or Arc, its range is reduced to 0'.

## ADAPTATION: DELAY STRAIN [ARCANUM, DEVOUT]

*You have learned how to work past the Strain, pushing it aside, if just for a moment.*

**Requirement:** *Arcanum* as a trained skill

**Adaptation Cost:** CTN +3, Speed +0 (+0)

**Benefit:** You may cast a spell while under the effects of Strain without suffering harm; simply add any remaining Strain to the Strain of the spell you cast.

*Up here boy!*





**Special:** You may only Delay one spell's Strain at a time.

For example, while you are under the effects of 3 Strain, you elect to cast a spell with a Strain of 4, applying this Adaptation. The spell's CTN is increased by 3, leaving you with 7 Strain. You would not be able to use this Talent again until you cast through or allow the 7 Strain to drain away.

### ADAPTATION: ELEMENTAL EMPOWERMENT [ARCANUM]

You can lace a spell with elemental power

**Requirement:** Must possess the Elemental Tradition as a primary Tradition

**Adaptation Cost:** CTN +2, Speed +0 (+1)

**Benefit:** You may apply this Adaptation to any spell that deals Stamina damage. By increasing the spell's difficulty and suffering a -2 to hit, you add 1d6 Elemental damage to your spell; the damage type is chosen at the time of casting and may be Fire, Cold or Electrical. This Adaptation may not be applied to an Advanced Spell's component spells, but may be applied to the final Advanced Spell.

**Special:** You may apply this Talent multiple times; each additional application grants a Die Bump while increasing the penalty to hit by an additional -1, to a maximum potential addition of d12 with a -5 to hit.

### ADAPTATION: ELEMENTAL INFLUX [LIMITED]

*You have mastered the ability to combine two aligned elements into a single spell.*

**Requirement:** Adaptation: Elemental Empowerment (ta)

**Adaptation Cost:** CTN +2, Speed +0 (+1)

**Benefit:** Choose Air, Earth, Fire, or Water. You may combine your chosen element with any non-opposed element. Any spell modified by this Adaption gains a Die Bump to its base damage die and deals damage as if it were both base elements. (Thus an Earth/Water spell could deal both blunt and slashing damage.) This Adaptation may only be applied once; in the case of Advanced Spells, this Adaptation may not be applied to its component spells, but may be applied to the Advanced Spell itself.

**Opposed Elements:** Air and Earth are opposed elements, as are Fire and Water.

### ADAPTATION: EXTENDED RANGE [ARCANUM, DEVOUT]

**Requirement:** 4 ranks in any Arcanum skill

**Adaptation Cost:** CTN +1, Strain: +1

**Benefit:** You may apply this Adaptation to any spell with a Range other than Self, Cone, or Arc. Increase the range by 20'.

For example, a spell with a range of 30' (20' radius) would have a range of 50' (20' radius) if this were applied once.

**Special:** You may apply this Adaptation any number of times (paying the cost each time). You may apply this Talent to a spell with Range: Self once it has gained additional range through one of that spell's Adaptations.

### ADAPTATION: FORTIFY SPELL [ARCANUM, DEVOUT]

*With a little finesse and a word of fortification, you reinforce your spell with extra power.*

**Requirement:** 4 ranks in any Arcanum skill

**Adaptation Cost:** CTN +1, Speed +2 (+1)

**Benefit:** You may apply this Adaptation to any spell. Anytime someone attempts to dismiss or counter your spell (through the use of the *Unravel the Thread* spell or the Counter Spell Talent), they suffer a penalty to their *Arcanum* Action Skill Roll equal to your Passive Resolve Value.

### ADAPTATION: LINGERING ARCANUM [ARCANUM]

*Thanks to your in-depth knowledge of the Arcanum, you can change the very nature of a spell for just a moment, allowing its effects to remain for a little longer.*

**Requirements:** 4 ranks in any Arcanum skill, must know one Sustained spell

**Adaptation Cost:** CTN: +4, Speed +0 (+2)

**Benefit:** You may only apply this Adaptation to a spell with a duration of Instant. The spell's category changes to Sustained, and gains a secondary Speed equal to the spell's final Speed cost. Upon his next action, the caster may opt to pay the secondary Speed cost, thus reapplying the spell's effects on the target. Upon his next action, the spell ends and any Strain accumulated is then applied.





### ADAPTATION: PIERCING SPELL [ARCANUM]

*You are able to empower your spells with incantations of guidance, allowing them to bypass armor more effectively.*

**Requirement:** 4 ranks in any Arcanum skill

**Adaptation Cost:** CTN +3, Speed +1 (+0\*)

**Benefit:** You may apply this Adaptation to any damaging spell; you may bypass any amount of AR, at the cost of 1 point of Strain per point of AR bypassed.

### ADAPTATION: RAPID ADAPTATION [ARCANUM]

*You know how to rapidly add an Adaptation to a spell.*

**Requirement:** Arcanum as a trained skill.

**Adaptation Cost:** CTN +3, Speed +0

**Benefit:** Once per Scene, you may reduce the Speed and Strain cost of one application of an Adaptation to +0. You may not use this Talent when casting an Advanced Spell or when utilizing another Adaption Talent.

### ADAPTATION: RAPID SPELL [ARCANUM]

*You have learned to channel increased amounts of magic through your body, allowing you to cast spells quicker than normal at a cost.*

**Requirements:** Vigor 6, 4 ranks in any Arcanum skill

**Adaptation Cost:** CTN +1, Speed -1(+2)

**Benefit:** You may apply this Adaptation to any spell. You decrease the spell's Speed cost (to a minimum of 2) by increasing the spell's Strain.

### ADAPTATION: REND THE SOUL [LIMITED]

*Many spells you cast rip into the souls of your opponent, causing immeasurable pain.*

**Adaptation Cost:** CTN +3, Speed +0 (+3)

**Benefit:** You may apply this Adaptation to any spell that deals Stamina damage; your spell bypasses all AR granted by worn armor.

### ADAPTATION: SELECTIVE SPELL [ARCANUM]

*Your spells seem to have a life of their own, twisting and turning to protect your allies from any damage they might suffer by your hands.*

**Requirement:** 6 ranks in any Arcanum skill

**Adaptation Cost:** CTN +3, Speed +1 (+2\*)

**Benefit:** You may utilize this Adaptation on any spell with an Area of Effect and a duration of Instant. You may select a number of allies equal to your Passive Logic Modifier; those allies are not affected by your spell. For each additional ally beyond the first protected from your spell, increase the Strain granted by this Talent by 1. Thus, if you select three allies the Strain added is +4.

### ADAPTATION: SPELL SONG [LIMITED]

*You have mastered one of the most ancient methods of spell casting, mingling spells with Song to empower their effectiveness.*

**Adaptation Cost:** CTN +3, Speed +2 (+0)

**Benefit:** Any spell modified with this adaptation gains a level of noted potency, lowering the targets Discipline by 1.

This adaptation may be applied to any spell of the Control Tradition.

**Special:** Divine casters may also apply this Talent to Anathema/Benediction and Wards Tradition spells.

### ADAPT WEAPON TRICK [COMBAT]

*There are some Weapon Tricks that just seem to come naturally to you.*

**Requirement:** Prowess 7

**Benefit:** Choose a Weapon Trick that you have already learned through the Weapon Training Talent (pg. 212). You may now use that weapon trick with any weapon capable of performing it.

*Example:* Your hero possesses weapon training in the great sword; taking this Talent you apply it to the great sword's Weapon Trick Mighty Swing. You may now utilize Mighty Swing with any weapon capable of performing the Weapon Trick (as listed under the weapon's description, see pg. 240) even if you are not trained with that weapon or have acquired enough ranks in a combat skill.

**Normal:** Normally you must learn a Weapon Trick with each type of weapon individually.





## ADVANTAGEOUS DEFORMITY [RACIAL]

*By necessity, gnomes have learned how to make the best of a bad situation.*

**Requirement:** Gnome

**Benefit:** Choose one of the following deformities; the exact physical appearance of each characteristic is left up to you.

*Enlarged Eyes* – Oh, what big eyes you have! They might be all the better to see with, but they look quite disgusting. You gain a +1 bonus to *Perception* Action Skill Rolls when using sight but suffer a -1 to all actions when exposed to bright light.

*Enlarged Legs* – Your legs are larger than normal and packed with dense muscle mass. You gain +5' to Pace and a +5 bonus to all *Athletics: Jump* Action Skill Rolls.

*Have Pity!* – Once per scene when attacked, as a Push 4 action, you can cower in fear. You may attempt a *Perform* (Ch) or *Deceit* (Ch) Action Skill Roll against the Passive *Empathy* Value of your Target. If you succeed, they stop in their tracks and have their Clocks Pushed d4

*Hunch Backed* – You possess a powerful upper body but are slow to move and react. All your melee attacks deal an additional +2 damage, but you suffer a permanent -1 penalty to Avoidance and a 5' penalty to Pace.

*Malformed Arm* – One of your arms is clearly larger than the other. When attacking with a one-handed melee weapon in your main hand you gain a +1 to damage, but suffer a -1 to hit and damage with any weapon in your off-hand. Any shield wielded in the off-hand has its Bulk raised by +1. You also gain a +2 bonus to any *Might* Attribute Action Rolls in which you may utilize your malformed arm.

**Special:** *Enlarged Legs*, *Hunch Back*, and *Malformed Arm* all require the gnome utilize *custom* fitted armor (see Equipment, pg. 230). You may take this Talent more than once, choosing a different Advantageous Deformity each time.

## ADVANCED ARMOR TRAINING [LIMITED]

*Almost every culture possesses different approaches to wearing and utilizing armor. While Milandisian fighting techniques teach how to use one's armor to deflect a blow, Coryani techniques emphasize maneuverability allowing one to avoid the blow altogether.*

**Benefit:** When wearing your region's armor, you reduce the armor's Bulk by 1.

**Special:** You may only gain regional benefits from your starting region.

## ADVANCED TRAINING [COMBAT, SKILL]

**Requirements:** Loyal Companion (ta), 6 ranks in the *Beast Lore* skill

**Benefit:** You may train your Loyal Companion to perform one of the following Martial Techniques: Distracting Blow, Pressing Attack, Trip Foe, Disengaging Strike, or Force the Opening.

**Special:** Creatures with the *Bestial Intellect* monstrous weakness may only be taught one Martial Technique, while beasts without that limitation may learn a number of maneuvers equal to one half their base die. You are still required to take this Talent multiple times to grant your companion additional maneuvers.

## ALIEN UNDERSTANDING [SKILL]

**Benefit:** Choose either Undead or Infernals. When dealing with your chosen type, you gain a +1 bonus to all *Empathy*, *Persuasion*, *Deceit* (Ch), and *Knowledge* Action Skill Rolls.

**Special:** You may take this Talent a second time to affect both Undead and Infernals.

## ANIMAL AFFINITY [SKILL]

**Requirements:** *Empathy* and *Beast Lore* as trained skills

**Benefit:** You may use your *Empathy* skill to read an animal's emotional state and disposition. You may also use *Beast Lore* (Ch) on natural animals as a replacement for *Persuasion* or *Intimidate* to calm animals or scare them away. Use Table 2-10 Social Encounters Situational Modifies (pg. 138) and raise all TNs on that table by 5.

**Special:** if you possess this Talent you gain a +2 bonus to all *Empathy* action skill rolls when attempting to use the *Read Someone* or *Discern Intentions* skill uses upon Ssethric creatures.

## ARCANE SPELL CASTING [LIMITED, SPECIALIZED, TIERED]

**Requirements:** Prestidigitation (ta), the appropriate *Arcanum* skill as a trained skill. Additional requirements apply for each source of magic

**Benefit:** When you first acquire this Talent, choose one of the following sources of magic. For a complete description of each source of magic, refer to pg. 342. Once you choose a source, see *Tiered Benefits* below.





### ELDRITCH MAGIC

**Additional Requirements:** Any except dwarves, elorii, or male ss'ressen, Logic 6, *Arcanum* (Sorcery) as a trained skill

**Benefit:** You learn the Unique Spell Arcane Shield and may now learn spells from the Elemental, Battle, Creation, and Illusion Traditions.

**Special:** You may not, under any circumstances, acquire this source if you possess the Divine Spell Casting Talent. You may not under any circumstances acquire the Divine Spell Casting Talent.

### ELDER MAGIC

**Additional Requirements:** Elorii, Resolve 6, *Arcanum* (Thaumaturgy) as a trained skill

**Benefit:** You learn the Unique Spell Contingent Spell and may learn spells from the Elemental, Transmutation, Control, and Creation Traditions.

**Special:** You may not, under any circumstances, acquire this source if you possess the Divine Spell Casting Talent. You may not under any circumstances acquire the Divine Spell Casting Talent.

### PSIONICS

**Additional Requirements:** Val, Insight 6, *Arcanum* (Meditation) as a trained skill

**Benefit:** You learn the Unique Spell Shield of Enduring Will and may learn spells from the Control, Heritage, Kinetics, and Transmutation Traditions.

**Special (Additional Source):** You may utilize this Talent to acquire the ability to tap into an additional Source, but you must acquire the ability to learn that source through a Path or Talent. This Source is treated as its own Talent and advanced separately. If you already possess this Talent and you gain the ability to obtain the Psionics Source, you may obtain the Arcane Spell Casting Talent for the purpose of obtaining the Psionics Source.

### PRIMAL MAGIC

**Additional Requirements:** Charisma 6, *Arcanum* (Shamanism) as a trained skill

**Benefit:** You learn the Unique Spell Commune with the Spirits and may learn spells from the Elemental, Animism, Necromancy, and Hexes Traditions.

**Special:** You may not, under any circumstances, acquire this source if you possess the Divine Spell Casting Talent. You may not under any circumstances acquire the Divine Spell Casting Talent.

### SORCERER-PRIEST OF SARISH

**Additional Requirements:** May not be dwarf, elorii, ss'ressen (with the exception of the Encali dwarves) Charisma 6, *Arcanum* (Sorcery) as a trained skill

**Benefit:** You learn the Unique Spell Sarishan Oath, and either Rebuke or Arcane Shield (choose one). You also gain the ability to cast spells from the Blood, Creation, Elemental, Illusion, and Wards Traditions.

**Special:** You must always choose Blood as either a primary or secondary Tradition. You may not, under any circumstances, acquire this source if you possess the Divine Spell Casting Talent. You may not under any circumstances acquire the Divine Spell Casting Talent.

### TIERED BENEFITS:

**Tier I:** Choose one primary and two secondary Traditions that you have gained access to from your chosen source of magic. You learn three Tier I spells from your primary Tradition and one Tier I spells from each secondary Tradition.

**Tier II:** Choose one primary and two secondary Traditions that you have gained access to from your chosen source of magic. You learn two spells of Tier II or below from your primary Tradition and one spell of Tier II or below from each secondary Tradition.

**Tier III:** Choose one primary and two secondary Traditions that you have gained access to from your chosen source of magic. You learn two spells of Tier III or below from your primary Tradition and one spell of Tier III or below from each secondary Tradition.

**Tier IV:** Choose one primary and two secondary Traditions that you have gained access to from your chosen source of magic. You learn one Tier IV or lower spell from each chosen Tradition.

**Tier V:** You learn one Tier I, Tier II, Tier III, and Tier IV spell from any of the Traditions which you have gained access to from your chosen source of magic.

**Special (Access):** This Talent is no longer limited for you, but only when advancing a chosen source. You may now acquire Arcanum Talents.

### ARMORED FORTITUDE [COMBAT, RACIAL]

**Requirements:** Vigor 7; Armor Proficiency, Heavy, any (ta) AND Armor Proficiency, Shield (ta), OR ss'ressen

**Benefit:** When in Heavy Armor and wielding a Large Shield or Tower Shield, you gain a +1 bonus to your Fortitude.

**Special (Ss'ressen):** Ss'ressen who possesses this Talent may always benefit from it, even when not dressed in armor.





## ARMOR PROFICIENCY, LIGHT [COMBAT]

**Benefit:** When you select this Talent, choose a number of light armors equal to your Passive Logic Value. You may now use those armors without penalty. (See Table 2-29 Regional Weapons and Armor, pg. 234, for details)

**Special:** If you wear any armor with which you are not proficient, you suffer double the armor's Bulk to both Action Skill Rolls and your Avoidance.

## ARMOR PROFICIENCY, MEDIUM [COMBAT]

**Requirement:** Light Armor Proficiency, any (ta)

**Benefit:** When you select this Talent, choose a number of medium armors equal to your Passive Logic Value. You may now use those armors without penalty. (See Table 2-29 Regional Weapons and Armor, pg. 234, for details)

**Special:** If you wear any armor with which you are not proficient, you suffer double the armor's Bulk to both Action Skill Rolls and your Avoidance.

## ARMOR PROFICIENCY, HEAVY [COMBAT]

**Requirements:** Medium Armor Proficiency, any (ta)

**Benefit:** When you select this Talent, choose a number of heavy armors equal to your Passive Logic Value. You may now use those armors without penalty. (See Table 2-29 Regional Weapons and Armor, pg. 234, for details)

**Special:** If you wear any armor with which you are not proficient, you suffer double the armor's Bulk to both Action Skill Rolls and your Avoidance.

## ARMOR PROFICIENCY, SHIELD [COMBAT]

**Requirement:** Armor Proficiency, any (ta)

**Benefit:** You may now utilize shields without penalty. You may also start to acquire shield Weapon Tricks as if you acquired Weapon Training (pg. 212) with all shields.

**Special:** To learn Weapon Tricks for a shield, you are still required to possess ranks in *Melee* (Unbalanced), just as any other unbalanced weapon. If you use a shield with which you are not proficient, you gain a single point of AR which stacks with armor, but gain no other benefits from the shield; you also suffer double the shields SB to all attack rolls and all Physical action skill rolls.

## BATTLE MAGI [ARCANUM]

*In the heat of battle you are a force of nature, slashing with blade as you burn with spell!*

**Requirements:** Any *Arcanum* skill (except Cants) and *Melee (Balanced)* as trained skills, Weapon Training (ta) in a balanced weapon

**Benefit:** When under the effects of Strain you gain a +1 bonus to your Avoidance as long as you have a blade in hand. This bonus does not stack with shield bonuses.

## BETWEEN WORLDS [ARCANUM, DEVOUT]

*With some concentration, you can sense the presence of Spirits*

**Requirement:** Spiritual Awakening (ta), or if taken as a Devout Talent, must have Beltine as your patron deity.

**Benefit:** If you possess Spiritual Awakening (ta) you may use the *Arcanum: Sense Magic* skill to detect to the presence of Spirits. If you are a Divine caster of Beltine you may utilize either the *Arcanum: Sense Magic* skill or perform an Insight Action Skill Roll. To sense the presence of Spirits or Shades you must succeed at a Challenging (TN: 20) Action Skill Roll, then compare the roll result to the Discipline of each Spirit or Shade within range.

## BLADE UPON THE WIND [LIMITED]

**Benefit:** Once per Scene you may throw your blade as if you had cast the Whirling Blade spell utilizing your *Ranged (Thrown)* (Pr) skill as your *Arcanum* skill. Once you reach Tier III, you may use this ability as if you had applied the Battle Tradition Adaptation allowing you to attack 3 targets with your thrown blade.

**Tier III:** You may use this Talent as a Speed 1 Trivial action instead.

**Tier IV:** You may use this Talent twice per Scene.

## BLESSED VITALITY [DEVOUT]

**Requirements:** Holy Champion

**Benefit:** Per Tier

**Tier I:** Once per Scene, as a Speed 2 action, you regain Stamina equal to d(Ch) plus your Passive Vigor Value.

**Tier III:** You may use this Talent as a Speed 1 Trivial action instead.

**Tier IV:** You may use this Talent twice per Scene.





## BIND-FIGHTING [COMBAT, TIERED]

**Requirement:** *Perception* as a trained skill

**Benefit:** Per Tier

**Tier I:** As a Push 2 action, anytime you are fighting an opponent in melee and miss due to concealment you may reroll that attack using your *Perception* (Pr) instead of your melee combat skill.

**Tier II:** You may use the Tier I benefit of this Talent when performing ranged attacks within 30 feet.

**Tier III:** You gain a +2 bonus to your Passive *Perception* Value when detecting an ambush or someone attempting to sneak past you.

**Tier IV:** You gain a +2 bonus to hit when attacking fully-concealed targets with weapons or any single-target spell.

## BLOOD AND SAND [COMBAT, LIMITED]

*The sand of the arena is wet with the blood of the defeated; you are fearsome indeed!*

**Benefit:** Your reputation is fearsome, and you know just how to get under someone's skin. When in combat, you gain a +1 to all *Intimidate* rolls. This includes Combat Maneuvers and any Talents which may call upon an Intimidate Action Skill Roll.

## BLOODLINE OF FIRE [RACIAL]

*The power of fire rages through your veins.*

**Requirement:** Kelelene elorii

**Benefit:** Per Tier

**Tier I:** *The Flickering of Flame:* Once per Scene you may reduce the Speed of any one attack action by 3, to a minimum of 2.

**Tier II:** *Wild Fire:* Once per Scene, you may double your Pace for a single action.

**Tier III:** *Fire is my Brother:* You are immune to damage dealt by normal fire, and gain Natural AR of 5 against all spells dealing fire damage. Also, once per Scene (Speed: 5, Duration: Instant, Range: 30'), you may breath fire upon your foe. Perform a Range (Thrown) (In) attack against any single target's Avoidance; if successful, you deal d6 (Re) in fire damage.

**Tier IV:** *The Living Flame of Keleos:* Once per day (Speed: 1, Duration: 12 Ticks, Range: Self), you enwrap yourself in living flames which reach out and attack your enemies. For the ability's duration, any enemy that successfully attacks you in melee suffers d(Ch) in fire damage. This damage does not stack with similar spells or abilities, such as Energy Aura or Elemental Aura.



*Commonly associated with the afterlife, val'Ishi priests have a strong connection to the spirits of Onara.*

**Tier V:** *Brothers of Thy Lord:* Once per day, after a moment of concentration (Speed: 8, Duration: Scene, Range: 20'), you may bring forth a Burning Tempest to fight by your side. This creature will not move out of the power's range, even if commanded to do so.

## BLOODLINE OF LIFE [RACIAL]

*The Goddess of Life is with you, always.*

**Requirement:** Ardakene elorii

**Benefit:** Per Tier

**Tier I:** *Healing Touch of Our Goddess:* Once per Scene (Speed: 6, Duration: Instant, Range: Melee), you may refresh an Exhausted target you touch, restoring 1d4 (Ch) +2 per Hero Tier in Stamina.

**Tier II:** *The Life Well:* You may channel the very essence of life through your body, becoming a bane for the walking dead. Once per Scene (Speed: 6, Duration: Instant, Range: 30'), you may perform a Resolve Attribute Action Roll attack against the Fortitude of all undead creatures within range. Creatures you successfully strike suffer d12 (Ch) +2 damage per Hero Tier.

**Tier III:** *The Goddess's Voice:* Once per day (Speed: 5, Duration: Instant, Range: 30'), you may speak the soothing words of your goddess. This refreshes your allies, allowing them to fight on. All allies within range are healed d12 (Ch) Stamina.





**Tier IV:** *The Blessed Kiss of Our Goddess:* Once per day (Speed: 6, Duration: Instant, Range: Melee) you may heal 1 Wound suffered by a single target. If used upon a Vanquished target, that target is also healed d6 (Ch) Stamina.

**Tier V:** *Presence of the Goddess:* Once per day (Speed: 1, Duration: 12 Ticks, Range: Self) you may take on an aspect of your goddess' form. For 12 Ticks your physical form changes to a glowing form of pure life energy, radiating bright light in a 100' radius. When you first change into this form, all undead within 60' suffer d8 damage per Hero Tier. All living creatures within the same area of effect regain double their Vitality score in Stamina. While in this form you may attack any undead (Speed: 3, Duration: Instant, Range: 30') within range. You may attack utilizing either a *Melee* (Unarmed) (Re) or *Ranged* (Thrown) (Re) attack against the target's Fortitude. If successful, you deal d10 (Cha). You may also touch any living creature (Speed: 3, Duration: Instant, Range: Melee), healing that creature for d10 (Cha) Stamina.

### BLOODLINE OF STONE [RACIAL]

*The mountain has never learned to step aside.*

**Requirement:** Marokene elorii

**Benefit:** Per Tier

**Tier I:** *Stone is my Flesh:* Once per day (Speed: 3, Duration: Scene, Range: Self), you strengthen your skin with the blessings of your bloodline, granting you Natural AR of 3.

**Tier II:** *Stone's Undeniable Strength:* Once per day (Speed: 1, Duration: Scene, Range: Self) you may apply a Die Bump to both your Might and Vigor dice. If either of these dice are already d12s, you gain a +2 bonus to the respective attribute's Action Skill Rolls instead. You must be in contact with the earth to activate and maintain this power.

**Tier III:** *The Earth Trembles:* You gain a Natural AR of 5 against all spells that deal Earth damage. Additionally, once per Scene (Speed: 5, Duration: Instant, Range: 20' radius), you may force all creatures within the Area of Effect to perform an *Acrobatics:* Balance Action Skill Roll against a TN set by your *Melee* (any) (Mi) Action Skill Roll. All targets that fail fall prone.

**Tier IV:** *Earth Shield:* Once per day (Speed: Push 3, Duration: Instant, Range: Self), in response to an attack, you may form a shield gaining AR 10 against that single attack. You must declare the use of this power before the attack is resolved. This power is used even if the attack misses. Spells that bypass AR provided by worn armor also ignore the AR provided by this Talent.

**Tier V:** *Brothers of Thy Lord:* Once per day, after a moment of concentration (Speed: 8, Duration: Scene, Range: 20'), you may bring forth a Rumbling Titan to fight by your side. This creature will not move out of the power's range, even if commanded to do so.

### BLOODLINE OF WATER [RACIAL]

*The sea is your home, and her power flows within your blood.*

**Requirement:** Berokene elorii

**Benefit:** Per Tier

**Tier I:** *The Sea and I are One:* You possess the natural ability to breathe underwater through a pair a natural of gills which run along the sides of your neck. When swimming in water, you move at your full Pace plus 10 feet. You also gain a +5 bonus to all *Athletics:* Swim Action Skill Rolls.

**Tier II:** *Water is My Dominion:* Berokene can control the water found in all living beings. Once per Scene (Speed: 4, Duration: Instant, Range: 30'), you may cause one target to stop in their tracks. You must perform a Resolve Attribute Action Roll against your target's Discipline. If successful, the target suffers d6 Push.

**Tier III:** *The Sea's Power:* You can create a blast of water, crushing your opponents. Once per Scene (Speed: 4, Duration: Instant, Range: 30'), you may perform a *Ranged* (Thrown) or (Marksman) (Pr) attack roll against the target's Avoidance. If successful, you deal d8 (Ch) damage. Regardless, the target is forced back 5' per Hero Tier. Creatures who hit a solid immovable object before reaching the maximum distance they may be moved suffer damage as if they fell the distance traveled.

**Tier IV:** *The Flowing Sea:* Once per day (Speed: Push 3, Duration: Instant, Range: Self), in response to an attack, you take on the very nature of water. You may absorb all the damage from a single physical attack. You must declare the use of this power before the attack is resolved. This power is used even if the attack misses.

**Tier V:** *Brothers of Thy Lord:* Once per day, after a moment of concentration (Speed: 8, Duration: Scene, Range: 20'), you may bring forth a Crushing Maelstrom to fight by your side. This creature will not move out of the power's range, even if commanded to do so.





## BLOODLINE OF WIND [RACIAL]

*One cannot grasp the wind.*

**Requirement:** Osalikene elorii

**Benefit:** Per Tier

**Tier I:** *The Wind is Always at My Back:* You gain +5' to your Pace. You also gain a +2 bonus to all *Acrobatics* (Qu) and *Athletics* (Qu) Action Skill Rolls.

**Tier II:** *The Wind Shall Always Protect Me:* You never suffer falling damage as the winds themselves enwrap themselves around you, slowing your fall. Also, once per Scene you may call upon those same winds to shove opponents away. Perform a *Ranged* (Thrown) (Qu) attack roll (Speed: 2, Duration: Instant, Range: 10') against a single target's Avoidance. If successful, your target is forced back 10' plus 5' per Hero Tier. Creatures who hit a solid immovable object before reaching the maximum distance they may be moved suffer damage as if they fell the distance traveled.

**Tier III:** *The Wind Shall Carry Me:* Once per Scene, you may call upon the winds to carry you. You gain the ability to fly at your full Pace with Perfect maneuverability for 24 Ticks.

**Tier IV:** *Tornado:* Once per day (Speed: 5, Duration: Instant, **Range:** 90' (10' radius), you may perform a *Ranged* (Thrown) (Qu) attack roll against the Avoidance of all targets within the spell's radius. Upon a successful attack, you deal 1d10 (Ch) in bludgeoning damage. Regardless, all targets within the Area of Effect must perform an *Acrobatics* Balance Action Skill Roll against a TN set by your attack roll or fall prone.

**Tier V:** *Brothers of Thy Lord:* Once per day, after a moment of concentration (Speed: 8, Duration: Scene, Range: 20'), you may bring forth a Thundering Tempest to fight by your side. This creature will not move out of the power's range, even if commanded to do so.

## BONDED COMPANION [LIMITED]

**Requirement:** Loyal Companion (ta)

**Benefit:** Either through magical or mundane means you have developed an unusually strong bond with your Loyal Companion. *Beast Lore* Action Skill Rolls to command your companion automatically succeed and commanding your companion is a Trivial skill action.

**Special:** If your Loyal Companion is ever killed, you must select this Talent again to gain another such companion. This Talent is no longer a limited Talent for members of the Master of the Hounds Path.



## BORN IN THE SADDLE [SKILL]

**Requirement:** *Ride* as a trained skill

**Benefit:** You gain a +1 bonus to all *Ride* and *Beast Lore* Action Skill Rolls to ride, care for, or train a mount.

## CALLOUS [COMBAT]

*You have seen it all before.*

**Requirement:** Resolve 6

**Benefit:** You gain a +1 bonus to all *Mettle: Stand Firm* action skill rolls.





## CAMPAIGNER [SKILL]

*You have taken part in a military campaign or have just lived the rigors of the military life; as such you are used to being marched and always being ready.*

**Requirement:** Martial (a) or Military Background

### Benefits:

**Forced March:** You gain a +2 bonus to all *Mettle: Perseverance* Action Skill Rolls.

**Light Sleeper:** While asleep you gain a +4 bonus to your *Passive Perception* Value.

**Always Ready:** You may sleep in Light or Medium armor without suffering any penalty.

## CHALLENGE [COMBAT]

*Enemies find it hard to ignore you.*

**Benefit:** As a Simple skill action you may issue a challenge to a single opponent within 30', whom must be able to see and hear you. When you issue the challenge, perform a *Persuasion* (Ch) or *Intimidate* (Ch) Action Skill Roll against your target's Discipline. If successful, the target considers you a significant threat and attacks you for the next 12 Ticks. This does not mean that your target will always blindly charge forth disregarding their own safety (unless the target is particularly simple minded); how the target attacks you is their choice. For example, they may command others to attack you, use a missile weapon, or simply charge. You may only issue a Challenge to one target at a time.

**Special:** A target can only be under the effects of a single Challenge at a time. Any further attempts to Challenge the target fail until the duration of the original challenge has expired. While under the effects of a Challenge, if a target is damaged by anyone other than the challenger, they gain a +3 bonus to their Discipline against this Talent for the remainder of the Scene.

## CHURCH EDUCATION [SKILL]

**Requirement:** Coryani, Milandisian, or Altherian

**Benefit:** You gain a +2 bonus to all Knowledge (Religion) Action Skill Rolls.

## CLOAK OF CADIC [LIMITED, TIERED]

**Benefit:** Per Tier

**Tier II:** *Shadow Mastery:* Once per Scene (Speed: 4, Duration: Scene, Range: 60') you may reduce the bright radius of any light source to shadowy illumination. The light source must be within line of sight. You may also, once per day, cast the *Manipulation of Shadow* spell as if you possessed 4 ranks in *Arcanum* (Cants).

**Tier III:** *Womb of Darkness:* You may store one weapon of your choice in the Shadow Realm. Storing or retrieving this weapon requires a Speed 2 action and provokes Free Strikes from nearby enemies. Missile weapons and ammunition count as one weapon combined for the purposes of this spell, with a limit of no more than 20 rounds/arrows being stored alongside the weapon in this way. Also once per day (Speed: 4, Duration: Scene, Range: 60') you may now extinguish all light sources within range; you need not have direct line of sight to utilize this effect.

**Tier IV:** *Step Through Shadow:* Once per day, you may cast the *Shadow Stride* spell, utilizing *Stealth* (Ch) as an *Arcanum* skill. If you already possess the ability to cast *Shadow Stride* as a spell, you gain a +3 bonus to all *Arcanum* Action Skill Rolls to cast *Shadow Stride*.

**Tier V:** *Master of Shadows:* You may utilize your *Step Through Shadow* and *Womb of Darkness* Talents twice a day. Further, when using *Womb of Darkness*, you may store two weapons instead of one.

**Special:** Once you acquire this Talent it is no longer limited for you.

## COMBAT AFFLUDE [COMBAT]

*Weapons feel familiar in your hands; you find it easy to apply your skills to any weapon you wield.*

**Requirements:** Insight and Logic 5, *Melee* (any) as a trained skill

**Benefit:** When utilizing the untrained combat skill option under the *Melee* skill, you only suffer a -3 penalty on attack rolls.

## COMBAT INTUITION [COMBAT]

*In combat you have an uncanny clarity of mind, allowing you to feel the ebb and flow of battle.*

**Requirements:** Insight and Quickness 7, *Empathy* and *Melee* (any) as trained skills

**Benefit:** When flanked you do not grant a *Tactical Edge* to your opponents.

*To this day, gladiators of the Grand Arena shudder at the memory of Chalandra the Castrator's victory of 1036.*





## CONVERGE WEAPON STYLES [LIMITED]

*In battle you are nothing if not adaptable.*

**Benefit:** You may use all Weapon Tricks you know with any weapon capable of performing it.

*Example:* Your hero possesses weapon training in the great sword; you may now utilize Mighty Swing with any weapon capable of performing the weapon trick (as listed under the weapon's description, see pg. 240) even if you are not trained with that weapon or have acquired enough ranks in a combat skill.

**Special:** Normally you must learn a Weapon Trick with each weapon individually.

## COUNTER SPELL [ARCANUM, TIERED]

*Through practice and dedication you have mastered the ability to manipulate the Arcanum, literally draining it away as another attempts to evoke its power.*

**Benefit:** Per Tier

**Tier I:** Once per Scene (Speed: Push 6, Duration: Instant, Range: 60') you may attempt to counter any spell cast by an opponent within range, in essence by stealing and dissipating the very magic your opponent is attempting to manipulate. To counter a spell, perform an *Arcanum* Action Skill Roll using your primary casting attribute die against your target's Passive *Arcanum* Value. If you are successful you counter your target's spell, and they suffer d4 Push.

**Tier III:** You gain a +2 bonus to your *Arcanum* Action Skill Roll when attempting to either counter a spell or to your Passive *Arcanum* Value to oppose someone countering a spell you are casting.

**Tier V:** Any spell you successfully counter, if applicable, may instead be rebounded upon the target. For example, you may, instead of countering a Black Ice spell, have it affect the caster (and any poor fools around him).

## CUNNING OPPONENT [COMBAT]

*Your mind is as fluid as quicksilver, your hand as quick as a snake, allowing you to deflect and redirect attacks with terrifying efficiency.*

**Requirements:** Masterful Defense (ta), 12 ranks in any *Melee* skill

**Benefit:** When facing more than one opponent in melee, as a Push 2 action, and only in response to a melee attack you may perform a *Dynamic Melee* (any) Action Skill Roll against the Passive *Melee* Value of your attacker. If successful, your opponent's attack is redirected to another opponent of your choice.

## DAREDEVIL [SKILL]

**Benefit:** Once per scene, when you attempt an Action Skill Roll in which failure will physically harm you, you gain a +4 to that roll. Also, at the chronicler's discretion, if the action you are attempting to perform is especially dangerous and heroic he may grant you a Die Bump to any Action Skill Roll.

## DEDICATED DEFENDER [COMBAT, TIERED]

*You place yourself in harm's way to defend your charge.*

**Requirements:** Prowess 6, Quickness and Insight 5, *Perception* and *Empathy* as trained skills

**Benefit:** Per Tier

**Tier I: Take the Hit:** A good bodyguard is always willing to take a crossbow bolt for his charge. Once per Scene, when an adjacent ally suffers damage from an attack, you may instantly swap places with him and take the strike upon yourself instead. If you do so, your clock is Pushed by 3.

**Tier II: Read the Crowd:** You have learned how to read the crowd for signs of a possible attack. You may use *Empathy* in place of *Perception* to spot someone using the Talent "Lost in the Crowd." You also gain a +1 bonus to both your Passive *Perception* and *Empathy* Values.

**Tier III: Faster than Thought:** When your charge is in harm's way, you can move faster than most can react. You have improved upon your *Take the Hit* ability; you may now protect an ally within 10 feet. When you do, you move into your ally's space and move that ally directly behind you, placing yourself between your ally and their attacker. Also, you may *Take the Hit* twice per Scene.

**Tier IV: Whisked Away:** Sometimes it's better to get your charge out of danger. Once per Scene, as a Complex skill action, you may move yourself and one willing, adjacent ally up to double your Pace as if you had performed a cautious advance. This movement must be directly away from any opponents.

**Tier V:** When you use *Take the Hit*, you also gain an immediate Free Strike against that attacker (if they are within range). If you take the attack, you suffer Push equal to your weapon Speed.

## DEFENDER OF THE CHILDREN [LIMITED]

**Requirement:** Elorii

**Benefit:** While defending any elorii or attacking anyone who you believe to have imprisoned or enslaved an elorii, you gain a bonus to all attack and damage rolls equal to one half your Hero Tier.





## DEFENSIVE STANCE [COMBAT, STANCE]

**Requirement:** Prowess 6

**Benefit:** For every 3 ranks in a *Melee* skill, you may suffer a -2 to attack rolls in exchange for a +1 to your Avoidance.

For example, if you possess 6 ranks in *Melee (Balanced)*, you may suffer a -2 or -4 penalty to hit gaining a +1 or +2 to your Avoidance respectively.

## DISCIPLINED [SKILL]

**Requirement:** Resolve 6

**Benefit:** Gain a +1 bonus to your Discipline against skill-based non-magical attacks and all *Mettle* action skill rolls.

## DISCERNING EYE [SKILL]

**Requirement:** *Appraise* as a trained skill

**Benefit:** You gain a +2 bonus to all *Appraise* Action Skill Rolls.

## DISTRACT OPPONENT [COMBAT]

**Benefit:** (Speed: 2, Duration: See Benefit, Range: 30') Choose a target with which you are in melee and a single ally within range. Upon their next attack, your ally gains a +2 to hit and damage against your selected target.

## DIEHARD [COMBAT, TIERED]

*"Why won't you just die?"- Last words of Xanis, Yhing hir Raider.*

**Benefit:** By Tier. All abilities share the same characteristics (Speed: 2, Duration: Instant, Range: Personal).

**Tier I:** Once per scene, you may restore d(Vi) plus your Passive Resolve Value in Stamina.

**Tier II:** Once per day, for the remainder of the Scene, you may ignore any penalty suffered through Wound damage.

**Tier III:** You may use the Diehard Tier I ability twice per Scene.

## DIVINE SPELL CASTING [LIMITED, TIERED]

**Requirements:** Charisma 6, *Arcanum* (Cants) as a trained skill, *Prestidigitation* (ta)

**Benefit:** You are a practitioner of the Theurgy Arcanum. You have been trained to perform the strict religious cants and prayers associated with your church and chosen deity.

You learn the Unique spell *Rebuke* and may learn spells from the Wards, Deity, Anathema/Benediction, and Corpus Traditions.

**Tier I:** Choose one primary and two secondary Traditions listed under Benefits. You learn three Tier I spells from your primary Tradition and one Tier I spell from each secondary Tradition.

**Tier II:** Choose one primary and two secondary Traditions listed under Benefits. You learn two spells of Tier II or from your primary Tradition below and one spell of Tier II or below from each secondary Tradition.

**Tier III:** Choose one primary and two secondary Traditions listed under Benefits. You learn two spells of Tier III or below from your primary Tradition and one spell of Tier III or below from each secondary Tradition.

**Tier IV:** Choose three Traditions listed under Benefits. You learn one spell of Tier IV or lower from each chosen Tradition.

**Tier V:** Choose a Tier I, Tier II, Tier III, and Tier IV spell from any of the Traditions listed under Benefits.

**Special:** Once you acquire this Talent it is no longer a Limited Talent for you. Also you may now learn *Devout Talents*.

## DRAGON'S HIDE [RACIAL]

**Requirements:** *Ss'ressen*, *Vigor* 7

**Benefit:** You suffer a -1 to your Avoidance but gain +1 to your Natural Armor Rating.

## DRAGON WITHIN [LIMITED]

**Requirements:** *Ss'ressen*

**Benefit:** You gain a +2 bonus to all *Arcanum* Action Skill Rolls when casting any Dragon spell, such as *Breath of the Dragon* and *Scales of the Dragon*.

## ECLECTIC KNOWLEDGE [SKILL]

**Requirements:** Must have three *Knowledge* skills as trained skills

**Benefit:** You gain a +1 bonus to all *Knowledge* Action Skill Rolls.





## ELEMENTAL BLADE [LIMITED]

**Requirements:** Elorii

**Benefit:** Any weapon you wield is enwrapped with elemental power, dealing an additional 2 points of damage in accordance with your elemental nature (For example, a Kelekene would imbue the weapon with Fire, and Osalikene would imbue the weapon with Air).

Unlike their elemental counterparts, Ardakene instead imbue their weapon with the equivalent of an Exceptional Celerity rune.

This ability is the equivalent of an Exceptional rune; if the weapon you wield has no remaining rune slots, this power overrides one of your weapon's active runes.

## ELEMENTAL LORE [LIMITED]

**Benefit:** Each time you take the Arcane Spell Casting Talent, you learn an additional Elemental Tradition spell.

**Special:** As an Elementalist you must always take Elemental as your primary spell casting Tradition.

## ELEMENTAL STRIKE [LIMITED]

**Requirement:** Elorii

**Benefit:** Once per Scene, as a Trivial action, you may empower your melee or ranged attack with Elemental power, dealing an additional d4 (Ch) damage.

## ENCYCLOPEDIA MEMORY [SKILL]

**Requirements:** Eclectic Knowledge (ta), 9 ranks in any *Knowledge* skill

**Benefit:** You gain a bonus to all untrained *Knowledge* Action Skill Rolls equal to the ranks in your highest-ranked *Knowledge* skill minus 5. This pertains only to fields of knowledge listed under the *Knowledge* skill (pg. 153)

**Example:** If you possess *Knowledge* (History) at 15 ranks you then perform all untrained *Knowledge Action Skill* Rolls at +10.

## ENDURE [LIMITED]

*The Bearers of Woe are renowned for their ability to turn pain into strength.*

**Benefit:** If at any time you are reduced to one half of your maximum Stamina, you gain a Die Bump to your Might die for as long as you remain below half your maximum Stamina.



*The val'Inares have endured such pain and suffering that they are able to turn it into one of their greatest strengths.*

When suffering Wound damage, you do not suffer any penalties for being Wounded; instead, you gain a +1 bonus to all Action Skill Rolls and damage rolls per Wound for the remainder of the Scene.

## ENERGUMEN [LIMITED]

**Benefit:** You gain a +2 bonus to all attack and damage rolls while defending any worshipper, relic, or holy place of Nier, or attacking anyone who is in wrongful possession of the same.

## EXORCIST [LIMITED]

**Benefit:** Once per Scene, (Speed: 4, Duration: Scene, Range: 30') you may attempt to force an incorporeal creature into the mortal realm, making it susceptible to mundane weapons. To do so, you must succeed in a Dynamic *Arcanum* (Cants) (Primary) Action Skill Roll against the Discipline of your chosen target.

Alternately, you may instead use this ability to force an incorporeal creature out of a creature it has possessed; if successful, your target may not possess another creature for the remainder of the Scene.

## EXOTIC SPELL [ARCANUM, DEVOUT]

**Requirement:** Must be able to cast spells

**Benefit:** You may learn one exotic spell from a Tradition that you have access to and that you have been provided with the opportunity to learn either through a Path or game event (such as finding a tome, or lessons from a master).

**Special:** You may select this Talent multiple times, learning a new exotic spell each time.





**EXPLOIT WEAKNESS [SKILL, TIERED]****Benefit:** Per Tier**Tier I:** *Exploit Weakness:* Once per Scene, you may attempt to find a weakness in single opponent or object.

When facing an opponent you may attempt a Daunting (TN: 20) Action Skill Roll as a Simple skill action. If successful, you gain a +1 bonus to hit or +2 damage (your choice) against that opponent for the remainder of the scene. Use *Melee* (any) (Lo) when facing humanoid opponents. When facing any other type of opponent, use the appropriate *Knowledge* (Lo) skill (see *Assessing a Threat* under the *Knowledge* skill, pg. 153).

When dealing with an object which you wish to bypass or defeat (for example, open a lock, break a chain, or sabotage a catapult), you may perform an appropriate *Artisan* or *Knowledge* Action Skill Roll with a TN equal to the TN needed to bypass or defeat the object in question. If successful, you gain a +1 to bypass or defeat the object.

**Tier II:** When you successfully Exploit Weakness, you and one ally gain the bonus listed. Your ally must be within 20' and be able to hear you. Further, you may use Exploit Weakness twice per Scene.**Tier III:** The bonus to damage granted through your Exploit Weakness ability is increased to 1d4.**Tier IV:** If you perform *Exploit Weakness* as a Complex skill action, you may grant your chosen bonus to all allies within 30'. As with the Tier II option, your allies must be able to hear you.**FORCE OF WILL [LIMITED]***Through fierce dedication and concentration you can push your body beyond natural limits***Benefit:** (Speed +1) You may substitute the *Arcanum* (Meditation) (Re) skill in place of the *Athletics* skill for any Action Skill Roll attempted to perform a physical action.**FORWARD STANCE [COMBAT, STANCE]****Requirements:** Might 6, *Melee* (any) as a trained skill**Benefit:** You may suffer a -1 to melee attack rolls in exchange for an extra d4 melee damage die. For every Hero Tier beyond the first you may suffer an additional -1 to hit to apply a Die Bump to this damage die. For example, at Tier 4 you may suffer -4 to attack rolls for an additional d10 damage.**FURIOUS RAGE [COMBAT, TIERED, RACIAL]***You are not quite stable and prone to acts of extreme violence.***Requirement:** Martial (a), or dark-kin**Benefit:** Per Tier**Tier I:** Once per day you can fly into a terrible rage; you must spend one action (Speed: 2) psyching yourself, screaming, slamming your weapon against your shield, or some other clearly noticeable and threatening action. Once complete, you gain a Die Bump to your Might die but suffer a -2 penalty to your Avoidance for as long as you are enraged. During your rage you may not retreat from combat, deal non-lethal damage, utilize any stance, invoke the Cants, or perform any Complex or Demanding skill actions.

You start to come out of your rage 6 Ticks after all perceived enemies have been dealt with. Once calm, you suffer a -1 to your Avoidance and a -3 to all actions for the next 10 minutes even if combat starts anew.

**Tier II:** When raging, you ignore all Wound penalties for the duration of your rage. You may also rage an additional time per day, although you may not rage if you are still attempting to recover from a previous rage.**Tier III:** You may now rage as a Trivial action. You may also rage an additional time per day (stacking with the previous tier), although you may not rage if you are still attempting to recover from a previous rage.**HAWKEYE [COMBAT, TIERED]****Requirements:** Weapon Training (ta) with a ranged weapon, *Ranged* (Marksman) or *Ranged* (Archery) as trained skills**Benefit:** Choose either *Ranged* (Marksman) or *Ranged* (Archery). When using your chosen skill to attack, you gain the following benefits.**Tier I:** *Steady Hands:* You ignore any penalties incurred from movement and uneven terrain. You also ignore range penalties when using the Careful Aim Martial Technique.**Tier II:** *Close Quarters Shot:* You ignore an additional point of AR when using the Point Blank Shot Weapon Trick.**Tier III:** *Improved Accuracy:* You ignore half the penalty for firing at someone behind cover.**Tier IV:** *Deadly Accuracy:* When performing the Careful Aim or Deadly Aim Weapon Tricks, you deal an additional +2 damage.**Tier V:** *Deadeye:* Once per Scene, when attacking from ambush, you deal an additional 1d6 damage per Hero Tier.



## HEALING HANDS [SKILL, TIERED]

You have a natural ability to heal others, and with training your healing skill becomes a thing of legend.

**Requirements:** *Heal* as a trained skill

**Benefit:** Per Tier.

**Tier I:** You gain a +2 to all *Heal* Action Skill Rolls. You also perform *Heal: First Aid* as a Complex skill action instead of a Demanding skill action.

**Tier II:** You may perform *Heal: Get Back on Your Feet!* as a Complex skill action instead of a Demanding skill action.

## HEIRLOOM [FOUNDATION]

You possess an item of great value and prestige that has been in your family for generations.

**Requirements:** Any race except *ss'ressen*

**Benefit:** Choose a normal weapon, suit of armor, or shield with a base cost of 75 gold or less in value. You begin play in possession of an Exceptional version of your chosen item. This is a treasured family heirloom with its own history; ownership brings you honor and respect. When dealing with people who recognize the item and its history you gain a +1 bonus to all Charisma Action Skill Rolls when using Social skills. The bonus granted by having this item stacks with all other bonuses.

You are considered a “person of note” in your home nation (see *Etiquette: Reputation* pg. 150). Anyone from your native nation (or tribe, or extended family, as appropriate) has a chance to recognize the heirloom you carry by performing a Daunting (TN 25) *Knowledge* (History) (Lo) Action Skill Roll.

People from other nations may also attempt to recognize the heirloom, though it is more difficult (increase the TN by 15). Though you are free to choose any type of weapon or armor, various cultures have specific versions of these items that usually become heirlooms.

## SUGGESTED HEIRLOOMS

**Altheria:** Flintlock weapon.

**Coryan:** Gladius or Lorica Segmentata armor.

**Elorii Nations / Vastwood:** Longbow or broadsword.

**The Hinterlands:** Light or Heavy warhorse (descended from the bloodline of a famous stallion); rather than being of Exceptional quality, the Hero gains the Loyal Companion Talent.

**Milandir:** Milandisian Gothic Cuirass, broadsword, halberd, Tralian Hammer, Great Trident.

**Solanos Mor:** Bearded axe, war axe, Medium or Heavy armor

**Dark-Kin and gnomes** rarely, if ever, have heirloom items; their heritage, such as it is, lies in their warped bodies and twisted parentage.

Flintlocks are a restricted heirloom. You must already be allowed to legally possess and carry a flintlock in order to select one as an heirloom.

Should your heirloom ever be lost or destroyed, it will bring great shame to you and your family. You suffer a -1 penalty on attack rolls and your Discipline when in the presence of people from your nation, or those who knew of your heirloom.

Use the same rules for *Knowledge* checks listed above to determine if they know about the destruction of the heirloom. These penalties remain in effect for a period of at least one game year, though the stigma of having lost a valuable heirloom may very well remain with you forever.

Of course, there are exceptions. An heirloom weapon destroyed in a climactic battle upon which hangs the fate of many does not bring shame to its owner; on the contrary, it is bound to bring him fame and honor once the story becomes known. Heirlooms destroyed under heroic conditions do not confer any penalties upon the owner. What constitutes “heroic circumstances” is left up to the Chronicler to determine.

**Special:** If an heirloom is ever destroyed, regardless of the circumstances, it may not be replaced.

## HONEYED TONGUE [SKILL]

**Requirements:** *Persuasion* and *Deceit* as trained skills

**Benefit:** You gain a +1 bonus to *Persuasion* (Ch) and *Deceit* (Ch) Action Skill Rolls.

## HORRIFIC VISAGE [LIMITED]

**Benefit:** Once per day (Speed: 5, Duration: Instant, Range: Self (20' Radius) you may invoke your inner demon, allowing it to fully manifest upon the mortal plane (if only for a brief moment), forcing all creatures within range to perform a Horror Check against your Discipline defense.

**Special:** Undead, Constructs, and other Infernals are immune to this ability.

## HUNTER [COMBAT]

**Requirement:** *Tracking* as a trained skill.

**Benefit:** Pick a chosen foe (for example, Human or Undead) or an Organization (Heretics, Mourners in Silence, Ymandrakes); you gain a +1 to all *Tracking* Action Skill Rolls (which includes using *Streetwise* to track in an urban setting) and damage rolls against your chosen foe.







*The val'Tensen knights of the newly formed city of Almeric strive to keep order between the noble houses until a ruler can be chosen.*

## INFERNAL HERITAGE [RACIAL]

*The taint of the Infernal in your blood is stronger than in most dark-kin, causing demonic features to develop in you as time goes by.*

**Requirements:** Dark-Kin.

**Benefit:** Choose one of the following infernal characteristics; the exact physical appearance of each characteristic is left up to you.

*Massive Horns* – Thick horns sprout from your skull. When you perform a Charge attack you may lead with your Horns, dealing d10 (Mi) damage for a Speed of 5.

*Cloven Hooves* – Your feet crack and split, and the soles become as hard as a horse’s hooves. You gain +5’ to your Pace and a +1 to all *Athletics* (Qu) Action Skill Rolls.

*Bestial Hide* – You possess scaly, metallic, rubbery, or an otherwise tough hide, granting you a Natural Armor Rating of 2

*Fire Born* – Your ancestor was able to withstand the very fires of Hell, and some of that gift was passed on to you. You possess AR 6 against fire damage.

*Blood of My Brother* – You may Sense Infernal Taint (ta) (pg.205) by performing an *Insight* Action Skill Roll.

**Special:** Massive Horns and Cloven Hooves require you to acquire Custom fitted armor (see Equipment, pg. 230). You may take this Talent more than once, choosing a different Infernal Heritage each time.

Type	Examples
Monstrosity	Children of Tzizhet
Beasts	Bear, boar, deer
Construct	Clockwork Sentinel
Elemental	Elemental Creatures
Humanoid (Dwarves)	Dwarves, gnome
Humanoid (Elorii)	All elorii
Humanoid (Man)	Humans, dark-kin, val
Humanoid (Giant)	Voie and other giant-kin
Ssetheric	Ss’ressen and other lizard kin
Infernals	Demons, devils
Undead	Zombies
Spirits	Sandmen
Shades	Ghosts
Plant	Blood Thorns, viper bush

**Special:** You may take this Talent multiple times, each time choosing a different foe.

## INFORMATION NETWORK [SKILL]

*You have taken time to develop a reliable group of informers, creating a valuable information network.*

**Requirement:** *Streetwise* as a trained skill

**Benefit:** You develop an Information Network in an additional city. See *Streetwise* for more information (pg. 162).

If you take this Talent and choose a city in which you already have an Information Network, you gain an additional +1 to all *Streetwise* Action Skill Rolls in that city.

**Special:** You may take this Talent more than once, each time applying to a new city.

**Some Dark-Kin can hide their true nature with clothing or make up, those few get little benefit from their taint and twice the scorn when they are revealed for who they are.**





## INSPIRATIONAL PERFORMANCE [LIMITED]

*With a poem or a quick song, you know how to bring out the best in people.*

**Requirement:** *Perform* as a trained skill.

**Benefit:** Choose one of the following abilities below; using any form of performance requires a Complex Action Skill Roll and possesses a range of 30'. All targets must be able to see or hear you to benefit from any performance.

*Encouraging Performance* – Once per Scene you can inspire an ally within range, granting them a +4 bonus to any single Action Skill Roll.

*Rousing Performance* – Once per Scene you restore d4 (Ch) Stamina to all allies within range, and grant them a +1 bonus to all Action Skill Rolls for the remainder of the Scene.

*Captivating Performance* – Once per Scene, you may attempt a *Dynamic Perform* (Ch) Action Skill Roll against the Discipline of all targets within range; those you affect are Distracted and may not perform any active *Perform* or *Empathy* Action Skill Rolls. Attempting a Captivating Performance requires 5 minutes.

**Special:** Once you acquire this Talent it is longer limited for you; thus you may take this Talent multiple times, learning a new ability each time.

## INSPIRATIONAL PRESENCE [DEVOUT, TIERED]

**Requirements:** Holy Champion (p) or Divine (a)

**Benefit:** Per Tier

**Tier I:** You gain a +2 bonus to all Mettle Action Skill Rolls. Also, all allies within 30' of you gain a die bump to their Resolve die when performing any *Mettle: Stand Firm* (Re) Action Skill Roll.

**Tier III:** Once per Scene (Sp 4, Duration: Instant, Range: 30'), all allies within range recover d(Re) in Stamina. If any of your allies are members of the same church as you, they regain an additional +2 Stamina per Talent Tier.

**Tier V:** All allies within 30' who are members of the same church as you gain +1 to all Action Skill Rolls.



*Members of the noble val'Assante family often find themselves in roles of leadership.*

## INVESTIGATOR [SKILL]

**Requirements:** *Perception* and *Empathy* as trained skills

**Benefit:** You gain a +2 bonus when utilizing *Perception's* Something's Out of Place skill use.

## JACK OF ALL TRADES [SKILL]

**Requirement:** Logic 8

**Benefit:** You gain a +1 on all untrained Action Skill Rolls; you may also attempt *Artisan* and *Perform* checks untrained.

## JUDGE OF CHARACTER [SKILL]

**Requirement:** *Empathy* as a trained skill

**Benefit:** When dealing with individuals of the same race as yourself, you gain a +1 to all *Empathy* Action Skill Rolls.

**Special:** Dark-Kin, humans, and val are considered the same race for the purposes of this Talent.

"PLEASE PLAY FOR ME, YOUNG MASTER," A RASPY VOICE CARRIED FROM THE DARKNESS. JERICH TURNED, STARTLED.

"AS YOU WISH, LORD," HE ANSWERED, AS HE READIED HIS LUTE. "DO YOU HAVE A REQUEST, DEAR UNCLE?"

"YES." STONE RAN OVER GLASS. THE JARRING SOUND OF HIS VOICE ALWAYS GRATED JERICH'S NERVES.

"TODAY I WANT TO FEEL... SADNESS"

IT WAS ALWAYS SADNESS. WHY WOULD SOMEONE WISH TO CRY, EVEN AFTER DEATH?





## KNIGHT'S CODE [LIMITED]

*You are a knight of the crown.*

**Benefit:** You must follow all of the knightly principles described below; as long as you do, you gain each principle's effects. If you fail to follow any of these principles you lose all benefits until you rectify the situation that caused your indiscretion.

**Faith:** You must show exceptional piety to your patron deity and your church. All Devout Talents and Divine spells cast or used by members of another church or cult deal -1 damage when used against you.

**Charity:** You must actively give to the poor and assist the needy. You gain a +1 bonus to all *Streetwise* Action Skill Rolls in any Milandisian city.

**Justice:** You must actively enforce the law of Milandir, and live by it even when beyond its borders. You gain a +1 to all *Intimidate* Action Skill Rolls when attempting to bring someone to justice.

**Sagacity:** You must attempt to give wise council to your allies and live by that example. You gain a +1 to all *Knowledge* Action Skill Rolls when attempting to assist others.

**Prudence & Diligence:** You must approach all situations with forethought and caution, following through with all endeavors. When rolling Initiative you may reroll a single die with a 10 result.

**Resolution & Truth:** You must always speak the truth and keep your word - even when doing so is at your peril - for your word is a measure of your honor. You gain a +1 to all *Persuasion* Action Skill Rolls when you give your word on a particular course of action.

**Hope & Liberality:** You must be an example for all, free those you can by lawful means, and give hope to those you can't. You deal an additional point of damage when defending those who can't defend themselves.

**Temperance & Valor:** You must restrain your base instincts and keep yourself pure through action and prayer. Always be valorous, for you are an example for others. You gain a +1 bonus to all *Mettle* Action Skill Rolls.

## KNOW THY ENEMY [LIMITED]

*You are well learned in the lore of beasts and monsters alike.*

**Requirements:** Logic 6

**Benefit:** You gain a +5 bonus when attempting to utilize either the *Knowledge: Assessing a Threat* skill use (pg. 153), or the *Melee: Study Opponent* skill use (pg. 156).

## LAY OF THE LAND [SKILL]

**Requirement:** *Wilderness Lore* as a trained skill

**Benefit:** You gain +1 to all *Wilderness Lore* and *Tracking (Lo)* Action Skill Rolls.

## LAY ON HANDS [DEVOUT]

**Requirements:** Hero Tier III, Worshiper of Beltine, Belisarda, or Illiir

**Benefit:** Once per day (Speed: 3, Duration: Instant, Range: Melee) you may lay your hands upon a single target, restoring d12 (Ch) Stamina to your chosen ally. Alternately, you may instead heal a single Wound.

## LEADERSHIP [SKILL, TIERED]

*"Cry Havoc and let slip the dogs of war!"*

**Requirements:** *Battle* and *Persuasion* as trained skills.

**Benefit:** Per Tier. Unless otherwise noted, all abilities share the same characteristics (Sp 4, Duration: Instant, Range: 60').

**Tier I: Rallying Cry:** Once per Scene, you may call upon your allies and inspire them to greater acts of heroism. You restore d(Ch) +2 per Talent Tier in Stamina to all allies in range. NOTE: Minions vanquished by Stamina damage are restored to 1 point and may act again after 2 ticks.

**Tier II: Strike the Rod:** Once per Scene, you may attempt to rally Shaken or Terrified allies in range. To do so you must succeed in a Challenging (TN: 20) *Persuasion* (Ch) Action Skill Roll. If successful, Shaken targets regain their composure and Terrified allies become Shaken.

**Tier III: Tactician:** At the beginning of combat, you grant all allies an additional d10 to their Initiative die pool.

**Tier IV: On My Mark:** Once per Scene, choose a single target and a number of allies equal to your Passive (Ch) Vaule. On their next attack, those allies gain a bonus to hit and damage against that foe equal to your hero tier.

**Tier V: Combat Awareness:** You gain a +2 bonus on all *Battle: Spot Ambush* action skill rolls. Also, once per Scene, when an ally is attacked, you may grant that ally a +2 to all Defenses against that attack as a Push 1 action. You must be aware of the incoming attack.





## LEARN MARTIAL TECHNIQUE [COMBAT]

**Requirements:** Weapon Training (any) (ta), additional requirements as listed under the individual Technique

**Benefit:** You learn one Martial Technique, which must be of a Tier equal to yours or below. See Weapon Tricks and Martial Techniques, pg. 260.

**Special:** You may take this Talent multiple times, learning a new technique each time.

## LEARN SPELL [ARCANUM, DEVOUT]

**Requirement:** The ability to cast spells

**Benefit:** Choose a spell, which must be of a Tier equal to yours or below, from a Tradition you already know.

**Special:** You may take this Talent multiple times; each time you learn an additional spell.

## LINGUIST [SKILL]

**Requirements:** *Linguistics* as a trained skill

**Benefit:** You gain +1 to all *Linguistics* Action Skill Rolls; you also learn an additional language.

**Special:** You may take this Talent multiple times; but instead of gaining a bonus to your *Linguistics* skill you learn a number of additional languages equal to your Passive Logic Value.

## LOYAL COMPANION [SKILL, TIERED]

*You have a steadfast animal companion.*

**Requirements:** Animal Affinity (ta), *Beast Lore* as a trained skill

**Benefit:** You have created a special bond with an animal you already own. This animal must fall into one of the following categories: Dog, Wolf, Horse (any), Bird of Prey. All the bonuses below are cumulative.

**Tier I:** Your companion gains a +1 to all skills and defenses. You gain +2 to all *Beast Lore* and *Ride* (if applicable) checks when dealing with your companion.

**Tier II:** Your companion gains +2 to all Action Skill Rolls and defenses. You gain a +2 bonus to all *Empathy* checks when dealing with your animal companion. Lastly, from this point onwards, your companion's Stamina is equal to your own.

**Tier III:** Your companion gains +2 to all Action Skill Rolls and defenses.

**Tier IV:** Your companion gains +3 to all Action Skill Rolls and defenses.

**Tier V:** Your companion gains +4 to all Action Skill Rolls and defenses.

**Special:** If, for any reason, your companion is killed, you can spend a Fate Point to save its life as if it was your own.

If your companion is ever killed in a way that cannot be saved, you may forge a new bond with an animal by spending a full month in training with your new companion.

## LOST IN THE CROWD [SKILL]

**Requirements:** Logic 5, *Stealth* and *Streetwise* as trained skills

**Benefit:** When not directly observed, you may use a crowd of six or more individuals as concealment in an urban setting.

## MASTER CRAFTSMAN [SKILL]

**Requirement:** *Artisan* as a trained skill

**Benefit:** Choose an *Artisan* specialization you gain a +1 bonus to all *Artisan* Action Skill Rolls when using your chosen specialization.

**Special:** You may take this Talent more than once; each time you must choose a different specialization.

## MASTER OF THE TOPS [SKILL]

**Requirements:** Quickness 7, *Seamanship* as a trained skill

**Benefit:** Any time you are on a ship, you gain a +2 bonus to all *Acrobatics* (Qu), *Athletics* (Qu), and *Seamanship* Action Skill Rolls. You also suffer no penalties for fighting on a rocking ship.

## MASTER'S REPUTATION [COMBAT, LIMITED]

*A Grand Master's reputation is sometimes enough to cause younger warriors to falter, creating openings the Grand Master can quickly take advantage off.*

**Requirement:** *Intimidate* as a trained skill

**Benefit:** Once per Scene (Speed +2, Duration: Scene, Range: Self (20' Radius)) you may use your signature move to strike fear into your opponents. Perform an *Intimidate* (Ch) Action Skill Roll against the Discipline of all enemies within range. All opponents who you successfully affect suffer a -2 to all attacks against you for the remainder of the Scene.

If any of your opponents appears to be winning at any point during the combat, the Chronicler may have you perform another dynamic *Intimidate* (Ch) Action Skill Roll as a Trivial Skill Action to continue the effect.





Lastly, your reputation is such that anyone who meets you gains a +6 bonus when attempting an *Etiquette: Reputation* Action Skill Roll to know of you. If you also possess an Heirloom, this bonus increases to +9.

**Special:** Other Grand Masters are immune to this effect.

### MASTERFUL DEFENSE [COMBAT]

**Requirements:** Quickness 6, Insight 4

**Benefit:** You gain a +1 to your Avoidance.

**Special:** You lose this bonus to Avoidance if you wear any armor.

### MERCY FOR ALL [LIMITED]

**Benefit:** You gain a +2 bonus to all *Arcanum* Action Skill Rolls when casting any *Corpus Tradition* spell that heals Wounds or Stamina damage.

**Special (Code of Honor):** Beltinian Hospitalers follow a strict code of honor when it comes to the injured. If an enemy ever surrenders to the Beltinian Hospitaler, the character must accept such surrender; in addition, if a surrendering enemy requests healing, the Hospitaler is required to administer such healing to the best of his ability. If at any time an enemy betrays the trust of the Hospitaler's protection (such as by attacking the Hospitaler or his companions after the Hospitaler accepted the enemy's surrender), the Beltinian Hospitaler is no longer bound by this code of honor.

If for any reason the Hospitaler breaks this code, they lose ALL spell casting abilities for 24 hours, as well as the ability to use their Lay on Hands Talent.

### METAPHYSICAL UNDERSTANDING [ARCANUM]

*You have always seen things differently; when it comes to the arts of Arcanum nothing is impossible.*

**Requirements:** *Arcanum* (any) and *Knowledge* (*Arcanum*) as trained skills.

**Benefit:** Any time you attempt to cast an Advanced spell, you gain a +2 bonus to all *Arcanum* Action Skill Rolls to successfully cast the spell. Also, when attempting to counter or dismiss an Advanced spell, you gain +3 bonus to your *Arcanum* Action Skill Roll.

### MIGHT OF THE ELEMENTS [LIMITED]

**Benefit:** Once per Scene, you may lower the CTN of any Elemental spell you cast by your Passive Logic Value.

### MIND OVER BODY [COMBAT]

**Requirement:** Resolve 7

**Benefit:** Once per Scene when attacked, you may switch your Discipline with either your Avoidance or Fortitude before the attack is resolved.

### MOUNTED COMBAT [COMBAT]

**Requirement:** Born in the Saddle (ta)

**Benefit:** When mounted in combat you gain a +1 bonus to all *Ride* Action Skill Rolls and a +2 to melee damage rolls. When you charge on horseback while using a Lance you deal an additional +5 points of damage. Lastly, you gain a +5 bonus to *Ride* when attempting to control an untrained mount in combat.

### MONSTER LORE [SKILL]

**Benefit:** Choose one of the following creature types: Constructs, Magical Beasts, Magical Vermin, Monstrosities, Natural Beasts, Natural Vermin, Plant, Shades, Spirits, Ssethric, or Undead.

You gain a +10 bonus to *Knowledge: Assessing a Threat* Action Skill Rolls when attempting to assess the capabilities or weaknesses of any creature that falls within your chosen type.

**Special:** You may take this Talent multiple times, each time choosing a different creature type.

### MOVING TARGET [COMBAT, TIERED]

**Requirement:** Quickness 6

**Benefit:** Per Tier

**Tier I:** While in melee combat you gain a +1 bonus to your Avoidance against all ranged attacks.

**Tier III:** Any time you are engaged in melee combat with one or more foes, any ranged attack that misses your Avoidance by 10 or more may be redirected to the melee opponent of your choice.

**Tier V:** Any time you move more than 10' you gain a +1 bonus to your Avoidance until your next action.

**Special:** You lose access to all of this Talent's bonuses if you wear Medium or Heavy armor.

*“Armor is all well and good, but I'd much rather not get hit at all.”*

– Julia Secundus val'Sheem





### MURDEROUS PRECISION [COMBAT]

**Requirement:** Waylay (ta)

**Benefit:** Per Tier

**Tier I:** Once per Scene, if you successfully attack any single humanoid minion or common creature you instantly vanquish or slay that creature despite its armor rating, remaining Wounds, or Stamina. If the target attacked is not a minion or common creature you deal an additional amount of damage equal to your Passive Insight Value.

**Tier III:** You may utilize Murderous Precision twice per scene.

**Tier V:** You may use your Tier I ability to strike down an Elite target; if this ability is used against an Adversary you instead deal additional damage equal to your double your Passive Insight Value.

### MY MIND IS MY OWN [LIMITED]

**Benefit:** Once per day you may spend one Fate Point to shake off the effects of any Control Tradition spell.

### NATURAL CLAWS [RACIAL]

**Requirement:** Ss'ressen or dark-kin

**Benefit:** You possess unnaturally sharp retractable claws. Your Unarmed attacks deal d4 (Mi) slashing damage and gain the Quick Weapon Quality.

### NEROTH'S GRASP [DEVOUT]

**Requirement:** Must worship Neroth

**Benefit:** Any weapon you wield is enwrapped with a necrotic aura; any weapon you wield deals an additional 2 points of damage.

This ability is the equivalent of a Exceptional rune. If the weapon you wield has no remaining rune slots this power overrides one of your weapon's active runes.

### NIGHT OWL [SKILL]

**Requirement:** Resolve 6

**Benefit:** You only require 4 hours of sleep a day and may sleep in short spurts in order to be rested, as long as you sleep a total of 4 hours with each "nap" lasting at least 1 hour each.

**Special:** There is no need for elorii to take this Talent.

### OF THE MUNDANE [RACIAL]

**Requirements:** Human, may not possess either Arcane Spell Casting (ta) or Divine Spell Casting (ta).

**Benefit:** You gain +1 to all Defenses against all spells. You lose the benefits of this Talent when you are under the effects of any beneficial spells.

**Special:** You may never gain either Arcane Spell Casting (ta) or Divine Spell Casting (ta).

### ONE WITH THE BLADE [COMBAT, RACIAL, TIERED]

**Requirement:** Kio, Quick Draw (ta)

**Benefit:** per Tier

**Tier I:** When applied to a Kio Sword, the Tier I and Tier III Quick Draw Talent benefits are Free Actions rather than Trivial Actions

**Tier II:** Once per scene, when attacking an enemy with a Kio Sword during the same action the sword was drawn using the Quick Draw Talent, you gain a Tactical Edge against that enemy

### OPPORTUNIST [COMBAT]

**Benefit:** You performing a Free Strike reduce your weapons Speed by 1 and gain a +2 bonus to hit.

### OWL EYED [SKILL]

**Benefit:** You can see double normal distance under a night sky. This does not give you the ability to see in complete darkness.

### PATCHWORK SOUL [FOUNDATION]

*When Beltine stirred her Cauldron and ladled out the pieces of your soul, one of those pieces was more resilient than the others and maintained a fragment of its old identity. Though the fragment is not truly conscious, it still retains skills, memories, or tidbits of knowledge that might surface over time.*

**Requirement:** Dark-Kin, gnome, human, or val.

**Benefit:** Choose one: Passive Soul or Emergent Soul.

*Passive Soul:* Choose a Path; once per Scene you may swap out any one of your trained skills for one from the chosen Path. If you ever fail a Horror Check, your passive fragment recoils from the outside world; you suffer -2 to Insight rolls and lose the ability to call upon your soul fragment for a number of days equal to your Passive Resolve Value.





**Emergent Soul:** Your patchwork soul is so powerful that it always stirs just below the surface. Choose a Background; once per Scene you may utilize any skill from that Background as if you possessed two ranks per Hero Tier. Also, once per day, you may spend one Fate Point to switch personalities as a Demanding skill action. This allows you to swap Backgrounds for a number of hours equal to your Passive Resolve Value.

If you ever fail a Horror Check your fragmented soul recoils from the outside world; you suffer -2 to Insight rolls as your soul recoils from the outside world and the Emergent soul comes to the surface, replacing your current background with that of your Emergent soul for a number of days equal to your Passive Resolve Value.

If the character ever critically fails a Horror Check, the alternate personality automatically takes over and remains in control for a number of days equal to your Resolve.

### PEARLS OF YARRIS [LIMITED, TIERED]

*The fabled Nine Pearls of Yarris are well known within the faith, and their powers are quite impressive.*

*Although seven of the nine Pearls are currently lost, various Holy Champions of Yarris have developed the ability to channel small aspects of the power of those legendary artifacts.*

*A Sea Lord specializes in borrowing and mastering the abilities of Yarris' other children, those creatures who spend most of their lives under the waves. He can use these powers to assist him in achieving his own goals (which typically include questing for the fabled Pearls at some point in his life).*

**Benefit:** Per Tier. Manifesting the Tier II through Tier IV abilities require a Complex skill action and last for the remainder of the Scene. Alternately, you may manifest two of these abilities as a Demanding skill action. Dismissing these abilities is a simple matter requiring only a Trivial skill action.

**Tier I:** *Blessing of the Dolphin:* You may cast the Dolphin Chant spell (pg. 381) once per day as if you possessed 6 ranks in *Arcanum* (Cants), increasing by 3 ranks per Talent Tier.

**Tier II:** *Maw of the Deep:* Your teeth sharpen and your jaw unhinges, allowing you to perform a vicious shark bite (Speed: 5, Unarmed attack, d8 (Mi) damage).

**Tier III:** *Grasp of the Octopus:* Your arms extend into long tentacles, allowing you to perform unarmed attacks against targets up to 10' away (Speed: 4, Unarmed attack, d6 (Mi) damage).

**Tier IV:** *Deep Venom:* Your teeth drip with a deadly toxin; when performing Maw of the Deep you also inflicting your victims with venom. This poison possesses an attack bonus of +3 per Hero Tier.

*Deep Venom* (d8)

**Poison, (Tier 2)**

**Attack:** Fortitude

**Damage:** 2d4

**Speed:** 12 ticks/ 6 ticks

**Tier V:** *Master of the Pearls:* You gain a Die Bump to your Might die to all damage rolls when utilizing Maw of the Deep and Grasp of the Octopus.

### PERFECT EMOTIONS [LIMITED]

*You have gained complete control over your emotions, granting you strength of mind few could ever hope to achieve, and inhuman precision in battle. Truly, you are a man without fear.*

**Benefit:** You gain a +10 bonus to all *Mettle: Stand Firm* action skill rolls. Also, once per day as a trivial skill action, you may push your emotions aside allowing you to slip into a trance; you gain a Die Bump to your Prowess as well as a +1 bonus all of your Defenses for the remainder of the Scene.

**Special:** Once you acquire this Talent, you forever more suffer a -2 penalty to all *Empathy* Action Skill Rolls.

### POLITICAL MANEUVERING [SKILL]

*When any of your allies commit a social blunder, you know how to step in and what to say.*

**Requirements:** *Empathy*, *Deceit*, and *Persuasion* as trained skills

**Benefit:** Once per Scene you may step in and attempt to correct a political or social blunder on the behalf of an ally. You may replace your ally's failed Action Skill Roll with your *Persuasion* (Ch) Action Skill Roll.

### PRESTIDIGITATION [SKILL]

*You have a limited ability to perform minor magical tricks.*

**Requirement:** 3 ranks in any *Lore* skill

**Benefit:** When you first learn this Talent, you must choose a source of magic which you qualify for (see the Arcane Spell Casting and Divine Spell Casting Talents) you now learn and may cast all Tier I Base spells of the Universal Tradition, utilizing your chosen Arcanum's skill. If you are not trained in any *Arcanum* skill, simply perform the skill untrained.

**Special:** If you have this Talent and later you acquire either the Arcanum Spell Casting or the Divine Spell Casting talents you do not automatically learn any advanced universal spells, if you wish to learn them you may do so though the Learn Spell Talent.





### PRODIGY [FOUNDATION]

**Benefit:** Choose an *Arcanum* skill specialization; you gain +1 to all Action Skill Rolls when using that skill.

### POTENT BLOOD [COMBAT]

**Requirement:** Val

**Benefit:** Increase your Blood Rank by 2.

### PUGILIST [COMBAT]

**Requirements:** *Melee* (Unarmed) as a trained skill

**Benefit:** Your unarmed attacks deal d4 (Mi) damage.

### QUICK [SKILL]

*You're fast on your feet*

**Requirement:** Quickness 5

**Benefit:** Reduce the Speed cost of Movement Actions including Incidental Movement and Charge (and any Charge Martial Techniques) by 1 to a minimum of 1

### QUICK DRAW [COMBAT, FIRED]

**Requirement:** Quickness 6

**Benefit:** Per Tier

**Tier I:** Readyng a weapon or shield is a Trivial action for you (Speed: +1, may be combined with another action).

**Tier II:** You may retrieve equipment as a Trivial action.

**Tier III:** You may sheath a weapon as a Trivial action.

### QUICKEN MANEUVER [COMBAT]

*You are able to perform complex techniques with remarkable speed.*

**Requirement:** Any two Martial Techniques

**Benefit:** Reduce the Speed cost of any Martial Maneuver (Weapon Trick or Martial Technique) by 1, to a minimum of 1, by increasing the attacks Recovery by 1.

### REIEN+LESS [COMBAT]

*You are a force of nature in battle.*

**Requirements:** Martial (a)

**Benefit:** All effects that would move you involuntarily in any direction have their distance reduced by your Passive Might Value (to a minimum of 1) x 5'. You also gain a +2 bonus to all Dynamic Action Skill Rolls when resisting being tripped or otherwise moved.

### ROYAL MARINE OF MILANDIR [LIMITED, COMBAT]

*"Their ships are faster, they're powered by demons, and they have more protective spells on them than anything else on the seas. But once you get on their deck, they're all just a bunch of unarmored old fools. And that, my boy, is why Ymandragore will never invade Milandir by sea."*

*- Royal Marine Janth val'Tensen*

**Benefits:**

**Shake off Armor:** Most observers feel that the Royal Marines' heavy armor is a death sentence if their ship should sink, but it is not a sentence that the Marines willingly accept. The Royal Marine can remove Medium or Heavy armor in half the normal time (rounded down). If the you are willing to destroy your armor in the process (by cutting through straps, etc.), you can remove it as a Demanding action.

**Armor Mobility:** When wearing Medium or Heavy armor, you reduce the armor's Bulk penalty to Pace and Action Skill Rolls by 1.

**At Home at Sea:** Any time you are on a ship, you may perform *Acrobatics: Balance* (Qu) Action Skill Rolls as if you were trained in *Acrobatics*. You also gain +1 to *Athletics: Swim* Action Skill Rolls.

### RUDIMENTARY PRAYERS [LIMITED]

*You have been trained to cast a simple prayer.*

**Benefit:** Divine Spell Casting (ta) is no longer a limited Talent for you. Choose a single spell from one of the following Traditions: Wards, Deity, Anathema /Benediction, or Corpus; lastly you also gain *Arcanum* (Cants) as a trained skill.

**Special:** If you are a Sarishan you must instead choose a spell from the Blood Tradition.

"MY LORD HURRIAN, FIRST I PRAY THEE TO DELIVER ME FROM BATTLE, FOR I DO NOT WISH BLOOD ON MY HANDS. AND IF BLOOD BE ON MY HANDS, I PRAY THEE LET IT BE TO THE WOUNDING, AND NOT TO THE DEATH. AND IF IT BE TO THE DEATH, I PRAY THEE LET AN INNOCENT BE SAVED BY THE SHEDDING. AND IF AN INNOCENT NOT BE SAVED, I PRAY THAT IT BE MY BLOOD SHED, INSTEAD OF ANOTHER."





## RUDIMENTARY SPELL CASTING [LIMITED]

*You have been trained to cast a single spell, in spite of your total lack of any spell casting ability.*

**Benefit:** Arcane Spell Casting (ta) is no longer a limited talent for you. Choose one of the following sources of magic: Elder, Eldritch, or Primal. (See Arcane Spell Casting (ta) for additional restrictions and requirements, pg. 185) You gain that source's *Arcanum* skill specialization as a trained skill as well as a single spell that must be chosen from the sources' Traditions (for example Elder grants access to the Elemental, Transmutation, Control, or Creation Traditions).

## SALUWÉ'S EMBRACE [LIMITED, TIERED]

*Muttering a small prayer to Saluwé, you create armor from the earth and leaves around you.*

**Benefit:** Per Tier. Unless otherwise noted, manifesting Saluwé's Embrace requires a Complex action.

**Tier I:** You create a suit of armor from the natural material at your feet; leaves, dirt, and stone quickly wrap around you in a suit of armor. This armor possesses AR: 3 and Bulk: 2.

**Tier II:** Your armor now possesses a Exceptional Sanctified armor rune (see Forged in Magic).

**Tier III:** Your armor's AR is increased by 1.

**Tier IV:** Choose one Fine armor rune (see Forged in Magic); from now on, any time you manifest your armor it possesses that rune. Once chosen, you cannot change your chosen rune.

**Tier V:** You may create your armor as a Simple action. Also, choose one Exceptional armor rune (Forged in Magic); from now on, any time you manifest your armor it possesses that rune. Once chosen, you cannot change your chosen rune.

**Special:** To use this power, the Hero must be in contact (and remain so) with solid ground. See the Order of the Verdant Champions Path, pg. 299, for a complete explanation.

**Special:** Once you acquire this Talent, it is no longer a limited Talent for you.

## SANCTIFIED BODY [DEVOUT]

**Benefit:** You are immune to all natural diseases; you also gain a +2 bonus to all Defenses against poison or disease.

## SEASONED TRAVELER [SKILL]

**Benefit:** You gain +1 to all *Knowledge* (Regional) (Lo) and *Streetwise* (Lo) Action Skill Rolls.

## SECRET SPELL [LIMITED]

*You have been entrusted with the ability to cast a unique spell.*

**Benefit:** You learn a single spell, as listed in the Background or Path that granted you this Talent.

## SEDUCTIVE [SKILL]

**Requirements:** Charisma 7, Honeyed Tongue (ta)

**Benefit:** When attempting to use the *Persuasion: Seduce* skill option, you gain +2 to your *Persuasion* (Ch) Action Skill Roll.

## SENSE INFERNAL TAIN† [ARCANUM]

*You can feel the presence of the Infernal.*

**Requirements:** Sorcerer-Priest of Sarish (pa), Hunter Infernals (ta), *Knowledge* (The Planes) as a trained skill

**Benefit:** You may use the Arcanum: *Sense Magic* skill use to detect the presence of Infernals or Tainted creatures. To sense the presence of Infernals or Tainted you must succeed at a Challenging (TN: 20) Action Skill Roll, then compare the roll result to the Discipline of each Infernal or Tainted within range..

## SENSE PORTAL [LIMITED]

*With a bit of concentration, you can sense a nearby Ansharan Portal.*

**Benefit:** You may use the Arcanum: *Sense Magic* skill use to detect the presence of an Ansharan Portal. To sense the presence of a portal you must succeed in a Challenging (TN: 20) *Arcanum* Action Skill Roll. Success allows you to determine the general location of active *Ansharan Portals* within 200 feet, and inactive Ansharan Portals within 100 feet.

## SIDESTEP CHARGE [COMBAT]

**Requirements:** Quickness 6, 3 ranks in the *Empathy* skill

**Benefit:** Anytime you are the target of a Charge attack, you may perform a *Deceit* (Ch) dynamic Action Skill Roll against your opponent's *Melee* (Pr) attack roll. If successful, your opponent misses with his attack, after which you may move 5' in any direction. Afterward, Push your Clock by 2; you may not use any Talent which may further Push your Clock until your next action.





### SHADY [SKILL, TIERED]

**Requirements:** Quickness 6, *Larceny* as a trained skill

**Benefit:** Per Tier

**Tier I:** *I Know My Way Around a Lock:* You gain a +1 bonus to all *Larceny* (Qu) Action Skill Rolls.

**Tier II:** *Takes a Thief to Catch a Thief:* You gain a +1 bonus to all *Larceny* (Lo) and *Perception: Somethings Out of Place* Action Skill Rolls.

**Tier III:** *Quickest Hands You'll Never See:* You perform the *Larceny: Pick Locks* skill as a Complex action instead of a Demanding one.

### SHIELD WALL [COMBAT]

**Requirements:** Coryani, Armor Proficiency, Shield (ta)

**Benefit:** When using a shield and adjacent to another ally using a shield, you gain +1 Avoidance.

### SKILL FOCUS [LIMITED]

**Benefit:** When this Talent is acquired, it is always applied to a specific focus within a particular field of knowledge; some examples include *Religion* (Heresy) and *Etiquette* (Law)

You gain a +10 bonus to all Logic Action Skill Rolls when attempting to recall facts within your focused field of knowledge.

### SMITE INFIDEL [DEVOUT, TIERED]

**Requirements:** Templar (b), Holy Champion (pa), or Sword Sage (pa)

**Benefit:** Once per Scene, as a Trivial action, you may empower your melee or ranged attack with divine wrath. This ability only affects those who do not follow your patron deity or church. The use of this ability must be declared before the attack is resolved. If the attack misses, the ability is wasted for the Scene.

**Tier I:** You gain a bonus to hit equal to your Passive Insight Modifier, and deal an additional d4 (Ch) of damage.

**Tier III:** Your smite now deals an additional d8 (Ch).

**Tier V:** Your smite now deals an additional d10 (Ch).

### SPELL AFFINITY [ARCANUM, DEVOUT]

*You have mastered a single spell beyond all others.*

**Requirements:** *Arcanum* (any) and *Knowledge* (Arcanum) as trained skills.

**Benefit:** Choose one Base spell that you have already learned. Any time you cast



*“While the lizards drew closer to the gate I crept around behind them. They stood no chance.”* Marathea Guardian of Entaris

this spell with an Adaptation, you may lower the spell’s final CTN by 2. You may not use this Talent with Advanced spells unless you possess Spell Affinity in both spells.

**Special:** You may take this Talent once per Tier, each time choosing a different spell.

### SPIRIT GUIDE [LIMITED]

*During each new shaman’s initial ordeal, a spirit comes to the Hero to guide him through this dark night of the soul. The Spirit Guide remains as a link to the spirit world, and as a spiritual ally to the shaman.*

**Benefit:** Choose a *Spirit Guide* from the list below; each potential *Spirit Guide* has certain qualities that it embodies as well as a series of services or commitments that it requires the shaman to uphold.

#### The Defender

*Typical appearance: lion, bear, or ancestor*

*The Defender is a protector of his fellow man. Always willing to come to the aid of the weak and less fortunate, followers of the Defender may find themselves in many places, doing anything from running soup kitchens to acting as combat medics in times of war.*

**Gifts:** Dedicated Defender (ta)

**Lesson:** Gain *Perception* as a trained skill

**Geas/Taboo:** A follower of the Defender must always be the last to accept healing after any event – all his charges must be healed first. He may never retreat from battle when an injured or unconscious ally or any innocent person is still on the field or endangered.





### The Healer

*Typical appearance: ancestor, bear, or spider*

*The spirit of the Healer is nurturing and compassionate. Likewise, those shamans who follow this totem tend to the wounds and suffering of others.*

**Gifts:** Healing Hands (ta)

**Lesson:** *Heal* as a trained skill

**Geas/Taboo:** A Healer shaman must grant healing to those in need, even prisoners. Although they are required to heal any that ask, they may require an individual to surrender and disarm before administering such any healing. Also, they may never cause permanent harm or death to another living creature and must never intentionally kill an opponent, though the shaman may injure and destroy non-living creatures, including Undead and Constructs.

### The Loner

*Typical appearance: ancestor, lynx, lizard, wolf, or vulture*

*Shy but self-reliant, the Loner lives on the fringes of society. Always watching and listening, they are rarely involved in society as a whole, only entering the larger arena when they feel something important is at stake.*

**Gifts:** Lay of the Land (ta)

**Lesson:** Always protected by a permanent Immune to Adverse Climates spell.

**Geas/Taboo:** A Loner shaman may never make use of the Assist Ally Combat Maneuver, either as the individual granting the aid or the one receiving it. Additionally, the shaman may not cooperate on Action Skill Rolls.

### The Nimble

*Typical appearance: ancestor, antelope, monkey, or grasshopper*

*The spirit of the Nimble teaches that the best way to avoid conflict is simply not to be there. Followers of this totem quickly learn to be quick of wit as well as quick on their feet.*

**Gifts:** Quick (ta)

**Lesson:** *Acrobatics* as a trained skill

**Geas/Taboo:** A Nimble shaman may never wear any armor that possesses any Bulk. They may never carry any equipment that takes them beyond a light encumbrance (normal equipment only; carrying an injured companion would be acceptable).

### The Peacemaker

*Typical appearance: ancestor, dove, swan, or dog*

*The spirit of the Peacemaker embodies the desire for well-being and cooperation. Followers of the Peacemaker learn to help resolve disputes without resorting to needless bloodshed.*

**Gifts:** Linguist (ta)

**Lesson:** *Linguistics* as a trained skill

**Geas/Taboo:** Though they can defend themselves and their followers when needed, a Peacemaker shaman can never initiate conflict. A follower of the Peacemaker must never intentionally kill an opponent.

### The Seeker

*Typical appearance: ancestor, ferret, weasel, dog, or cat*

*The Seeker is the spirit that always wants to find the hidden and learn the unknown. Followers of the Seeker tend to be very goal-driven and curious. They will follow their instincts and ferret out any hidden thing - whether a lost artifact or a buried secret - that they can find.*

**Gifts:** Judge of Character (ta)

**Lesson:** *Empathy* as a trained skill

**Geas/Taboo:** A Seeker shaman must always strive to uncover the truth in any situation, or uncover those things that others want forgotten. They cannot merely turn away from undiscovered truths.

### The Trickster

*Typical appearance: ancestor, raccoon, monkey, raven, or coyote*

*The Trickster dislikes complacency and the status quo. The Trickster is not an evil spirit bent on causing strife and misery; quite the contrary. The Trickster is a benevolent spirit who uses deception and tricks to better others' lives.*

**Gifts:** Opportunist (ta)

**Lesson:** *Deceit* as a trained skill

**Geas/Taboo:** A Trickster shaman must “count coup” against the most difficult or dangerous available opponent in every combat. This means making a successful touch attack against the opponent but doing no damage (this does provoke Free Strikes unless the shaman has been trained in *Melee* (Unarmed). This must be done before the opponent is vanquished. (If an opponent is vanquished before the shaman gets an action, or while the shaman is trying to approach that opponent, then that opponent does not count for purposes of this taboo, but the shaman cannot deliberately delay approaching a powerful foe in hopes that someone else will vanquish it before he gets there).

**Special:** It is possible to anger your spirit guide. The simplest way of doing this is to break the commitments that your spirit guide demands of you. If you anger your Spirit Guide you lose all benefits of your Spirit Guide until you rectify the situation that caused your indiscretion.





## SPRIT JOURNEY [LIMITED]

**Benefit:** Once per day, you may journey into the spirit realms - usually referred to as Dreamtime, a learning place and a place of danger.

Going on a spirit journey is both complicated and draining. Typically, a shaman spends the day prior to the journey making preparations and performing ritual sacrifices to appease potentially angry or detrimental spirits from interfering with the journey. These sacrifices are minor, and usually involve the burning of pleasant incenses and the gift of various foods to the spirits.

Once he is ready, the shaman needs simply to sleep, during which the shaman is gifted with a glimpse into the future.

This glimpse comes as a flood of pictures, sounds, and emotions. You may attempt a Routine (TN: 15) *Empathy* (In) Action Skill Roll to determine a general emotion connected to the visions: fear, disgust, anguish, distrust, or pleasure, for example. At the Chronicler's discretion, you may also attempt a Challenging (TN: 20) *Perception* (Lo) Action Skill Roll to recall specific details. These may be sounds, sights, or even a particular scent.

## SPONTANEOUSLY AWAKENED [LIMITED]

**Requirement:** Val

**Benefit:** Arcane Spell Casting: (Psionic) is no longer a limited Talent for you. Choose a single spell from one of the following Traditions: Control, Heritage, Kinetics, or Transmutation; you now know how to cast this spell, even if you possess no ranks in *Arcanum* (Meditation).

## STAND AND BE JUDGED [LIMITED]

*The battlefield is the Holy Judge's courtroom, and his judgment does not tarry nor suffer interference.*

**Benefit:** Once per Scene, as a Complex Action you may call out to a single opponent within 60' by issuing warnings and gestures at your target, commonly by pronouncing your target's crimes and your titles; regardless, you must make your presence clearly known.

For the remainder of the Scene you gain a +1 bonus to all attack rolls against your chosen foe and may charge him without triggering any Free Strikes for moving past other opponents.

## STEALTHY [SKILL, TIERED]

**Requirements:** Quickness 6, *Stealth* as a trained skill.

**Benefit:** Per Tier

**Tier I:** *The Shadows are Known to You:* You gain a +1 bonus to *Stealth* (Qu) Action Skill Roles when hiding or moving silently.

**Tier II:** *Takes one to find one:* You gain a +1 bonus to *Perception* (In) Action Skill Rolls when attempting to find hidden opponents.

**Tier III:** *Soft Step:* When moving silently, you may move at your full Pace without penalty.

**Tier IV:** *Hidden Strike:* Immediately after making an attack with a ranged weapon from 60' away or more, you may attempt to remain hidden by performing a *Stealth* (Qu) Action Skill Roll with a -3 penalty. Regardless of the result, you suffer Push 5.

**Tier V:** *Vanish:* All you need is the slightest distraction to hide your presence. Once per Scene, if you are in an area with enough concealment to hide, you may attempt to hide, even when under observation. Perform a dynamic *Deceit* (Ch) Action Skill Roll against your opponents' passive *Perception* vaule. If successful, you may attempt a *Stealth* (Qu) Action Skill Roll to hide.

## STREET SMARTS [SKILL]

**Requirements:** *Empathy* and *Streetwise* as trained skills

**Benefit:** You gain a +1 bonus to *Empathy* and *Streetwise* Action Skill Rolls.

## STRENGTH OF FAITH

**Requirement:** Must have a patron deity

**Benefit:** You gain +1 to all Defenses when attacked by a Divine spell cast by someone who worships a different patron deity.

## STRENGTH OF THE CORYANI HEART [FOUNDATION]

**Requirement:** Coryani

**Benefit:** You gain a +2 to all *Mettle: Stand Firm* Action Skill Rolls.

*Flee? Bah! I am Coryani, to do so would shame my ancestors"*  
**– Last words of more than one legionnaire.**





## STRONG SOUL [RACIAL]

You share an especially strong bond with your soul shard, allowing you to shrug off wounds that would vanquish lesser heroes.

**Requirements:** Dwarf

**Benefit:** When reduced to 0 Wounds, you are not Vanquished; instead, you may fight on for 12 Ticks. During this time you may not heal any Stamina or Wounds but may otherwise operate normally. At the end of these 12 Ticks you lapse into unconsciousness, regardless of any Stamina or Wounds that may have been restored.

## TAIL SWIPE [RACIAL]

**Requirement:** Ss'ressen, or any creature with a large tail

**Benefit:** You learn the Trip Foe Martial Technique, allowing you to perform this maneuver with your tail. You gain a +1 to your Dynamic Action Skill Rolls when tripping an opponent.

## THAUMATURGIC CIRCLE [LIMITED]

*With a wave of your hands you conjure a Thaumaturgic Circle of shimmering brilliance.*

**Benefit:** Once you acquire this Talent, it is no longer a limited Talent for you. You must choose one of the following *Thaumaturgic Circles*; once learned it cannot be changed.

*Summoning Circle:* Once per Scene, you may use this diagram as part of any Diabolist summoning spell, thus decreasing the spell's Speed by 3 but increasing its Strain by 4.

*Empowering Circle:* Once per Scene, you may conjure this diagram at your feet as a Simple skill action to create a whirlpool of arcane power. As long as you stand within this 5' circle, you gain a +2 bonus to all *Arcanum* (Sorcery) Action Skill Rolls. This circle remains in existence until the end of the Scene or until you step out of it.

*Binding Circle:* Once per day, as a Complex skill action, you may perform an *Arcanum* (Sorcery) (Ch) Action Skill Roll against the Discipline of a single Infernal within 30'. If successful, the Infernal is bound within the circle; the Infernal cannot move but is still free to attack. If the circle is disturbed in any way by any other creature, the binding is instantly sundered and the Infernal is set free.

**Special:** Once you acquire this Talent it is no longer a limited Talent for you. You may take this Talent more than once, each time learning a different Thaumaturgic Circle.

## THE ARROW KNOWS THE WAY [COMBAT, LIMITED]

*The Bowman has finally archived a state of awareness that borders upon the supernatural.*

**Benefit:** You ignore any penalties suffered for firing at a target with cover. You ignore any miss chance due to attacking concealed enemies though you still have to have a line of sight to the target; your arrows cannot turn corners nor do otherwise-impossible things. You still have to aim at the right square when using this ability against concealed enemies. Arrows mistakenly shot into an empty space, for example, do not veer and hit concealed enemies, even if they are nearby.

**Special:** If you possess Tier II of the Blind Fighting Talent, you may utilize it with ranged weapons up to a range of 60'.

## THE DEMON WITHIN [TIERED, LIMITED]

*Upon taking the vows of the order, a demon was bound into your body, and you have learned to pull upon its infernal nature.*

**Requirement:** Cannot be dark-kin

**Benefit:** Per Tier. When you first acquire this Talent, you must choose which kind of demon you have bound within you; once chosen it cannot be changed.

### Arachnosis

**Tier I:** *Webs of Night:* Webs (magical and mundane) no longer restrict your movements. Also, you may see perfectly in non-magical darkness out to a range of 30'.

**Tier II:** *Fangs of the Spider:* You grow two enlarged, poisoned fangs. You can use these fangs to make a Speed: 5 Unarmed attack which deals d8 (Mi) damage and injects a poison which possess an attack bonus of +3 per Hero Tier.

*Fel Venom* (d8)

**Poison, (Tier 1)**

**Attack:** Fortitude

**Damage:** d4

**Speed:** 6 Ticks

**Effect:** Push 2

**Tier III:** *Spinning Web:* You may cast *Entangling Webs* as a Blood Tradition spell. If you are not trained in *Arcanum* (Sorcery), you cast the spell as if you possessed 3 ranks per Hero Tier.

**Tier IV:** *Eyes of the Spider:* You gain a +3 bonus to all *Perception* Action Skill Rolls based off sight. You also see perfectly through magical darkness out to a range of 30'.

**Tier V:** *Spider's Steps:* You now possess the ability to walk up walls as a spider at your full Pace.





### Hemovax

**Tier I:** *Blood Vision:* You may see perfectly in non-magical darkness out to a range of 30'. You can also judge the physical condition of any living creature within range. You can tell if they are healthy, injured (50% Stamina or below), staggering (10% Stamina or below), or Wounded.

**Tier II:** *Blood Scales:* As a Complex skill action, you can pull the blood out of your body and harden it into blood scales. You suffer d10 Stamina damage but gain Natural AR: 4 for the remainder of the scene.

**Tier III:** *Boil the Blood:* You may cast the Blood Boil spell. If you are not trained in *Arcanum* (Sorcery), you cast the spell as if you possessed 3 ranks per Hero Tier.

**Tier IV:** *Blood of Another:* You may, at any time, kill a Vanquished enemy as a simple skill action. If you do so, you instantly recover 2d10 Stamina.

**Tier V:** *A Taste for Blood:* You grow two enlarged fangs. You can use these fangs to make a Speed: 5 Unarmed attack, which deals d4 (Qu) damage. You recover the damage dealt by your fangs in Stamina.

**Special:** Once you acquire this Talent it is no longer a limited Talent for you.

### THE PERFECT CUT [COMBAT]

**Requirements:** Hero Tier IV, Prowess and Insight 7, 14 ranks in any *Melee* skill

**Benefit:** Once per Scene, you can declare one successful attack to be a Perfect Cut dealing an additional d8 Stamina damage and 1 Wound.

### THE SWORD THAT BELIEVES [COMBAT, LIMITED]

*You have learned to strike without thought, defend instinctively, and strike when needed.*

**Benefit:** All penalties to strike concealed targets within melee range are reduced by half (-1 for standard concealment and -3 for total concealment). Also, when attacked by surprise from concealment, you may perform a *Melee* (Balanced) (In) Action Skill Roll against the surprising creature's Passive *Stealth* Value. If successful, you are not caught by surprise and gain a bonus to your Avoidance equal to your Passive Insight Value.

### THORN OF SALUWÉ [LIMITED, TIERED]

*By muttering a small prayer to Saluwé, you cause a spear of stone and earth to erupt from the ground into your hands.*

**Benefit: Per Tier.** Unless otherwise noted, manifesting a Thorn of Saluwé requires a Simple skill action.

**Tier I:** *Thorn of Saluwé:* You call forth a spear (which may be a short or long spear); this weapon is made out of stone and earth thus gaining a +5 bonus to its AR. It remains in existence for as long it remains in the Verdant Champion's grasp and for as long as she remains on solid ground. If the spear is ever thrown, it instantly returns to its base components, causing no effect against its intended target.

**Tier II:** Your Spear possesses a Exceptional Sanctified (*see Forged in Magic*) weapon rune.

**Tier III:** Your Spear is now considered a Fine weapon.

**Tier IV:** You may create your spear as a Trivial skill action. You may now throw your spear, having it remain in existence just long enough to deal damage.

**Tier V:** Choose one Exceptional weapon rune; from now on any time you manifest your spear it possesses that rune. Once chosen, you cannot change your chosen rune.

**Special:** To use this power the Hero must be in contact (and remain so) with solid ground. See the Order of the Verdant Champions Path, pg. 299, for a complete explanation.

**Special:** Once you acquire this Talent it is no longer a limited Talent for you.

### TOMB RAIDER [SKILL]

*When traps are a concern, you know where - and more importantly, how - to look.*

**Requirements:** *Perception* and *Knowledge (Engineering)* as trained skills.

**Benefit:** You may use the *Perception* skill to locate traps without penalty.

**Normal:** Anyone may use the *Perception* skill to locate traps at a -5 penalty.

### TOOLS OF THE TRADE [COMBAT, LIMITED]

*You have studied so many types of equipment and fighting styles that you can wield or wear anything competently.*

**Benefit:** You have learned how to maximize strengths, expose weaknesses, and exploit resources. As a result, you no longer suffer any non-proficiency penalty for using any armor, or shield. You are considered to possess *Weapon Training* in all melee and thrown weapons (as shown on table 2-23 pg. 232).





## TOUGHNESS [COMBAT]

**Benefit:** Gain +6 Stamina; also, you gain a +1 bonus to your Fortitude when resisting poisons.

## TWO-WEAPON FIGHTING [COMBAT]

*You know how to fight with a weapon in each hand.*

**Requirement:** Prowess 7 or Quickness 7

**Benefit:** After you attack with your main weapon, you may perform a basic attack with your off-hand weapon 1 Tick later.

You suffer a -2 to hit with both attacks (with a further -1 if one of the weapons is not light). Once both attacks are resolved, increase your Clock by the slower weapon's Speed +2.

For example, Caius is battling two zombies and the player wishes to attack one of the zombies with both weapons. He leads the attack with his Gladius, then (if he is still alive) upon the next Tick of the Clock attacks with his Pugio. At this point he advances his Clock by 7 (the Gladius being slower with Speed: 5 +2).

## UNASSAILABLE SOUL [LIMITED]

*You have a powerful soul, strong enough to shake off the influence of the most insidious Infernals.*

**Benefit:** You gain a +3 bonus to your Discipline against possession and Control Tradition spells cast by Infernals.

## UNCANNY REACTION [COMBAT]

**Benefit:** You do not grant a Tactical Edge to enemies when surprised.

## UNSHAKABLE IDGMA [DEVOUT]

*You faith is unshakable.*

**Requirements:** Divine (a), and one of Holy Champion (pa), Sword Sage (pa), Templar (b), or Templar Itinerant (pa).

**Benefit:** You fully and unquestionably believe in the words and deeds of your chosen deity. Any attempt to dissuade you through mundane means automatically fails. You gain a +2 bonus to your Discipline against magical effects that attempt to compel you to do anything opposed to the tenants of your faith or are in direct opposition to your church's interests.

## VOICE OF HONEY [SKILL, LIMITED]

*A val'Meban Emissary's words become ever sweeter as she learns to twist and turn them into an endless tapestry of compliments and suggestions.*

**Benefit:** Once per Scene (Speed: 12, Duration: Scene, Range: 10' area) you may attempt to captivate one target per Hero Tier. Perform a dynamic *Persuasion* (Ch) Action Skill Roll against your opponent's Discipline; if successful, your opponent becomes totally captivated by your words. The target is distracted and thus may not perform any *Perception* based Action Skill Rolls (though he retains his Passive *Perception* Value), and suffers a -2 penalty to all *Empathy* Action Skill Rolls. Lastly, you gain a +1 bonus to all *Persuasion* Action Skill Rolls against opponents you distract, as long as they remain distracted.

All distracted targets remain distracted as long as there is no reason for alarm (unsheathed weapons, noticing someone sneak by, and so on).

## VOICE LIKE THUNDER [LIMITED]

*Your voice speaks with the power of the storm, bringing even the most powerful of men to their knees.*

**Benefit:** Once per day (Speed: 3, Duration: Instant, Range: Self (20' Radius)), perform an *Arcanum* (Cants) or *Perform* (Oratory) Action Skill Roll (whichever is higher) against the Discipline of all enemies within range; those you affect suffer Push d6.

## WARRY [SKILL]

**Benefit:** You gain +1 to all *Perception* Action Skill Rolls, and to your +1 Passive *Perception* Value.

## WAYLAY [COMBAT, TIERED]

**Benefit:** Per Tier

**Tier I:** When performing any attack from ambush or when you catch an opponent by surprise, you deal additional damage equal to your Passive Quickness Value.

**Tier III:** Any time you are attacking from ambush, you may replace your *Stealth* skill for any combat skill when resolving an attack roll.





### WEAPON MASTERY [COMBAT, TIERED]

**Requirements:** Weapon Training (any) (ta)

**Benefit:** Choose one weapon for which you have Weapon Training or, if you have ranks in *Melee* (Unarmed), you may choose Unarmed. You gain the following abilities when wielding your chosen weapon.

**Tier I:** You gain +1 to hit.

**Tier II:** You gain d(Re) to all dynamic weapon Action Skill Rolls (such as resisting a disarm).

**Tier III:** You gain a Die Bump to your weapon damage die; if your weapon already deals d12 damage, it deals 2d6 instead.

**Tier IV:** You deal an additional +2 bonus damage when attacking with your mastered weapon.

**Tier V:** You roll Critical Successes on a double 8, 9, or 0 on your action die.

**Special:** You may take this Talent at Tier I multiple times, applying it to a different weapon each time. Each weapon must then be advanced individually.

*Famed Cafelan duelists are held in high regard for their pursuit of perfection with a blade.*

### WEAPON TRAINING [COMBAT]

**Benefit:** Choose a weapon, Unarmed, or natural weapons. You may now use any special qualities and learn Weapon Tricks associated with that weapon.

When the combat skill associated with that weapon reaches 3 ranks, you learn the weapon's Tier I Weapon Trick. Every Hero Tier beyond the first, after you gain an additional 3 ranks, you learn the next Tier's Weapon Trick. If you gain enough ranks to learn the next Tier's weapon tricks but are not yet at that Tier, you may not use the Trick until you reach the appropriate Tier.

*Example:* At Tier 1.0 you start with 3 ranks in a melee skill and learn the Tier I Trick. At 6 ranks you learn the Tier II Trick, but only if your hero has reached Tier 2.0, and so on. If you possess a weapon Trick that may be used with multiple weapons, you must learn that Weapon Trick with each weapon. (Unless you take the Adapt Weapon Trick Talent, pg. 184)

### WOLF PACK TACTICS [COMBAT]

**Requirement:** *Melee* (Any) as a trained skill

**Benefit:** When attacking an opponent in melee who is also engaged in melee with any of your allies, you gain a +1 to hit and damage.





# BLOODLINE TALENTS

## VAL'ABEBI

### THE TONGUES OF MAN ARE OF ALL MEN [RACIAL]

*Language is the province of Althares, thus no barrier to its use exists for his children.*

**Requirement:** val'Abebi

**Benefit:** You gain *Linguistics* as a trained skill and a +2 bonus to all *Linguistics* Action Skill Rolls. You also learn an additional language per Bloodrank. You may read any written language as long as that language originated from someplace on Onara.

**Bloodrank:** If you are a val'Abebi, obtaining this Talent increases your racial Bloodrank by 1.

### WISDOM OF THE AGES [RACIAL]

*Althares' wisdom lives in his children.*

**Requirement:** val'Abebi

**Benefit:** You may perform *Knowledge* (Lo) Action Skill Rolls untrained, with a bonus equal to your Bloodrank. Once per Scene (Speed: 12, Duration: Instant, Range: Self) you may enter a deep trance, calling upon the whispers of your ancestors to answer any one question, giving you a bonus equal to double your Bloodrank to any single *Knowledge* (Lo) Action Skill Roll.

**Bloodrank:** If you are a val'Abebi, obtaining this Talent increases your racial Bloodrank by 1.

### THE FACE OF ALTHARES [RACIAL]

*To most, the motives of Althares' children are inscrutable.*

**Requirements:** Hero Tier II, val'Abebi

**Benefit:** When attempting to conceal your emotional state or disposition, you gain a bonus +2 to *Deceit* Action Skill Rolls.

**Bloodrank:** If you are a val'Abebi, obtaining this Talent increases your racial Bloodrank by 1.

### PERFECT RECOLLECTION [RACIAL]

**Requirements:** Hero Tier II, val'Abebi

**Benefit:** Once per day, after a moment of deep concentration (Speed: 12, Duration: Instant, Range: Self), you may recall any memory within the last week with perfect clarity. You remember all aspects of the memory: sight, smell, taste,

touch, and sound. You may perform *Perception* Action Skill Rolls as if you were reliving the moment.

Your ability to recollect becomes stronger with time; for every Bloodrank beyond 3, you may look back one week further.

**Bloodrank:** If you are a val'Abebi, obtaining this Talent increases your racial Bloodrank by 1.

### INFALLIBLE LOGIC [RACIAL]

*Your logic is infallible, allowing you to accurately predict your opponent's moves in all games of strategy - even the heat of battle.*

**Requirements:** Hero Tier III, val'Abebi

**Benefit:** Once per Scene, you may study an opponent engaged in combat for 12 Ticks. During this time you may perform other actions, but your chosen subject must remain visible. After your initial study, you gain a +2 bonus to your Avoidance against that opponent. Additionally, if your chosen opponent misses you with a melee attack, you may perform a Free Strike against that opponent. You may only receive a Free Strike in this manner once every 12 Ticks.

Also, you gain a +3 bonus to any Action Skill Rolls when playing games of strategy against opponents whom you have previously played against or studied for at least two entire games.

**Bloodrank:** If you are a val'Abebi, obtaining this Talent increases your racial Bloodrank by 1.

### ALL KNOWLEDGE IS HIS [RACIAL]

*All knowledge is his to master and his purview, even when it's within the minds of others.*

**Requirements:** Hero Tier IV, val'Abebi

**Benefit:** Once per day (Sp 2, Duration: Scene, Range: 30'), you may attempt to access a skill from any target within range. Perform an *Empathy* (Lo) Action Skill Roll against your target's Discipline. If you succeed, you gain a single skill possessed by your target at a number of skill ranks equal to your highest *Knowledge* skill. You retain this skill for the remainder of the Scene.

**Bloodrank:** If you are a val'Abebi, obtaining this Talent increases your racial Bloodrank by 1.

*"What is the Third Gift? For the sake of our people, I hope it is the wisdom to never ask Althares for it!"*

– Platiro





## THE BLAST [RACIAL]

*Without the blessings of Althares, the alchemical formula for blast powder creates little more than black sand. The power that allows the powder to ignite and explode is found only in the prayers and incantations to Althares.*

**Requirements:** Hero Tier V, val'Abebi

**Benefit:** Only a select few of His children are so gifted as to know the secrets of infusing the alchemical with the divine. With an hour of prayer to Althares, the val may infuse up to 200 shots of blast powder with the required divine spark.

**Bloodrank:** If you are a val'Abebi, obtaining this Talent increases your racial Bloodrank by 1.

## VAL'ASSANTÉ

### ILLIIR LIGHTS YOUR WAY [RACIAL]

**Requirement:** val'Assanté

**Benefit:** You may use the Witchlight Universal Arcanum at will (pg. 444).

**Bloodrank:** If you are a val'Assanté, obtaining this Talent increases your racial Bloodrank by 1.

### THE BUNDING LIGHT OF TRUTH [RACIAL]

**Requirement:** val'Assanté

**Benefit:** Once per Scene you may gain a +2 bonus to any *Empathy* Action Skill Roll. You gain an additional +1 for each 2 Bloodranks you have beyond the 2<sup>nd</sup>. (4<sup>th</sup>, 6<sup>th</sup>, etc...)

**Bloodrank:** If you are a val'Assanté, obtaining this Talent increases your racial Bloodrank by 1.

### HE IS WITH ME, I SHALL NOT FAIL [RACIAL]

**Requirements:** Hero Tier II, val'Assanté

**Benefit:** Once per day, you may gain a Die Bump to your Prowess die and a +1 bonus to your AR for the remainder of the scene.

For every 4 Bloodranks you have higher than the 4<sup>th</sup> (8<sup>th</sup>, 12<sup>th</sup>, etc...), you gain an additional daily use of this Bloodline power.

**Bloodrank:** If you are a val'Assanté, obtaining this Talent increases your racial Bloodrank by 1.

## HIS RADIANT GLORY [RACIAL]

**Requirements:** Hero Tier II, Val'Assanté

**Benefit:** Once per day, you may call upon your Bloodline to invoke the holy radiance of Illiir to scorch the unclean. (Speed: 4, Duration: Instant, Range: 10') Perform an *Intimidate* (Re) Action Skill Roll against the Discipline of all creatures within range. Living creatures that you affect suffer Push 4; Undead, Infernals, Silence Touched, or practitioners of the Dissolution Arcanum also suffer d8 (Ch) fire damage.

**Bloodrank:** If you are a val'Assanté, obtaining this Talent increases your racial Bloodrank by 1.

### THE MORNING BANISHES THE DARKNESS [RACIAL]

**Requirements:** Hero Tier III, val'Assanté

**Benefit:** Once per Scene, you may invoke the Unravel the Thread spell, utilizing *Persuasion* (Re) as an *Arcanum* skill. This ability only works against spells of the Illusion Tradition or any spell cast by a practitioner of the Dissolution Arcanum.

**Bloodrank:** If you are a val'Assanté, obtaining this Talent increases your racial Bloodrank by 1.

### THE GIFT OF PERFECTION [RACIAL]

*You may call upon one of Illiir's greatest gifts, the gift of perfection.*

**Requirements:** Hero Tier IV, val'Assanté

**Benefit:** Once per day, as a Trivial action, all your attribute dice become d12s for 12 Ticks.

**Bloodrank:** If you are a val'Assanté, obtaining this Talent increases your racial Bloodrank by 1.

### WORD OF ILLIIR [RACIAL]

*You may whisper the perfect Word of Illiir, a word so righteous, so immaculate, that it summons forth an unmatched, brilliant radiance.*

**Requirements:** Hero Tier V, val'Assanté

**Benefit:** Once per day (Speed: 5, Duration: Instant, Range: 30'), you may speak the Word of Illiir, bathing the area around you in scorching brilliance.

Roll an *Intimidate* (Re) Action Skill Roll against the Discipline of all creatures within range. Creatures you successfully strike suffer d10 (Ch) damage and are blinded for 24 Ticks.

Undead, Infernals, Silence Touched, or practitioners of the Dissolution Arcanum suffer much more under the unyielding grace of Illiir; they suffer an additional 2 points of damage per Bloodrank.

**Bloodrank:** If you are a val'Assanté, obtaining this Talent increases your racial Bloodrank by 1.





## VAL'BORDA

### TO KNOW THE GLOOM OF NIGHT [DEVOUT, RACIAL]

*The darkness of night is a welcome sight to the children of and those blessed by Cadic.*

**Requirement:** val'Borda, or if taken as a Devout Talent, must have Cadic as your patron deity

**Benefit:** You may see perfectly in non-magical darkness out to a range of 30'. You also see double normal distances under a night sky.

**Bloodrank:** If you are a val'Borda, obtaining this Talent increases your racial Bloodrank by 1.

### CADIC'S SHROUD [DEVOUT, RACIAL]

*The Dark Bard shrouds his children, hiding them from the sight of their enemies.*

**Requirement:** val'Borda, or if taken as a Devout Talent, must have Cadic as your patron deity

**Benefit:** Once per Scene you may cast the Dome of Shadow spell (pg. 381) utilizing *Stealth* (Ch) as an *Arcanum* skill.

**Bloodrank:** If you are a *val'Borda*, obtaining this Talent increases your racial Bloodrank by 1.

*The children of Cadic operate in the shadows, using them to their fullest advantage.*





### CADIC GUIDES MY HAND [RACIAL]

*The children of Cadic possess an uncanny ability to find their opponents' weakness.*

**Requirements:** Hero Tier II, val'Borda

**Benefit:** As a Trivial skill action, when attacking in melee you may suffer a -2 to hit to reduce the AR of any opponent by 1. You ignore an additional point of AR for every 2 Bloodranks beyond the 2<sup>nd</sup>. (2 points at Bloodrank 4, 3 points at Bloodrank 6, etc...)

**Bloodrank:** If you are a val'Borda, obtaining this Talent increases your racial Bloodrank by 1.

### TO PIERCE THE VEIL OF SHADOW [RACIAL]

*Darkness cannot deny the children of Cadic.*

**Requirements:** Hero Tier II, val'Borda

**Benefit:** You may see through all darkness spells and effects. You also gain a +1 bonus to all Defenses against attacks by shadow creatures or shadow spells.

**Bloodrank:** If you are a val'Borda, obtaining this Talent increases your racial Bloodrank by 1.

### IN DARKNESS THERE IS DEATH [RACIAL]

*From the shadows, the children of Cadic can fell the greatest of foes.*

**Requirements:** Hero Tier III, val'Borda

**Benefit:** Once per Scene, when attacking an opponent by surprise or when fighting within a shadowy area, you may use the Cadic Guides My Hand Talent with devastating effect. If you hit, you ignore all your target's AR and deal an additional 2 points of damage per Bloodrank. If you score a critical strike while using In Darkness there is Death, you also deal 2 Wounds of damage instead of 1.

**Bloodrank:** If you are a val'Borda, obtaining this Talent increases your racial Bloodrank by 1.

*“Many confuse Cadic’s realm with darkness, but it is shadow and as such it requires Illiir’s light to shine”*

– Felician val'Mehan

### WALKING THE WEBS OF SHADOW [RACIAL]

*Cadic’s children can intuitively sense the presence of natural darkness and become one with the shadows around them, slipping from one location to the next as if the shadows themselves were a doorway.*

**Requirements:** Hero Tier IV, val'Borda

**Benefit:** Once per day for every 2 Bloodranks, you may cast the Shadow Stride spell, utilizing *Stealth* (Ch) as an *Arcanum* skill. If you already possess the ability to cast Shadow Stride as a spell, you gain a +3 bonus to all *Arcanum* Action Skill Rolls to cast Shadow Stride.

**Bloodrank:** If you are a val'Borda, obtaining this Talent increases your racial Bloodrank by 1.

### THE GRASPING DARKNESS [RACIAL]

*“Within the deepest darkness, none shall best us, for the shadows will aid us and rip our enemies apart.”*

**Requirements:** Hero Tier V, val'Borda

**Benefit:** Once per day (Speed: 8, Duration: Scene, Range: 10’), when in darkness or a shadowy area (such as produced through Dome of Shadow), you may summon a Shadow Fiend which will fight by your side. The Shadow Fiend must stay within these shadows. If for any reason the Shadow Field is exposed to direct light, it is dispelled unless it can enter an area of shadow within 6 Ticks.

**Bloodrank:** If you are a val'Borda, obtaining this Talent increases your racial Bloodrank by 1.

## VAL'DELLENOV

### WE ARE ALL HER CHILDREN [RACIAL]

*All natural creatures are the children of the Green Mother, and just as the val'Dellenov care for the wild, the wild cares for them.*

**Requirement:** val'Dellenov

**Benefit:** You gain the Loyal Companion Talent; you may also choose a wild cat as your companion animal. When you first choose this Bloodline power, you gain it as a Tier I Talent. You must take the Loyal Companion Talent again at higher Tiers to continue to improve your Loyal Companion as per the Talent (pg. 200). If you gain this Talent later in your career and already possess the Loyal Companion Talent you instead gain the Bonded Companion Talent with your Loyal Companion.

**Bloodrank:** If you are a val'Dellenov, obtaining this Talent increases your racial Bloodrank by 1.





## HANDS OF OUR MOTHER [RACIAL]

*Saluwé's hunters stalk their prey as their animal brethren would, forgoing the weaponry of Man in favor of claws or talons.*

**Requirement:** val'Dellenov

**Benefit:** You gain *Melee* (Unarmed) as a Primary skill. If this Talent is chosen during Hero creation, you may apply your skill ranks to this skill as if you had acquired it through your Archetype.

You may also cast the *Claws of the Beast* (pg. 373) spell as if you possessed ranks in an *Arcanum* skill (utilizing Charisma as the Primary Attribute) equal to double your Bloodrank.

**Bloodrank:** If you are a val'Dellenov, obtaining this Talent increases your racial Bloodrank by 1.

## FORM OF THE PREDATOR [RACIAL]

*Saluwé blesses her faithful with the ability to complete their connection to the environment by taking on the shape of natural animals.*

**Requirements:** Hero Tier II, val'Dellenov

**Benefit:** Choose an animal form: a great cat (choose one, shadow lion or tiger for example), bear, or boar. You may change into this form (Speed: 3, Duration: Scene, Range: Self) at will.

Regardless of the form you choose, while in that form you gain a Die Bump to your Vigor, Might, and Quickness dice. You also gain +2 to all *Perception* Action Skill Rolls, and the ability to perform a Speed: 3 natural melee attack that deals d6 (Mi) damage, which increases by one die type for every 4 Bloodranks to a maximum of d12.

When you change into animal form, all of your equipment melds into your new form (becoming unusable for the duration of this ability). While in animal form you may not cast spells or communicate.

**Bloodrank:** If you are a val'Dellenov, obtaining this Talent increases your racial Bloodrank by 1.

## NATURE'S VOICE [RACIAL]

*Be it through a plentiful harvest, a fine and successful hunt, or the maintenance of a simple flower garden, the val'Dellenov appreciate and enjoy their connection with the land.*

**Requirements:** Hero Tier II, val'Dellenov

**Benefit:** Once per day, you may cast the *Nature's Embrace* spell (pg. 409) utilizing *Wilderness Lore* (Ch) as an *Arcanum* skill. If you already possess the ability to cast *Nature's Embrace* as a spell, you gain a +2 bonus to all *Arcanum* Action Skill Rolls when casting it instead.

**Bloodrank:** If you are a val'Dellenov, obtaining this Talent increases your racial Bloodrank by 1.

## WE ARE ONE WITH HER DOMAIN [RACIAL]

*Nothing betrays hunted creatures more than their own footsteps, and the children of Saluwé were not meant to suffer such a fate.*

**Requirements:** Hero Tier III, val'Dellenov

**Benefit:** When in natural surroundings, you may not be tracked by mundane or magical means. Also, once per day, you may step into any heavy foliage or large tree, instantly teleporting yourself to any other tree or area of heavy foliage up to 30' away per Bloodrank.

**Bloodrank:** If you are a val'Dellenov, obtaining this Talent increases your racial Bloodrank by 1.

## THE PRIMAL SELF [RACIAL]

*The children of Saluwé can tap into the primal nature within themselves, with terrifying results.*

**Requirements:** Hero Tier IV, val'Dellenov, Form of the Predator (ta)

**Benefit:** Once per Scene (Speed: 3, Duration: Scene, Range: Self), you may change into a hybrid, bipedal form of your Form of the Predator animal form.

When in this form you gain a +2 bonus to all Vitality, Might, and Quickness rolls. Also, you gain a +2 bonus to all *Perception* Action Skill Rolls and a Speed: 4 natural melee attack that deals d8 (Mi) damage.

Unlike the Form of the Predator, you may still utilize your equipment, cast spells and communicate.

**Bloodrank:** If you are a val'Dellenov, obtaining this Talent increases your racial Bloodrank by 1.

## THE EARTH IS MY ALLY [RACIAL]

*The land itself is the very ally of the blessed of Saluwé, rising up to their defense.*

**Requirements:** Hero Tier V, val'Dellenov

**Benefit:** Once per day, after a moment of concentration (Speed: 8, Duration: Scene, Range: 20'), you may bring forth a *Rumbling Titan* to fight by your side. This creature will not move more than 20' away from you, even if commanded to do so. If for any reason the creature is forced more than 20' away from you it can do nothing but try to get back within range. If it cannot do so in 12 Ticks, it dissipates.

**Bloodrank:** If you are a val'Dellenov, obtaining this Talent increases your racial Bloodrank by 1.

***"Saluwe is not the Goddess of life. She is the mistress of nature, and is thus bound by its rules in ways mortals can never be"***  
**– Felician val'Mehan**





## VAL'EMMAN, VAL'VIRDAN

### THE DANCING FLAME [RACIAL]

*When in combat, the val'Emman becomes enveloped within flickering flames, obscuring their exact location from their foes.*

**Requirement:** val'Emman

**Benefit:** Once per day (Speed: 1, Duration: Scene, Range: Self), you may enwrap yourself in flickering flames, granting you a +1 to Avoidance, and a +1 to hit with melee attacks for the remainder of the Scene.

**Bloodrank:** If you are a val'Emman, obtaining this Talent increases your racial Bloodrank by 1.

### NONE SHALL STAND WHO OPPOSE THE GODS [RACIAL]

*The Judgment of Nier is uncompromising, and his children often share his unsympathetic views when dealing with their enemies.*

**Requirement:** val'Virdan

**Benefit:** You gain the Smite Infidel Talent (pg. 206). If you already possess the Smite Infidel Talent, you gain an additional use per Scene.

**Bloodrank:** If you are a val'Virdan, obtaining this Talent increases your racial Bloodrank by 1.

### TO KNOW THE SIGHT OF OUR LORD [RACIAL]

*Wherever there is life, there is heat. The children of Nier can sense the energies burning within all beings, allowing them to see where normal val cannot.*

**Requirement:** val'Emman or val'Virdan

**Benefit:** In darkness you can see the heat patterns of all living creatures out to a range of 30'. Undead and creatures such as Earth Elementals have no such heat patterns and are thus not visible. You may see heat patterns through magical and non-magical darkness and other vision impairing effects (such as heavy fog).

**Bloodrank:** If you are a val'Emman or a val'Virdan, obtaining this Talent increases your racial Bloodrank by 1.

### THE FLICKERING FLAME [RACIAL]

*Even as the fires of Nier consume all that stand in his way, each tendril of flame dances with a nimble grace that is almost impossible to follow with the naked eye.*

**Requirements:** Hero Tier II, val'Emman

**Benefit:** Once per Scene, as a Trivial action, you may instantly turn yourself into embers and flame, reforming 30' from your original location.

**Bloodrank:** If you are a val'Emman, obtaining this Talent increases your racial Bloodrank by 1.

### JUDGMENT AWAITS THE UNWORTHY [RACIAL]

*The Judgment of the Gods has the power to send a man's spirit through the Gates of Paradise or into the boiling depths of Beltine's Cauldron. Some of this scrutiny has been passed along to his children, whom often are the very ones sending these souls up to face his judgment in the first place.*

**Requirements:** Hero Tier II, val'Virdan

**Benefit:** Once per Scene (Speed: 4, Duration: Instant, Range: 30' (1 target), you may perform an *Intimidate* (Re) Action Skill Roll against the Discipline of a single target within range. If successfully affected, they are deemed unworthy and suffer a -2 penalty to all Action Skill Rolls for the remainder of the Scene.

**Bloodrank:** If you are a val'Virdan, obtaining this Talent increases your racial Bloodrank by 1.

### THE SWORD OF HEAVEN [RACIAL]

*The Lord of Flaming Destruction blesses his children with the spark that ignites the purest of flames.*

**Requirements:** Hero Tier II, val'Emman or val'Virdan

**Benefit:** Any melee weapon you wield becomes sheathed in magical flames, gaining the equivalent of a Legendary flame rune (see Forged in Magic). If a weapon you wield has no remaining rune slots this power overrides one of your weapon's active runes.

**Bloodrank:** If you are a val'Emman or a val'Virdan, obtaining this Talent increases your racial Bloodrank by 1.

*“The church should never have cast Nier down from his proper place. It is not the place of mortals to supplant the will of the Gods.”*

– Felician val'Mehan





## TO WITHSTAND THE CRUCIBLE OF FLAME [RACIAL]

*There is no crucible that brings more anguish than the cleansing flames of Nier, and any who cannot withstand his trial by fire are judged unworthy of Paradise.*

**Requirements:** Hero Tier III, val'Emman or val'Viridan

**Benefit:** You are completely immune to non-magical flames, and possess AR: 6 against magical fire.

**Bloodrank:** If you are a val'Emman or a val'Viridan, obtaining this Talent increases your racial Bloodrank by 1.

## THE PUISSANT WARRIOR [RACIAL]

*The children of Nier possess a devastating amount of raw, untamed power.*

**Requirements:** Hero Tier IV, val'Emman or val'Viridan

**Benefit:** Once per day, you may empower your melee attack with the wrath of Nier. The use of this ability must be declared before the attack is resolved. If you successfully hit, you deal an additional Wound as well as any other damage from the attack. If the attack misses, you instead strike your target after all, but do not deal the additional Wound.

**Bloodrank:** If you are a val'Emman or a val'Viridan, obtaining this Talent increases your racial Bloodrank by 1.

## THE FIRES OF HEAVEN [RACIAL]

*Nier is the Ruler of the Fields of Ash. In his glory shall his children reduce all before them to dust with a blazing inferno from the heavens.*

**Requirements:** Hero Tier V, val'Emman or val'Viridan

**Benefit:** Once per day (Speed: 3, Duration: Instant, Range: 60' (20' Radius)), you may call down the fires of heaven. Perform a *Ranged* (Thrown) or (Marksmanship) (Ch) Action Skill Roll against the Avoidance of all enemies within this power's radius. You deal d12 (Ch) fire damage to any successfully hit.

**Bloodrank:** If you are a val'Emman or a val'Viridan, obtaining this Talent increases your racial Bloodrank by 1.

*“Illiir never knew his sister before this day, but he knew her nonetheless. I find this curious, and illuminating. One never knows what fate has in store until it happens, not even the Gods”*

– Felician val'Mehan

## VAL'INARES

### SHE TAKES OUR BURDEN [RACIAL]

*The favored of the Suffering Goddess gain a small measure of her boundless endurance.*

**Requirement:** val'Inares

**Benefit:** While you still feel the adverse effects of harsh climates, you are no longer burdened by them and can withstand temperatures from zero to 110 degrees Fahrenheit with no ill effects. More extreme temperatures have their negative effects reduced by one-half.

**Bloodrank:** If you are a val'Inares, obtaining this Talent increases your racial Bloodrank by 1.

### PATH OF THE STARS [RACIAL]

*The Ansharan portals predate even the elder races of Arcanis, and her children hold a special affinity for their use.*

**Requirement:** val'Inares

**Benefit:** After a period of deep concentration (12 Ticks) you may activate any Ansharan portal, allowing you to create a link between it and any other portal you have been previously attuned to. You may keep the portal open for 12 Ticks, after which you must wait at least 10 minutes before activating any portal.

Should you begin play with this Bloodline ability, you are attuned to one portal of your choice; most often this is a portal in your home nation. In order to attune to any further portals, you must either travel through said portal or spend 10 minutes attuning to it. It is the player's responsibility to carefully maintain a list of all portals their Hero has become attuned to.

**Bloodrank:** If you are a val'Inares, obtaining this Talent increases your racial Bloodrank by 1.





### ENDURE THE PAIN OF OTHERS [RACIAL]

*As Anshar shoulders the suffering of others, so too shall her children take these burdens upon themselves.*

**Requirements:** Hero Tier II, val’Inares

**Benefit:** Once per scene (Speed: Push 2, Duration: Instant, Range: Melee), you may quickly refresh another’s Stamina. Your target is healed d10 (Re), while you take that damage upon yourself.

Once per day, you may opt instead to heal someone of a single Wound, taking that Wound upon yourself.

**Bloodrank:** If you are a val’Inares, obtaining this Talent increases your racial Bloodrank by 1.

### AS ALWAYS, WE ENDURE [RACIAL]

*The val’Inares are blessed with the incredible ability to tolerate even the worst pain and even poison cannot break this steadfast endurance.*

**Requirements:** Hero Tier II, val’Inares

**Benefit:** You are immune to all damage from natural poisons such as a scorpion’s sting or poison oak. Poisons from an unnatural source are still deadly, though you receive a +5 bonus on all Defenses to resist their effects.

**Bloodrank:** If you are a val’Inares, obtaining this Talent increases your racial Bloodrank by 1.

### ANSHAR’S MIGHTY STRIDES [RACIAL]

*Anshar’s children shall not be restricted from traveling anywhere, even to the most remote places where her great portals cannot reach.*

**Requirements:** Hero Tier III, val’Inares

**Benefit:** Once per day (Speed: 2, Duration: Instant, **Range:** 100’) for every 3 Bloodranks, you may instantly transport yourself to any area you can clearly see within range.

**Bloodrank:** If you are a val’Inares, obtaining this Talent increases your racial Bloodrank by 1.

*The val’Inares are the only people who truly understand the mysterious Portals of Anshar scattered throughout the world.*

### AS WE SUFFER, SO SHALL THEY [RACIAL]

*The Weeping Goddess carries the weight of grief and pain not only upon her shoulders, but throughout her entire being. Her children also carry such burdens, and they have learned to let it flow from their fingertips to inflict others who do not understand the path of suffering.*

**Requirements:** Hero Tier IV, val’Inares

**Benefit:** Once per day (Speed: 5, Duration: Instant, Range: Melee (1 Target)), you may perform a Resolve Attribute Action Roll against your target’s Discipline. If successful, you heal all Stamina and Wounds and the damage is transferred to your opponent.

**Bloodrank:** If you are a val’Inares, obtaining this Talent increases your racial Bloodrank by 1.





## HER GATES ARE EVERYWHERE [RACIAL]

*The purest of Anshar's blood become internally attuned to the magic that flow through her portals.*

**Requirements:** Hero Tier V, val'Inares

**Benefit:** Once per day (Speed: 12 (+25), Duration: Instant, Range: Self) you may cast the Stride her Gates spell (pg. 431) as if you had possess a number of Arcanum ranks equal to three times your bloodrank. If you already possess the ability to cast the spell, you may use it to transport yourself and one other individual.

**Bloodrank:** If you are a val'Inares, obtaining this Talent increases your racial Bloodrank by 1.

## VAL'ISHI

### RETURN TO YOUR REST [DEVOUT, RACIAL]

*It is a rare val'Ishi who does not seek to free the walking dead from their unholy bonds of servitude to Neroth, and an even rarer one who does not wish to destroy them completely.*

**Requirement:** val'Ishi, or if taken as a Devout Talent, must have Beltine as your patron deity

**Benefit:** Once per Scene, as a Trivial Skill Action, you may empower any weapon you wield with necrotic energies, disrupting any Undead you strike.

For the remainder of the Scene your weapon deals additional damage equal to double your Bloodrank against Undead. If taken as a Devout Talent, the weapon instead deals additional damage equal to your Hero Tier.

**Bloodrank:** If you are a val'Ishi, obtaining this Talent increases your racial Bloodrank by 1.

### CALL UPON MY ANCESTORS [DEVOUT, RACIAL]

*Your ancestors are always at your side; from beyond the embrace of life, they whisper to you and protect you.*

**Requirement:** val'Ishi or Holy Champion of Beltine (pa)

**Benefit:** Once per day (Speed: 7, Duration: Scene, Range: 10') you may call upon an Ancestor to protect or advise you. If called in the heat of combat, you bring forth an Ancestral Shade equal to your Hero Tier. The Spirit appears and immediately attacks your foes until the battle is over. Summoning this Spirit is considered a Binding Arcanum.

*“Though one should strive to earn one's place in the Paradise of the Gods, if it were not for those that failed, where would the souls of those that follow come from? Only by learning from failure can one achieve” – Felician val'Mehan*

If summoned outside of battle, you may call upon one of the honored souls of Beltine; this soul appears and assists you in your endeavor. The soul possesses two skills of your choosing at a rank equal to that of your highest trained skill.

**For example:** You may call upon “Coramier the Hunter”; when the sprit appears, they possess *Wilderness Lore* and *Tracking* at your highest skill rank. The player is encouraged to create some honored ancestors, as these sprits will come to know the Hero, which can create some interesting role-playing opportunities.

**Special:** For every Hero Tier you achieve beyond the first, your Ancestral Shade gains a +3 bonus to Defenses, Stamina, and attack rolls.

**Bloodrank:** If you are a val'Ishi, obtaining this Talent increases your racial Bloodrank by 1.

### THE LOVING CARESS OF OUR GODDESS [RACIAL]

*The souls of mortal men require a lifetime of experience to learn and grow towards perfection, and a soul passing on too soon is often one that could have redeemed itself with more time.*

**Requirements:** Hero Tier II, val'Ishi

**Benefit:** Once per Scene (Speed: 6, Duration: Instant, Range: 30'), you may heal all allies within range, restoring d6 (Ch) in Stamina.

Alternately, once per day, you may use this ability to heal 1 Wound to any one ally within range. If you do so, this Talent may not be used again for 24 hours.

**Bloodrank:** If you are a val'Ishi, obtaining this Talent increases your racial Bloodrank by 1.

### THE HAND OF GHOSTS [RACIAL]

*As the Forger of Souls stirs her cauldron, seeking to simmer out the imperfections in the souls within, so too do Her children seek to touch the very spirits of those who would do wrong on Onara.*

**Requirements:** Hero Tier II, val'Ishi

**Benefit:** Once per day, plus an additional time per day for every 4 Bloodranks, you may become partially incorporeal, allowing any single melee attack to completely bypass your opponent's AR and adding +1 to your weapon Speed.

**Bloodrank:** If you are a val'Ishi, obtaining this Talent increases your racial Bloodrank by 1.





## OUR GODDESS' RIGHTEOUS GAZE [RACIAL]

*There are powerful beings that are affronts to the natural order. For the val'Ishi, there are no greater foes.*

**Requirements:** Hero Tier III, val'Ishi

**Benefit:** Once per Scene (Speed: 3, Duration: Instant, Range: 30'), you may attempt to strike down an Undead foe within range. Attempt a *Ranged* (Thrown) (Re) against your opponent's Fortitude. If successful, you deal d10 (Ch) damage. When used against a Grey Crone you deal an additional d(Re) damage.

**Bloodrank:** If you are a val'Ishi, obtaining this Talent increases your racial Bloodrank by 1.

## THE BODY IS BUT A SHELL [RACIAL]

*As the val'Ishi grows in power, he gains a greater ability to take upon the aspect of a Spirit.*

**Requirements:** Hero Tier IV, val'Ishi

**Benefit:** Once per day (Speed: 2, Duration: Scene, Range: Self), you may take on the aspect of a ghost; you gain the Incorporeal Monstrous Talent for the remainder of the Scene. You may alternately activate this power in response to an attack as a Push 5 action.

**Bloodrank:** If you are a val'Ishi, obtaining this Talent increases your racial Bloodrank by 1.

## THE MORTAL COIL IS NOT EASILY ABANDONED [RACIAL]

*Despite the frailties of the human body, the human spirit is unmatched in its determination and heroism. It is this inner strength that the val'Ishi calls upon in times of need.*

**Requirements:** Hero Tier V, val'Ishi

**Benefit:** Once per scene (Speed: 3, Duration: Instant, Range: 30'), you may refresh all of your allies in range, restoring d12 (Ch) in Stamina to each.

**Bloodrank:** If you are a val'Ishi, obtaining this Talent increases your racial Bloodrank by 1.

## VAL'MEHAN

### SARISH IS KNOWN TO HIS CHOSEN [RACIAL]

*As the Master of the Arcanum, Sarish's children have an instinctual ability to cast spells, even without proper training.*

**Requirement:** val'Mehan

**Benefit:** You may now use *Arcanum* (Sorcery) untrained with a bonus equal to your Bloodrank. You have also instinctively learned how to cast a single spell. You learn a single spell from the Wards or Blood Traditions. If you possess *Arcanum* (Sorcery) as a Primary skill, you instead gain a +1 bonus to all *Arcanum* (Sorcery) Action Skill Rolls.

**Bloodrank:** If you are a val'Mehan, obtaining this Talent increases your racial Bloodrank by 1.

### OATH MAKER [RACIAL]

*Sarish is the Oath Maker, and His children are wordsmiths by instinct, writing and sealing pacts in His name with a drop of blood and a bit of wax.*

**Requirement:** val'Mehan

**Benefit:** You may invoke a Sarishan Oath (pg. 355) as if you were a Sarishan Sorcerer-Priest, utilizing *Etiquette* (Re) as an *Arcanum* skill.

**Bloodrank:** If you are a val'Mehan, obtaining this Talent increases your racial Bloodrank by 1.

### OUR MASTER BIDS YOU OBEY [RACIAL]

*The Binder of Demons and Devils demands servitude and respect from the Infernal hordes. A small piece of that deference and fear is passed on to His children.*

**Requirements:** Hero Tier II, val'Mehan

**Benefit:** Once per day (Speed: 8, Duration: Scene, Range: 30' (1 Target)), you may attempt to bind an Infernal to your service. You may cast the Bindings of Sarish spell (pg. 362) as if you possessed the appropriate *Arcanum* skill with ranks equal to twice your Bloodline power.

If you already possess the ability to cast Bindings of Sarish as a spell, you instead gain a +2 bonus to all *Arcanum* Action Skill Rolls to cast this spell.

**Bloodrank:** If you are a val'Mehan, obtaining this Talent increases your racial Bloodrank by 1.

***"Sarish does not forgive debts, but without bargains what can be gained by all?"***  
**– Felician val'Mehan**





## BLOOD CALLS TO BLOOD [RACIAL]

*The children of the Blood God are gifted with the ability to sense and follow the trails this life-giving essence leaves behind.*

**Requirements:** Hero Tier II, val'Mehan

**Benefit:** If you have access to even a single drop of blood, regardless of its age, you may unerringly track its owner once per day. For the remainder of the day, you may perform *Tracking* (Re) Action Skill Rolls as if you possessed a number of skill ranks equal to 5 times your Bloodrank. When tracking with this Bloodline power, you are completely unhindered by natural conditions, weather, or any other mundane barriers.

Magical barriers such as Wards or Bloodline powers which specifically foil tracking (the val'Dellenov power *We are One with Her Domain*, for example) require you to perform an additional *Tracking* (Re) Action Skill Roll against the Passive *Arcanum* Value or Discipline of your target (whichever is higher) to continue to track your target. Blood Calls to Blood cannot be used more than once in any 24-hour period.

**Bloodrank:** If you are a val'Mehan, obtaining this Talent increases your racial Bloodrank by 1.

## GRACE OF THE CAT LORD [RACIAL]

*The favored animal of Sarish is the cat, and his children are gifted with feline grace and stability.*

**Requirements:** Hero Tier III, val'Mehan

**Benefit:** You gain the grace of a cat. Increase your Pace by 5', gain a permanent +2 to your Quickness attribute, and gain a +2 bonus to all *Acrobatics* (Qu) Action Skill Rolls.

**Bloodrank:** If you are a val'Mehan, obtaining this Talent increases your racial Bloodrank by 1.

## INFERNAL SERVANT [RACIAL]

*Many of Sarish's children possess an infernal Servant, a slave that is bound to their will.*

**Requirements:** Hero Tier IV, val'Mehan

**Benefit:** You gain the Loyal Companion Talent (pg. 200). Instead of an animal, you possess a Common Tier III Infernal (Devil) of your choosing. When you first choose this bloodline power, you gain it as a Tier 3 Talent. You must take higher tiers of Loyal Companion in order to further improve upon your Infernal's stats.

**Bloodrank:** If you are a val'Mehan, obtaining this Talent increases your racial Bloodrank by 1.

## MASTER OF THE ARCANUM [RACIAL]

*Amongst the gods, Sarish is the master of the Arcanum. Amongst men, his children are no different.*

**Requirements:** Hero Tier V, val'Mehan

**Benefit:** Choose one of the following Traditions: Blood or Wards. You may cast all Tier 1 spells from that Tradition as if you possessed *Arcanum* (Sorcery) with a number of ranks equal to double your Bloodrank, to a maximum of 10 ranks. If you already a Sarishan Sorcerer-Priest, you instead learn an additional Tier I, II, III, and IV spell from Traditions you have previously learned spells from.

**Bloodrank:** If you are a val'Mehan, obtaining this Talent increases your racial Bloodrank by 1.

## VALMORDANE

### I KNOW THEE, BROTHER [RACIAL]

*As the children of "He Who Extends Life beyond Death", the val'Mordane have an instinctual ability to sense the walking dead within their environment.*

**Requirement:** val'Mordane

**Benefit:** You gain the ability to immediately sense the presence of Undead within 30', even through walls and other non-magical barriers. This power does not pinpoint the exact location of the undead, only that they are present.

**Bloodrank:** If you are a val'Mordane, obtaining this Talent increases your racial Bloodrank by 1.

### THE MERCY OF NEROTH [DEVOUT, RACIAL]

*Neroth is the Decayed Master of Pestilence and His children are blessed with an innate resistance to even the most lethal ailments.*

**Requirement:** val'Mordane, or if taken as a Devout Talent, must have Neroth as your patron deity.

**Benefit:** Any time you contract a disease, you do not suffer any ill effects but become a carrier instead. In order to determine whether you are carrying a disease or not, perform a Routine (TN 15) *Heal* (Lo) Action Skill Roll. If you are infected, all normal steps required to remove or treat the disease must be taken or else you risk infecting others around you (Of course, sometimes that is exactly the goal some val'Mordane hopes to achieve).

**Bloodrank:** If you are a val'Mordane, obtaining this Talent increases your racial Bloodrank by 1.





## NEROTH'S DISCOURSE [RACIAL]

*The flesh and the intellect are the domain of Neroth, and his children know well the value of a corpse.*

**Requirements:** Hero Tier II, val'Mordane

**Benefit:** Once per day, after a moment of deep concentration (Speed: 1 minute), you may attempt to retrieve final memories from the recently dead. These memories are not precise, as they come across as a montage of pictures, sounds, and emotions. You may attempt a Routine (TN: 15) *Empathy (Re)* Action Skill Roll to discern the emotional state and general disposition of the subject at the time of death. At the Chronicler's discretion, you may also attempt a Challenging (TN: 20) *Perception (Lo)* Action Skill Roll to recognize specific details. These details may be particular sounds, visions, or even a scent in the air that was present at the time of the subject's death.

To use this ability you must have a mostly intact body, or at least a severed head or skull.

**Bloodrank:** If you are a val'Mordane, obtaining this Talent increases your racial Bloodrank by 1.

## ALL THINGS DIE [RACIAL]

*Death is many things: the passage of time, a doorway, a moment, a bit of rust, a corpse. Neroth's followers know this well, and they are able to see death and decay within all things.*

**Requirements:** Hero Tier II, val'Mordane

**Benefit:** Once per day, (Speed: 4, Duration: Instant Range: Melee (1 Target)), you may touch an item to make it instantly rust and crumble to dust.

When attacking a Construct (such as a Clockwork Guardian) or an item being carried by a living opponent, you must perform a *Melee (Unarmed) (Qu)* attack roll against your target's Avoidance. If you successfully strike a Construct, you deal d10 (Ch) damage. If you successfully strike an item that weighs less than 10lb per Bloodrank, it instantly crumbles to dust.

When attempting to destroy an unattended item (such as a door) you must simply touch the item.

Magical objects (such as objects protected with wards or weapons engraved with runes) are immune to this ability.

**Bloodrank:** If you are a val'Mordane, obtaining this Talent increases your racial Bloodrank by 1.

*The val'Mordane family is closely associated with the afterlife, but unlike the val'Ishi, the val'Mordanes specialize in the undead.*





### BROTHER, FEED ELSEWHERE [RACIAL]

*The Undead hunger for the life essence of the living, but the children of Neroth will not be fed upon by those who have received His blessings.*

**Requirements:** Hero Tier III, val'Mordane

**Benefit:** Any time any Undead attempts to attack you, they must succeed in a Dynamic Resolve Attribute Action Roll against your Discipline.

If they fail, they may not attack you for the remainder of the Scene. This effect ends if you directly attack or assist others in attacking the Undead (through healing and the like), and once they are able to attack you they become immune to this power for the remainder of the scene.

**Bloodrank:** If you are a val'Mordane, obtaining this Talent increases your racial Bloodrank by 1.

### DEATH IS NOT AN ENDING [RACIAL]

*The body is but a shell, a vessel, and a tool. The children of Neroth do not view death as an end to the usefulness of the body, nor do they see the Undead as something to be feared.*

**Requirements:** Hero Tier IV, val'Mordane

**Benefit:** Once per scene, you may cast the *Graveblight* Spell as if you possessed an *Arcanum* skill with ranks equal to double your Bloodrank.

If you already possess the ability to cast *Graveblight* or you gain a +2 bonus to any *Arcanum* Action Skill Roll to cast any of these spells.

**Bloodrank:** If you are a val'Mordane, obtaining this Talent increases your racial Bloodrank by 1.

### NEROTH'S FINAL BLESSING [RACIAL]

*The greatest blessings of Neroth do not come lightly, and few receive them with such open arms as the val'Mordane. The journey into un-life carries with it great power and strength, shedding the fears and frailties of the human form in exchange for life everlasting.*

**Requirements:** Hero Tier V, val'Mordane

**Benefit:** The val becomes Undead and gains the Regeneration and Speed of the Damned Monstrous Traits. They need not sleep or eat, and become immune to all spells which only affect living creatures. Lastly, with the Chronicler's permission, the player may choose either Supernatural Limitation or Relentless Hunger as a weakness to improve their Speed of the Damned Trait as if it had been taken three times.

**Bloodrank:** If you are a val'Mordane, obtaining this Talent increases your racial Bloodrank by 1.

### VAL'OSSAN

#### YARRIS' BREATH [RACIAL]

*The children of the Sea King were not meant to drown within His watery depths.*

**Requirement:** val'Ossan

**Benefit:** You have been gifted with the ability to breathe underwater through a pair of gills that sprout from your neck whenever you are immersed in water. You also gain a +6 bonus to all *Athletics: Swim* Action Skill Rolls.

**Bloodrank:** If you are a val'Ossan, obtaining this Talent increases your racial Bloodrank by 1.

#### YARRIS' STEP [RACIAL]

*As Ruler of the Waves, Yarris grants His children the ability to exert control over liquids.*

**Requirement:** val'Ossan

**Benefit:** You may walk on water as if it was a hard surface for 10 minutes per Bloodrank per day. These minutes need not be continuous, but may only be split up into one minute intervals.

**Bloodrank:** If you are a val'Ossan, obtaining this Talent increases your racial Bloodrank by 1.

#### THE CRUSHING WAVES [RACIAL]

*The sea's power is relentless and unforgiving to those who find themselves at its mercy.*

**Requirements:** Hero Tier II, Val'Ossan

**Benefit:** Once per scene (Speed: 4, Duration: Instant, Range: 10' radius), you may call forth a powerful wave to strike and push back your enemies. This wave rushes out from your feet, attacking all creatures and objects within a 10' radius. All creatures and objects that weigh less than 1000lb are moved to the outside of the radius.

Perform a Resolve Action Roll against the Fortitude of all creatures pushed by the use of this Talent; you gain a bonus to this roll equal to double your Bloodrank. If successful, not only are your targets pushed away from you, but they also suffer d8 (Re) Stamina damage.

**Bloodrank:** If you are a val'Ossan, obtaining this Talent increases your racial Bloodrank by 1.





## UPON THE OCEAN LORD'S BACK [RACIAL]

*Any ship manned by a val'Ossan will never fear being left drifting out at sea by a dead calm.*

**Requirements:** Hero Tier II, val'Ossan

**Benefit:** Whenever you are sailing (or otherwise in a large body of water, no closer than one mile to shore), you gain a +5 bonus to all *Seamanship* and *Wilderness Lore* Action Skill Rolls. Also, once per day, you may call upon the salty sea air to fill your sails. For the remainder of the day, the ship will sail at its maximum speed when sailing with the wind, or sail at half speed when sailing against it.

Lastly, you may predict the next 24 hours of weather with a successful Trivial (TN 10) *Wilderness Lore* Action Skill Roll.

**Bloodrank:** If you are a val'Ossan, obtaining this Talent increases your racial Bloodrank by 1.

## MY LORD'S DOMAIN IS AS MINE [RACIAL]

*Water is the divine realm of the Sea King, and even the strongest undercurrent shall not hinder His children.*

**Requirements:** Hero Tier III, val'Ossan

**Benefit:** When in water, you are considered an aquatic animal; you may move your full Pace, suffer no penalties to attack rolls, and gain a +10 bonus to all *Athletics: Swim* Action Skill Rolls.

Also, aquatic animals find it very difficult to attack you. Any time an aquatic animal (shark or octopus, for example) attempts to attack you, they must succeed in a Resolve Attribute Action Roll against your Discipline. If they fail, they may not attack you for the remainder of the Scene. This effect ends if you directly attack or assist others in attacking the creature (through healing and the like), and once they are able to attack you they become immune to this power for the remainder of the Scene.

**Bloodrank:** If you are a val'Ossan, obtaining this Talent increases your racial Bloodrank by 1.

## THE SEA IS MY AID [RACIAL]

*The children of Yarris can call upon the sea and its creatures to aid them.*

**Requirements:** Hero Tier IV, val'Ossan

**Benefit:** When fighting any opponent who is partially (at least 50%) or completely submerged in water, you gain a +2 bonus to attack rolls as well as a +2 bonus to your Avoidance and Fortitude against that opponent's attacks.

Also, you may attempt to command (Speed: 5, Duration: Scene, Range: 30') an animal that has failed to bypass your My Lord's Domain is as Mine Talent. To do so, you must succeed in a *Beast Lore* (Re) Action Skill Roll against the animal's Discipline. If successful, you may issue one command to the animal as if it was a trained animal.

**Bloodrank:** If you are a val'Ossan, obtaining this Talent increases your racial Bloodrank by 1.

## REDEEM WHAT IS HIS [RACIAL]

*Water is Yarris' gift to life. Without it, the gardens of Saluwé would not bloom, the tears of Hurrian's sky would not fall, the blood for Sarish would not flow, and all of Onara would crumble to dust. Water is only a gift however, and one the val'Ossan may reclaim.*

**Requirements:** Hero Tier V, val'Ossan

**Benefit:** Once per day (Speed: 3, Duration: Instant, Range: 60' (20' Radius), you may invoke this power. Make a Resolve Attribute Action Roll against the Fortitude of all creatures within the power's radius of effect. Affected creatures receive d12 (Re) Stamina damage. This power does not affect Spirits, Constructs, or Elementals (other than Water).

**Bloodrank:** If you are a val'Ossan, obtaining this Talent increases your racial Bloodrank by 1.

*“The Canticle of Illiir teaches that the Gods came with man from across the seas, yet Yarris was known to the undir since time immemorial. What does that tell us? It tells us to question – but understand the truth. Yarris is the sea, men came to Onara upon his back – of course he was known”*

*– Felician val'Mehan*





## VAL'SHEEM

### FORTUNE FAVORS THE BOLD [DEVOUT, RACIAL]

*Luck is a fickle mistress, but She favors those who make their own fortune.*

**Requirement:** val'Sheem, or if taken as a Devout Talent, must have Larissa as your patron deity.

**Benefit:** You gain one Fate Point per day; this point is refreshed every morning and cannot be saved.

**Bloodrank:** If you are a val'Sheem, obtaining this Talent increases your racial Bloodrank by 1.

### THE REWARDS OF THE FLESH [RACIAL]

*Larissa teaches that there is joy to be found within all things, and her children often spend a great deal of their life traveling the world to learn what they can of the numerous forms of pleasure. On such journeys of exploration, the val may meet many people and hear many things, giving him a bit of insight beyond what a normal human would possess.*

**Requirement:** Val'Sheem

**Benefit:** Choose a number of *Knowledge* specializations equal to your Passive Charisma Modifier; you gain a bonus when performing any Knowledge (Lo) Action Skill Rolls with those specializations equal to your Bloodrank.

**Bloodrank:** If you are a val'Sheem, obtaining this Talent increases your racial Bloodrank by 1.

### IN WINE THERE IS TRUTH [RACIAL]

*The Larissans of Sweet Savona have a saying: "In vino veritas," or, "In wine, there is truth." For the blessed of Larissa, there is a deeper meaning. Within the blessed wine there is a deeper truth: with a moment of meditation, a whispered prayer, and the wine's touch to her lips, a child of Larissa can peek into the near future.*

**Requirements:** Hero Tier II, val'Sheem

**Benefit:** Once per day per Bloodrank, you may change a single jug of water into wine. If the water is spoiled or poisoned, the wine remains so. After a number of hours equal to your Bloodrank, the wine changes back into water.

Once per day, after a moment of deep concentration & preparation (Speed: 1 minute), you may drink a glass of wine you have transmuted, allowing you to take a glimpse into the future. These visions come as a flood of pictures, sounds, and emotions. You may attempt a Routine (TN: 15) *Empathy* (In) Action Skill Roll to determine a general emotion connected to the visions; fear, disgust, anguish, distrust, or pleasure, for example. At the Chronicler's discretion, you may also attempt a Challenging (TN: 20) *Perception* (Lo) Action Skill

Roll to recall specific details. These may be sounds, sights, or even a particular scent.

You may focus your augury upon a particular course of action (For example, something as simple as the outcome of an arranged marriage, or as important as proposed military conquest) or a person.

**Special:** At any time, the Chronicler may invoke this power, as visions of the future come occasionally unbidden to the children of Larissa.

**Bloodrank:** If you are a val'Sheem, obtaining this Talent increases your racial Bloodrank by 1.

### THE TEMPTATIONS OF THE FLESH [RACIAL]

*The Divine Harlot blesses her children with beauty and charisma, making them capable of wooing even the most modest knights of Milandir.*

**Requirements:** Hero Tier II, val'Sheem

**Benefit:** After showering another with attention (taking several minutes) you may attempt to captivate them. If you wish, you may perform a dynamic *Persuasion* (Ch) Action Skill Roll against your target's Discipline.

If successful, the target becomes enamored with you, shifting their disposition to Affection for the remainder of the scene. The next day, if for any reason you forced the target to do something completely against their nature, their disposition towards you becomes Enmity.

This power only works on those who would have a reasonable chance of being physically attracted to you.

**Bloodrank:** If you are a val'Sheem, obtaining this Talent increases your racial Bloodrank by 1.

### FATE IS A FICKLE THING [RACIAL]

*For Larissa's blessed children, the webs of fate are but a tapestry of possibilities. Though many would have you believe one's fate is not set in stone, with just the right pull mere possibilities become certainties.*

**Requirements:** Hero Tier III, val'Sheem

**Benefit:** Once per day, when a target declares that they wish to use a Fate Point, you may Push 3 to deny that target the use of their fate a number of Ticks equal to your Bloodrank.

**Bloodrank:** If you are a val'Sheem, obtaining this Talent increases your racial Bloodrank by 1.





### TOUCH OF PLEASURE [RACIAL]

*Those who study the Sixty-Seven Acts of Debauchery know of a pressure point that can send any human into a fit of ecstasy so powerful that they can do nothing but quiver with pleasure.*

**Requirements:** Hero Tier IV, val'Sheem

**Benefit:** Once per scene (Speed: 5, Duration: Instant, Range: Melee (1 Target)), you may attempt to send a single target into a euphoric state. Perform a Charisma Attribute Action Roll against the Discipline of your chosen target. If successful, your target is Stunned and suffers Push 4 as they fall prone.

**Bloodrank:** If you are a val'Sheem, obtaining this Talent increases your racial Bloodrank by 1.

### MY LOVER, MY HEART [RACIAL]

*The most blessed followers of Larissa can call upon the memories of past lovers to fulfill and heal themselves and their companions.*

**Requirements:** Hero Tier V, val'Sheem

**Benefit:** Once per day (Speed: 8, Duration: Instant, Range: 20'), you may send your allies into blessed ecstasy, healing their wounds and refreshing their minds. All allies within the Area of Effect are healed one Wound and regain Stamina equal to double your Bloodrank. All affected allies have their Clocks Pushed 8.

**Bloodrank:** If you are a Val'Sheem, obtaining this Talent increases your racial Bloodrank by 1.

## VAL'TENSEN

### HIS MIGHT IS OUR OWN [RACIAL]

*The Storm Lord strikes with the concentrated might of a thousand lightning bolts. Such intense control is truly understood only by his children, who are gifted with the ability to focus the power of their blows.*

**Requirement:** val'Tensen

**Benefit:** Once per day, you gain a +2 bonus to your Might Attribute lasting for 12 Ticks. For each 2 Bloodranks you have higher than 2, you may either increase the bonus granted by +2 or increase the duration by 12 ticks.

**Bloodrank:** If you are a val'Tensen, obtaining this Talent increases your racial Bloodrank by 1.

### HIS REDOUBTABLE STRENGTH [RACIAL]

*The children of the Grand Strategist of the Gods understand that protecting those who cannot protect themselves is just as important to victory as overcoming the opposition.*

**Requirement:** val'Tensen

**Benefit:** Once per day (Speed: 6, Duration: Scene, Range: 20'), you may place a protective ward upon a single ally within range. For the remainder of the Scene, all damage suffered by your warded ally is split evenly between the both of you. The damage you suffer through the use of this spell cannot be reduced by AR.

**Bloodrank:** If you are a val'Tensen, obtaining this Talent increases your racial Bloodrank by 1.



*Be wary of where your insults fall. The val'Tensen family will suffer little of your foolery.*





## HURRIAN'S WRATH [RACIAL]

*The sky is the domain of Hurrian. His breath is the wind, the pouring rain is formed of his tears, and the clouds drift and darken with his moods. His voice, however, is the rolling thunder. Each bolt of lightning is a swift strike of his broad sword.*

**Requirements:** Hero Tier II, val'Tensen

**Benefit:** Once per scene (Speed: 6, Duration: Instant, Range: 60' (1 Target)), you may call down a bolt of lightning from the sky. Perform a Charisma Attribute Action Roll against your target's Avoidance. If successful, you deal d10 (Ch) Stamina damage.

**Bloodrank:** If you are a val'Tensen, obtaining this Talent increases your racial Bloodrank by 1.

## THE RELUCTANT WARRIOR [RACIAL]

*The true strength of Hurrian lies in his ability to protect others.*

**Requirements:** Hero Tier II, val'Tensen

**Benefit:** For as long as you are acting in defense of one or more innocent or helpless beings, you gain a +1 bonus to all Defenses and a +1 bonus to hit and damage rolls. Some examples of this sort of protection include defending a farmstead from raiders, holding the walls of a city under siege, shielding a child from harm, or standing over a fallen comrade. You may not choose when this power activates. The activation of this power is left up to the Chronicler, and may not be abused (i.e. going into town to find a kid to walk around with just so he can be "defended" later).

**Bloodrank:** If you are a val'Tensen, obtaining this Talent increases your racial Bloodrank by 1.

## THE THUNDER'S GIFT [RACIAL]

*The voice of Hurrian is so intense that only the most stalwart warriors may withstand its staggering conviction.*

**Requirements:** Hero Tier III, val'Tensen

**Benefit:** Once per day (Speed: 4, Duration: Instant, Range: 20'), you may create a concussive blast that radiates out from your body. Attempt a Charisma Attribute Action Roll against the Fortitude of all creatures within the power's range. Creatures you successfully hit suffer d10 (Ch) Stamina damage and have their clocks Pushed d4.

**Bloodrank:** If you are a val'Tensen, obtaining this Talent increases your racial Bloodrank by 1.

## RELUCTANT NO MORE [RACIAL]

*Though Hurrian is known as the Reluctant Warrior, woe unto those who enrage him, for his inner fury outmatches even the fires of Nier. Boiling within every val'Tensen is a focused rage that erupts with incredible ferocity.*

**Requirements:** Hero Tier IV, val'Tensen

**Benefit:** Once per day, you may enter a Furious Rage (as the Talent, pg. 195) as a Trivial skill action. This ability is identical to the Furious Rage ability except for the following: you may use Stance Talents and Bloodline Powers.

Also, any time an event triggers The Reluctant Warrior Bloodline Talent, you may attempt to end your rage with a successful Difficult (TN: 20) Resolve Attribute Action Roll.

You may trigger this ability an additional time per day for every 3 Bloodranks you possess.

**Bloodrank:** If you are a val'Tensen, obtaining this Talent increases your racial Bloodrank by 1.

## THE TEMPEST [RACIAL]

*Woe to those who stand against the mightiest of the val'Tensen.*

**Requirements:** Hero Tier V, val'Tensen

**Benefit:** Once per day (Speed: 6, Duration: 24 Ticks, **Range:** 100' Radius), you may summon a terrible storm to destroy those who stand against you. All creatures within this power's radius have their Pace reduced by 10', suffer a -2 penalty to all physical Action Skill Rolls, and have their vision reduced by half.

For the duration of the storm, you may call down bolts of lightning as if you are using the Bloodline Talent Hurrian's Wrath. However, the power's Speed becomes 4 instead of 6.

You may also wield the wind to push back and knock down your foes. As a Speed: 4 action, you may perform a Ranged (Throw) (Qu) attack against the Fortitude of any number of targets within 30'. If successful, they are moved back 30' and knocked prone. Creatures who hit a solid immovable object before reaching this maximum distance suffer damage as if they fell the distance traveled.

**Bloodrank:** If you are a val'Tensen, obtaining this Talent increases your racial Bloodrank by 1.

**An old saying has a new bitter meaning for the val'Tensen**  
*"Be careful what you wish for."*





# EQUIPMENT

Here you will find a list of common goods and services available within the known lands of Arcanis.

## STARTING COIN

All Heroes start with an amount of coin as determined by their background; this initial wealth may represent long-term savings, a recent windfall or any other reasonable source of funds.

## COINS OF THE KNOWN LANDS

Each nation uses its own currency, such as the Imperial of Coryan or the Gold Crown of Milandir. However, these currencies all have similar values and are abstracted into a simpler coinage.

100 Copper Coins (Cc) = 1 Silver Coin (Sc)

100 Silver Coins (Sc) = 1 Gold Coin (Gc)

Within the known lands the common coin of the day is the silver coin; gold coins are uncommon and rarely used or even seen by the common folk.

## SELLING GEAR

Equipment may be sold for one-tenth of its purchase value. However, some items may fetch higher sale prices; for example, rare jewels or historic items, when sold to a collector or an interested party, may fetch anywhere from half-price to more than their material value. Adjustments such as these are applied at the discretion of the Chronicler.

## GEAR TABLES

**Cost:** This is the item's base price when purchased new.

**Weight:** The item's weight in lbs.

**Enc:** The Encumbrance Value of the item in question; this is an abstract number representing the item's weight and general bulk (For rules on encumbrance, see pg. 336).

## ARMOR

A good suit of armor can sometimes mean the difference between a mere flesh wound and a mortal wound. All armor is grouped into broad categories that represent its relative protective value as well as its impact on how quickly you can move.

**AR:** Armor Rating. This represents the degree of protection granted by your armor. All attacks upon your hero have their damage reduced by this value.

**Bu:** Bulk. All the protection that armor affords comes with a price; as it becomes heavier, the sheer weight and encumbrance impedes mobility and quickness. This value is applied as a penalty to the Hero's Pace (each point lowering his Pace by 5'), Avoidance Defense, and all Might, Prowess, and Quickness Action Skill Rolls with the exception of attack rolls. This penalty may also increase if the Hero surpasses his carrying capacity (See Encumbrance under Codex of Conflict, pg. 336).

**Natural Armor:** Some creatures possess scales or thick skin; these creatures possess a Natural Armor Rating. This Natural Armor Rating does not stack with armor worn by the creature. If at any time a Hero or creature with Natural Armor elects to wear armor, raise their highest Armor Rating by 1.

## SHIELDS

Shields grant a different set of benefits than armor. Where armor provides a protection from damage, shields provide a passive bonus to the user's Avoidance. All shields share the following characteristics.

**SB:** Shield Bonus. All shields provide a passive Avoidance Bonus when wielded. If the character performs an attack with a shield, they lose this bonus until the beginning of their next action. The wielder of a shield must be aware of an incoming attack to receive this bonus.

**SM:** Shield Modifier. This penalty is applied to any Action Skill Roll that utilizes either the Might, Prowess, or Quickness attributes, with the exception of attack rolls. SM is only applied if the shield is readied, and stacks with penalties suffered due to Bulk.





## GEAR QUALITY

All items fall into one of five quality levels: *Poor*, *Good*, *Fine*, *Exceptional* or *Legendary*. *Poor* quality items may be found in stores in virtually every settlement (except perhaps some Dwarven enclaves). *Good* quality items may be found in some villages and most towns. *Fine* quality items are available in towns and larger settlements, while *Exceptional* items may only be found in major metropolitan centers.

*Legendary* quality items are only crafted by a handful of craftsmen at a time, and may only be acquired by travelling to these craftsmen. Such craftsmen often have apprentices producing lower-grades of items as well.

Each grade of equipment impacts the cost of the item, according to the chart below. *Legendary* items, which are not on the chart, are often considered priceless and usually have a cost modifier of at least 500x. Gear with a cost of less than 10Sc has its quality costs for *Fine* (or better) calculated as if it cost 10Sc.

*Poor* quality items impose a -2 penalty to all related Action Skill Rolls. Other grades of equipment grant bonuses as detailed below. The quality of the item also affects the difficulty associated with breaking it (See *Attacking and Destroying Objects*, pg. 338).

**Tools and Equipment:** Equipment of *Fine* quality affords its user a +1 bonus to any related Action Skill Rolls. *Exceptional* equipment grants the same benefits as *Fine*, but has its Encumbrance value reduced by 1 (to a minimum of 1).

**Weapons:** Weapons of *Fine* quality deal an additional point of damage. *Exceptional* weapons also have excellent balance, lowering the weapon's base Speed by 1 (to a minimum of 3) in addition to dealing 1 extra point of damage with every hit. *Legendary* weapons grant the same benefits as *Exceptional*, and also grant the wielder a +1 bonus on all Combat Action Skill Rolls (unless the specific weapon states a different *Legendary* benefit).

Weapon quality not only strengthens the weapon but also determines the number of Runes that can be engraved upon it (see the *Chroniclers Guide* for more information on magic items).

**Armor:** Armor of *Fine* quality grants no specific benefit outside of increased Rune spaces while *Exceptional* armor reduces the armor's bulk by 1 (to a minimum of 1), and *Legendary* armors grant an additional point of AV.

As with weapons, armor quality not only strengthens the armor but also determines the number of Runes that can be engraved upon it.

**Table 2-22 Gear Quality**

Quality	Cost Multiplier
Poor	½ x
Good	1 x
Fine	10 x
Exceptional	50 x

**Table 2-23 Melee Weapons**

Weapons	Cost	Speed	Dam	Type	Weight	Enc.
<i>Unarmed Attacks &amp; Weapons</i>						
Cestus	1 Sc	3	d4	B	-	1
Gauntlet	10 Sc	3	d4	B	1 lb.	0.5
Unarmed	-	3	+1	B	-	-
<i>Balanced One-Handed Melee Weapons</i>						
Bastard Sword	45 Sc	5	d8	S	6 lb.	4
Broad Sword	35 Sc	5	d8	S	5 lb.	3
Dagger	75 Cp	3	d4	P	0.5 lb.	1
Gladius	30 Sc	5	d8	S	4 lb.	3
Kio Sword	50 Gc	4	d6	S	5 lb.	3
Scimitar	30 Sc	5	d8	S	4 lb.	3
Side Sword*	35 Sc	4	d6	S	3 lb.	3
Short Sword	20 Sc	4	d6	S	3 lb.	3
War Fan	15 Sc	3	d4	S	2 lb.	2



**Table 2-23 Melee Weapons**

<b>Weapons</b>	<b>Cost</b>	<b>Speed</b>	<b>Dam</b>	<b>Type</b>	<b>Weight</b>	<b>Enc.</b>
<i><b>Unbalanced One-Handed Melee Weapons</b></i>						
Axe, Hand	1 Sc	3	d4	S	3 lb.	2
Buckler	20 Sc	3	d4	B	2 lb.	1
Club	-	3	d4	B	1 lb.	2
Flail, Horseman's	30 Sc	4	d6	B	5 lb.	2
Hammer, Smith	2 Sc	3	d4	B	2 lb.	2
Lance	20 Sc	6	d10	P	9 lb.	5
Large Shield	35 Sc	5	d8	B	25 lb.	3
Mace, Footman's	30 Sc	4	d6	B	8 lb.	4
Mace, Horseman's	30 Sc	5	d8	B	4 lb.	2
Net	5 Sc	5	-	-	1 lb.	2
Pick, Horseman's	35 Sc	5	d8	P	5 lb.	3
Sickle	2 Sc	3	d4	P	2 lb.	2
Small Shield	15 Sc	4	d6	B	6 lb.	2
Steel Whip	75 Sc	4	d6	B	5 lb.	2
War Axe	30 Sc	5	d8	S	4 lb.	4
War Hammer	30 Sc	5	d8	P	6 lb.	3
Whip	2 Sc	3	+1	B	2 lb.	1
<i><b>Balanced Two-Handed Melee Weapons</b></i>						
Flamberge	60 Sc	6	d10	S	7 lb.	5
Great Sword	55 Sc	6	d10	S	8 lb.	5
<i><b>Unbalanced Two-Handed Melee Weapons</b></i>						
Bearded Axe	55 Sc	6	d10	S	6 lb.	6
Flail, Footman's	45 Sc	6	d10	B	10 lb.	6
Tralian Hammer	60 Sc	7	d12	S	16 lb.	6
Maul	10 Sc	6	d10	B	10 lb.	5
Pick, Footman's	50 Sc	6	d10	P	8 lb.	6
Scythe	10 Sc	7	d12	S	10 lb.	6
Spiked Chain	15 Sc	5	D8	S/P	6lb	5
<i><b>Pole arms One-Handed</b></i>						
Spear, Light	3 Sc	5	d8	P	3 lb.	2
<i><b>Pole arms Two-Handed</b></i>						
Long Spear, Pike	10 Sc	6	d8	P	8 lb.	7
Glaive	30 sc	5	d8	S	10lb	6
Halberd	45 Sc	7	d12	S	12 lb.	6
Great Trident	50 Sc	7	d12	P	12 lb.	5
Quarterstaff	-	4	d6	B	3 lb.	4



**Table 2-24 Ranged Weapons**

Weapons	Cost	Speed(R)	Dam	Type	Range Increments	Max Range	Weight	Enc
<i>Archery Weapons, Two-Handed</i>								
Long Bow	10 Sc	6 (2)	d10	P	50'	1,250'	9 lb.	5
Short Bow	20 Sc	5 (2)	d8	P	40'	750'	6 lb.	4
<i>Thrown Weapons, One Handed</i>								
Bola	3 Sc	3 (-)	d4	B	20'	40'	3 lb.	2
Javelin	2 Sc	4 (-)	d6	P	20'	60'	1 lb.	2
Pilum	5 Sc	5 (-)	d8	P	20'	40'	3 lb.	3
Sling	-	3 (1)	d4	B	40'	1,300'	1 lb.	-
<i>Marksman Weapons, One Handed</i>								
Flintlock Pistol	25 Gc*	2(10)	2d6	P	50'	875'	6 lb.	3
Light Crossbow	35 Sc	2(8)	2d6	P	40'	750'	4 lb.	4
<i>Marksman Weapons, Two Handed</i>								
Flintlock Rifle	50 Gc*	2 (12)	2d12	P	60'	1,600'	15 lb.	5
Heavy Crossbow	45 Sc	2 (12)	2d10	P	50'	270'	10 lb.	6
Medium Crossbow	25 Sc	2 (10)	2d8	P	50'	1000'	6 lb.	5
<i>Ammunition</i>								
Sling Bullets (20)	20 Cc	-	-	-	-	-	1 lb.	1
Bolts (20)	50 Cc	-	-	-	-	-	2 lb.	1
Arrows (20)	45 Cc	-	-	-	-	-	2 lb.	2
Shot Packets (20)	50 Sc	-	-	-	-	-	1 lb.	1

\*Altherians or Clergy of Altherians pay the listed cost in silver instead of gold.

**Table 2-25 Armor**

Armor	Cost	AR	Bu	Weight	Enc
<i>Light Armor</i>					
Armored Jacket	15 Sc	1	0	10 lb.	1
Leather Armor	10 Sc	1	0	15 lb.	2
Gladiatorial Armor, Studded Leather	20 Sc	2	1	20 lb.	3
Boiled Leather, Lorica Musculata, Milandisian Leather Cuirass	50 Sc	2	1	20 lb.	2
Sicarite Studded Leather, Ss'ressen Scale Armor	75 Sc	2	1	15 lb.	2
<i>Medium Armor</i>					
Chain Shirt	60 Sc	2	1	25 lb.	4
Lorica Hamata, Sicarite Reinforced Leather	1 Gc	3	2	25 lb.	3
Chain Hauberk, Ring Mail	75 Sc	3	2	30 lb.	3
Kio Hauberk	2 Gc*	3	1	20 lb.	2
Lorica Squamata, Milandisian Chainmail Hauberk	5 Gc	3	2	30 lb.	3
<i>Heavy Armor</i>					
Brigandine, Lorica Segmentata, Milandisian Gothic Cuirass, Royal Coryani Lorica Musculata, Plate and Chain	10 Gc	4	2	45 lb.	4
Milandisian Andean Suit of Plate	75 Gc	5	3	50 lb.	4
Cancerese Gothic Plate, Cataphracts Segmentata	60 Gc	5	3	45 lb.	5

\* Kio receive a 50% discount when purchasing a Kio Hauberk



**Table 2-26 Shields**

Shield Type	SB	SM	Cost	Weight	Enc
Buckler	1	0	20 Sc	3 lb.	1
Small Shield	1	1	15 Sc	6 lb.	2
Large Shield	2	2	35 Sc	10 lb.	3
Tower Shield	3	4	50 Sc	20 lb.	4

**Table 2-27 Regional Weapons and Armor**

Weapons with their regional names followed by its common name.

Nation	Weapons	Armor and Shields
Abessios	Bow (all), Club, Dagger, Khopesh (Bastard Sword), Light Spear, Lance, Pick (all), Quarterstaff, Scimitar, Scythe, Short Sword, War Axe	Boiled Leather, Chain Shirt, Chainmail Hauberk, Leather Armor, Ring Mail, Small Shield, Studded Leather
Almeric	Choose Coryani Empire or Milandir for Weapons and Armor	
Altheria	Dagger, Club, Flintlock Pistol, Flintlock Rifle, Hand Axe, Quarterstaff, Scimitar, Light Spear, Long Spear, Short Sword	Armored Jacket (Buff Coat), Brigandine, Buckler, Chain Shirt, Small Shield, Ss'ressen Scale Armor
Canceri	Bearded Axe, Broadsword, Club, Crossbows (All), Dagger, Flamberge, Quarterstaff, Scimitar, Scythe, Spear (All), Spiked Chain, War Axe	Boiled Leather, Cancerese Gothic Plate, Chain Hauberk, Large Shield, Leather Armor, Ring Mail, Small Shield, Studded Leather.
Coryani Empire	Bows (all), Club, Pugio (Dagger), Gladius, Lancea (Light Spear), Pilum, Quarterstaff, Sling, Spatha (Broadsword), Hand Axe, Long Spear	Cataphractos Segmentata, Large Shield, Lorica Musculata, Lorica Hamata, Lorica Squamata, Lorica Segmentata, Royal Coryani Lorica Musculata, Small Shield, Tower Shield
Dwarven Enclaves	Broadsword, Club, Dagger, Hand Axe, Light Spear, Quarterstaff, War Axe <b>Solanis Mor:</b> Gladius <b>Encali:</b> Crossbow (all) <b>Tir Bitoqi:</b> Pick (all) <b>Nol Dappan:</b> Flamberge	Brigandine, Chain Shirt, Chainmail Hauberk, Large Shield, Leather Armor, Small Shield, Studded Leather
Elorii Nations	Broad Sword, Bows (all), Club, Dagger, Greatsword, Hand Axe, Light Spear, Quarterstaff, Sling, Short Sword.	Brigandine Chain Shirt, Chainmail Hauberk, Large Shield, Leather Armor, Small Shield, Studded Leather, Tower Shield.
Hinterlands: General	Bows (all), Club, Dagger, Hand Axe, Lance, Light Spear, Horseman's Mace, Horseman's Flail, Javelin, Sling Scimitar, War Axe	Leather Armor, Ring mail, Sicarite Studded Leather, Sicarite Reinforced Leather, Small Shield
Hinterlands: Censure	Broad Sword, Crossbow (all), Dagger, Javelin, Hand Axe, Horseman's Mace, Long Spear, Quarterstaff, Side Sword, Short Sword, War Axe.	Brigandine, Chain Shirt, Chainmail Hauberk, Large Shield, Leather Armor, Studded Leather, Small Shield
League of Princes	Bola, Club, Dagger, Hand Axe, Javelin, Light Spear, Quarterstaff, Side Sword, Sickle, Short Bow, Short Sword, War Axe. <b>Kio:</b> Kio Sword, Glaive	Brigandine, Boiled Leather, Buckler, Chain Shirt, Chainmail Hauberk, Leather Armor, Small Shield <b>Kio:</b> Kio Hauberk



**Table 2-27 Regional Weapons and Armor****Weapons with their regional names followed by its common name.**

Nation	Weapons	Armor and Shields
Milandir	Bows (all), Bastard Sword, Einhander (Broad Sword), Crossbows (all), Dagger, Zweihander (Greatsword), Halberd, Great Trident, Lance, Pike (Long Spear), Quarterstaff, Tralian Hammer, War Hammer. <b>Ss'ressen:</b> Unarmed	Andrean Suit of Plate, Buckler, Chain Shirt, Chainmail Hauberk, Large Shield, Small Shield, Milandisian Chainmail Hauberk, Milandisian Gothic Cuirass, Studded Leather. <b>Ss'ressen:</b> Scale Armor
Pirate Isles	Broad Sword, Crossbow (all), Dagger, Hand Axe, Javelin, Quarterstaff, Side Sword, Scimitar, Sling, Light Spear, War Axe, Whip.	Armored Jacket, Boiled Leather, Gladiatorial Armor, Leather Armor, Plate and Chain, Ring mail, Small Shield, Studded Leather
Ssethregore	Bearded Axe, Bows (all), Club, Dagger, Sling, Spear (all)	Boiled Leather, Leather Armor, Ss'ressen Scale Armor, Shield (all)
Unsealed Lands: Bastion	Bows (all), Pugio (Dagger), Gladius, Lancea (Light Spear), Pilum, Quarterstaff, Sling, Spatha (Broadsword), Hand Axe, Long Spear.	Large Shield, Lorica Musculata, Lorica Hamata, Lorica Squamata, Lorica Segmentata, Royal Coryani Lorica Musculata, Small Shield, Tower Shield
Unsealed Lands: Haina	Bow (all), Dadao (Bastard Sword), Jain (Broad Sword), Crossbow (all), Dagger, Quandao (Glaive), Fijian Ula (Greatclub), Miao dao (Greatsword), Lance, Qiang (All Spears & Quarterstaff), Dao (Scimitar), chuí (War Hammer).	Armored Jacket, Boiled Leather, Buckler, Brigandine, Chain Hauberk, Chain Shirt, Large Shield, Leather Armor, Small Shield, Studded Leather.
Ymandragore	Bastard Sword, Broad Sword, Crossbows (all), Dagger, Greatsword, Halberd, Lance, Quarterstaff, Short Sword, Spear (all), War Hammer. <b>Foes or Harvesters:</b> Choose one nation, you have been trained to infiltrate that nation, and as such, may learn weapons from that nation instead of your own.	Boiled Leather, Brigandine, Chain Hauberk, Large Shield, Leather Armor, Plate and Chain, Ring Mail, Small Shield, Studded Leather. <b>Foes or Harvesters:</b> Choose one nation, you have been trained to infiltrate that nation, and as such, may learn armor from that nation instead of your own.

**Table 2-28 Services**

Services	Cost	Weight
Coach	1 Cc/mile	—
Courtesan	1 Gc/day	—
Guide	1 Sc/night	—
Ferry	5 Cc/horse	—
Messenger	1 Cc/mile	—
Professional	1 Sc/hour	—
Ship's passage	1 Cc/mile	—

**Table 2-29 Lodging**

Accommodations	Cost	Weight
Hostel Bed	2 Cc	—
Lodging(per night)		
Common	50 Cc	—
Fine	1 Sc	—
Exceptional	10 Sc	—
Rent a Private Apartment (per week)		
Common	50 Sc	—
Fine	1 Gc	—
Exceptional	5 Gc	—



**Table 2-30 Adventuring Gear**

Equipment	Cost	Weight	Enc
Altherian Sextant	5 Gc	5 lb.	2
Altherian Shot			
- Bandolier	2 Sc	1.5 lb.	2
- Belt Pouch	1 Sc	0.5 lb.	1
Altherian Spyglass	5 Gc	1 lb.	2
Backpack	50 Cc	2 lb.	2
Bedroll	25 Cc	2 lb.	3
Belt Pouch	1 Cc	—	0.5
Blanket	1 Cc	—	2
Book, Blank (100 pg)			
- Papyrus	10 Sc	3 lb.	2
- Parchment	75 Sc	3 lb.	2
- Paper	25 Sc	3 lb.	1
- Vellum	1 Gc	3 lb.	1
Candle	1 Cc	—	0.5
Chain (per 10')	2 Sc	2 lb.	2
Chalk (1 pc.)	1 Cc	—	0.5
Chest	10 Sc	25 lb.	4
Crowbar	2 Sc	5 lb.	2
Flask (empty)	2 Cc	1 lb.	0.5
Flintlock Toolkit	20 Sc	1lb	1
Grappling hook			
- Arrow Tipped	50 Sc	2 lb.	1
- Collapsible	50 Sc	3 lb.	2
- Normal	25 Sc	4 lb.	3
Incense, block or stick	3 Sc	—	1
Ink (5 oz)	5 Sc	0.5lb.	0.5

**Table 2-31 Tools and Kits**

Item	Cost	Weight	Enc
Healer's Kit	5 Sc	2 lb.	2
Hook, fishing	1 Cc	—	—
Instrument, music			
Hand Held	5 Sc	3 lb.	2
Large	1 Gc	100 lb.	*
Kits & Packages			
Military	37 Sc	35.5 lb.	14
Explorers	52 Sc	32 lb.	22
Travelers	10 Sc	20 lb.	13.5
Ladder	1 Sc	20 lb.	4
Line, fishing	2 Cc	—	—

**Table 2-30 Adventuring Gear**

Equipment	Cost	Weight	Enc
Lamp	1 Sc	2 lb.	2
Lantern	5 Sc	3 lb.	2
Lock			
- Common	75 Cc	1 lb.	0.5
- Fine	5 Sc	1 lb.	0.5
- Exceptional	25 Sc	1 lb.	0.5
Manacles	25 Sc	2 lb.	0.5
Mirror, small	25 Sc	0.5 lb	1
Mess/Cooking Kit	5 Sc	2 lb.	1
Oil (1 pint)	2 Sc	0.5 lb.	1
Prayer Book			
- Written	75 Sc	6 lb.	3
- Altherian Press	50 Sc	5 lb.	1
Quill	1 Cc	—	—
Rope (30' feet)			
- Silk	75 Sc	2 lb.	2
- Hemp	5 Cc	5 lb.	3
Sack	1 Cc	0.5 lb.	1
Soap	1 Sc	1 lb.	0.5
Tent	25 Sc	20 lb.	4
Tinderbox	5 Sc	0.5 lb.	0.5
Torch	1 Cc	1 lb.	1
Waterskin (empty)	5 Cc	0.5 lb.	1
Whetstone	50 Cc	0.5 lb.	0.5
Waterproof Flintlock Case			
- Pistol	5 Sc	0.5 lb.	1
- Rifle	10 Sc	1 lb.	2

**Table 2-31 Tools and Kits**

Item	Cost	Weight	Enc
Magnifying glass	1 Gc	—	1
Nails (24)	1 Cc	—	—
Needles (24)	5 Cc	—	—
Pickaxe	2 Sc	5 lb.	2
Scale	5 Sc	8 lb.	2
Shovel	1 Sc	4 lb.	2
Tools			
Artisan's	5 Sc	30 lb.	*
Locksmith	10 Sc	10 lb.	1
Shipwright's	10 Sc	20 lb.	*
Smith's	1 Gc	50 lb.	*



**Table 2-32 Clothing and Accessories**

Item	Cost	Weight	Enc
Belt	1 Cc	—	—
Boots	1 Sc	1 lb.	—
Breeches	50 Cc	1 lb.	—
Cape/Cloak	1 Sc	3 lb.	1
Garb			
Common	5 Cc	2 lb.	—
Noble's	2 Gc	5 lb.	—
Poor	1 Cc	1 lb.	—
Sailor's	50 Cc	4 lb.	—
Scholar's	75 Cc	5 lb.	—
Tradesman's	1 Sc	5 lb.	—
Gown	1 Gc	6 lb.	—
Hat/Cap	2 Cc	—	—
Holy Symbols			
Common Quality (Wood)	1 Cc	—	—
Fine Quality (Metal, Steel)	1 Gc	—	—
Exceptional Quality (Gold)	10 Gc	—	—
Long Coat	50 Cc	8 lb.	—
Necklace, gold	1 Gc	—	—
Pearls, string	5 Gc	—	—
Sandals	5 Cc	0.5 lb.	—
Signet Ring	50 Cc	—	—
Shirt	1 Cc	1 lb.	—
Shoes	2 Sc	2 lb.	—
Tabard	1 Sc	1 lb.	—
Toga	5 Sc	5 lb.	2

**Table 2-33 Food and Drink**

Item	Cost	Weight	Enc
Ale, quart	2 Cc	2 lb.	1
Beer, quart	1 Cc	2 lb.	1
Banquet (per person)	50 Sc	—	—
Rations, 1 week	1 Sc	1 lb.	3
Served Meals (Per Day)			
Common	5 Cc	1 lb.	—
Fine	1 Sc	1 lb.	—
Exceptional	20 Sc	1 lb.	—
Exotic	1 Gc	1 lb.	—
Spices	2 Cc	1 lb.	—
Wine (Bottle)			
Poor	5 Cc	1 lb.	2
Common	50 Cc	1 lb.	2
Fine	1 Sc	1 lb.	2
Exceptional	50 Sc	1 lb.	2
Exotic	1 Gc	1 lb.	2

**Table 2-34 Animals, Tack and Slaves**

Item	Cost	Weight	Enc
Barding			
Light	75 Sc	50 lb.	2
Medium	1 Gc	75 lb.	4
Heavy	10 Gc	120 lb.	6
Bit and bridle	1 Sc	1 lb.	1
Coryani Slave			
Common	10 Gc	—	—
Fine	20 Gc	—	—
Exceptional	100 Gc	—	—
Dog, common hunting	75 Sc	—	—
Dog, guard or war	1 Gc	—	—
Donkey or mule	75 Sc	—	—
Eagle or Falcon	50 Gc	—	—
Feed (Per Day)	2 Cc	10 lb.	2
Horse, Draft	75 Sc	—	—
Horse, riding	1 Gc	—	—
Horse, riding, quality	5 Gc	—	—
Horse, Light Warhorse	10 Gc	—	—
Horse, Heavy Warhorse	20 Gc	—	—
Pony	1 Gc	—	—
Saddle			
Military	75 Sc	35 lb.	3
Pack	20 Sc	10 lb.	2
Riding	50 Sc	25 lb.	3
Saddle bag	5 Cc	4 lb.	1

**Table 2-35 Transportation**

Item	Cost	Weight
Cart	50 Sc	200 lb.
Carriage/Coach		
Common	5 Gc	350 lb.
Fine	10 Gc	400 lb.
Exceptional	20 Gc	500 lb.
Chariot, riding		
Common	5 Gc	250 lb.
Fine	10 Gc	275 lb.
Exceptional	20 Gc	300 lb.
War	20 Gc	350 lb.
Coryani Lectica		
Common	1 Gc	200 lb.
Fine	10 Gc	250 lb.
Exceptional	20 Gc	275 lb.
Keelboat	500 Gc	4-12 tn.
Sailing Ship		
Common	2,000 Gc	20-120 tn.
Galley	5,000 Gc	40-200 tn.
Wagon	50 Sc	400 lb.
Warship	10,000 Gc	100-300 tn.
Rowboat with 2 oars	75 Sc	100 lb.



## WEAPONS

A trusted weapon may be all that stands between life and near certain death. All weapons come with a sheath, scabbard, or belt hook as appropriate; arrows and bolts come with a quiver.

**Speed:** Each weapon has a Speed. This value is modified during combat when you use a Weapon Trick or Martial Maneuver. When you attack with a weapon, you always advance your Clock a number of ticks equal to the adjusted Speed of the weapon.

Ranged weapons have a reload time; if this is present, it is the Speed cost of reloading the weapon. Reloading a weapon is an interruptible action (See Interruptible Actions, pg. 314).

**Damage:** The weapon's damage die, which is rolled in conjunction with an Attribute die. Most melee weapons use the Might die, while most ranged weapons use the Quickness die. Exceptions to this are noted under the weapon's description.

**Type:** The type of damage the weapon deals is important, as some creatures may be more resistant to certain types of damage. The three damage types are: Slashing (S), Piercing (P), and Blunt (B).

**Range:** While some ranged weapons possess an incredibly long maximum range; these weapons lose potency and accuracy the further their target is from the attacker.

Each range increment applies a -1 penalty to the attack roll and lowers the Attribute die of the attacker by one size category, to a cap of a -5 penalty and only dealing the weapon's base die in damage.

## SIZE CATEGORIES

The weapons presented in this chapter are of average size. But there are times where the heroes might face larger creatures wielding massive weapons. Weapons gain a *Die Bump* to their base weapon damage for each category above Average, *without* increasing the weapon's Speed. Unlike a heroes *die bump* which caps at d12+2, weapons which deal 1d12 deal 2d6 instead which each die increasing by one additional size category per die bump. Thus a Huge Scythe, Speed 7, d12 weapon would deal 2d10 (Mi) as a Speed 7 attack.

Any creature can, foolishly, use a weapon one size category larger than they are, but doing so imparts a -1 penalty to hit and increases the Speed of the attack by 2.

## EQUIPMENT DESCRIPTIONS

All of the items described here are available in most locales. Most need no further description, but a few items warrant additional comments.

## CLOTHING AND ACCESSORIES

The prices for clothing are generally for average apparel, with a few exceptions. You may purchase Fine or Exceptional quality versions of clothing for 5x or 10x the normal value.

The listed Encumbrance values are when worn; all clothing has an Encumbrance of 1 while being carried.

## TRANSPORTATION

These items cannot be carried and thus do not have an Encumbrance value. Some weights are listed in tons; 1 ton is 2,000 pounds.

## ANIMALS, TACK, AND SLAVES

Encumbrance values on tack and gear for riding animals represent their worn values. If stored or carried, their Encumbrance is raised by 2.

## FOOD & DRINK

The prices reflect the cheapest edible fare. While lesser quality food is certainly available, it is likely poisonous, infested with vermin, or worse.

## LODGING

Shoddier accommodations means sharing a bed with fleas or worse, while upscale quarters may include personal servants, hot water baths, and more.

## TOOLS

Making an Action Skill Roll without the appropriate tools for the job imposes a -6 penalty.

For example, if you wished to utilize the *Artisan* (Weapon Smith) skill to make an item, you would require Smith's Tools.

Any entry of '\*' for Encumbrance means the tools are too cumbersome to be carried.





## WEAPON DESCRIPTIONS & CAPABILITIES

All weapon entries possess the following information.

**Description:** A general description of the weapon and its history (if notable).

**Light Weapons:** Any weapon with a weight of 3 lbs. or less is considered a light weapon.

### WEAPON TRAITS:

**Reach** – This weapon may be used to attack an opponent 10' away, but are difficult to use in close combat and as such suffer a -2 to hit adjacent opponents. Some reach weapons have an even greater reach; in those cases, the penalty for attacking foes closer than the weapon's reach is -2 per 5' of difference. So, someone wielding a pike with 20' reach who is attacking an adjacent Target suffers a -6 penalty. Unlike other weapon qualities you do not have to possess training in this weapon to take advantage of this weapon quality or suffer from its drawbacks.

**Worn** – This weapon is an Unarmed Attack. If you are trained in the *Melee* (Unarmed) skill, you may perform Unarmed Weapon Tricks as well as the weapon's own Tricks. Weapons of this type cannot be disarmed, and as these weapons are worn they require spending a Complex Skill Action to don or remove. Quick draw does not reduce the time needed to don or remove a worn weapon.

**Weapon Qualities:** You must possess weapon training in a weapon to utilize any of its qualities. Below is a full description of the various weapon qualities.

**Adaptable** – Can switch from one-handed to two-handed as a Trivial Skill Action. If the weapon is normally one-handed but being used two-handed, increase the weapon's damage die one step and the weapon's Speed cost by 1. If the weapon is normally two-handed, but being used one-handed, decrease the weapon's damage die one step, but do not change the weapon's Speed.

**Armor Piercing** – When attacking a creature with an AR of 3 or more with an *Armor Piercing* weapon, you deal +1 damage.

**Concealable** – Concealable weapons are easier to hide, granting a +2 bonus to *Deceit* and *Stealth* checks when trying to conceal the weapon.

**Dual-Weapon** – If the wielder possesses the *Two-Weapon Combat* Talent, he may make attacks with this weapon as if he was wielding two light weapons.

### THE FLINTLOCK IN SOCIETY

The flintlock – or more specifically, the adorned flintlock – holds a special place within the cultural traditions of the Shattered Empires; the closest analogy is the reverence and power associated with the ownership of a katana in feudal Japan. As such, adorned flintlocks are a sign of high station, one that commoners quickly acknowledge. In some nations, such as Canceri, this respect is offered out of fear, whereas in Milandir it is given out of respect, while in the case of Coryan, a little of both.

When a noble comes of age, they are presented with an adorned flintlock pistol blessed by a monk of Althares. Each is as unique as the noble who bears it. The weapon is engraved with blessings of wisdom to guide the young noble. There are also rare instances of nobles being granted adorned rifles, especially after performing some great deed, either for Altheria or the good of all; these rifles hold a greater place of honor and often become family heirlooms. Although elaborately decorated and personalized, functionally these pistols are weapons of good quality.

While carrying a non-adorned flintlock is the right of every Altherian and priest of Althares, even amongst their own people possession of an adorned flintlock is limited to those of noble blood.

Any non-noble found in possession of an adorned flintlock is arrested and severely punished; the sentence is typically death. Anyone who is not Altherian, a noble, or a priest of Althares found in possession of any flintlock finds the weapon confiscated (whereupon it is promptly returned to Altheria), and the offender is typically jailed or worse.

**Flexible** – Due to its nature, this weapon gains a +1 bonus when attempting the Trip Foe or Disarm Foe Martial Maneuvers.

**Impact** – Critical strikes dealt by this weapon deal +d4 damage in addition to inflicting a Wound.

**Melee** – May be used as a melee weapon with Speed and damage die expressed as follows (Skill: X, Sp: X, Dam: X, damage type)

**Might** – Ranged weapons with this quality allow the wielder to use his Might instead of Quickness for weapon damage.

**Mounted** – Large weapon that can be used while mounted without a penalty; it also deals extra damage on a Charge action while its wielder is mounted.





**Quick** – The wielder of this weapon may elect to use their Quickness for damage instead of Might.

**Thrown** – Melee weapons with this quality may be thrown the range indicated. Thrown weapons use the wielder's Might for damage rolls.

**Versatile** – Some weapons have the ability to deal an alternate type of damage. For example, a side sword is normally a piercing weapon, but someone who is properly trained may deal slashing damage instead at his discretion.

**Weapon Tricks:** These are Tricks the weapon is capable of performing. You must still learn the Trick though the Weapon Training Talent (See pg. 212).

## WEAPON DESCRIPTIONS

### BASTARD SWORD

**Description:** Commonly referred to as the hand-and-a-half sword, this weapon is in essence a hybrid between a broad sword and a great sword. With an elongated hilt, heavier pommel, and a wide 48"-50" long blade, this weapon is easily wielded in one or two hands allowing for greater flexibility in combat. There is a version of this blade in Coryan which has found popularity in the shadows of the Grand Arenas; its styling is closer to the gladius and thus named an *amplus gladius*.

**Qualities:** Adaptable

**Weapon Tricks:**

**Tier I:** *Mighty Swing*

**Tier II:** *Hamstring*

**Tier III:** *Rapid Strike*

**Tier IV:** *Crushing Blow*

### BEARDED AXE

**Description:** The bearded axe represents the apex of axe design, consisting of a heavy half-moon blade mounted on a five and a half foot reinforced staff as thick as a man's wrist. Once swung, the blade is nigh unstoppable, plowing through flesh and bone with equal ease.

**History:** The bearded axe is the favored weapon of the Ssethregoran heavy infantry, who originally designed it to punch through the heavy armor of their enemies. Recently, this weapon has begun to circulate to other nations as their troops encounter it during their service in the Shining Patrol of Altheria.

**Qualities:** *Impact, Adaptable*

**Weapon Tricks:**

**Tier I:** *Crushing Blow*

**Tier II:** *Mighty Swing*

**Tier III:** *Hamstring*

### BOIA

**Description:** This simple weapon consists of two to four heavy iron balls connected by lengths of cord to a central ring. The bola is traditionally used for cattle-wrangling.

**Qualities:** Nil

**Weapon Tricks:**

**Tier I:** *Entangle Opponent*

**Tier II:** *Ranged Disarm*

### BOWS

**Description:** A longbow is six feet or more in length, allowing for a powerful draw but making the bow unusable except when standing. A short bow is much smaller than a longbow and has re-curved arms, allowing for easy use on horseback.

**History:** The origins of the longbow stretch back into antiquity; the short bow is a more recent invention of the Yhing hir.

**Qualities:** Nil

**Weapon Tricks:**

**Tier I:** *Point Blank Shot*

**Tier II:** *Twin Arrows*

**Tier III:** *Crippling Shot*

**Tier IV:** *Pining Shot*

**Tier V:** *Darken the Sky*

### BROAD SWORD

**Description:** One of the most effective weapons in history, the broad sword (also referred to as the arming sword in Milandir and the *spatha* in Coryan) consists of a 40" to 48" long double-edged blade, wide cross guards, and a single-handed hilt.

**Qualities:** *Impact*

**Weapon Tricks:**

**Tier I:** *Throw the Blade*

**Tier II:** *Pommel Strike*

**Tier III:** *Hamstring*

**Tier IV:** *Mighty Swing*





## CESTUS

**Description:** Popular in the arenas and tavernas of Coryan, this reinforced leather glove consists of a series of leather thongs that are tied over the hand; the thongs secure a set of metal plates, one over the knuckles and the other along the back of the hand. There are two variants of this weapon – the Myrmex (or “limb-piercer”), and the Sphairai, which has thin leather thongs with cutting blades.

**Traits:** Worn

**Qualities:** Myrmex possesses *Versatile (Piercing)*; Sphairai possesses *Versatile (Slicing)*

### Weapon Tricks:

**Tier I:** *Stunning Strike*

**Tier II:** *Shielding*

**Tier III:** *From Earth to Sky*

**Tier IV:** *Mighty Strike*

## CLUB

**Description:** A big wooden stick. You hit people with it.

**Qualities:** *Thrown (10')*

### Weapon Tricks:

**Tier I:** *Stunning Strike*

**Tier II:** *Crushing Blow*

## CROSSBOWS

**Description:** The crossbow is a small, powerful bow attached to a heavy, wooden stock in order to allow for mechanical pulling and holding of the string. Crossbows come in a variety of sizes ranging from two feet long to five feet long, with the bow-size ranging from one to three feet.

**Special:** A medium crossbow may be used one-handed, but doing so imposes a -1 penalty to hit. Reloading a crossbow, regardless of size, is a two-handed job. You suffer no penalties for firing a crossbow while prone.

**Qualities:** Nil

### Weapon Tricks:

**Tier I:** *Point Blank Shot*

**Tier II:** *Rapid Reload*

**Tier III:** *Crippling Shot*

**Tier IV:** *Pinning Shot*

**Tier V:** *Ranged Disarm*

## DAGGER

**Description:** The dagger encompasses all small bladed weapons, such as the pugio of Coryan or the famed palm knife of Canceri. These blades range from 5” to 16” long and can be thrown with proper training.

**Qualities:** *Quick, Versatile (Slashing), Thrown (10')*

### Weapon Tricks:

**Tier I:** *Pommel Strike*

**Tier II:** *Twin Throw*

**Tier III:** *Steel Rain*

**Tier IV:** *Hamstring*

**Tier V:** *Pin Them Down!*

## FLAMBERGE

**Description:** A variant of the greatsword, the flamberge’s signature wavy blade is a deadly tribute to the cold serpentine empire that was responsible for its birth. A flamberge is a fearsome sight, sending chills down the spine of even the most stalwart foe. Covered in razor-sharp points and protrusions, these weapons grate through flesh and bone leaving horrid, jagged lacerations in their wake.

**History:** Originally developed by the Ssethregoran Empire, during recent years this weapon has become quite popular with the val’Virdan family and the Nierites of Canceri.

**Qualities:** *Impact*

### Weapon Tricks:

**Tier I:** *Mighty Swing*

**Tier II:** *Hamstring*

**Tier III:** *Rapid Strike*

## FLAIL

**Description:** This weapon is constructed from two or three heavy weights connected by thick chains to a sturdy shaft. The horseman’s version commonly consists of smaller lengths of chain connected to a wood shaft; the footman’s flail commonly has three heavy iron weights connected by much longer chains, allowing the weapon to get around shields and weapons with ease.

**Qualities:** *Flexible, Impact*

### Weapon Tricks:

**Tier I:** *Mighty Swing*

**Tier II:** *Bypass the Shield*





## FLINTLOCKS

**Description:** Altheria may be a center of knowledge and learning, but it is the power of blast powder that has kept the nation of Altheria safe for many years. Altherian flintlocks are undisputedly the finest flintlocks available. The Altherians' advanced understanding of blast powder and its explosive potential has aided them in the design of their flintlock weapons. Altherian flintlocks are designed to take advantage of specific amounts of blast powder for every shot, leading to the creation of blast powder rounds – small paper or cloth packets of blast power pre-measured to gain the most efficient and accurate shot. Therefore, these fine weapons are usually easier, safer, and faster to reload and fire. An Altherian flintlock pistol may be concealed, but the hero suffers a -6 penalty on his *Stealth* or *Deceit* Action Skill Roll to do so; even then, only one pistol may be so concealed on the body.

### Qualities:

Flintlock pistol: *Melee* (Unbalanced), Sp: 4, Dam: d6, blunt

Flintlock rifle: *Melee* (Unbalanced), Sp: 6, Dam d10, blunt

**Special:** Reloading a flintlock, regardless of size, requires both hands. You suffer no penalties for firing a flintlock while prone.

### Weapon Tricks:

**Tier I:** *Point Blank Shot*

**Tier II:** *Rapid Reload*

**Tier III:** *Quick Shot*

**Tier IV:** *Crushing Blow (Melee Only)*

**Tier V:** *Ranged Disarm*

## GAUNTLET

**Description:** A simple armored glove, a standard part of most medium and all heavy armors. In recent years the use of these gloves as weapons has gained some popularity in the arenas of Coryan and even become the signature off-hand weapon of the Casiva swordsman school in Savona.

**Qualities:** *Worn*

### Weapon Tricks:

**Tier I:** *Shielding*

**Tier II:** *Grasp the Blade*

**Tier III:** *Mighty Swing*



*Altherians craft the finest flintlocks in Onara, and are among the most proficient with them.*

## GLADIUS

**Description:** The gladius has a double-edged blade and a strengthened tip. The grip is made of wood, bone, or ivory, and is topped with a rounded pommel. The entire weapon is roughly 26" to 30" in length. The gladius is the standard blade of the Coryani Legions. Though this weapon has been in service for well over a thousand years, constant refinement has kept it amongst the best swords available.

**Qualities:** *Quick, Versatile (Piercing)*

### Weapon Tricks:

**Tier I:** *Throw the Blade*

**Tier II:** *Hamstring*

**Tier III:** *Rapid Strike*

## GLAIVE

**Description:** This weapon consists of a 6' long pole capped with an 18" long curved blade. Commonly found western lands different styling has also been encountered in the Haina Empire beyond of god-wall and in the hands of the Khitani.

**Qualities:** *Impact, Quick*

### Weapon Tricks:

**Tier I:** *Long Strike*

**Tier II:** *Mighty Swing*

**Tier III:** *Hamstring*

**Tier IV:** *Dismount Target*

**Tier V:** *Rapid Strike*





## GREATSWORD

**Description:** These weapons, also known as two-handed swords, have a 5' long blade with a foot-long hilt. Many of these blades also possess a ricasso with a pair of spikes just above, which acts as a second cross guard; this allows a hand to be placed below the lower guard to shorten the grip, allowing the user to crudely repel a cavalry charge as if it were a pole-arm.

**Qualities:** *Impact*

**Weapon Tricks:**

**Tier I:** *Mighty Swing*

**Tier II:** *Hamstring*

**Tier III:** *Rapid Strike*

**Tier IV:** *Quick Set*

## HAND AXE

**Description:** This small one-handed axe, originally a simple tool, has found some popularity as an off-handed weapon amongst the peasantry class of the League of Princes, the woodsmen of Milandir, and even amongst the Yhing hir tribes of the Hinterlands.

**Qualities:** *Thrown (10')*

**Weapon Tricks:**

**Tier I:** *Hamstring*

**Tier II:** *Mighty Throw*

## HALBERD

**Description:** This pole-arm consists of an axe blade with a large curved spike on the reverse side, topped with a long spike. This hybrid design allows the weapon to be used as a spear or axe, while the hook enables an experienced user to dismount opponents.

**Qualities:** *Armor Piercing, Impact, Versatile (Piercing)*

**Weapon Tricks:**

**Tier I:** *Mighty Swing*

**Tier II:** *Dismount Opponent*

**Tier III:** *Quick Set*

**Tier IV:** *Long Strike*

## JAVELIN

**Description:** This light spear is designed specifically for throwing, making this weapon completely impractical for melee combat.

**Qualities:** *Impact, Thrown (30')*

**Weapon Tricks:**

**Tier I:** *Mighty Throw*

**Tier II:** *Pinning Shot*

## KIO SWORD

**Description:** Kio swords are fashioned with double-edged cutting blades like broadswords, but they are as fine and maneuverable as a rapier. The blade has a ricasso near the hilt and a fuller down the middle. The metal of the blade is usually ash gray or has a bluish sheen. The hilt commonly has an ornately decorated grip of some significance to the family who constructed it. Overall, these blades are light, durable, and flexible.

**History:** A few Kio master smiths have harbored an ancient blacksmithing technique that uses an alloy of purified steel with infusions of meteoric iron to forge the finest swords in the southern lands, if not the whole continent of Onara. Some Kio swords are hundreds of years old and are passed down as heirlooms, still completely functional despite their age. It is exceedingly rare to see one up for purchase. Usually these blades are only given away for some great service performed for a noble Kio house. In fact, so great is the repute of certain swords that some Kio warriors are recognized simply by the sword they carry. To see a Kio duelist fight with such a blade is a true wonder to behold. All Kio swords are named, and as a matter of tradition, most bearers of Kio swords introduce themselves as "name," bearer of "sword name."

**Qualities:** *Adaptable (two-handed), Quick*

**Weapon Tricks:**

**Tier I:** *Rapid Strike*

**Tier II:** *Mighty Swing*

**Tier III:** *Hamstring*

**Tier IV:** *Slicing Disarm*

## LANCE

**Description:** Also referred to as a contus in Coryan, the lance is in essence a reinforced spear designed for mounted combat. Due to its weight and awkward design, this weapon is of little use when not mounted.

**Qualities:** *Mounted*

**Weapon Tricks:**

**Tier I:** *Mighty Swing*

**Tier II:** *Dismount Target*

**Tier III:** *Crushing Blow*





## MACE

**Description:** A mace consists of a strong haft capped with a thicker, heavier iron or steel head. The head often has heavy flanges, designed to penetrate armor and inflict more damage. The original designs for maces stretch back to antiquity. The footman's mace is commonly 3' long with a wrapped hilt; the horseman's mace is normally longer reaching lengths of up to 6' – but lighter, allowing it to be used on horseback.

**Qualities:** *Impact, Armor Piercing*

### Weapon Tricks:

**Tier I:** *Crushing Blow*

**Tier II:** *Mighty Swing*

## MAUL

**Description:** Also referred to as the great mace, this weapon is just a larger, two-handed version of the footman's mace.

**Qualities:** *Impact, Armor Piercing*

### Weapon Tricks:

**Tier I:** *Mighty Swing*

**Tier II:** *Crushing Blow*

**Tier III:** *Juggernauts' Hammer*

## GREAT TRIDENT

**Description:** A two-handed version of a regular trident, this weapon consists of three barbed tines protruding from the end of a 6-foot shaft.

**History:** Originally developed by the Undir for fishing, the trident has been adapted and refined by the water-faring culture of the val'Ossan. The Dolphin Guard of Naeraanth have become very fond of this weapon, often having them made of coral or exotic metals.

**Traits:** *Reach*

### Weapon Tricks:

**Tier I:** *Mighty Throw*

**Tier II:** *Pin Them Down!*

**Tier III:** *Mighty Swing*

**Tier IV:** *Hamstring*

## NET

**Description:** Simply a barbed rope net developed as a weapon within the confines of the gladiatorial arenas of Coryan.

**Qualities:** *Flexible*

### Weapon Tricks:

**Tier I:** *Grasp the Blade*

**Tier II:** *Entangle Opponent*

**Tier III:** *Dismount Opponent*

## PICK

**Description:** These weapons evolved from mining tools and resemble their more mundane companions. They consist of a shaft capped with a heavy hammer head that extends into a spike on the reverse end. A horseman's pick has a long handle, reaching between five and six feet. A footman's pick has no hammer end, instead having two opposed spikes and typically a third extending from the end of the shaft like a spearhead.

**Qualities:** *Armor Piercing*

### Weapon Tricks:

**Tier I:** *Pin Them Down!*

**Tier II:** *Dismount Opponent*

## PILUM

**Description:** Pilum are quite unique in design; although a pilum can function as a spear, it is designed to warp after impact in hopes that it will drag down an enemy's shield, sometimes even pinning two of them together. The average pilum is 6 feet long and has a barbed iron shaft connected to a wooden pole in a weighted socket. A lead ball is usually added to further increase the throwing distance.

**History:** This weapon was developed during the phalanx days of warfare to counter the all too commonly encountered shield wall. This weapon was designed as a means to open gaps in the shield walls of the enemy, and it is still in use today, often issued to the Coryani auxiliarius.

**Qualities:** *Armor Piercing*

### Weapon Tricks:

**Tier I:** *Render Shield Worthless*

**Tier II:** *Mighty Throw*





## QUARTERSTAFF

**Description:** Easy to make, and readily found in even the smallest hamlet, these weapons are commonly the arms of peasants – but in the hands of a master, deceptively deadly.

**Qualities:** *Dual-Weapon*

**Weapon Tricks:**

**Tier I:** *Rapid Strike*

**Tier II:** *Mighty Swing*

**Tier III:** *Long Strike*

**Tier IV:** *Stunning Strike*

## SCIMITAR

**Description:** This blade originated amongst the Yhing tribes of the Hinterlands. The scimitar is a sword with a curved, single-edged blade about 36" long.

**Qualities:** *Quick*

**Weapon Tricks:**

**Tier I:** *Hamstring*

**Tier II:** *Slicing Disarm*

**Tier III:** *Rapid Strike*

## SCYTHE

**Description:** A modified version of the agricultural scythe, this pole arm consists of a 4' long curved blade upon a 5' to 6' long staff. A rare weapon, it is most commonly found in the hands of those devoted to Neroth.

**Qualities:** *Impact*

**Weapon Tricks:**

**Tier I:** *Mighty Swing*

**Tier II:** *Bypass the Shield*

**Tier III:** *Hamstring*

**Tier IV:** *Pin Them Down!*

## SHORT SWORD

**Description:** The smallest of the sword family, short swords are derived from the Coryani gladius; being thinner and lighter than the gladius, it lacks the power of a heavier blade but makes up for it in increased speed.

**Qualities:** *Quick*

**Weapon Tricks:**

**Tier I:** *Throw the Blade*

**Tier II:** *Pommel Strike*

**Tier III:** *Rapid Strike*

**Tier IV:** *Hamstring*

## SICKLE

**Description:** An agricultural tool, the sickle is an uncommon weapon, mostly found wielded by the devout of Saluwé. The sickle consists of a curved half moon 24" blade atop a 12" hilt. There is also a version of this weapon named a Hand Scyth which is commonly used by the devoted to Neroth.

**Qualities:** *Versatile (Slashing)*

**Weapon Tricks:**

**Tier I:** *Hamstring*

**Tier II:** *Slicing Disarm*

**Tier III:** *Pin Them Down*

## SIDE SWORD

**Description:** This modified long sword has a thinner blade with a longer cross-guard sweeping down, forming rings just below the guard to place ones finger, allowing for quicker strikes.

**Qualities:** *Quick, Versatile (Piercing)*

**Weapon Tricks:**

**Tier I:** *Pommel Strike*

**Tier II:** *Rapid Strike*

**Tier III:** *Slicing Disarm*

**Tier IV:** *Hamstring*

## SLING

**Description:** A loop of flax, hemp, or wool into which a stone is placed. The sling is then spun at high speeds as one end of the loop is released, sending the stone flying.

**Qualities:** *Concealable*

**Weapon Tricks:**

**Tier I:** *Stinging Shot*

**Tier II:** *Mighty Throw*

## SMITH'S HAMMER

**Description:** A common smith's hammer is a surprisingly effective weapon in the right hands.

**Qualities:** *Thrown (10')*

**Weapon Tricks:**

**Tier I:** *Mighty Throw*

**Tier II:** *Stunning Strike*





## SPEAR, LIGHT (LANCEA)

**Description:** The lancea is a wood-shafted, metal barb-tipped weapon mainly used for throwing, but it is also sturdy enough to be used as a thrusting weapon if retained in the hand.

**History:** Originally developed by the Coryani as a standard armament for their legions, this weapon now enjoys widespread use. Some of these weapons carry elaborate designs and are used as badges of office.

**Qualities:** *Thrown (30')*

### Weapon Tricks:

**Tier I:** *Mighty Throw*

**Tier II:** *Pommel Strike*

**Tier III:** *Rapid Strike*

**Tier IV:** *Long Strike*

## SPEAR, LONG (PIKE)

**Description:** Pikes are extremely long weapons, usually about 20 feet in length. The steel tip is fairly long compared to the wooden shaft, making this weapon most unwieldy in close combat.

**History:** The pike was a favorite of the old phalanx days of warfare where troops were heavily packed together. Often used to counter cavalry, a row of pikemen set to receive a charge is a deadly encounter for all but the most skillful cavalry knights. For this very reason, the Cancereze Nierites have adopted this weapon as a means to combat the mounted Knights of Milandir and the horse warriors of the Yhing hir.

**Traits:** *Reach (20')*

### Weapon Tricks:

**Tier I:** *Quick Set*

**Tier II:** *Bypass the Shield*

## SPIKE CHAIN

**Description:** This weapon consists of a 6' long chain with spikes at each end. An exceptionally difficult weapon to master, the spike chain is commonly found in Canceri where they have found great popularity amongst slave masters and some city garrisons.

**Qualities:** *Dual-Weapon, Flexible*

### Weapon Tricks:

**Tier I:** *Long Strike*

**Tier II:** *Bypass the Shield*

**Tier III:** *Rapid Strike*

**Tier IV:** *Crushing Blow*

## STEEL WHIP

**Description:** This short whip consists of interlocking steel rods and rings wrapped in soft, flexible leather. It gives off a skittering rattle when used; hence, the weapon's nickname "rattler."

**History:** The steel whip is a surprisingly dangerous weapon that was first developed by the Kio for reasons known only to them. Within the League of Princes, this weapon is still very popular.

**Qualities:** *Flexible, Quick*

### Weapon Tricks:

**Tier I:** *Long Strike*

**Tier II:** *Bypass the Shield*

**Tier III:** *Rapid Strike*

**Tier IV:** *Snatch Object*

## TRALIAN HAMMER

**Description:** Designed to overcome exceedingly tough armor, the Tralian hammer combines both the standard bludgeoning head of a hammer and the piercing, beak-like spike of a heavy pick. The entire thing is mounted on the end of a metal-shod, six-foot long shaft. While this has allowed for an extremely effective method of taking down heavily armored knights, it has also made the weapon a little too unwieldy for all but those who dedicate themselves to its mastery.

**Qualities:** *Armor Piercing, Versatile (Piercing)*

### Weapon Tricks:

**Tier I:** *Mighty Swing*

**Tier II:** *Crushing Blow*

**Tier III:** *Juggernauts' Hammer*

**Tier IV:** *Dismount Opponent*

## UNARMED

**Description:** There are countless styles of unarmed combat thought the lands. This weapon represents the use of any portion of the body when striking an opponent; specific styles may dictate which portion of the attacker's body is actually used to perform the strike.

**Qualities:** *None*

### Weapon Tricks:

**Tier I:** *Stunning Strike*

**Tier II:** *Rapid Strike*

**Tier III:** *Earth to Sky*

**Tier IV:** *Hamstring*



## WAR AXE

**Description:** A martial version of the common woodman's axe, the war axe has a heavy blade and a longer, reinforced hilt. Some of these weapons even have double axe heads, making them just as dangerous on the back swing.

**Qualities:** *Impact, Thrown (10')*

### Weapon Tricks:

**Tier I:** *Pommel Strike*

**Tier II:** *Render Shield Worthless*

**Tier III:** *Mighty Swing*

## WAR FAN

**Description:** The favored weapon of certain groups of female Larissans, this weapon is deceptive to the untrained eye. The veins of this fan are crafted from steel and the tips are needle-sharp. The fan material is made of the finest cloth, and (much to the chagrin of polite society) is often decorated with artistic renditions of one or more of the infamous Sixty-Six Acts of Debauchery.

**History:** The origins of this weapon lie somewhere within the Khitani Empire. However, once it was brought into the Coryani Empire the Larissans of Sweet Savona warmly embraced it, and continue to favor it as an unassuming but deadly weapon.

**Qualities:** *Quick, Concealable*

### Weapon Tricks:

**Tier I:** *Hamstring*

**Tier II:** *Shielding*

**Tier III:** *Stunning Strike*

## WARHAMMER

**Description:** This vicious instrument is a favorite of the famed Tralian Hussars, who are loath to relinquish it in favor of more sophisticated weapons. It is often sheathed in iron to improve its durability.

**Qualities:** *Armor Piercing, Versatile (Blunt)*

### Weapon Tricks:

**Tier I:** *Mighty Swing*

**Tier II:** *Stunning Strike*

## WHIP

**Description:** Also referred to as a bullwhip, these weapons are most commonly used to control livestock. Made of rawhide, these weapons are typically 10' in length from handle to tip.

**Traits:** *Reach*

**Qualities:** *Flexible*

### Weapon Tricks:

**Tier I:** *Long Strike*

**Tier II:** *Bypass the Shield*

**Tier III:** *Rapid Strike*

**Tier IV:** *Snatch Object*

## ARMOR DESCRIPTIONS & CAPABILITIES

All armor entries possess the following information.

**Description:** A general description of the armor, and any notable historical information.

**Qualities:** Some sets of armor possess additional qualities, but unlike weapon training you do not need to be trained in its use to be affected by its qualities.

**Donning and Removing Armor:** Donning armor takes a number of ticks depending upon its type; light armor requires 24 ticks, medium 36 ticks, and heavy 48 ticks to put on. A character can don the armor in half the time if assisted.

Removing armor takes the same amount of time, unless the hero is willing to damage the armor, in which case they can reduce the time needed by one half.

**Custom** – This armor must be fitted to the wearer; if you wear a set of armor with this property that has not been custom fit to you, the AR is reduced by the Bulk of the armor, and you also suffer double the armor's Bulk penalty to all skill uses which rely on Might or Quickness.

It is possible to have a suit of armor with this property refitted, but doing so costs one-third of the armor's cost.

**Concealable** – This armor can be easily mistaken for normal clothing; as such any observer must succeed in a Challenging (TN 20) *Perception* (In) or *Artisan* (Armor Smith) (In) Action Skill Roll to realize the true nature of the armor.

**Slow** – This armor is cumbersome; while wearing it the Speed cost of all combat actions you take is increased by +1.

**Unwieldy** – Some shields are difficult to use and unbalancing. When using a shield with this quality in combat, you suffer a -1 penalty on all attack rolls.

**Weapon Tricks:** All shields have the ability to perform a small number of Weapon Tricks. You must have the Armor Proficiency Talent with the shield in order to use these tricks.



## ARMOR DESCRIPTIONS

### ARMORED JACKET (LEATHER)

**Description:** Consisting of a short leather jacket reinforced with hidden metal plates, the protective nature of these jackets can be easily overlooked. Traditionally, these jackets are fitted with hidden pockets and wrist scabbards that can hold a dagger or other small weapon.

**Qualities:** *Concealable*

### BRIGANDINE

**Description:** First created by the Coryani Empire, brigandine armor consists of a studded leather coat reinforced with metal plates riveted onto the torso and back of the jacket. These plates are then covered with additional cloth or boiled leather for extra protection.

**Qualities:** Nil

### CANCERESE GOTHIC PLATE

**Description:** This armor consists of a reinforced breastplate coupled with reinforced double-link chain mail accompanied by leg and arm grieves gauntlets and a reinforced helm.

**Qualities:** *Slow*

### CAPHRACTOS SEGMENTATA

**Description:** Caphractus segmentata has come into use just recently, partly in response to the famed Andrean plate of Milandir. It consists of a suit of Lorica Segmentata augmented with segmented arm and leg bracers. As with Andrean plate, caphractus segmentata is rare. However, in this case it is because the Coryani legions control its production – and even when willing to sell it to others, the armor is rather expensive.

**Qualities:** *Slow*

### CHAIN AND PLATE

**Description:** This armor consists of a standard breastplate coupled with reinforced double-link chain mail.

**Qualities:** Nil

### CHAIN SHIRT

**Description:** Tediously crafted from thousands of small, interwoven, riveted iron or steel rings, these shirts are one of the most common military armors. These are usually worn over a padded linen under-shirt.

**Qualities:** Nil

### CHAIN, KIO, AND MILANDISIAN HAUBERKS

**Description:** There are three main varieties of chain hauberks. The common variety consists of metal loops woven into a linen shirt, with sleeves ending just above the elbow and flaps down the front and the back ending just below the knee. These flaps are commonly split, allowing the wearer to ride a horse. A coif and thick, metal ring-covered leather gloves typically accompany this armor.

The Milandisian hauberk is similar to the common variety, but adds a boiled leather vest that clasps across the chest. The Kio hauberk, the design of which predates the common chain hauberk, is more advanced than the other varieties. It uses many of the same techniques used to forge the famed Kio Swords. The metal rings are woven into quilted silk shirts; like all Kio-crafted goods, this armor is rare outside Kio families.

**Qualities:** Nil

### GLADIATORIAL ARMOR

**Description:** This armor is more for show than practical use. Each set of armor is unique and is often a hodge-podge collection of different kinds of armor. While some suits consist of armored sleeves with decorated helms, others consist of leather versions of lorica set with brass fittings for a more theatrical look. Regardless, all of these armors provide little actual protection and are more for costume than proper battle.

Many ex-gladiators still utilize parts of their old armor to augment the look of better and heavier armors.

**Qualities:** Nil

### LEATHER ARMOR

**Description:** Consisting of a mix of hard and soft leathers, this armor affords a measure of protection yet still grants maximum maneuverability. Due to its relatively low cost, street gangs and thugs commonly use this armor.

**Qualities:** Nil





## LORICA HAMATA

**Description:** Lorica hamata consists of a chain shirt fitted with thick brass shoulders that run from the mid-back to the front of the torso, where they are connected by iron loops. Though this armor has fallen out of use with the common legionnaire, it has found a place amongst the Ferentarii (Light troops) and the Scouts of the Coryani legions.

**Qualities:** Nil

## LORICA MUSCULATA

**Description:** This version of lorica is made of hardened leather and is commonly supplied to auxiliary and archery units that do not require the full (and expensive) protection afforded by steel lorica segmentata.

**Qualities:** Nil

## LORICA SEGMENTATA

**Description:** The armor of the finest and best-equipped Coryani legions, lorica segmentata has seen many improvements during more than 360 years of outstanding service to the Empire.

Though surpassed in many ways by newer designs, this armor is arguably the finest armor ever issued to the common soldier. It consists of steel plates bent and molded around the chest and shoulders, then linked together with steel mail worn beneath. Steel arm and leg greaves complete the kit. This armor is built for maximum protection and maneuverability.

**Qualities:** Nil

## LORICA SCAMATA

**Description:** The lorica squamata consists of a metal scale shirt fitted with steel shoulders, like those found on lorica segmentata. Used by standard bearers, musicians, centurions, cavalry troops, lorica squamata is common within the legions of Coryan, even finding its way to some auxiliary infantry legions as well.

**Qualities:** Nil



*The Coryani legionnaires are among the most highly trained and best equipped warriors of any nation.*





## MILANDISIAN ANDREAN SUIT OF PLATE

**Description:** Named for Andreas II, former King of Milandir and creator of this style of armor, Andrean plate offers the greatest protection achieved to date. Though it is far too heavy for all but the strongest knights to wear, Andrean plate is surprisingly easy to move around in. Its clever design permits the wearer to enjoy almost a full range of motion.

This armor is rare – not because its construction is controlled, but because it is extremely expensive to manufacture. Only the wealthiest of individuals can afford such a suit of armor.

**Qualities:** *Slow*

## MILANDISIAN GOTHIC CUIRASS

**Description:** Milandisian armor smiths are some of the most accomplished in the history of the craft. One of their many innovations is the Milandisian cuirass, which increases the effectiveness of the typical horseman's cuirass by adding a series of cunningly designed curves to the breastplate and helm.

**Qualities:** Nil

## RING MAIL

**Description:** A hybrid armor combining aspects of chain mail and padded armor, ring mail consists of a padded leather jacket covered with large interlocking metal rings. Boiled leather arm covers and leg greaves complete the suit.

**Qualities:** Nil

## ROYAL CORYANI LORICA MUSCULATA

**Description:** This version of lorica consists of a steel breastplate fitted with segmentata style shoulders. This armor is comfortable yet tough. Often worn by officers, it is a sign of wealth and power.

**Qualities:** Nil

## SICARITE REINFORCED LEATHER & SICARITE STUDDED LEATHER

**Description:** The excellent leather artisans of the Yhing hir are responsible for the development of these cunningly designed superior armors. Developed out of necessity due to the lack of iron in the Hinterlands, these suits consist of interlocked, water-shrunk leather plates tailored over a stiff bamboo framework that allows more freedom of movement than that of normal leather or

studded leather armors.

Studs, strips of metal, and spikes are sometimes added when available to the crafter. Few families in the Hinterlands know the techniques needed to make Sicarite armor, and those who do regard the knowledge as a precious family secret.

**Qualities:** Nil

## SS'RESSEN SCALE ARMOR

**Description:** This heavy coat and skirt of scaled leather is made from the hides of the huge ss'ressen of the Agamis Egg Clutch. This extremely rare armor may only be found in Altheria or the Eelorii city of Entaris.

**History:** It is an accepted fact that the elorii were the originators of this type of armor, and they have several suits of Ss'ressen scale dating back to time of the elorii rebellion from the Ssethregoran Empire.

**Qualities:** Nil

**Special:** When worn by ss'ressen, this armor grants +1 to the ss'ressen's Natural Armor Rating.

## STUDDED LEATHER

**Description:** Studded leather is a suit of boiled leather armor augmented with large iron rings or metal studs affording the wearer some additional protection.

**Qualities:** Nil

## SHIELDS

As noted above, shields may be used as weapons and even possess their own Weapon Tricks. To learn shield Weapon Tricks, you must possess ranks in *Melee* (Unbalanced) (See Armor Proficiency, shield pg. 187).

### BUCKLER

**Description:** This small shield consists of a small metal disk 6" to 18" in diameter, held by a metal bar and gripped in the fist.

**Qualities:** Nil

**Special:** Unlike other shields, you may only benefit from a buckler's SB against one target at a time. Upon your action, declare the target you will defend against; until your next action you only benefit from your buckler against that one target.

**Weapon Tricks:**

**Tier I:** *Crushing Blow*





## LARGE SHIELD

**Description:** Commonly referred to as kite shields, these shields are rounded at the top and tapered at the bottom. This allows for their use on horseback as well as increased mobility when wielded on foot.

**Qualities:** Nil

**Weapon Tricks:**

**Tier I:** *Shield Slam*

**Tier II:** *Shield Defense*

## SMALL SHIELD

**Description:** Small shields are commonly made from strips of wood bound together by iron bars or, more commonly, an iron ring along the shield's outer rim. Held in place by a leather strap and a wood or iron grip, these shields are light and durable.

**Qualities:** Nil

**Weapon Tricks:**

**Tier I:** *Throw Shield*

**Tier II:** *Edge of the Shield*

**Tier III:** *Shield Slam*

## TOWER SHIELD

**Description:** Almost exclusively used by the Coryani legions, these shields stand slightly over 3' in height and are crafted from overlapping strips of bent wood reinforced with iron bars. Notoriously difficult to use, these shields are rarely seen outside the legions, as only group tactics allow for the proper use of these shields. Tower shields have a Material Strength of AV: 30/H: 5

**Qualities:** *Unwieldy*

**Weapon Tricks:**

**Tier I:** *Shield Defense*

**Tier II:** *Shield Formation*

**Tier III:** *Shield Slam*



## GEAR

**Backpack:** A backpack can store up to 10 points of Encumbrance or up to 50 lbs. of gear, with no single item having an Encumbrance of 3 or more. All items stored in a backpack have their Encumbrance value cut by half.

**Barding:** War-trained mounts are valuable, and losing one's mount in battle is dangerous. To prevent this, mounts are often armored.

Light Barding (AV: 2, Bu: 1, Weight: 30lb, Enc: 4)

Medium Barding (AV: 4, Bu: 2, Weight: 60lb, Enc: 6)

Heavy Barding (AV: 6, Bu: 3, Weight: 90lb, Enc: 8)

**Belt Pouch:** A belt pouch can store up to 2 points of Encumbrance or 2 lbs.

**Candles:** A lit candle burns for 1 hour before guttering out. It sheds bright light in a 5' radius and shadowy light 5' further.

**Chain:** Chain has an AV: 10 and H: 2. It can be burst with a successful Daunting (TN 25) *Athletics*: Feat of Strength (Mi) Action Skill Roll.

**Crowbar:** A crowbar grants a +2 to all Might Attribute Action Rolls when utilized for appropriate purposes. If used in combat, treat a crowbar as a club.

**Grappling Hooks (Normal & Collapsible):** To use a grappling hook to secure a rope, you must succeed in a Routine (TN 15) *Ranged* (Throw) (Qu) or *Larceny* (Qu) Action Skill Roll. The hook has a range of 10' and a maximum range of 30'; each full 10' that the hook must be thrown imposes a cumulative -1 penalty to this Action Roll.

**Grappling Hook (Arrow):** These grappling hooks are good for one use only, as the shaft snaps when the hook is set. To use a hook to secure a rope, you must succeed in a Routine (TN 15) *Ranged* (Archery) (Pr) or *Larceny* (Qu) Action Skill Roll. The hook has a range of 20' and a maximum range of 60'; each full 20' that the hook must be fired imposes a cumulative -1 penalty to this Action Roll.

**Lamp or Lantern:** When filled with a pint of oil and lit, these devices burn for 6 hours. A lamp sheds bright light in a 30' radius and shadowy light out to 90'; a lantern sheds bright light in a 40' radius and shadowy light out to 100'

**Locks:** The TN to open the lock (commonly with the *Larceny* skill) depends upon the quality of the lock. Common locks require a successful Routine (TN 15) Action Skill Roll, Fine locks require a successful Challenging (TN 20) Action Skill Roll, and Exceptional locks require a successful Daunting (TN 25) Action Skill Roll. In extremely rare circumstances, you might come across a Legendary lock; such locks have TNs ranging from 30 and up.

**Manacles:** Manacles can bind a human sized creature. A manacled creature may





perform a Daunting (TN 25) *Acrobatics* (Qu), *Larceny* (Qu), or *Larceny* (Lo) Action Skill Roll to slip free. Breaking the manacles requires a successful Amazing (TN 30) *Athletics*: Feat of Strength (Mi) Action Skill Roll. Manacles have AV: 10 and H: 2. If the manacles are locking, increase their cost by the cost of the lock that is used in them.

**Oil:** A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a weapon. Lighting oil requires a Demanding skill action; once thrown (as a Speed: 5, thrown weapon, with a range increment of 10' and maximum range of 30'), the pint of oil deals 2d6 points of fire damage.

You can pour a pint of oil on the ground to cover an area 5' square, provided that the surface is smooth. If lit, the oil burns for 12 Ticks and deals 1d4 points of fire damage to all creatures in the area every third Tick.

**Pickaxe:** If used as a weapon this tool deals d6 (Mi) damage.

**Rope, Hemp:** This rope is easily cut with any edged weapon, and can be burst with a successful Challenging (TN 20) *Athletics*: Feat of Strength (Mi) Action Skill Roll.

**Rope, Silk:** This rope is easily cut with any edged weapon; unlike hemp rope, cutting silk rope requires a Complex skill action and can be burst with a successful Daunting (TN 25) *Athletics*: Feat of Strength (Mi) Action Skill Roll.

**Sack:** Leather or canvas sacks can carry 15 points of Encumbrance or 50 lbs. These do not reduce the Encumbrance of items stored in them.

**Tinderbox:** Lighting a fire, lamp, lantern, or torch requires a Demanding skill action when using a tinderbox.

**Torch:** A lit torch burns for 1 hour. It sheds bright light in a 10' radius and shadowy light 40' further. If used in combat, treat as a club that deals an additional 2 points of fire damage when lit.

**Sextant, Altherian:** This innovative instrument is a wonder of modern technology. By using this small metal and crystal device to line up the sun or stars, one may find his relative position on land, sea, or in the air. With the help of this device, a hero can automatically succeed on any *Wilderness Lore* or *Seamanship* Action Skill Roll to find his latitude and longitude on a map. Untrained characters have no idea how a sextant works. To successfully use this item, a character must have at least 3 ranks in *Wilderness Lore* or *Seamanship*.

**Shot Bandolier, Altherian:** With the invention of pre-measured blast powder packets, these bandoliers have gained widespread acceptance. Each bandolier holds up to 20 packets of shot powder in its easily accessible pockets. These pockets are water and fire resistant, providing the packets protection from all mundane sources of heat and water for short amounts of time (24 Ticks if fully immersed in water or fire). Retrieving a powder pack from this bandolier is a non-action accounted for in the weapon's reload Speed. A hero may only wear two bandoliers at any time.

**Shot Belt Pouch, Altherian:** These small leather belt pouches have been specially treated with a resin made from animal fat. These pouches are able to hold up to 20 pre-measured blast power packets. When closed, these pouches protect blast power from mundane sources of heat and water for short amounts of time (24 Ticks if fully immersed in water or fire). It takes a Simple skill action to open or close an Altherian shot belt pouch, but retrieving a powder pack from this bandolier is accounted for by the weapon's reload Speed.

**Spyglass, Altherian:** These devices magnify the user's vision by ten times.

**Flintlock Toolkit:** This toolkit is a must-have item for anyone using or reloading flintlock weapons. The toolkit consists of a number of small tools used to maintain, clean, dry, and repair flintlock weapons. This kit also contains replacement flints and small molds used to create lead bullets when ammunition is running short.

**Mess/Cooking Kit:** This neatly packaged item contains all the supplies and utensils one person needs to cook and eat small meals during travel. A small metal pot is the central item; within it are packaged a small wooden cup, several small wooden containers of common spices, and a set of cheap metal utensils. The lid to the pot also doubles as the eating plate.

**Waterproof Flintlock Case:** These small devices were first created by the val'Ossan family to protect their flintlocks from the harsh elements frequently encountered during sea voyages. Made from various cured animal bladders, each of these form-fitted waterproof sleeves may store a single loaded flintlock weapon, keeping it safe from any normal water damage. Flintlocks stored in this manner are not subject to damage or any other harmful effects of water. As a Demanding skill action, a flintlock may be placed into or retrieved from one of these cases. Alternatively, a character may retrieve a stored flintlock as a Simple skill action, but doing so requires destroying the case. If the situation is truly dire, one may simply shoot through the case without removing the flintlock at all, but the shooter suffers a -2 penalty to hit and all range increments of the weapon are halved. These cases are very flexible; it may be rolled into a very small tube when it is not in use. One may even use these cases to shoot flintlocks underwater, with each case being destroyed after one shot. However, the shooter still suffers a -2 penalty to hit, and the maximum distance the bullet will be effective underwater is 10 feet, as after that its momentum is spent.

**“Keep your gun clean and your powder dry”  
– Common affirmation to those setting out  
into the Kraldjur Morass**





## KITS & PACKAGES

### MILITARY KIT

Backpack, tent, bedroll, tinderbox, mess/ cooking kit, waterskin, whetstone, belt, boots, breeches, scabbard, sheath, garb - common, rations (1 week).

Altherian & Coryani heroes also have a red cloak (signifying a member of the military) while Milandisian heroes gain a tabard.

**Encumbrance:** If the backpack is used to store the bedroll (3), tinderbox (0.5), mess/cooking kit (1), waterskin (1), whetstone (0.5), and rations (2), the total Encumbrance is 10.

### EXPLORERS KIT

Backpack, rope (silk), collapsible grappling hook, hammer, chalk, crowbar, mess/cooking kit, waterskin, garb – scholar, rations (1 week), small mirror, cloak, book (paper), ink (1 vial), lamp, 2 pints of oil.

**Encumbrance:** If the backpack is used to store the silk rope (3), grappling hook (2), crowbar (2), mess/cooking kit (1), rations (2), small mirror (1), chalk (.5), and ink (.5), the total Encumbrance is 18.

### TRAVELERS KIT

Backpack, tent, bedroll, saddle bag, mess/cooking kit, waterskin, garb – common, rations (1 week), cloak, 5 torches, tinderbox.

**Encumbrance:** If the backpack is used to store the bedroll (3), 5 torches (5), and rations (2), the total Encumbrance is 8.5

## VEHICLES

Vehicles move about as fast as the force pulling or propelling it. Land vehicles all require some sort of animal to pull them, while rowboats require the strength of the rower to move them forward. Large water vessels use sail power or oars.

**Carriage/Coach:** Essentially a wagon equipped with a comfortable compartment for travelers, carriages are the preferred mode of transportation for the nobility and wealthy. A typical carriage can hold six passengers inside, plus two seats on the front for the drivers and a stand at the back for the footman. It's not unheard of for passengers to ride on top of the carriage, which can hold up six more passengers. A team of two, four, or six horses can pull a carriage.

*Material Strength:* AV: 20/H: 4 (hull) or AV: 20/H: 1 (wheel); *Traveling Speed:* 5 mph for two horses/6 mph for four horses/7 mph for six horses

**Cart:** This is a simple vehicle consisting of a bed held aloft by two wheels. It is drawn by one draft animal. The bed can hold up to three passengers and a driver.

*Material Strength:* AV: 20/H: 2 (hull) or AV: 20/H: 1 (wheel); *Traveling Speed:* 3 mph

### CHARIOT

These small carts have been in wide use for many years in the Coryani Empire. Currently they are falling into disfavor, though many nobles and warriors still possess and use them on a regular basis. Riding in a chariot is very different than riding a horse. Whenever a *Ride* check would normally be required, a person in a chariot must perform an *Acrobatics: Balance* (Qu) Action Skill Roll instead. If the driver of the chariot has 6 or more ranks in *Ride* or *Beast Lore*, they gain a +1 bonus on these rolls. A rider may benefit from this bonus from both skills. There are two basic types of chariot available.

**Chariot, riding:** This two-wheeled transportation device holds one person (and his personal gear) standing upright on a platform that is surrounded by a small semi-circle of wood and cloth. Sometimes these chariots are highly decorated or elaborately fashioned. Some are trimmed in exotic and costly metals, and some are made to resemble fierce beasts or creatures of legend.

*Material Strength:* AV: 20/H: 2 (hull) or AV: 20/H: 1 (wheel); *Traveling Speed:* 5 mph for one horse/6 mph for two horses.

**Chariot, war:** This two-wheeled transportation device holds up to three people (and their personal gear) standing upright on a platform that is surrounded by a small semi-circle of wood and metal. Sometimes these chariots are constructed of exotic materials or decorated for specific families, individuals, or military units.

*Material Strength:* AV: 25/H: 5 (hull) or AV: 20/H: 2 (wheel); *Traveling Speed:* 6 mph for three horses/7 mph for six horses

### KEELBOAT

A keelboat is a large boat that can sail at sea or in rivers. Statistics for a keelboat also reflect those of a barge. These vessels can typically hold upwards of 50 tons of cargo.

*Material Strength:* AV: 30/H: 5 (hull); *Traveling Speed:* 3 mph

### LECTICA

Also commonly referred to as a litter, a lectica is usually carried by 4 to 8 servants. A common lectica can carry 2 people comfortably, with larger lecticas able to carry up to 4 people.

*Material Strength:* AV: 30/H: 2; *Traveling Speed:* 1 mph





## ROWBOAT

This small oar-propelled craft can hold up to six passengers.

*Material Strength:* AV: 20/H: 2 (hull); *Traveling Speed:* Depends on current or 1–3 mph

## SAILING SHIP

A sailing ship encompasses a broad range of ships. These vessels can sail at sea or in deep lakes. Most have two (common) to three (galley) dozen crew members and the ships can hold as much as 200 tons of cargo.

*Material Strength:* AV: 30/H: 10 (hull); *Traveling Speed:* Depends on wind, 2–4 mph

## WAGON

A wagon is a large flatbed vehicle drawn by a team of two to four horses. It can hold a driver and up to nine passengers.

*Material Strength:* AV: 20/H: 3 (hull) or AV: 20/H: 1 (wheel); *Traveling Speed:* 5 mph for two horses/6 mph for four horses.

## SLAVES

Slavery exists as an institution in many of the empires across the Known Lands. There are places, such as the Kingdom of Milandir, the elorii of Seremas or some of the kingdoms and principalities of the League of Princes where the practice is not only illegal, but abhorrent. Nevertheless, entry into the few nations with a slave is not illegal and rarely, if ever are the slaves released from their master's control.

The reason for this is not a lack of sympathy for the plight of the slave, but a pragmatic one: namely the sudden cessation of travel and trade by some of the most wealthiest and populous nations on the Known Lands. Those nations that forbid the practice are far outnumbered by those that do. Should a rich merchant from Plexus suddenly discover that she can't enter Milandir for fear of losing the slaves that help him with the cargo, she will simply not go to Milandir.

There are some things that are certainly not allowed - one cannot purchase or sell a slave in those territories where it is outlawed. Additionally, the abuse of a slave within plain sight may cause for a citizen to report the incident to the authorities or even cause the citizen to intercede on the slave's behalf. Such occurrences are rare, but they do happen.

Common slaves are Tier 1, d6, human minions; whereas Fine slaves are commonly Tier 2, d8, human minions; with Exceptional slaves being Tier 4, d10, human minions. All slaves possess 5 skills which must be Lore, Physical, or Social skills at 3/6/9 ranks respectively.

## SPECIAL MATERIALS

Across the Known Lands there are special metals and alloys that have been utilized by dwarves and other smiths alike in pursuit of the perfect weapon, or to seek an edge upon the field of battle. The materials described below may be applied to any item that is predominantly made from metal.

### GLASS STEEL

A vein of this strange ore was first discovered on the ocean-facing side of the Altherian Plateau. A deep gray color when first mined, this ore is run through several purification processes and a multi-stage smelting technique that soon produces a semi-clear material of impressive strength. At first regarded as an expensive novelty for the rich, the philosopher Umandi val'Abebi later made the discovery that when items made of Glass Steel were specially treated they could help focus psionic energy, in essence turning them into foci.

Normally only used for weapons, some nobles of exceptional wealth have had suits of Glass Steel armor commissioned, but these endeavors have always met with mixed results – mostly failure. The more commonly crafted weapons and shields have all had excellent results.

#### Effects:

**Weapon:** A weapon made of Glass Steel weighs half as much as a normal weapon of its type. Any balanced, one-handed weapon crafted from glass-steel gains the *Quick* weapon quality.

**Shields:** A shield forged from Glass Steel weighs half as much as a normal shield of its type. A Glass Steel shield has its Encumbrance and Shield Penalties reduced by 1 (to a minimum of one).

**Glass Steel and Psionics:** Any awakened hero may use a Glass Steel item as a psionic focus, allowing him lower the strain of any psionic spell by 1.

### FERVIDITE

A mysterious type of incredibly dense meteorite ore, this beautiful mineral shines with an internal electrum luster that positively glows when polished. Amongst the rarest of all known metals, it is very resistant to cuts and punctures yet remains somewhat flexible, making it ideal for the construction of armor. It is also an excellent metal for use in





weapons, being nearly unbreakable when properly refined – surpassing even Savonan Steel in that regard. Although first exploited by the dwarves, long ago the secret of its alloying was bartered away or stolen by humanity. Even so, only a handful of royal smithies have the knowledge and capability to refine it.

**Weapon:** Any weapon made of Fervidite deals an additional point of damage, which increases to an additional 2 points of damage when attacking any target with an AV greater than 3.

**Armor:** Fervidite resists all elements with equal capacity; armor made from an alloy of this metal imparts an additional 2 points of AV against all forms of elemental and energy damage save brute force.

**Shield:** Like armor, shields made of Fervidite protect the wielder granting him 2 points of AV against all forms of elemental and energy damage save brute force. This bonus does not stack with armor made of Fervidite.

## SARISHAN STEEL

Many say that the technique used to create this alloy was first taught to humans by a Valinor of Sarish during the Time of Terrors. Others point to the incredible advances in weaponsmithing and metallurgy during the First Imperium of Man as the source of this amazing metal. Whatever its origins may be, its effectiveness against the Infernals is undeniable.

**Weapon:** Most Infernals have some level of Vulnerability to Sarishan Steel.

**Armor:** Armor forged from Sarishan Steel helps ward the mind of its wearer against the taint and influence of Infernals. You gain a +1 bonus to your Discipline Defense against all spells cast by Infernals.

**Shield:** A shield forged from Sarishan Steel seems to draw itself towards the attacks of an Infernal, granting +1 to your Avoidance Defense against the mundane attacks of Infernals.



*"As I say, so shall you do demon, or you'll end up an ingredient in the next batch of steel."*

## TEMPERED SARISHAN STEEL

This more powerful variant of Sarishan Steel was discovered during an expedition after the Wall of the Gods fell. Stored in a secret fortress, it was protected by a long-lost host from the First Imperium.

Tempered Sarishan Steel has the same benefits as regular Sarishan Steel; additionally, weapons made of this steel bypass the Natural Armor Rating of any Infernal with the Monstrous Weakness: Vulnerability (Sarishan Steel)

THE SLEEPING EMPEROR STIRRED, "LET THERE BE A DECREE," HE SAID. "AT DAWN TOMORROW, EVERY CONSECRATED PRIEST OF SARISH IN KHITAN SHALL REPORT TO A WEAPONSMITH RATHER THAN A CHURCH, AND HE SHALL CONTINUE TO REPORT THERE EVERY DAY FOR ONE YEAR. HE SHALL LET FALL SEVEN DROPS OF HIS OWN BLOOD ONTO EVERY BAR OF STEEL WHICH IS PLACED ONTO THE ANVIL, AND BLESS IT IN THE NAME OF SARISH AS IT IS PLACED INTO THE FLAMES. WITH EVERY REFOLDING OF THE STEEL, HE SHALL CALL UPON THE BINDER TO MAKE IT STRONG, AND WHEN ANY EDGE IS GROUND, HE SHALL CALL UPON THE OATHMAKER TO MAKE IT SHARP. WHEN EACH BLADE IS QUENCHED, HE SHALL LET HIS BLOOD FALL AGAIN ONTO THE BLADE; SEVEN DROPS FOR A GREATSWORD, FIVE FOR A BROADSWORD, FOUR FOR AN AXE BLADE, THREE FOR A SHORT SWORD, TWO FOR A DAGGER, ONE FOR A SPEARPOINT, ONE FOR AN ARROWHEAD. THEN THE WEAPON SHALL BE COMPLETED, WRAPPED IN PURPLE SILK, AND STORED IN THE TEMPLE OF SARISH."

THEN THE SLEEPING EMPEROR CLOSED HIS EYES AGAIN, AND HIS DECREE WAS MADE LAW, AND ALL WAS DONE AS HE HAD COMMANDED.

A YEAR AND A DAY LATER, THE TIME OF TERROR BEGAN





# MANUEVERS

## MARTIAL TECHNIQUES AND WEAPON TRICKS

Across the lands of Onara, there are countless fighting styles. Most of these styles are nothing more than particular weapon and armor combinations. However, other styles are far more developed, featuring weapon combinations coupled with special maneuvers and techniques. These combat styles are highly effective, but each takes a significant amount of time and dedication to master.

### NAME

Name of the Technique/Trick.

### REQUIREMENTS

These are the requirements necessary to learn that Trick or Technique.

You may not learn a Trick/Technique until your Hero Tier equals or exceeds the Tier of the Trick/Technique. Additionally, in the case of weapon tricks, you must have the adequate number of skill Ranks and the Weapon Training Talent.

### CATEGORY

There are two categories of Tricks/Martial Techniques: *Base* and *Advanced*. There are some Tricks/Martial Techniques that do not have a Category. In such a case a Category is simply not listed. You will notice that Simple Combat Maneuvers (pg. 311) do not have a category, this is intentional as many Martial Techniques simply improve upon them.

*Base* maneuvers are building blocks; they represent core techniques that are quickly learned and easily adapted.

*Advanced* maneuvers represent the application of complex techniques or combinations of Base maneuvers. Players may combine two Base maneuvers into an Advanced maneuver. The final maneuver takes on the following characteristics.

**Category:** Change to Advanced

**Speed & Recovery:** Use the slowest maneuver's Speed cost and apply the faster maneuver's Speed cost as additional Recovery. In cases which both maneuvers possess the same Speed, use the maneuver with the highest Recovery as your Base maneuver.

**Attack:** In cases where component maneuvers utilize different attributes to attack, the Advanced maneuver utilizes Prowess instead. If the new maneuver attacks two different Defenses, then a single roll is used to determine the success of the maneuver.

**Effects:** The effects of both maneuvers are combined. Single Target maneuver effects are applied to all Targets when combined with a multiple Target maneuver.

**Weapons:** Both maneuvers must be able to be performed with the same weapon.

Example of an Advanced Maneuver

Mighty Swing + Sweeping Strike

**Category:** Advanced

**Attack:** Avoidance (Prowess)

**Speed (Recovery):** +2 (4)

**Range:** Melee

**Effect:** *Weapon +5 damage.* You may perform an attack against any two opponents within melee reach; each attack must be rolled independently. You may attack an additional opponent within range once you reach +6 with any *Melee* skill specialization.

**Weapons:** Bastard Sword, Bearded Axe, Flamberge, Flail (all), Gauntlet, Great Sword, Great Trident, Halberd, Kio-Blade, Lance, Broadsword, Mace (all), Maul, Morning Star, Scythe, Trallian Hammer, War Axe, War Hammer.

### SPEED (RECOVERY)

The Speed of the maneuver is added to the weapon's Speed. The maneuver's Recovery time represents a period of delay before the hero may perform another maneuver with a Recovery time. If a maneuver's Speed is expressed as a Push, it is governed by the rules for Push (pg. 318).

### RANGE (X')

Range describes what kind of attack (melee or ranged) the maneuver may be used with. Some ranged attacks will possess a static number indicating the maximum range of the maneuver.

Some Techniques may affect more than one Target, shown as (Target: X). If you can attack more than one Target, you must roll an attack against each one separately.





**Table 2-36 Weapon Tricks and Martial Techniques**

Name	Category	Requirements	Description
<b>Weapon Trick</b>			
Bypass the Shield	Base	-	With a twist; you can out-maneuver almost any shield.
Crippling Shot	Base	-	A well-placed shot can slow almost any opponent
Crushing Blow	Base	-	Swinging upwards allows you to catch your opponent in a vulnerable spot, staggering them for a moment.
Darken the Sky	Base	-	Your speed and aim are nothing but remarkable.
Dismount Opponent	Base	-	A mounted opponent can quickly find themselves on their backs.
Edge of the Shield	Base	-	You slam the hard edge of your shield into your opponent, dazing him.
Entangle Opponent	Base	-	You entrap and entangle your target with your weapon.
From Earth to Sky	Base	-	Turning your opponent's momentum against them, you can send a charging foe flying.
Grasp the Blade	Base	-	The look on an opponent's face when you grab their blade mid-swing: priceless.
Hamstring	Base	-	A slice to the legs will slow just about anyone.
Juggernaut's Hammer	Base	-	With a mighty swing, you send your opponents flying, even through doors.
Long Strike	Base	-	With a quick extension of your swing, you can reach much farther than most would expect.
Mighty Swing	Base	-	Stepping into your swing, you deliver a bone-crushing strike.
Mighty Throw	Base	-	By putting your back into them, your throws are bone-jarring to say the least.
Pin Them Down	Base	-	Stabbing at your opponent, you can pin them against a wall or even the floor.
Pinning Shot	Base	-	A well-placed shot keeps your opponent in place.
Point Blank Shot	N/A	-	You opponents quickly learn to keep their distance.
Pommel Strike	Base	-	In your hands, it's not only the pointy end which hurts.
Quick Reload	N/A	-	With practiced hands, you can reload with impressive speed.
Quick Set	Base	-	Setting your weapon with lightning speed, charging foes quickly learn the error of their ways.
Ranged Disarm	Advanced	-	Yes, I can shoot a sword out of someone's hand at 30 paces.
Rapid Strike	Base	-	With a flick of the wrist, you can strike faster than any serpent.
Render Shield Worthless	Advanced	-	With an attack, you can make a shield simply too cumbersome to use.
Shield Defense	Advanced	-	Ducking behind your shield, you can weather the mightiest of attacks.
Shield Formation	N/A	-	When used in formation, the true strength of the tower shield is realized.
Shield Throw	Base	-	You can send your shield flying. Purposefully.
Shield Slam	Base	-	Stepping into the attack, you send your shield crashing into your foe, knocking them to the ground.
Shielding	Advanced	-	You can quickly bring your shield to bear.
Slashing Disarm	Advanced	-	A slash to your opponent's arm sends their weapon flying.
Snatch Object	N/A	-	You can snatch things with your weapon at a distance.
Steel Rain	Base	-	With a spin, you become a storm of iron and blood.
Stinging Shot	Base	-	With a shot in the right spot, you can stagger almost any opponent.
Stunning Shot	Base	-	With a quick shot, you send your opponent's head spinning.
Throw the Blade	Base	-	You can throw any blade with impressive accuracy.
Twin Arrows	Base	-	You can set two arrows into the same foe.
Twin Throw	Base	-	With a flick of the wrists, you send twin blades flying.



**Table 2-36 Weapon Tricks and Martial Techniques**

Name	Category	Requirements	Description
<b>Martial Techniques</b>			
<b>Tier 1</b>			
Disarm Foe	Advanced	<i>Melee</i> (any) +3	You entangle your weapon with that of your foe, in an attempt to force him to drop his.
Distracting Blow	Base	<i>Ranged</i> (any) or <i>Melee</i> (any) +2	With a dizzying series of shots or strikes, you force your opponent onto the defensive
Lunge	Base	Quickness 6, <i>Melee</i> (any) +3	You can close the gap on your opponent very quickly indeed.
Precise Aim	Base	<i>Ranged</i> (any) +3	With some caution, you may safely fire your weapon into melee
Pressing Attack	Base	<i>Melee</i> (any) +3	Your savage assault drives your enemy back.
Spinning Strikes	Base	Two-Weapon Fighting, <i>Melee</i> (Balanced), (Unarmed) or (Unbalanced) +3	As you advance on your opponent, you set yourself into a spin, attacking with one weapon and then with the other, gaining momentum with each attack.
Sweeping Strike	Base	Might 6, <i>Melee</i> (any) +3	You strike in a wide arc, catching several enemies at once.
Trip Foe	Advanced	<i>Melee</i> (any) +3	With a kick to the legs or a sweep of the blade, you take your enemy's legs out from under him.
Unbalancing Attack	Base	<i>Ranged</i> (any) or <i>Melee</i> (any) +3	A quick strike is all you need to create a deadly opening.
Wall of Steel	Advanced	None	When set in your stance, your weapon becomes more effective than any shield.
<b>Tier 2</b>			
Between the Seams	Base	Prowess 7, <i>Melee</i> (any) +6	When fighting armored opponents, you know just where to strike in order to slip through.
Careful Aim	Advanced	<i>Ranged</i> (any) +6	Sometimes it's better to just take your time.
Disengaging Strike	Base	<i>Melee</i> (any) +6	With a combination of powerful blows, you force your enemy off balance, just long enough to back off.
Force the Opening	Base	<i>Melee</i> (any) +6	You attack your opponent from an unexpected angle, forcing them off balance and creating an opening your allies can take advantage of.
Guarded Charge	Base	<i>Melee</i> (any) +6	Unlike most, you know how to keep your guard up when you charge.
Make them Bleed	Base	<i>Ranged</i> (any) or <i>Melee</i> (any) +6	You know how to make them bleed.
Passing Strike	Base	Quickness 6, <i>Melee</i> (any) +6	As you pass an opponent, you strike a blow.
Reckless Swings	Base	<i>Melee</i> (any) +6	You throw yourself into your attack with total disregard for your own safety.
Splitting Hairs	Base	<i>Ranged</i> (Archery) +6	You have not only mastered the ability to fire two arrows, but strike two different targets within range.
Trap & Cut	Base	Two-Weapon Fighting, <i>Melee</i> (Balanced), (Unarmed) or (Unbalanced) +6	While using two weapons, you can trap an opponent's weapon or shield, temporarily holding it at bay to create an opening.



**Table 2-36 Weapon Tricks and Martial Techniques**

Name	Category	Requirements	Description
<b>Martial Techniques</b>			
<b>Tier 3</b>			
Blinding Strike	Advanced	<i>Melee</i> (any) or <i>Range</i> (any) +9	A slam to the face, cut above the eye, or slice to the nose can temporarily blind your opponent.
Double Stab	Base	Two-Weapon Fighting, <i>Melee</i> (Balanced) or (Unbalanced) +9	With a quick step and lunge, you attempt to drive both weapons home with a single attack.
Whirlwind	Advanced	<i>Melee</i> (any) +9	Your weapon moves faster than most can realize, allowing you to strike all foes foolish enough to engage you in melee.
Vital Strike	Base	<i>Melee</i> (any) +9	You know where to hit your enemies.
Riposte	Advanced	<i>Melee</i> (any) +9	With any failed attack there is an opening, no matter how faint, and it's all you need.
Snap Shot	Advanced	<i>Ranged</i> (Archery) +9	You quickly notch an arrow and let it fly, trusting your instincts instead of your aim, sacrificing accuracy for speed.
<b>Tier 4</b>			
Devastating Blow	Base	<i>Melee</i> (any) +12	With reckless abandonment, you crush your foes.
Overpower	Advanced	<i>Melee</i> (any) +12	When you charge, you leave nothing but carnage in your wake.
Shattering Shot	Advanced	<i>Ranged</i> (any) +12	Your aim is nothing short of extraordinary, allowing you to shoot away a piece of armor, loosen buckles or even chip away at a scale.
Deadeye Shot	Base	<i>Ranged</i> (any) +12	In your hands, you hold death
Trail of Bodies	Base	<i>Melee</i> (any) +12	When you engage in battle, you always leave a trail of fallen foes behind you.
<b>Tier 5</b>			
Blood and Steel	Base	<i>Melee</i> (any) +15	You lower your defenses, presenting your opponent with a tempting target... maybe too tempting.
Flowing Sand	Base	<i>Melee</i> (any) +15	While in combat, you move with unbelievable speed, leaving naught but blood and gore in your wake.
Strike Without Thought	Base	<i>Melee</i> (any) +15	You enter a single moment of clarity and purpose, where mind and body become a perfect device of destruction.
Moment of Prescience	Base	<i>Ranged</i> (any) +15	The battle seems to melt around you as you focus upon a single target.

**“A CANTON WAS RIDING A FINE SUMMER DAY, WHEN HE SPIED TWENTY RUFFIANS A-BLOCKING HIS WAY, HE SAID MOVE ALONG FOR THIS WOULD NOT BE RIGHT, T’WOULD TAKE TWENTY MORE TO HAVE A FAIR FIGHT”  
- MILANDISIAN DRINKING SONG**





## ATTACK

This entry names the Defense your attack targets and which attribute your Attack Roll is governed by. When attacking, always use the appropriate skill for the weapon you are attacking with.

Attacks are presented with the following expression: Defense (Attribute).

For example, if a maneuver lists Avoidance (Qu) for its Attack, you would perform the appropriate Action Skill Roll using your Quickness Die against your Target's Avoidance, even if you were using a Broadsword (which normally utilizes Might as its Attribute Die on attack rolls).

## EFFECT

This is the maneuver's effect upon a successful attack. The first value is the maneuver's damage. When a maneuver refers to *Weapon*, roll damage normally. When it is accompanied with a modifier (for example *Weapon+4*), you modify your damage by that amount. In the case of a penalty, you deal a minimum of 1 point of damage. *None* means the maneuver deals no damage.

If an opponent is required to perform a Dynamic *Melee* Action Skill Roll, they must use the appropriate *Melee* specialization. For example, if they are wielding a Broadsword they would use *Melee* (Balanced). Non-Weapon objects utilize *Melee* (Unbalanced).

## WEAPONS

These are the weapons with which the maneuver may be performed. Unarmed attacks are considered melee attacks.

**Example:** Atreus Val'Mehan is alone, facing several thugs in the back alleyways of Old Coryan. Wishing to push one out of the way so he can make his escape, he attempts the *Shield Slam* (pg. 264) Trick to slam one of his opponents off his feet.

On Tick 2, he targets one of the thugs and performs a *Melee* (Unbalanced) (Mi) Action Skill Roll against his Target's Fortitude. Rolling a 27, he bypasses his opponent's Fortitude Defense. He deals normal weapon damage d6 (Mi), laying the Target on his back and clearing a path to escape. Advancing his Clock by 4, he notes that the *Shield Slam* has a Recovery of 4, so he loses all benefits from the shield and cannot perform another Weapon Trick or Martial Technique until the Master Clock reaches 10, but he may attempt a basic attack, move, or even cast a spell.

## WEAPON TRICKS

Weapon Tricks represent specialized techniques that may only be performed with the correct weapon. For example, the Gladius is capable of performing a *Rapid Strike* while a Trallian Hammer is capable of performing *Juggernaut's Hammer*.

Weapon Tricks are gained through the use of the *Weapons Training* Talent.

### BYPASS THE SHIELD

*With a twist you can out maneuver almost any shield.*

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +1 (2)

**Range:** Melee (1 Target)

**Effect:** *Weapon*; if your opponent is wielding a shield you gain an additional +1 to hit.

**Weapons:** Flails (all), Long Spear, Scythe, Spike Chain, Steel Whip, Whip.

### CRIPPING SHOT

*A well-placed shot you can slow almost any opponent.*

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +2 (4)

**Range:** 60' (1 Target)

**Effect:** *Weapon*; if your attack roll also surpasses your Target's Fortitude, their Pace is reduced by half for the remainder of the scene.

**Special:** The target may spend a Fate Point to overcome this effect.

**Weapons:** Bow (all), Crossbow (all), Flintlock (all).

### CRUSHING BLOW

*Swinging upwards you catch your opponent in a venerable spot staggering them for a moment.*

**Category:** Base

**Attack:** Avoidance (Mi)

**Speed (Recovery):** +2 (1)

**Range:** Melee (1 Target)

**Effect:** *Weapon*; if your attack roll also surpasses your Target's Fortitude, advance your Target's Clock by Push 2.

**Weapons:** Bastard Sword, Bearded Axe, Buckler, Club, Flintlocks (all), Maces (All), Maul, Spike Chain, Tralian Hammer.





## DARKEN THE SKY

*Your speed and aim are nothing but remarkable.*

**Category:** Base

**Attack:** Avoidance (Qu)

**Speed (Recovery):** +3 (6)

**Range:** 120'

**Effect:** *Weapon;* you attack 3 Targets for every Hero Tier you possess. As long as you're armed, regardless of the amount of arrows you currently possess you always have enough normal arrows to perform this Weapon Trick at least once per scene (These arrows cannot be sold, collected, and so on. They are provided simply for cinematic effect).

**Weapons:** Bow.

## DISMOUNT OPPONENT

*A mounted opponent can quickly find themselves on their backs.*

**Category:** Base

**Attack:** Avoidance (Mi)

**Speed (Recovery):** +1 (3)

**Range:** Melee (1 Target)

**Effect:** *Weapon;* Target must be mounted. The Target must succeed in a dynamic *Ride* (Qu) Action Skill Roll against your attack roll result or be dismounted.

**Weapons:** Halberd, Net, Picks (all), Tralian Hammer.

## EDGE OF THE SHIELD

*You slam the hard edge of your shield into your opponent, dazing your foe.*

**Category:** Base

**Attack:** Fortitude (Mi)

**Speed (Recovery):** +2 (3)

**Range:** Melee (1 Target)

**Effect:** *None;* Target is Stunned and their Initiative count is Pushed by 5.

**Weapons:** Small Shield.

## ENTANGLE OPPONENT

*You entrap and entangle your target with your weapon.*

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +2 (3)

**Range:** 30' (1 Target)

**Effect:** *Weapon;* your Target must perform a Dynamic Athletics (Qu) Action Skill Roll against the result of your attack roll. If they fail, they become Immobilized and Prone.

The Target may spend two Complex Skill Actions to work their way free regardless of the amount of active Entangle Opponent effects on them (For example, multiple bolas).

**Weapons:** Bola, Net.

## FROM EARTH TO SKY

*Turning your opponent's momentum against them you can send a charging foe flying.*

**Category:** Advanced

**Attack:** Avoidance (Qu)

**Speed (Recovery):** Push 4 (0)

**Range:** Melee (1 Target)

**Effect:** *None;* any time you are Charged, you may strike your attacker and send him sprawling onto the ground. Roll your attack normally. If you hit, your Target automatically fails his attack roll. If your attack roll also surpasses your Target's Fortitude, he is thrown 5' in a direction of your choice and is knocked prone.

**Weapons:** Cestus (all), Unarmed.

## GRASP THE BLADE

*The look on an opponent's face when you grab their blade mid swing, priceless.*

**Category:** Advanced

**Attack:** Avoidance (Qu)

**Speed (Recovery):** Push 3 (0)

**Range:** Melee (1 Target)

**Effect:** *None;* you may use this Weapon Trick in response to a melee attack against you. If you succeed in your attack, you grasp/entangle your opponent's weapon negating their attack. You retain your hold on their weapon until you release it or your opponent takes a Push 2 action to pull it free.

**Special:** You may only use this Talent to grasp weapons of your size category or smaller.

**Weapons:** Gauntlet, Net.





## HAMSTRING

*A slice to the legs will slow just about anyone.*

**Category:** Base

**Attack:** Avoidance (Prowess)

**Speed (Recovery):** +2 (1)

**Range:** Melee (1 Target)

**Effect:** *Weapon*; if your attack roll also surpasses your Target's Fortitude, their Pace is reduced by half until your next action.

**Weapons:** Bearded Axe, Dagger, Flamberge, Gladius, Great Trident, Hand Axe, Kio Sword, Scimitar, Scythe, Sickle, Unarmed, War Fan.

## JUGGERNAUTS' HAMMER

*With a mighty swing, you send your opponents flying, even through doors.*

**Category:** Base

**Attack:** Avoidance (Mi)

**Speed (Recovery):** +2 (3)

**Range:** Melee (1 Target)

**Effect:** *Weapon*; Target is knocked back 5' + 5' for every 5 points of damage dealt (before AR). If your attack roll also surpasses your Target's Fortitude, they are knocked prone.

If, for any reason, your Target hits a solid object when they are knocked back, you deal damage to the object equal to the damage you dealt to the Target.

**Weapons:** Maul, Tralian Hammer.

## LONG STRIKE

*With a quick extension of your swing you can reach much farther than most would expect.*

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +1 (0)

**Range:** 10' (1 Target)

**Effect:** *Weapon*.

**Weapons:** Halberd, Light Spear, Quarterstaff, Spike Chain, Steel Whip.

## MIGHTY SWING

*Stepping into your swing you deliver a bone crushing strike.*

**Category:** Base

**Attack:** Avoidance (Mi)

**Speed (Recovery):** +1 (3)

**Range:** Melee (1 Target)

**Effect:** *Weapon* +5.

**Weapons:** Bastard Sword, Bearded Axe, Broadsword, Flamberge, Flails (all), Gauntlet, Great Sword, Great Trident, Halberd, Kio Sword, Lance, Maces (all), Maul, Morning Star, Quarterstaff, Scythe, Tralian Hammer, War Axe, War Hammer.

## MIGHTY THROW

*Pulling you back into your throw, your throws are bone jarring to say the least.*

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +1 (2)

**Range:** 60' (1 Target)

**Effect:** *Weapon* +5, and increase your weapons range increment by 10'

**Weapons:** Hand Axe, Great Trident, Javelin, Light Spear, Pilum, Sling, Smith's Hammer.

## PIN THEM DOWN

*Stabbing at your opponent you can pin them against a wall or even the floor.*

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +2 (2)

**Range:** Melee (1 Target)

**Effect:** *Weapon*; if you successfully bypass your target's Fortitude, you also pin their foot to the ground. This reduces their Pace to 0 and grants them a -2 to Avoidance and all Action Skill Rolls until the weapon is removed. They may release themselves or be released by an ally as a *Demanding* skill action.

**Weapons:** Dagger, Great Trident, Pick (all), Scythe, Sickle.

"ONE DAY ONLY IN THE CIRCUS SICARIS, THE GLADIATOR SKAAR JHITU WILL FIGHT THE MIGHTY ALDRICUS MAXIMUS, FAMOUS GLADIATOR OF THE CORYANI EMPIRE! ARRIVE EARLY FOR A SPECTACULAR DISPLAY OF MAN VERSUS BEAST AS OUR TRAINED FIGHTING SLAVES GO UP AGAINST DEADLY LIONS!"

- BULLETIN FOR THE CIRCUS SICARIS





## PINNING SHOT

*A well placed shot keeps your opponent in place.*

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +2 (4)

**Range:** 30' (6sq) (1 Target)

**Effect:** *None*; if you successfully hit, you pin the Target's clothes to the nearest hard surface (which may be the floor). The Target must be wearing some kind of garment. The Target must use a *Complex* skill action to pull free of the pin.

**Weapons:** Bows (all), Crossbows (all), Javelin.

## POINT BLANK SHOT

*You opponents quickly learn to keep their distance.*

**Category:** N/A

**Attack:** Avoidance (Pr)

**Speed (Recovery):** None (see below)

**Range:** Nil

**Effect:** Anytime you attack a Target within 15' you reduce the Target's AR by 2. (To a minimum of 0)

**Weapons:** Bows (all), Crossbows (all), Flintlocks (all).

## POMMEL STRIKE

*In your hands, it's not only the pointy end which hurts.*

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +0 (1)

**Range:** Melee (1 Target)

**Effect:** *Weapon -1*; you deal Bludgeoning damage instead of Piercing or Slashing damage.

**Weapons:** Broadsword, Dagger, Light Spear, Side Sword, Short Sword, War Axe.

## QUICK RELOAD

*With practiced hands you can reload with impressive speed.*

**Category:** N/A

**Attack:** *None* (See Effect)

**Speed (Recovery):** None (See Effect)

**Range:** Nil

**Effect:** You can reload your weapon quicker than most. Reduce your reload time by 2.

**Weapons:** Crossbows (all), Flintlocks (all).

## QUICK SET

*Setting your weapon with lightning speed charging foes quickly learn the error of their ways.*

**Category:** Base

**Attack:** Avoidance (Qu)

**Speed (Recovery):** Push +\* (3)

**Range:** Melee (1 Target)

**Effect:** *Weapon*; any time you are Charged, you may set your weapon to strike the incoming Target. Roll your attack normally. If you hit, your Target misses their attack. Push your Clock Speed by the Speed of your weapon.

**Weapons:** Halberd, Long Spear.

## RANGED DISARM

*Yes, I can shoot a sword out of someone hand at 30 paces.*

**Category:** Advanced

**Attack:** Avoidance (Qu)

**Speed (Recovery):** +3 (4)

**Range:** 30' (1 Target)

**Effect:** *Weapon*; you fire at your opponent's hand in an attempt to force them to drop their weapon. You may perform a Disarm maneuver at range. Naturally opponents cannot take a Free Strike against you unless they are in melee with you.

**Weapons:** Bola, Bows (all), Crossbows (all), Flintlocks (all), Sling.

## RAPID STRIKE

*With a flick of the wrist you can strike faster than any serpent.*

**Category:** Base

**Attack:** Avoidance (Qu)

**Speed (Recovery):** -1 (2)

**Range:** Melee (1 Target)

**Effect:** *Weapon -3 damage.*

**Special:** Rapid Strike cannot be used to lower a weapon Speed below 3. However, when used as part of an Advanced Maneuver simply add the Speed and recovery of Rapid Strike to the Speed and Recovery of your chosen maneuver.

**Weapons:** Bastard Sword, Flamberge, Gladius, Great Sword, Kio Sword, Light Spear, Quarterstaff, Scimitar, Short Sword, Side Sword, Spike Chain, Steel Whip, Unarmed, Whip.





## RENDER SHIELD WORTHLESS

*With an attack you can make a shield simply too cumbersome to use.*

**Category:** Advanced

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +2 (0)

**Range:** Range (1 Target)

**Effect:** *None*; if you successfully strike, your Target's shield becomes worthless. The Target is unable to defend with it or perform any Weapon Tricks which involve the shield. The Target also suffers a penalty to Avoidance equal to the shield's SP until the shield is dropped.

The shield remains worthless until the weapon used in this maneuver is removed. The Target or an ally of his may remove the weapon as a *Demanding* skill action.

**Weapons:** Pilum, War Axe.

## SHIELD DEFENSE

*Ducking behind your shield you can weather the mightiest of attacks.*

**Category:** Advanced

**Attack:** None (See below)

**Speed (Recovery):** +1 (5)

Range: Self

**Effect:** None; add your passive Insight and Vigor values to your Avoidance and Fortitude until your next action. Any attack that would have hit you without the bonus hits your shield instead.

**Weapons:** Large Shield, Tower Shield.

## SHIELD FORMATION

*When used in formation, the true strength of the tower shield is realized.*

**Category:** N/A

**Attack:** *None* (See Effect)

**Speed (Recovery):** None (See Effect)

**Range:** Nil

**Effect:** If you are adjacent to any ally wielding a tower shield, you gain a +1 bonus to your AR.

**Special:** You lose this bonus if your adjacent ally has their shield Rendered Useless (pg. 264).

**Weapons:** Tower Shield.

## SHIELD THROW

*You can send your shield flying.*

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +1 (0)

**Range:** 20' (1 Target)

**Effect:** Weapon +3.

**Weapons:** Small Shield.

## SHIELD SLAM

*Stepping into the attack you send your shield crashing into your foe knocking them to the ground.*

**Category:** Base

**Attack:** Fortitude (Mi)

**Speed (Recovery):** +0 (4)

Range: Melee (1 Target)

**Effect:** *Weapon*; Target is knocked prone and their Clock is Pushed by 3. You lose any benefit from the shield until you recover.

**Weapons:** Large Shield, Small Shield.

## SHIELDING

*You can quickly bring your shield to bear*

**Category:** Advanced

**Attack:** None (See Effect)

**Speed (Recovery):** Push 3 (0)

Range: Self

**Effect:** None; you use this Trick in response to an incoming melee attack. You must declare you are using this Trick before any attacks are rolled. You gain +2 to Avoidance against that attack. If you are using two weapons, and you know this Trick with both weapons, you gain +3 to Avoidance instead.

**Weapons:** Cestus (all), Gauntlet, War Fan.

## SLASHING DISARM

*A slash to your opponent's arms sends their weapon flying.*

**Category:** Advanced

**Attack:** Special (See Effect)

Range: Melee (1 Target)

**Speed:** +2 (2)

**Effect:** *Weapon*; you do not suffer Free Strikes (see Combat, pg. 302) when attempting to disarm a foe.

**Weapons:** Kio Sword, Scimitar, Sickle, Side Sword.





## SNATCH OBJECT

*You can snatch things with you weapon at a distance.*

**Category:** N/A

**Category:** Advanced

**Attack:** Avoidance (Qu)

**Speed (Recovery):** +1 (2)

Range: Melee (1 Target)

**Effect:** None, You may use this weapon to grab unattended items or grip stationary objects up to 10' away. For example, you can use the whip to grasp a candelabrum and pull it to the ground, or you may wrap your whip around a beam allowing you to swing over a 5' area.

**Weapons:** Steel Whip, Spike Chain, Whip.

## STEEL RAIN

*With a spin, you become a storm of iron and blood.*

**Category:** Base

**Attack:** Avoidance (Qu)

**Speed:** +2 (2)

**Range:** All targets within 20'

**Effect:** Weapon; you may throw a signal dagger at each Target within range. As long as you're armed, regardless of the amount of daggers you currently possess, you always have enough normal daggers to perform this Weapon Trick at least once per Scene. (These daggers cannot be sold, collected, and so on. They are provided simply for cinematic effect)

**Special:** If you also possess the Quick Draw Talent, drawing the daggers for this maneuver is considered part of the maneuver and does not increases the Speed of the maneuver.

**Weapons:** Dagger.

## STINGING SHOT

*With a shot in the right spot can you can stagger almost any opponent.*

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +2 (1)

Range: 60' (1 Target)

**Effect:** Weapon; if your attack roll also surpasses your Target's Fortitude, your Target suffers Push 2.

**Weapons:** Sling.

## STUNNING STRIKE

*With a quick shot you send your opponent's head spinning.*

**Category:** Base

**Attack:** Avoidance (Mi)

**Speed (Recovery):** +2 (4)

Range: Melee (1 Target)

**Effect:** Weapon; if your attack roll also surpasses your Target's Fortitude, they are Stunned.

**Weapons:** Cestus (all), Club, Smith's Hammer, Quarterstaff, Unarmed, War Fan, War Hammer.



*To a Kio, their sword is like an extension of their hand, a very deadly hand.*





## THROW THE BLADE

*You can throw any blade with impressive accuracy.*

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +0 (2)

Range: 10' (1 Target)

**Effect:** *Weapon +1*; you throw your sword.

**Weapons:** Broadsword, Gladius, Short Sword.

## TWIN ARROWS

*You can set two arrows into the same foe.*

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +1 (4)

Range: 60' (1 Target)

**Effect:** *Weapon*; you deal an additional weapon damage die. For example, if you are using a weapon that deals 1d8 (Qu) in damage, roll 2d8 (Qu) instead.

**Weapons:** Bows (all).

## TWIN THROW

*With a flick of the wrist you send twin blades flying.*

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +1 (5)

Range: 30' (1 or 2 Targets)

**Effect:** *Weapon*; you may throw two daggers at two different Targets at range *or* you may attack one target with two daggers in which case you simply deal an additional weapon damage die.

**Special:** If you also possess the Quick Draw Talent, drawing the daggers for this maneuver is considered part of the maneuver and does not increase the Speed of the maneuver.

**Weapons:** Dagger.

“TO BE A KNIGHT IS TO GIVE OF YOURSELF FOR THOSE THAT TRUST YOU WITH THEIR SAFETY. IT IS NOT A POSITION OF POWER, BUT ONE OF DUTY AND OBLIGATION. TO ABUSE THIS POSITION IS THE HEIGHT OF VILLAINY.”  
— SIR GERHARD VAL'HOLRYN, FORMER KING'S CHAMPION

# MARTIAL TECHNIQUES

Martial Techniques represent more generalized Weapon Tricks which are taught through fighting schools or are just generalized techniques part of every combat style. A Martial Technique taught by a fighting school may be used with any weapon listed under its preferred weapons.

## TIER 1

### DISARM FOE

*You entangle your weapon with that of your foe, in an attempt to force him to drop his.*

**Requirements:** *Melee* (any) +3

**Category:** Advanced

**Attack:** Special (See Effect)

**Speed (Recovery):** +2 (2)

Range: Melee

**Effect:** *None*; you do not suffer Free Strikes (see Combat pg. 313) when attempting to disarm a foe.

**Weapons:** Any melee weapon or unarmed.

### DISTRACTING BLOW

*With a dizzying series of shots or strikes, you force your opponent onto the defensive.*

**Requirements:** *Ranged* (any) or *Melee* (any) +2

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +1 (2)

Range: 30'

**Effect:** *Weapon*; your target suffers a -2 penalty to all Action Skill Rolls until the end of their next action.

**Weapons:** Any.

### LUNGE

*You can close the gap on your opponents very quickly indeed.*

**Requirements:** Quickness 6, *Melee* (any) +3

**Category:** Base

**Attack:** Avoidance (Qu)

**Speed:** +1 (2)

Range: Melee

**Effect:** *Weapon*; you can move up to half your Pace before performing this attack. Movement provided by this maneuver may trigger free strikes.

**Weapons:** Any melee weapon or unarmed.

**Special:** This combat maneuver may not be combined with any other movement action.



### PRECISE AIM

*With some caution, you may safely fire your weapon into melee*

**Requirements:** Ranged (any) +3

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +2 (0)

Range: 30'

**Effect:** *Weapon*; you may fire into melee without suffering any penalties.

**Weapons:** Any Ranged or Thrown Weapon.

### PRESSING ATTACK

*Your savage assault drives your enemy back.*

**Requirements:** *Melee* (any) +3

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +2 (0)

Range: *Melee*

**Effect:** *Weapon*; you force your target back 5', after which you may close in on your target by moving 5' for no additional cost. If moving back would directly cause your opponent bodily harm, your attack must also strike their Fortitude.

**Weapons:** Any.

### SPINNING STRIKES

*As you advance on your opponent you set yourself into a spin, attacking with one weapon and then with the other, gaining momentum with each attack.*

**Requirements:** Two-Weapon Fighting, *Melee* (Balanced), (Unarmed), or (Unbalanced) +3

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +1 (2)

Range: *Melee*

**Effect:** *Weapon*; you may move an additional 5' before you perform your off-hand attack. If you successfully strike with your off-hand attack, you deal an additional damage equal to your Passive Quickness Value +1.

**Special:** The Speed cost of this maneuver replaces the standard speed cost incurred by two-weapon fighting

**Weapons:** Any melee weapon or unarmed.

### SWEEPING STRIKE

*You strike in a wide arc, catching several enemies at once.*

**Requirements:** Might 6, *Melee* (any) +3

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +1 (2)

**Range:** *Melee*

**Effect:** *Weapon*; you may perform an attack against any two opponents within *melee* reach. Each attack must be rolled separately. You may attack an additional opponent within range once you reach +6 with any *Melee* skill specialization.

**Weapons:** Any *melee* weapon or unarmed.

### TRIP FOE

*With a kick to the legs or a sweep of the blade, you take your enemy's legs out from under him.*

**Requirements:** *Melee* (any) +3

**Category:** Advanced

**Attack:** Special (See Effect)

**Speed (Recovery):** +2 (1)

Range: *Melee*

**Effect:** *None*; you do not suffer Free Strikes (see Combat, pg. 313) when attempting to trip a foe.

**Weapons:** Axe, Flail, Halberd, Pick, Spear, Steel Whip, Tralian Hammer, Unarmed, and Whip.

### UNBALANCING ATTACK

*A quick strike is all you need to create a deadly opening.*

**Requirements:** Ranged (any) or *Melee* (any) +3

**Category:** Base

**Attack:** Discipline (Pr)

**Speed (Recovery):** +1 (4)

Range: 30'

**Effect:** *Weapon -3 damage*; you gain a +2 to hit and add your Prowess Attribute Die as additional damage on your next attack against this foe.

**Weapons:** Any.

### WALL OF STEEL

*When set in your stance, your weapon becomes more effective than any shield.*

**Category:** Advanced

**Attack:** *None* (See Effect)

**Speed (Recovery):** +1 (5)

**Range:** Self

**Effect:** *None*; add your Passive Quickness Value to your Avoidance until your next action.

**Special:** You cannot use this maneuver if you are wielding a shield.

**Weapons:** Any *melee* weapon.



## TIER 2

### BETWEEN THE SEAMS

*When fighting armored opponents you know just where to strike to slip through.*

**Requirements:** Prowess 7, *Melee* (any) +6

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +1 (2)

**Range:** *Melee*

**Effect:** *Weapon*; if you're Target is dressed in medium or heavy armor; you deal an additional amount of damage equal to your Passive Insight Value.

**Weapons:** Any *Edged* or *Piercing* weapon.

### CAREFUL AIM

*Sometimes it's better to just take your time.*

**Requirements:** *Ranged* (any) +6

**Category:** Advanced

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +2 (3)

**Range:** 60'

**Effect:** *Weapon*+5; you also gain a +1 to bonus hit.

**Weapons:** Any *Ranged* or *Thrown Weapon*.

### DISENGAGING STRIKE

*With a combination of powerful blows you force your enemy off balance, just long enough to back off.*

**Requirements:** *Melee* (any) +6

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +2 (2)

**Range:** *Melee*

**Effect:** *Weapon*; you may attack and move your full Pace, directly away from your opponent. You may move double your Pace once you reach +12 with any *Melee* skill **specialization**.

**Weapons:** Any *melee* weapon or unarmored.

### FORCE THE OPENING

*You attack your opponent from an unexpected angle, forcing them off balance, and creating an opening your allies can take advantage of.*

**Requirements:** *Melee* (any) +6

**Category:** Base

**Attack:** Discipline (Pr)

**Speed (Recovery):** +2 (2)

**Range:** *Melee*

**Effect:** *Weapon*; your Target suffers a -2 penalty to their Avoidance until their next action.

**Weapons:** Any *melee* weapon or unarmored.

### GUARDED CHARGE

*Unlike most, you know how to keep your guard up when you charge.*

**Requirements:** *Melee* (any) +6

**Category:** Base

**Attack:** Avoidance (Qu)

**Speed (Recovery):** +3 (1)

**Range:** *Melee*

**Effect:** When you utilize the Charge attack option (pg. 311), you only suffer a -4 to your Avoidance till your next action. This penalty is further reduced to -2 once you reach +12 with any *Melee* skill specialization.

**Note:** This maneuver improves upon the Charge attack option (pg. 311). As such, this maneuver's Speed is not added to that for performing a Charge.

**Weapons:** Any *melee* weapon or unarmored.

### MAKE THEM BLEED

*You know how to make them bleed.*

**Requirements:** *Ranged* (any) or *Melee* (any) +6

**Category:** Base

**Attack:** Avoidance (Qu)

**Speed (Recovery):** +2 (3)

**Range:** 30' or *Melee*

**Effect:** *Weapon*; if your attack also surpasses your opponent's Fortitude, your opponent suffers an additional 1d4 points of Stamina every 5 Ticks for the next 10 Ticks.

If you strike the same opponent with any other bleeding effect, the durations do not stack. Instead, the duration is refreshed.

**Weapons:** Any.





## PASSING STRIKE

*As you pass an opponent, you strike a blow.*

**Requirements:** Quickness 6, Melee (any) +6

**Category:** Base

**Attack:** Avoidance (Qu)

**Speed (Recovery):** +2 (2)

**Range:** Melee (See Effect)

**Effect:** *Weapon;* you may move, perform a melee attack, and move again, up to your full Pace.

**Weapons:** Any Melee Weapon.

**Special (Advanced Maneuvers):** When this Technique is combined with another to create a new maneuver, it allows you to move, perform a maneuver, and move again.

## RECKLESS SWINGS

*You throw yourself into your attack with total disregard for your own safety.*

**Requirements:** Melee (any) +6

**Category:** Base

**Attack:** Avoidance (Mi)

**Speed (Recovery):** +1 (2)

**Range:** Melee

**Effect:** You perform this maneuver in place of a Wild Assault. You gain a +2 bonus to hit, your Passive Might Value as a bonus to damage, and suffer a -3 penalty to your Avoidance until your next action.

**Weapons:** Any melee Weapon.

## SPINNING HAIRS

*You have not only mastered the ability to fire two arrows, but strike two different targets within range.*

**Requirements:** Ranged (Archery) +6

**Category:** Base

**Attack:** Avoidance (Qu)

**Speed (Recovery):** +2 (4)

**Range:** 60' (2 Targets)

**Effect:** *Weapon.*

**Weapons:** Bow (all).

## TRAP & CUT

*While using two weapons you can trap an opponent's weapon or shield, temporarily holding it at bay to create an opening.*

**Requirements:** Two-Weapon Fighting, Melee (Balanced), (Unarmed) or (Unbalanced) +6

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +1 (2)

**Range:** Melee

**Effect:** When using this Martial Technique with your primary attack, you gain a +3 bonus to hit with your off-handed attack.

**Weapons:** Must be wielding two weapons or be fighting unarmed.

## TIER 3

### BINDING STRIKE

*A slam to the face, cut above the eye, or slice to the nose can temporarily blind your opponent.*

**Requirements:** Melee (any) or Range (any) +9

**Category:** Advanced (See Special)

**Attack:** Avoidance (Qu)

**Speed (Recovery):** +1 (4)

**Range:** 20' or Melee

**Effect:** *Weapon;* if your attack also surpasses your opponent's Fortitude, your opponent is Blinded for d6 Ticks.

**Special:** This maneuver becomes a Base maneuver once you reach +15 with any combat skill.

**Weapons:** Any.

### DOUBLE STAB

*With a quick step and a lunge you attempt to drive both weapons home with a single attack.*

**Requirements:** Two-Weapon Fighting, Melee (Balanced) or (Unbalanced) +9

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +1 (2)

**Range:** Melee

**Effect:** *Weapon;* add your off-hand weapon's base damage die and any additional damage from weapon runes.

**Weapons:** Must be wielding two weapons.





## WHIRLWIND

*Your weapon moves faster than most can realize, allowing you to strike all foes foolish enough to engage you in melee.*

**Requirements:** *Melee* (any) +9

**Category:** Advanced (See Special)

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +2 (3)

**Range:** Melee

**Effect:** *Weapon*; you may perform a single attack against all opponents within melee range. Each attack must be rolled independently.

You must be facing at least three opponents in melee to utilize this Technique.

**Special:** This maneuver becomes a Base maneuver once you reach +12 with any *Melee* skill specialization.

**Weapons:** Any melee weapon or unarmed.

## VITAL STRIKE

*You know where to hit your enemies.*

**Requirements:** *Melee* (any) +9

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +1 (2)

**Range:** Melee

**Effect:** *Weapon*; you deal an additional weapon damage die. For example, if you are using a weapon that deals 1d8 (Mi) on damage, roll 2d8 (Mi) instead.

**Weapons:** Any melee weapon or unarmed.

## RIPOSTE

*With any failed attack there is an opening, no matter how faint, and it's all you need.*

**Requirements:** *Melee* (any) +9

**Category:** Advanced (See Special)

**Attack:** Avoidance (Qu)

**Speed (Recovery):** Push +2 (0)

**Range:** Melee (1 Target)

**Effect:** *Weapon* + d6; you may only use this maneuver in response to a *missed* melee attack.

**Special:** Once your *Melee* skill becomes +15, this maneuver becomes a Base Maneuver and may be combined with other maneuvers whose Speed is always a Push.

**Weapons:** Any melee weapon.

## SNAP SHOT

*You quickly notch an arrow and let it fly, trusting your instincts instead of your aim, sacrificing accuracy for speed.*

**Requirements:** *Ranged* (Archery) +9

**Category:** Advanced

**Attack:** Avoidance (Pr)

**Speed (Recovery):** -2 (4)

**Range:** 90' (1 Target)

**Effect:** *Weapon* -3.

**Weapons:** Bow (any).

## TIER 4

### DEVASTATING BLOW

*With reckless abandonment, you crush your foes*

**Requirements:** *Melee* (any) +12

**Category:** Base

**Attack:** Avoidance (Mi)

**Speed (Recovery):** +2 (1)

**Range:** Melee

**Effect:** *Weapon*; you deal an additional (Mi) die of damage, suffering a -4 penalty to your Avoidance until your next action.

**Weapons:** Any melee weapon or unarmed.

### OVERPOWER

*When you charge, you leave nothing but carnage in your wake.*

**Requirements:** *Melee* (any) +12

**Category:** Advanced

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +3 (0)

**Range:** Melee

**Effect:** *Weapon* +10

**Note:** This maneuver improves upon the Charge attack option (pg. 311). As such, this maneuver's Speed is not added to that for performing a Charge.

**Weapons:** Any melee weapon or unarmed.

### SHATTERING SHOT

*Your aim is nothing short of remarkable, allowing you to shoot away a piece of armor, loosen buckles, or even chip away at a scale.*

**Requirements:** *Ranged* (any) +12

**Category:** Advanced

**Attack:** Fortitude (Pr)

**Speed (Recovery):** +2 (4)

**Range:** Melee





**Effect:** *Weapon*; you also reduce your Target's AR by 2 for the remainder of the Scene.

**Weapons:** Any ranged weapon.

### DEADEYE SHOT

*In your hands, you hold death*

**Requirements:** *Ranged* (any) +12

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +3 (4)

**Range:** Melee

**Effect:** *Weapon*; you deal an additional (Qu) die of damage.

**Weapons:** Any bow, crossbow, or flintlock.

### TRAIL OF BODIES

*When you enter battle, you always leave a trail of fallen foes behind you.*

**Requirements:** *Melee* (any) +12

**Category:** Base

**Attack:** Avoidance (Mi)

**Speed (Recovery):** Push 1 (0)

**Range:** Melee

**Effect:** *Weapon*; you may only use this maneuver when you Vanquish a foe. You may then perform a melee attack against any other foe within range.

**Special:** Unlike other special maneuvers you may perform Trail of Bodies when while under Recovery.

**Weapons:** Any melee weapon or unarmed.

## TIER 5

### BLOOD AND STEEL

*You lower your defenses, presenting your Target with a tempting target... maybe too tempting.*

**Requirements:** *Melee* (any) +15

**Category:** Advanced

**Attack:** Avoidance (Pr)

**Speed (Recovery):** Push \* (0)

**Range:** Melee

**Effect:** *Special*; you may use this Martial Technique in response to taking damage from any melee attack. You gain a *Free Strike* against that Target, but unlike a regular free strike you may use any Tier I Martial Technique. After your attack, Push your Clock by your weapon's attack Speed.

**Weapons:** Any melee weapon or unarmed.

### FLOWING SAND

*While in combat you move with unbelievable speed, leaving naught but blood and gore in your wake.*

**Requirements:** *Melee* (any) +15

**Category:** Base

**Attack:** Avoidance (Qu)

**Speed (Recovery):** +3 (0)

**Range:** Melee

**Effect:** *Weapon*; you may move your full Pace, performing a basic attack against each and every foe within melee range as you pass. You may only perform a number of attacks less or equal to your Passive Quickness Value, and no more than one attack per foe.

**Weapons:** Any melee weapon or unarmed.

### STRIKE WITHOUT THOUGHT

*A signal moment of clarity and purpose where mind and body become a perfect device of destruction.*

**Requirements:** *Melee* (any) +15

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +1 (0)

**Range:** Melee

**Effect:** *Weapon*; you deal an additional (In) die of damage. Furthermore, you ignore all penalties due to cover or concealment.

**Weapons:** Any melee weapon or unarmed.

### MOMENT OF PRESCIENCE

*The battle seems to melt around you as you focus upon a single target.*

**Requirements:** *Ranged* (any) +15

**Category:** Base

**Attack:** Avoidance (Pr)

**Speed (Recovery):** +7 (0)

**Range:** 120' (1 Target)

**Effect:** *Weapon*; you deal an additional (Qu) and (In) die of damage. This attack bypasses all AR provided by worn armor.

**Weapons:** Bow, Crossbow, or Flintlock.





# CHARACTER ADVANCEMENT

As your heroes achieve victory, their legend grows. With experience comes knowledge and power, tools used to overcome even greater dangers. It is the hero's lot to be ever challenged by fate, and the greatest heroes become legends renowned throughout the ages, their feats superhuman.

Also, reward exceptional play by individuals though small awards of experience. Remember, even 10 Experience Points is 1% of the way to the next Rank, and the incentive will encourage all players to fully participate at all times.

## ADVANCEMENT

A character's power is broadly defined by Tiers. Beginning heroes, already heroes in their own right, begin play at the very start of Tier 1/Rank 1 (commonly noted as Tier 1.1). As they overcome challenges and gain experience, they earn additional Ranks – incremental advancements in small areas that rapidly accumulate into significant increases in their capabilities. As you advance from Rank 10 to Rank 1 in the next Tier, your options for advancement reset and expand.

Each advancement in Rank grants incremental benefits. These benefits are chosen from the following tables, once per Rank unless indicated as an option for multiple selections. As a result you will gain the cumulative benefits of each option on this list over time. Upon reaching a new Rank you first advance, and then you choose a single advancement benefit. Thus you qualify for Tier 2 advancement as soon as you reach tier 2.1

All heroes, regardless of Archetype, have access to a set of base advancements as reflected on Table 2-37 Universal Advancement Options. In addition, each Archetype has access to specific advancements to reflect the distinct focus of the character. As reflected on the tables below.

The benefits of advancements often provide hidden benefits. Earning enough Ranks in a Melee skill may open up access to Weapon Tricks, increasing an Attribute Score could increase one of your Defenses, etc.

Keep in mind that your Hero's stamina increases as his defenses increase, thus if you choose +2 to all defenses you in turn gain 6 stamina.

**Table 2-36 Character Advancement Chart**

Experience	Tier/Rank
0	1.1
1000	1.2
2000	1.3
3000	1.4
4000	1.5
5000	1.6
6000	1.7
7000	1.8
8000	1.9
9000	1.10
10,000	2.1
11,000	2.2
12,000	2.3
And so on...	

## EXPERIENCE

At the end of each adventure your hero gains a number of Experience Points. At every 1000 points earned, your character gains a Rank (see below). It is recommended that for every evening of play (approximately 4-5 hours) the heroes should earn 150 Experience Points just for participating. The heroes should also be faced with three to five significant achievable goals. These may be enemies to defeat in battle, mysteries to unravel, traps to overcome, or any other plot device that suits the pace and drama of your campaign. Each of these goals should provide a small experience bonus (perhaps 25 points) to the group as a whole. Following this guideline, savvy groups will earn rewards quickly, adding Ranks after perhaps as few as 4 adventures.





**Table 2-37 Universal Advancement Options**

Advancement Options	Multiple/ Per Tier?
+1 to any two different Attribute Scores, once per Attribute, per Hero Tier	yes (2)
Select one Path	no
Gain one Talent	yes (3)
Gain 1 Rank to all Trained skills	no
Gain 1 Rank to a number of Trained skills equal to 3+ your Logic Passive Value	no
Gain +2 to all Defenses	no
Gain +1 to any Defense, only once per Defense per Tier	yes (2)
Choose any two talents; you must meet the requirements for both talents before you utilize this advancement option.	no
Acquire a new Trained skill; you gain this skill at 1 Rank per Hero Tier.	no

**Table 2-38 Arcane Archetype**

Advancement Options	Multiple/ Per Tier?
Gain two Arcanum Talents one of which may be the Arcane Spell Casting Talent	no
Gain 1 Rank to a single Arcanum skill, Deceit, and Stealth	no
Gain 1 Rank to a number of Trained Lore Skills equal to 3+ your Logic Passive Value	no
Acquire a new Trained Lore skill; you gain this skill at 2 Ranks per Hero Tier	no

**Table 2-39 Divine Archetype**

Advancement Options	Multiple/ Per Tier?
Gain two Devout Talents one of which may be the Divine Spell Casting Talent	no
1 Rank to a single Trained Arcanum Skill, your Deity's favored skill, and <i>Knowledge</i> (Religion)	no
1 Rank to a number of Trained Social skills equal to 3+ your Logic Passive Value	no
Acquire a new Trained Social Skill; you gain this skill at 2 Ranks per Hero Tier	no

**Table 2-40 Expert Archetype**

Advancement Options	Multiple/ Per Tier?
Gain two Skill Talents	no
Gain 1 Rank in a number of Trained skills equal to 3 + passive Logic	no
Acquire two new Trained skills; you gain this skill at 2 Ranks per Hero Tier	Yes (2)

**Table 2-41 Martial Archetype**

Advancement Options	Multiple/ Per Tier?
Gain two Combat Talents	no
Gain 1 Rank in a number of Trained skills equal to 3 + passive Logic to be selected from the following: Combat or Physical skills	no
+4 Stamina	no
Gain the Learn Martial Technique Talent, twice	no

**ADVANCEMENT EXAMPLE:**

Thus a advancing a Martial Hero's might look something like this...

Exp.	Tier.Rank	Advancement Chosen
0	1.1	Character Creation
1000	1.2	+1 to all Trained skills
2000	1.3	Choose a Path
3000	1.4	+2 to all Defenses (thus gaining 6 stamina)
4000	1.5	+1 to Might and Quickness Attributes
5000	1.6	+1 to Avoidance (gaining 1 stamina)
6000	1.7	Gain 1 Rank to a number of Trained skills equal to 3+ your Logic Passive Value
7000	1.8	Gain 1 Rank in a number of Trained skills equal to 3 + passive Logic to be selected from Combat or Physical
8000	1.9	Choose two Combat Talents
9000	1.10	Choose two Talents
10,000	2.1	Choose a Path
11,000	2.2	+2 to all Defenses (thus gaining 6 stamina)
12,000	2.3	Choose two Talents
And so on...		

**Legends are not born, they are built.**





# PATHS

A character's Paths represent major defining moments in his life when he or she sets a new course. They are the words that the character, and others, would use to describe him.

"I am a Holy Champion of Hurrian." "I am a Veteran Battlemage of the Coryani Legions." As such, they provide many benefits, much like an Archetype or Background. In truth, both Archetypes and Backgrounds are designed as Paths.

Paths are not chosen at character creation. The character's Archetype and Background represent the paths chosen before the character begins his new career. Instead, Paths represent an evolution of your Hero and are only selected as options when your character advances (See Character Advancement, pg. 272).

## READING PATH ENTRIES

**Note:** Unless otherwise noted, you may only take any individual Path once in your Hero's career.

### NAME

Name of the Path; though most Paths possess generic names, some are very descriptive of a particular organization or belief system.

### NATIONALITY

Some Paths are only available to specific nations or regions within them, commonly requiring the Hero to be from the same place.

### REQUIREMENTS

Requirements necessary to learn the Path; some requirements will have the following notations: (b) for Backgrounds, (ta) for Talents, (pa) for Paths, and (a) for Archetypes.

### TRAINED SKILLS

You learn these skills as trained skills; if you already possess these skills as trained skills, increase these skills by 1 rank. If you have no training in the skill, you learn the skill at 1 rank per Hero Tier.

## TALENTS

You gain any Talents listed, including Weapon Training and Tiered Talents; if you already possess a Talent listed, you gain no additional benefit. If you already possess Weapon Training in a listed weapon you may choose another weapon or choose Weapon Mastery with that weapon instead (or take the next Tier in Weapon Mastery with that particular weapon if you already possess it). In the case of Tiered Talents, you gain the next Tier's ability, but may not utilize or benefit from it until you are of an equal Tier. Talents granted by Paths ignore prerequisites, but not restrictions (such as a racial restriction)

## PATH DESCRIPTIONS ALTHERIAN SHARPSHOOTER

The rough terrain of the Altherian plateau provides many positions from which a handful of well-armed soldiers can halt a large number of attackers. Early in the development of the flintlock, during the dawn of the Ssethregoran war, the Altherians developed a tradition of marksmanship. Using these weapons and primitive grenades, the Altherians would send out small groups of men to harass the reptiles and to make them pay dearly for every inch they advanced towards New Althré. A brutal selection process began where only the best of these soldiers survived to fight again. As the guns became more advanced, the Altherians began to equip these elite units with the latest blast powder weapons.

**Nationality:** Altheria

### INITIATE

**Requirements:** Hunter: Ssethregoran (ta), Weapon Mastery: Flintlock Rifle (ta) and *Stealth* as a trained Skill

**Trained Skills:** *Perception* and *Tracking*

**Talents:** Lay of the Land and Weapon Mastery: Flintlock Rifle

### MASTER

**Requirements:** Altherian Sharpshooter (Initiate) (pa)

**Trained Skills:** *Ranged* (Marksman) and *Stealth*

**Talents:** Weapon Mastery: Flintlock Rifle and *Stealthy*





## ANOINTED PRIEST

The Anointed Priests of Arcanis fulfill many roles within their churches. While Holy Champions are the warriors of the religious organizations, it is the Priests who nurture, tend, and inspire the people. Though they lack the depth of martial training of the Holy Champions, they often wield great power in service to the gods.

**Nationality:** Any; Choose a Church and Deity appropriate to your Nationality

**Requirements:** Initiate of the Gods (b) or Initiate Itinerant (pa)

## OF ALTHARES

**Trained Skills:** *Linguistics* and choose one Lore skill

**Talents:** Eclectic Knowledge and Weapon Training: (Flintlocks)

## OF ANSHAR

**Trained Skills:** *Athletics* and *Heal*

**Talents:** Disciplined and Pugilist

## OF BEUSARDA

**Trained Skills:** *Empathy* and *Knowledge* (History)

**Talents:** Adaptation: Elemental Empowerment and Healing Hands

## OF BELTINE

**Trained Skills:** *Heal* and *Knowledge* (Religion)

**Talents:** Call Upon My Ancestors and Healing Hands

## OF CADIC

**Trained Skills:** *Larceny* and *Perform* (Play an Instrument, choose one)

**Talents:** To Know the Gloom of Night and Weapon Training (Short Bow)

## OF THE FIRE DRAGON

**Trained Skills:** *Wilderness Lore* and *Knowledge* (Religion)

**Talents:** Dragon's Hide and Lay of the Land

## OF HURRIAN

**Trained Skills:** *Battle* and *Perception*

**Talents:** Quick Draw and Weapon Mastery: Shield (choose one)

## OF ILIIR

**Trained Skills:** *Empathy* and *Etiquette*

**Talents:** Inspirational Presence and Sanctified Body

## OF LARISSA THE TEMPTRESS

**Trained Skills:** *Acrobatics* and *Persuasion*

**Talents:** Linguist and Seductive

## OF LARISSA THE FARSEER

**Trained Skills:** *Athletics* and *Empathy*

**Talents:** Blind Fighting and Fortune Favors the Bold

## OF NEROOTH

**Trained Skills:** *Heal* and *Mettle*

**Talents:** Alien Understanding: Undead and The Mercy of Neroth

## OF NIER

**Trained Skills:** *Battle* and *Mettle*

**Talents:** Callous and Forward Stance

## OF SALUMÉ

**Trained Skills:** *Beast Lore* (choose one) and *Wilderness Lore*

**Talents:** Animal Affinity and Lay of the Land

## OF SARISH

**Trained Skills:** *Deceit* and *Knowledge* (The Planes)

**Talents:** Alien Understanding: Infernals and Sense Infernal Taint

## OF YARRIS

**Trained Skills:** *Athletics* and *Seamanship*

**Talents:** Master of the Tops and Weapon Mastery: (Milandisian Trident)

**“Three things are insatiable: Death, Demons, and Priests”**

**- Canceri saying**





## ANSHARAN GATE KEEPER

Of all the gifts of the gods, the Portals of Anshar are arguably the most powerful, and certainly the most useful. The enormity of Onara is rendered small by the use of the vast network of Portals that dot the land, enabling commerce and conquest to reach the ends of the earth. While the val'Inares and clerics of Anshar all have power over the Portals, it is the select few known as the Gatekeepers who hold mastery over the power of the Portals.

Evolving out of a desire to master the mysteries of these strange artifacts, Gatekeepers devote themselves almost exclusively to the Portals, exploring their secrets, trying to fathom the magic of their construction, and attuning themselves to Portals in locations all across the world. It is the Gatekeepers who have the most accurate and expansive map of the network of Portals, setting out day after day in search of undiscovered parts of the web. As such, Gatekeepers are tireless travelers who, in addition to being knowledgeable in academic areas, are physically fit enough to set out into the world in search of that elusive heretofore-unknown Portal.

**Nationality:** Any

**Requirements:** Tier III, Anointed Priest of Anshar (pa), Holy Champion of Anshar or Sword Saint of Anshar (pa), Path of the Stars (ta)

**Trained Skills:** *Empathy* and *Knowledge* (Geography)

**Talents:** Anshar's Mighty Strides and Sense Portal

## APPRENTICE ARCANIST

*“Although the spark of Arcane Potential was recognized later in your life, you will be placed under the tutelage of an experienced Magus, if for no other reason than to prepare you for the night the Harvesters of Ymandragore arrive to steal you away.” – Oren Svart, Magus of the Sanctorum*

**Nationality:** Any except male ss'ressen

**Requirements:** Prestidigitation (ta), and *Knowledge* (Arcanum) as a trained skill. You *may not* possess Divine Spell Casting (ta) or Arcane Spell Casting with the exception of Arcane Spell Casting: Psionic (ta)

**Trained Skills:** *Deceit*

**Talents:** Rudimentary Spell Casting

## ARCHAEOLOGIST

To unearth the past for the benefit of the future: such is the motto of the Emerald Society Archaeologist. The cream of the crop within the ranks of the Emerald Society, the Archaeologist is equal parts scientist, intellectual and explorer. Taking the motto of the Emerald Society to heart, the Archaeologist specializes and dedicates her life to the pursuit of lost lore from bygone ages. Her field research rediscovers the buried legacies from civilizations past, enriching the libraries of the Society for the benefit of all.

**Nationality:** Any

**Requirements:** *Athletics*, *Knowledge* (History), *Knowledge* (Architecture & Engineering), and *Perception* as trained skills

**Trained Skills:** *Knowledge* (History), and any one Lore skill of your choice

**Talents:** Eclectic Knowledge and Tomb Raider

**Special:** You are a member of the Emerald Society; as such you have a handful of connections within it. You may elect to keep your membership in the society secret if you wish.

## ASSASSIN

There are many that require the services of a discrete killer. You've displayed a knack for such clandestine missions and have been recruited for such tasks. Perhaps, you are drawn by the lure of coin, a taste for blood, or a willingness to sully your hands in the service of a nation or cause; regardless, you now bring death to those that deserve it, or at the very least those that have made the wrong enemies.

**Nationality:** Any

### INITIATE

**Requirements:** *Stealthy* (ta), *Larceny*, *Melee* (Balanced), and *Stealth* as trained skills

**Trained Skills:** *Deceit* and *Streetwise*

**Talents:** Murderous Precision, Shady, and Waylay

### MASTER

**Requirements:** Tier III, Assassin (Initiate) (pa)

**Trained Skills:** *Melee* (Balanced) and *Stealth*

**Talents:** Lost in the Crowd and Murderous Precision





## BARD

There have always been those that chronicle the deeds of legends as song or tales. Travelling far and wide, these few are often known for their cunning and encyclopedic knowledge upon a plethora of subjects. You are drawn to the keeping of history and the learning of secrets, and as an entertainer and sage are often welcomed and offered hospitality in exchange for a few tales.

**Nationality:** Any

## NOVICE

**Requirements:** Prestidigitation (ta), Eclectic Knowledge (ta), *Knowledge* (Myths and Legends), *Knowledge* (History), *Perform* (Any), *Melee* (Any), and *Stealth* as trained skills

**Trained Skills:** *Perform* (Any Two) and choose any single Lore or Social skill

**Talents:** Encyclopedic Knowledge and Inspirational Performance

## MASTER

**Requirements:** Bard (Novice) (pa)

**Trained Skills:** *Linguistics* and choose any single Arcanum or Combat skill

**Talents:** Adaptation: Spell Song and Jack of All Trades

## BATTLEMAGE OF THE CORYANI LEGION

There are an elite few in the Legions of the Coryani Empire who have taken the secrets of arcane magic and adapted them to battle. Traveling as support for Legionnaires, it is the task of these brave men to use their powers to defend the Empire, either by supporting the stalwart fighters of the Legions, or by raining magical death upon their foes. However, a Battlemage's greatest enemy is not on the field, but off of it, where he is in constant danger of Harvester attacks.

Legionnaires normally come to love their Battlemage and the advantages he brings, and so a good Battlemage will most likely find himself well protected while he is resting to regain spells or while they travel, but even this is not always enough to escape the Fingers of the Sorcerer King. A Battlemage truly embraces the strength of the Coryani heart, putting his own life at risk by exposing his powers in order to turn the tide of battle for his brothers in the Legions.

**Nationality:** Coryani

## INITIATE

**Requirements:** Former Legionnaire (b), Arcane Spell Casting: (Eldritch) T1 (ta), and *Arcanum* (Sorcery) as a trained skill

**Trained Skills:** *Battle* and *Ride*

**Talents:** Battle Magi and Campaigner

## MASTER

**Requirements:** Battlemage of the Coryani Legion (Initiate) (pa)

**Trained Skills:** *Arcanum* (Sorcery) and *Mettle*

**Talents:** Adaptation: Fortify Spell and Counter Spell

## BEARER OF WOE

Within this mortal coil, imprisoned in a cage of bone and sinew, humanity suffers under an unrelenting assault upon mind, body, and spirit. Those few who have heard the calling of the Suffering Goddess, and have been deemed strong of will and flesh, have taken it upon themselves to provide an example of stoic acceptance of life's pain and to intercede on behalf of those who are not as strong. Known as the Bearers of Woe, these Holy Champions of Anshar struggle to understand the mysteries of their faith; the tormented aspect of their Bleeding Goddess.

The Bearers of Woe can be found throughout the Known Lands of Arcanis as they view all of life as a pilgrimage to transcend the suffering of this life so that their passage to the Paradise of the Gods is assured. These Holy Champions have a strong sense of right and wrong. They feel that existence doles out enough misery normally without those of sadistic or evil tendencies needing to heap further atrocities upon the masses. When a Bearer of Woe comes across such evil people, he can be as wrathful and relentless as even the most fanatical Nierite.

**Nationality:** Any

## INITIATE

**Requirements:** Holy Champion of Anshar (pa), and Pugilist (ta)

**Trained Skills:** *Athletics* and *Melee* (Unarmed)

**Talents:** Diehard and Mind Over Body

## BLESSED MARTYR

**Requirements:** Tier IV, Bearer of Woe (Initiate) (pa)

**Trained Skills:** *Heal* and *Mettle*

**Talents:** Endure and Weapon Mastery (Unarmed)





## BELTINIAN EXORCIST

Few clergy possess a hatred of undead on par with that of the Beltinian church. In those rare instances when an undead infestation becomes too dangerous for a normal priest to handle, the Beltinian church has an elite cadre of holy men and women that specialize in banishing undead: the Beltinian Exorcists. Only those especially skilled at turning, detecting, and removing undead are chosen for this training. They first learn how to protect their own souls from undead possession, and then learn how to draw out the spirits that possess others. At higher levels, they gain the knowledge to ward buildings and sometimes whole villages from wandering undead, and at the highest levels they master the secret art of attacking a spirit itself.

**Nationality:** Coryan or Milandir

### INITIATE

**Requirements:** Anointed Priest of Beltine (pa)

**Trained Skills:** *Arcanum* (Cants) and *Mettle*

**Talents:** Exorcist, Monster Lore: Spirits, Shades, and Demons

### MASTER

**Requirements:** Tier IV, Beltinian Exorcist: (Initiate) (pa)

**Trained Skills:** *Empathy* and *Knowledge* (Religion)

**Talents:** Adaptation: Rend the Soul, Learn Spell

## BELTINIAN HOSPITALER

Many believe that the Beltine is concerned only with the Afterlife, the disposition of souls and the forging of new souls from Her Cauldron. In fact, the Grey Lady does have interests in the living, particularly in the safety and well-being of the Children of the Gods. One of Her aspects is that of the Merciful Caretaker, depicted as an elderly woman caring for the fallen upon the battlefield. The Order of the Beltinian Hospitalers is devoted to this aspect, providing care to the injured, protecting the fallen, and giving a quick and painless final passage to those that are beyond even their legendary healing abilities.

A schism developed during the Age of Darkness that has haunted the Order to the present day. A very charismatic and highly placed member began to preach a heretical view of the teachings of Beltine to those she felt were sympathetic to her views. The sect's leader, one Mirani Pelven, put forth the belief that certain

souls are so corrupt and beyond redemption that there was no need to wait until they died for their souls to be judged. Such beings, when found, should be put to death as one would a rabid animal. This faction practiced heretical rituals which transformed the members into hulking killing machines – with pallid grey skin and long, sinewy arms which dragged their fearsome iron claws across the ground.

These creatures called themselves the Grey Crones, and spread terror across much of the Known Lands until the Order of the Beltinian Hospitalers managed to slay Mirani Pelven and her lieutenants, scattering the remaining Grey Crones. These malignant creatures still haunt Arcanis, with the Order always tracking them down. The Hospitalers will not rest until the last of these abominations is sent screaming into the Cauldron.

**Nationality:** Any

### INITIATE

**Requirements:** Anointed Priest of Beltine (pa) or Holy Champion of Beltine (pa)

**Trained Skills:** *Arcanum*(Cants) and *Heal*

**Talents:** Healing Hands, Lay on Hands, and Mercy for All

### MASTER

**Requirements:** Beltinian Hospitaler (Initiate) (pa)

**Trained Skills:** *Battle* and *Empathy*

**Talents:** Dedicated Defender and Devout

## BOUNTY HUNTER

Dead or alive, it means nothing to you. Some days you might find yourself hunting down a renowned bandit, another chasing a runaway noble with dreams of adventure; regardless, you play fetch as long as the pay is good.

**Nationality:** Any

**Requirements:** *Investigator* (ta)

**Trained Skills:** *Streetwise* and *Tracking*

**Talents:** Judge of Character and Lost in the Crowd

**Benefit:** You possess a Writ of Capture in your home nation, allowing you to legally capture and hold wanted criminals until properly released to the hands of your home nation's law enforcement.





## BOWMAN

With the advent of the flintlock, many warriors predicted that the bow would become obsolete, and slowly fade from the arsenals of the world. The Bowman scoffs at this. Making his own bows and arrows, he can achieve a state of kinship with his weapon that is the envy of even the finest of gunmen. Learning to become one with his chosen bow, the Bowman eventually achieves such a phenomenal state of mastery over his weapon that he can send forth a hail of arrows upon his enemies.

**Nationality:** Any

### INITIATE

**Requirements:** Weapon Training: (Bow) (ta), *Artisan:* (Bower/Fletcher) and *Ranged* (Archery) as a trained skills

**Trained Skills:** *Artisan* (Bower/Fletcher) and *Athletics*

**Talents:** Hawkeye and Heirloom (See Special)

**Special:** Upon taking the mantel of the bowman you have crafted your own masterfully shaped bow. The Heirloom Talent above is representative of that weapon; if it is ever broken or lost you can create a new one but at great expense and time, double the standard time needed to create an exceptional weapon as you struggle to get it “just right”.

### MASTER

**Requirements:** Bowman: (Initiate) (pa), Weapon Mastery: (Bow) (T3) (ta), Hawkeye (T3) (ta), Learn Martial Technique (ta) (any 2 ranged techniques which may be used with bows)

**Trained Skills:** *Perception* and *Ranged: (Archery)*

**Talents:** The Arrow Knows the Way and Weapon Mastery: (Bow) (T4)

## CAT BURGLAR

The second story man, the footpad, the daring thief that snatches heavily guarded treasures, often under the very noses of the guard; you are a ghost in the night. The skills of such a master thief are well suited to the deadly pursuit of adventuring. Old crypts are guarded by monsters and traps, after all, and stealing your way into a guarded palace of a tyrant is no different than the treasure vault of a wealthy widow.

**Nationality:** Any

**Requirements:** *Athletics*, *Larceny*, and *Stealth* as trained skills

**Trained Skills:** *Acrobatics* and *Larceny*

**Talents:** Acrobatic and Daredevil



*For duty and honor.*

## CENTURION

The most feared officer in the Legions of the Coryani Empire is the Centurion. Hardened in battle and brutal to the Legionnaires under him, a Centurion is the perfect soldier. Immune to fear, skilled in combat, and a master of discipline, only the best, toughest, hardest, and most wily Legionnaires survive long enough to reach this position.

### OFFICER

**Nationality:** Coryan

**Requirements:** Former Legionnaire (b)

**Trained Skills:** *Battle* and *Ride*

**Talents:** Born in the Saddle and Leadership

### MASTER TACTICIAN

**Nationality:** Coryan

**Requirements:** Former Legionnaire (b)

**Trained Skills:** *Battle* and any one *Combat* skill

**Talents:** Combat Intuition and Leadership





## DEATHBRINGER OF NEROth

They travel through the night, drawing stares of scorn or fear from those they are sworn to protect. Evil was inadvertently unleashed upon the world by their Lord and they have been tasked to find it and send it screaming back to the Crucible of Sins. Evil will always exist in a world where man has free will, but there are times when these petty evils grow and become overwhelming. That is when the Deathbringers arrive; to deal with those so corrupted that their removal from this world is necessary.

With Illiir's death during the Mythic Age, all the Evils of the world were released upon the world. Seeing mankind besieged as darkness encroached from every side, Neroth anointed four of the bravest and noblest of humanity as His champions. He crafted for them heavy axes which he called "Little Deaths" and sent them forth to turn the tide and inspire their fellows to acts of heroism.

In the present age, Deathbringers hunt down the evils that were loosed upon Arcanis during the Mythic Age. Wherever the corrupters of mankind appear and acts of extreme lust, greed, hatred, or pride crush the innocent or those too weak to defend themselves, a Deathbringer will appear to challenge it. Some say that Deathbringers can smell evil upon the wind due to their uncanny ability to appear where they are most needed.

**Nationality:** Any, but must be an adherent of the Mother Church of Coryan

### INITIATE

**Requirements:** Holy Champion of Neroth (pa) or Anointed Priest of Neroth (pa)

**Trained Skills:** *Melee* (Unbalanced) and *Mettle*

**Talents:** Neroth's Grasp and Smite Infidel

### MASTER

**Requirements:** Divine Spell Casting T1 (ta), Deathbringer of Neroth: (Initiate) (pa)

**Trained Skills:** *Athletics* and *Tracking*

**Talents:** Unshakable Dogma and Secret Spell: Shroud of Oblivion



*Canceri's response to the Deathbringers are the dreaded Nerothian Reapers. Since its inception, the two Holy Champion Orders have been implacable foes.*

## DUELIST

The many Duelists in Arcanis are diverse: Freeport ruffians, Kio nobles, the dandified gentry of Sweet Savona, and more. Concerned with the pursuit of personal excellence with the blade, and testing their prowess against myriad foes, the duelist often finds himself in harm's way and wouldn't want anything less.

**Nationality:** Any

### INITIATE

**Requirements:** Quickness 7

**Trained Skills:** *Acrobatics* and *Athletics*

**Talents:** Masterful Defense and Weapon Training: (Side Sword *or* if Kio, Kio Sword)

### MASTER

**Requirements:** Duelist: (Initiate) (pa)

**Trained Skills:** *Acrobatics* and *Melee* (Balanced)

**Talents:** Cunning Opponent and Moving Target





## ELEMENTALIST

*"You may call me a heretic, Lord Inquisitor. But this is Lhyllifel, not Coryan. Here, we are free to worship as we please. Do not bluster and rant about your precious Pantheon. We Undir are of the water, we know the water. The water is with us. Do not cross me, for the water is my friend, and the water is all around us."*

- Ghryhg, Undir Heretic (whereabouts currently unknown)

Since the death of their gods, some elorii have realized that their affinity with their Elemental heritage is stronger than they had been led to believe. Often these elorii become spell casters and use their affinity with their elemental nature to devastating effect. They call upon and blend their own elemental nature with the forces around them, by combining air with fire to create blasts of super heated air, or air with water to create a rain of razor sharp icicles.

The elorii teach almost all Elementalists, and so almost all Elementalists follow the Elemental Lords. The Undir have found strength in their ties to the Undine water spirits, the Kio have found that their skyborn heritage links them to the air elementals and the Naori have found their link to elemental fire. The Pengik, interestingly, were not surprised when the elorii discovered their elemental affinities, and accepted Eloran teachings as an inevitability rather than as new techniques.

Often suspected of heresy by the Inquisition, most non-Eloran Elementalists have learned to keep their powers hidden from prying eyes. The elorii, on the other hand, celebrate their Elementalists as pious and disciplined warriors who truly seek to strengthen their ties to Eloran blood, and thus to the gods. Eloran Elementalists, especially those of the Path of Faith, often rise to great power and prestige within Eloran society.

**Nationality:** Any

## JOURNEYMAN

**Requirements:** Arcane Spell Casting: (Eldritch), (Elder), or (Primal) (ta), Adaptation: Elemental Empowerment (ta), and *must* have chosen Elemental as a Primary Tradition

**Trained Skills:** *Knowledge* (The Planes) and choose one Lore skill

**Talents:** Adaptation: Elemental Influx and Skill Focus: *Knowledge* (The Planes: Elemental Planes)

**Special:** Once the Elementalist path is chosen, you must always choose Elemental as your Hero's Primary spell casting Tradition.

## MASTER

**Requirements:** Arcane Spell Casting: (Eldritch), (Elder), or (Primal) (T3) (ta), Elementalist: (Journeyman) (pa)

**Trained Skills:** Choose one *Lore* and one *Arcanum* skill

**Talents:** Elemental Lore and Might of the Elements

## FATESPINNER

Larissa, the Smiling Goddess, first held domain solely over love and divination. Her oracular powers were greatly beneficial to the rest of the Pantheon during the God's War, but Her experiences then caused Her to delve deeper and deeper into the future in the hopes of forestalling or preempting anything that might endanger the children of the gods. She looked too far; whatever She saw in that dim future drove Her to embrace hedonistic practices in the hopes of burning that image out of Her mind.

Larissa's Champions, the Fatespinners, believe it is their sacred duty to somehow avert the horrific calamity that is coming. They believe they can do this, not by confronting it, but by making small and subtle changes in the Tapestry of Fate. A small ripple can eventually become an unstoppable wave if it is set in motion at the right place and time. By aiding those they feel worthy or necessary in the coming battle in small and measured ways, they can change the final destiny of Arcanis and save their Goddess from madness.

**Nationality:** Any

## INITIATE

**Requirements:** Holy Champion of Larissa (pa), Anointed Priest of Larissa the Farseer (pa), or Anointed Priest of Larissa the Tempress (pa), and Fortune Favors the Bold (ta)

**Trained Skills:** *Arcanum* (Cants) and *Etiquette*

**Talents:** Blind Fighting, Pull Upon the Strands of Fate, and In Wine There is Truth

**Special:** If the Hero is not a val, they learn In Wine There is Truth as a Devout Talent, although they may only use this Talent once per day.

## MASTER

**Requirements:** Fatespinner: (Initiate) (pa)

**Trained Skills:** *Empathy* and *Perform* (Dance)

**Talents:** Walk the Web of Fate and Weapon Mastery: (War Fan)





## GRAND MASTER

Most fighters are adept at a wide variety of weapons, and many of these are considered Masters. But there are a few who train tirelessly with a single weapon, adapting their techniques to a single type of weapon, or occasionally even a single particular weapon. These are the Grand Masters. The title of Grand Master is highly sought after, but very difficult to attain; not only must a Grand Master be a paragon of technique with his chosen weapon, but he must be able to teach apprentices and students to attain their own level of skill. They often originate new techniques, if not entire schools of thought, and many a young warrior has died to either impress a would-be teacher, or to achieve the fame of killing a Grand Master in a duel.

**Nationality:** Any

## JOURNEYMAN

**Requirements:** Weapon Mastery: (Chosen Weapon) (ta), *Melee* (any) and *Athletics* as trained skills

**Trained Skills:** *Athletics* and *Deceit*

**Talents:** Combat Intuition and Defensive Stance

**Special:** “*Signature Move*” Choose a Weapon Trick you already know with another weapon of the same general type (Ranged or *Melee*); you may now use that Weapon Trick with your chosen weapon. The Weapon Trick must make sense. For example, *Mighty Throw* would not work with a bow or crossbow.

## MASTER

**Requirements:** Grand Master: (Initiate) (pa), Weapon Mastery: (Chosen Weapon) (T3) (ta)

**Trained Skills:** *Melee*: (as appropriate for your chosen weapon) and *Intimidate*

**Talents:** Master’s Reputation and The Perfect Cut

**Special:** “*Signature Move*” Choose another Weapon Trick you already know with another weapon of the same general type (Ranged or *Melee*); you may now use that Weapon Trick with your chosen weapon. Again, the weapon Trick must make sense with your chosen weapon.

## HARBINGER OF THE DAWN

No other order of Holy Champions exemplifies truth, honor, and integrity more so than the Harbingers of the Dawn. Champions of order, stability, and civilization as a whole, these tireless holy warriors strive to keep the nations and empires of the world safe from the dark tide of barbarism.

These Harbingers, or Dawn Lords as they are sometimes called, feel it is their divine duty to safeguard civilization and its institutions against those who would tear it down or change it for the worse. Those societies that lack structure, allowing lawlessness to run rampant, should be torn down and replaced by societies more suitable to the eyes of Illiir.

During the Mythic Age, when the gods lived amongst their children, Illiir created a perfect world for all to live and thrive in. Neroth stole this paradise from all of mankind due to His raging jealousy at the love all beings had for the Ruler of the Pantheon. Neroth’s act of envy plunged the world into darkness and allowed evil and chaos to creep back into the world, eating away at the divine laws laid down by the gods. Many atrocities were committed, brother turning upon brother, and mankind started to revert to a more savage state until finally order was restored.

Eventually, Illiir was returned to His rightful place, and saw what had taken place in His absence. He deemed that humanity must strive and earn a place in paradise rather than have it gifted to them. Thus He created the Paradise of the Gods in the Heavens, a place where all souls devoutly wish to eventually spend eternity.

**Nationality:** Any

## INITIATE

**Requirements:** Holy Champion of Illiir (pa) or Anointed Priest of Illiir (pa)

**Trained Skills:** *Etiquette* and choose either *Arcanum* (Cants) or a Combat skill

**Talents:** Disciplined, Unassailable Soul, and Skill Focus: Knowledge (Religion: Heresy)

## MASTER

**Requirements:** Harbinger of the Dawn (Initiate) (pa)

**Trained Skills:** *Empathy* and *Mettle*

**Talents:** Inspirational Presence and Perfect Emotions





## HOLY CHAMPION

Each of the different temples of Arcanis venerates a particular deity, usually focusing on a specific aspect and its associated tenets. Should the individual aspect have a militant bearing or direction, the temple may wish to sponsor an order of holy warriors to further spread their doctrine and influence.

**Nationality:** Any; choose a Church and a Deity as appropriate to your nation

**Requirements:** Templar (b) or Templar Itinerant (pa)

**Special:** Divine Spell Casting is no longer a Limited Talent for you, and you may take Devout Talents as if you possessed the Divine Spell Casting Talent.

### OF ALTHARES

**Trained Skills:** Choose one *Lore* and one Physical skill

**Talents:** Eclectic Knowledge and Exploit Weakness

### OF ANSHAR

**Trained Skills:** *Athletics* and *Heal*

**Talents:** Masterful Defense and Pugilist

### OF BEUSARDA

**Trained Skills:** *Heal* and *Knowledge* (Religion)

**Talents:** Blessed Vitality and Smite Infidel

### OF BELTINE

**Trained Skills:** *Empathy* and *Knowledge* (Religion)

**Talents:** Hunter: Undead and Return to Your Rest

### OF CADIC

**Trained Skills:** *Larceny* and *Stealth*

**Talents:** Smite Infidel and Waylay

### OF THE FIRE DRAGON

**Trained Skills:** *Athletics* and *Knowledge* (Religion)

**Talents:** Smite Infidel and Hunter: Ssethric

### OF HURRIAN

**Trained Skills:** *Athletics* and *Battle*

**Talents:** Dedicated Defender and Weapon Mastery: (Shield)

### OF ILJIR

**Trained Skills:** *Battle* and *Empathy*

**Talents:** Inspirational Presence and Smite Infidel

### OF LARISSA THE TEMPTRESS

**Trained Skills:** *Acrobatics* and *Perform* (Dance)

**Talents:** Fortune Favors the Bold and Weapon Training: (War Fan)

### OF LARISSA THE FARSEER

**Trained Skills:** *Athletics* and *Knowledge* (History)

**Talents:** Blind-Fighting and Fortune Favors the Bold

### OF NEROTH

**Trained Skills:** *Athletics* and *Mettle*

**Talents:** Smite Infidel and Weapon Training: (Bearded Axe)

### OF NIER

**Trained Skills:** *Battle* and *Intimidate*

**Talents:** Smite Infidel and Weapon Training: (Flamberge)

### OF SALUWÉ

**Trained Skills:** *Tracking* and *Wilderness Lore*

**Talents:** Lay of the Land and Loyal Companion

### OF SARISH

**Trained Skills:** *Athletics* and *Knowledge* (The Planes)

**Talents:** Hunter: Infernal and Smite Infidel

**Special:** Arcane Spell Casting: Sorcerer-Priest of Sarish is no longer a Limited Talent for you; you may not select the Divine Spell Casting Talent.

### OF YARRIS

**Trained Skills:** *Athletics* and *Seamanship*

**Talents:** Smite Infidel and Weapon Training: (Milandisian Trident)





## HOLY JUDGE OF NIER

Feared throughout Arcanis as relentless and unforgiving, the Holy Judges of Nier are tasked by their grim and merciless deity as judge, jury, and executioner of heretics and those who would blaspheme the gods. Those who have strayed from the true path of salvation must be shown the error of their ways and eliminated before they can corrupt the weak-willed with their lies and sacrilegious ethos.

The Holy Judges of Nier travel throughout the length and breadth of the Known Lands of Arcanis, ensuring that divine law is obeyed and that those that follow false or lesser gods do not contaminate the faithful. Holy Judges primarily target the High Priests and Holy Champions of foreign gods or Infernal cults that try to infiltrate and undermine the teachings of the Pantheon.

While searching for these foul practitioners, Holy Judges delight in honing their strength of arms in bloody and violent combat. Creatures that would prey upon mankind quickly find themselves the hunted when a Holy Judge learns of their existence. Holy Judges are also highly sought after in passing judgment on more mundane matters in areas and communities where magistrates or other officials are few and far between.

**Nationality:** Any

### INITIATE

**Requirements:** Holy Champion of Nier (pa) or Anointed Priest of Nier (pa)

**Trained Skills:** *Empathy* and *Melee: (Balanced)*

**Talents:** Stand and Be Judged and Unshakable Dogma

### MASTER

**Requirements:** Holy Judge of Nier: (Initiate) (pa)

**Trained Skills:** *Intimidate* and *Mettle*

**Talents:** Energumen and Weapon Mastery: (Flamberge)



### INITIATE ITINERANT

There are some who follow the callings of the gods later in life. Lacking a proper church education, these traveling priests, after gaining a rudimentary education in the miracles of the gods, choose to walk the Known Lands, seeking to understand their Deity through experiences rather than through books and tomes.

**Nationality:** Any; choose a Church and Deity appropriate to your Nationality

**Requirements:** You *may not* possess Spiritual Awakening (ta) or Divine Spell Casting (ta). You must have Strength of Faith (ta) and Weapon Training (ta) in your chosen Deity's weapon, as well as *Knowledge* (Religion) and your Deity's Chosen Skill as trained skills

**Trained Skills:** *Arcanum* (Cants) and *Knowledge* (Religion)

**Talents:** Rudimentary Prayers

**Special (Initiate Itinerants of Sarish):** Instead of **Arcanum:** (Cants), Initiate Itinerants of Sarish gain *Arcanum* (Sorcery) as a trained skill.

*“None can say when the Gods will call us to service, we can only heed the call and serve Their will.”*

*- Felician val'Mehan*





## INITIATE OF THE TAL KANATH “DANCER OF THE ELEMENTS”

*“...As I felled the Wulvar, my attention was drawn by the ring of steel. Turning I thought to face another Wulvar, but saw instead a vision of battle so beautiful and yet altogether so terrifying. There she was dancing among our enemies; her movements were elegant, deadly, and precise. I had never seen a style such as this; her blade, her dance, all was constant motion.*

*She faced five Wulvar, alone... I rushed to join the fray but was stopped by the old centurion. "Look", is all he said, and I stood there, transfixed. Her blade and body moved as one, keeping in tight circles, she pulled her blade close to her body, deflecting an enemy's thrust, and in the same motion she struck out, setting herself into a spin. Her blade moved with the speed of a snake as she cut down two Wulvar. Then the circle she described would again tighten to deflect yet another attack... In mere moments, the Wulvar were dead at her feet... "Never underestimate an Elf, boy" the old centurion whispered to me. I looked up at the elf as she cleaned her blade. "No, sir" were the only words I could find."*

*- "My service in the Legion of Shining Glory" - Darralin val'Assante*

Little is known about the origins of the Tal Kanath. What is known is that the style goes as far back as the founding of the elorii Empire. Among the tales of the elorii, there are few that match the accounts surrounding the mysterious Tal Kanath or “Dance of the Elements”. This elegant style keeps its practitioner in constant motion, using spins and slices over thrusts and advances. The philosophy of this style is one of complete focus, using the dance as foci for one’s inner strength. The elorii soon learns to strike with instinct as well as with confidence.

**Nationality:** Any elorii

### INITIATE: “BLADE OF WIND & FLAME”

**Requirements:** Any elorii Bloodline Talent (ta), Weapon Training: (Broadsword) (ta), and *Perform* (Dance) as a trained skill

**Trained Skills:** *Acrobatics* and *Perform* (Dance)

**Talents:** Blade Upon the Wind and Masterful Defense

*“The dance is in honor of the elements, it is they who aim my blade at the wicked.” - Bericia, Initiate of the Tal Kanath*

### MASTER: “BLADE OF STONE & SEA”

**Requirements:** Tier III, Weapon Mastery: (Broadsword) (ta), Initiate of the Tal Kanath: (Initiate) (pa)

**Trained Skills:** *Athletics* and *Melee* (Balanced)

**Talents:** Elemental Blade and Elemental Strike

## INQUISITOR OF THE MOTHER CHURCH

The Inquisition of the Mother Church is generally feared by a populace that doesn’t truly understand their purpose. The Inquisition could care less of political dissidents or those who speak out against the Empire. It cares only for the well-being of the Empire’s and of course, all Imperial citizens, soul. To do that, they ferret out heretics, Infernal Cult worshippers and subversive groups with opposing religious views, such as the Church of the Dark Triumvirate or those misguided fools in Milandir who slander our revered Matriarch. Inquisitors may be feared, but when a child has been possessed by a demon or the Cult of the Thousand Eyed Man has become entrenched in your village, there’s no one else you’d rather have at your side.

**Nationality:** Coryani

### INITIATE

**Requirements:** Anointed Priest (pa), Templar (b), Templar Itinerant (pa), or Initiate of the Gods (b)

**Trained Skills:** *Empathy* and *Mettle*

**Talents:** Investigator, Skill Focus: Knowledge: (Religion: Heresy) and Smite Infidel

### MASTER

**Requirements:** *Inquisitor: (Initiate)* (pa)

**Trained Skills:** *Intimidate*, and choose either **Arcanum:** (*Cants*) or one Combat skill

**Talents:** Hunter: Heretics and Judge of Character





## KIO DUELIST

Entrance into the prestigious Sova Academy is the dream and passion of nearly all Kio in their youth; only a rare few are ever made privy to the full extent of the secrets it teaches. To gain admittance, a Kio must be accepted as a student by a Keeper of the High Blade, who trains them as part of their own training towards status as a Master. Students must also present themselves with their own Kio sword to even be considered. The training is long, and arduous.

Though the price is steep, the rewards are great. Masters of the Academy are well known throughout Onara and command respect and admiration wherever they travel. Even other duelists hedge their bets and refrain from challenging visiting Kio Duelists to more than a friendly sparring.

**Nationality:** Kio

### INITIATE OF THE HIGH BLADE

**Requirements:** Heirloom: (Kio Sword) (ta), Weapon Training: (Kio Sword) (ta), Weapon Mastery: (Kio Sword) (ta).

**Trained Skills:** *Acrobatics* and *Deceit*

**Talents:** Masterful Defense and Quick Draw

### KEEPER OF THE HIGH BLADE

**Requirements:** Tier III, Kio Duelist: (Initiate of the High Blade) (pa)

**Trained Skills:** *Melee* (Balanced) and *Perception*

**Talents:** Exploit Weakness and Learn Marshal Technique

**Benefit:** Fellow Kio enjoy a +3 bonus to any Etiquette: Reputation Action Skill Roll to recall your reputation.

### MASTER OF THE HIGH BLADE

**Requirements:** Tier V, Kio Duelist: (Keeper of the High Blade) (pa)

**Trained Skills:** *Acrobatics* and *Athletics*

**Talents:** The Perfect Cut and The Sword the Believes

**Benefit:** Fellow Kio enjoy a +6 bonus to any *Etiquette*: Reputation Action Skill Roll to recall your reputation.

## KNIGHTS OF MILANDISIAN TRADITIONS

*“Many think of the Knights of Milandir as just the soldiers of the Kingdom, like the Legionnaires are in Coryan or the Shining Patrol is in Altheria. No offense to those fighting men and women, but nothing could be further from the truth. The Knights of Milandir are not only the elite fighting force of the Crown, entrusted with protecting King and Country, but we are also defenders of the values that Milandisians hold most dear - piety, faithfulness, honor and more. Never can we be completely defeated in battle, because we do not fight for ourselves, our town or even for our Duchy - we take up arms for Milandir because we are Milandir, and Milandir can never be truly defeated as long as one of us stands.”*

– Duke Victor val’Holryn, Knight of the Order of the Phoenix

### Milandisian Knightly Code of Honor:

- † To fear the gods and maintain their church
- † To serve the liege lord in valor and faith
- † To protect the weak and defenseless
- † To refrain from the wanton giving of offence
- † To despise pecuniary reward
- † To fight for the welfare of all
- † To obey those placed in authority
- † To guard the honor of fellow knights
- † To eschew unfairness, meanness and deceit
- † To speak the truth at all times
- † To respect the honor of women
- † To never refuse a challenge from an equal

**Nationality:** Almeric (Moratavian Region only), Milandir

**“THE KNIGHTS ARE THE HEAD OF MILANDIR’S ARMY, AND THE CONSCRIPTS ARE THE HEART; BUT IT IS THE MEN-AT-ARMS, THE PROFESSIONAL SOLDIERS THAT ARE THE SPINE. WITHOUT THEM, THIS CRUSADE COULD NOT BE FOUGHT.” - VLADIMIR VAL’OSSAN**





## ASPIRANT KNIGHT

You have risen through the ranks and have distinguished yourself as one of the best warriors of your nation. While some knights do not feel the need to seek admittance into a Knightly Order, preferring solitude and freedom from superiors, others prefer the brotherhood and camaraderie that such Orders offer.

However, many such Orders require further training and education to craft a truly elite warrior. Such Orders thus require that a knight enter as an Aspirant Knight of the Order. Such warriors are still considered knights, but may not be able to avail themselves to the full powers and privileges of that Order.

Once an Aspirant has shown that he embodies those virtues extolled by the Order, usually courage, duty and fealty, he is elevated to a true knight of that Order.

**Requirements:** Noble Born (b), Squire (b) or Knight Apparent (pa)

**Trained Skills:** *Ride* and *Etiquette*

**Talents:** Knight's Code and Learn Martial Technique

**Special:** Name a Knightly Order, for which you meet the Talent and skill requirements; you are considered an Aspirant of that Order.

## KNIGHT APPARENT

Knight's Apparent are freshly christened "kriegersitter" (which translates roughly to "riding warrior"); during this period the young knights are commonly given seemingly irrelevant duties which often test the piety, obedience, honor, and humility of the Knight.

**Requirements:** Squire (b)

**Trained Skills:** *Beast Lore* and *Ride*

**Talents:** Disciplined, Knight's Code, and Mounted Combat

## KNIGHT ERRANT

The term Knight Errant is used to describe Knights christened on the field of battle who are not part of any particular Order, or those that have fallen out of favor with an Order.

**Requirements:** Born in the Saddle (ta) with *Ride* and *Melee* (Balanced) as trained skills

**Trained Skills:** *Ride* and choose one Physical skill

**Talents:** Choose any Combat Talent, and Knight's Code

## KNIGHT OF THE ORDER OF ST. ARMON

St. Armon was a Knight Errant of Milandisia a century before Milandir's secession from the Empire. Through a miraculous combination of fighting prowess and magical power, he defended the helpless and championed the cause of justice until his death at the hands of a vastly superior force of Harvesters. At that moment the Order of St. Armon was born. Although sponsored by the Milandisian crown, the actual membership of the Order of St. Armon is a closely guarded secret, so as to avoid the notice of the Sorcerer King. They do not display their signs openly, and due to their secrecy they receive none of the normal deference and benefits given to a Milandisian Knight, save of course for the love and devotion of the innocents they assist with their oft-noted heroism.

### SHIELD OF THE ORDER OF ST. ARMON

**Requirements:** Must be from Milandir, Aspirant Knight (pa), Knight Apparent (pa) or Knight Errant (pa), with Arcane Spell Casting: (Eldritch) (ta) and *Arcanum* (Sorcery) as a trained skill

**Trained Skills:** *Knowledge* (Ymandragore) and choose one Combat skill

**Talents:** Dedicated Defender and Hunter: Ymandrakes

### HIGH SHIELD OF THE ORDER OF ST. ARMON

**Requirements:** *Shield of the Order of St. Armon* (pa)

**Trained Skills:** *Knowledge*: Ymandragore and choose one Arcanum skill.

**Talents:** Adaptation: Rapid Spell and Counter Spell





## KNIGHT OF THE ORDER OF ST. TANCRED

As the Founder of one of the oldest Orders of demon hunters, Tancred was proclaimed a Saint for his efforts at the Battle of Last Hope. When the First Emperor of the Coryani Empire was poisoned by Infernal treachery, it was Tancred who first charged forth and stood over the Emperor's fallen body, Tancred who held off the demonic horde as the body was carried away to safety, and Tancred who fell after dispatching over a dozen demons to herald his entry into the Cauldron. Members of this glorious knightly Order continue to hunt down the Infernal and hope to one day die a death as glorious as their founder's.

## HUNTER OF THE ORDER OF ST. TANCRED

**Requirements:** Aspirant Knight (pa), Knight Apparent (pa), or Knight Errant (pa), and Hunter: Infernals (ta)

**Trained Skills:** *Knowledge* (The Planes) and choose one Combat skill

**Talents:** Monster Lore: Infernals and Unassailable Soul

## MAJESTIC HUNTER OF THE ORDER OF ST. TANCRED

**Requirements:** Hunter of the Order of St. Tancred (pa)

**Trained Skills:** *Mettle* and *Tracking*

**Talents:** Callous and either (choose one) Weapon Mastery: (Any) *or* Spell Affinity

## LIFE WARDEN

The High Priests of Belisarda are known as the Ardahiri; literally, "Guardians, or Keepers of Life". This has been translated into the human tongue as "Life Warden", a name that suits them well. The Ardahiri are the living embodiment of their goddess, a manifestation of all the living energy of Arcanis. They preside at all important religious functions, and assist or act as proxy for Priests of the lost Elemental gods in their rituals. Life Wardens are the spiritual leaders of elorii society. Many serve on the Councils of Elders governing their communities, and are, in most cases, consulted on major decisions. Through use of the sacred Elluwé pools, they have knowledge of past and future events. They are held in the highest respect, and their words carry great weight.

**Nationality:** Elorii Nations

## INITIATE

**Requirements:** Elorii only, Anointed Priest of Belisarda (pa), Bloodline of Life (ta)

**Trained Skills:** **Arcanum:** (Cants) and *Knowledge: (Religion)*

**Talents:** Healing Hands and Inspirational Presence

## MASTER

**Requirements:** Life Warden: (Initiate) (pa)

**Trained Skills:** *Heal* and *Knowledge* (Religion)

**Talents:** Lay on Hands and Secret Spell: Life Ward

## MAGI

*"Sorcerer, Mage, Wizard... all the common man's names for our chosen profession, our art. You are an Arcanist, bending reality to your will, and though it is a path fraught with peril, you walk the path and embrace its secrets."*

– Giovanni, Sanctorum Mage

The term Magi encompasses a variety of Arcanists, but more specifically, represent a pinnacle of achievement. There are many who can sling a spell, or learn a basic cantrip, but to be Magi is to know the foundations of magic itself. Those who follow this Path are often equals of Sarishan-Sorcerer Priests in their understanding of the intricacies of Arcane casting.

Found all over the face of Arcanis, Magi may be found in the employ of the rich and powerful, making the lives of their patrons very comfortable. Those who adventure tend to do so out of a drive for knowledge, while others have a desire for greater power and glory. Whatever their reasons, to have a Magi along makes many insurmountable obstacles trivial in the face of their abilities.

**Nationality:** Any

## JOURNEYMAN

**Requirements:** Arcane Spell Casting: Elder (ta) *or* Arcane Spell Casting: Eldritch (ta)

**Trained Skills:** *Deceit* and *Knowledge* (The Planes)

**Talents:** Metaphysical Understanding and Wary

## MASTER

**Requirements:** Arcane Spell Casting: Eldritch T3 (ta) *or* Arcane Spell Casting: Elder T3 (ta) and Magi: (Journeyman) (pa)

**Trained Skills:** Choose one *Arcanum* skill and *Stealth*

**Talents:** Arcane Spell Casting: Eldritch *or* Arcane Spell Casting: Elder and Learn Spell





## MAN-AT-ARMS

Far more than a simple bodyguard or hired champion, the Man-at-Arms swears a pledge of absolute fealty and loyal service to his sponsor, usually a knight or nobleman with control over some measure of land. This forms a bond of trust between the Man-at-Arms and his patron, who awards his loyal servant with a measure of his authority and resources. Because a Man-at-Arms normally serves as a bodyguard, there are few adventuring Men-at-Arms. However, occasionally one will be sent adventuring by his liege lord as a representative of his lord's name, so that fame may be brought to the lord's estate, or to protect a son or daughter of his lord as they travel Onara.

**Nationality:** Any

## INITIATE

**Requirements:** Former Soldier (b), Former Watchman (b), Mercenary (b) or Bodyguard (b), and *Etiquette* as a trained skill

**Trained Skills:** *Etiquette* and *Persuasion*

**Talents:** Judge of Character and Quick Draw

## MASTER-AT-ARMS

**Requirements:** Man-at-Arms: (Initiate) (pa)

**Trained Skills:** *Athletics* and choose any Combat skill

**Talents:** Combat Intuition and Dedicated Defender

## MASTER OF THE HOUNDS

While the nobles of the various nations of Arcanis disagree on many things, they almost universally share a passion for one thing: the hounds. Regarded as noble companions and faithful comrades, hunting dogs are a staple around noble estates. For most this is simply a social hobby, but for a few, their hound becomes much more: A companion, a friend, a brother in all things. These nobles share a deep bond with these animals, often treating them better than they do themselves, or their families. As this bond strengthens and grows, the Master of the Hounds gains an almost preternatural understanding of his canine companion's abilities, and so long as the two of them are together, they make a formidable foe indeed.

**Nationality:** Any

## JOURNEYMAN

**Requirements:** Val or Noble Born (b), Squire (b), or Partisan (b), Animal Affinity (ta), Loyal Companion (ta) with either wolf or dog as your companion animal, and *Beast Lore* as a trained skill

**Trained Skills:** *Beast Lore* and *Etiquette*

**Talents:** Distract Opponent and Wolf Pack Tactics

**Special:** *Bonded Companion* is no longer a Limited Talent for you.

## MASTER

**Requirements:** Master of the Hounds: (Journeyman) (pa)

**Trained Skills:** *Beast Lore* and choose one Combat skill

**Talents:** Advanced Training and Loyal Companion

## MYRMIDON

Able to crush lesser foes aside, Myrmidons seek out and eliminate the most formidable opponents in any given battle. Each Myrmidon is unique in weapon choice and habits, but all are the same in their lifelong dedication to melee combat. They always strive to better themselves and their skills with deadly weapons. Even a small number of Myrmidons can make or break a battle with their prowess in combat, either devastating enemy lines or defending small territories. Fortunate are the commanders who have them on their pay role or pledged to their service.

**Nationality:** Any

**Requirements:** Armor Proficiency, Heavy, Weapon Mastery: (any melee)

**Trained Skills:** *Intimidate* and choose one Melee skill

**Talents:** Campaigner, Forward Stance, and Relentless





## ORDER OF THE INNER DEMON

*“Do not fear or pity these men, for no more selfless souls than they exist in Blessed Illiir’s realm.”*

With these simple words, the First Emperor of the Coryani Empire acknowledged the sacrifice made by the Order of the Inner Demon and welcomed them as the vanguard of the First Crusade of Light. Though small in number, the original members of the Order acquitted themselves with distinction during the Time of Terror. The last of their Order was struck down at the Battle of Hope’s End.

When the rift was torn open between the world of Arcanis and the Infernal realm, hordes of Infernals swarmed through, infesting the world. The Sarishans quickly understood that the only way to survive was to fight fire with fire. Poring through ancient tomes and holy texts, these priests finally discovered the rituals necessary to bind an Infernal within the body of a mortal and force it to grant that mortal a portion of its power. The first dozen members of the Order served humanity with honor and distinction and act as a role model for the members to this day.

Even though the Time of Terror is long gone, its legacy remains to plague Arcanis. Members of the Order of the Inner Demon may be found anywhere in the Known Lands, rooting out Infernal cults, seeking out and destroying unbound Infernals roaming the land. Members of the Order do not focus solely on their primary prey. No one knows evil as intimately as those of the Inner Demon do. When they see mortals corrupted by evil desires or performing wicked acts, they will not hesitate in delivering such foul individuals to the Cauldron with horrific efficiency.

Children born when the stars are in a certain special conjunction are delivered to Sarishan priests within days of their birth. These children are then trained from a very early age in harsh and extensive mental techniques, giving them the unbending will necessary to withstand the trials that await them in adulthood. At the age of eight, the children are sent to the ancient Sarishan Temple of the Venator Invictus, the Invincible Hunter, nestled in the Corlathian Mountains near the Dwarven Enclave of Encali. Here their training continues in various mental disciplines as well as a variety of martial techniques. During the next ten years, a rune master begins to tattoo their bodies with intricate runes and sigils. This is an excruciatingly painful exercise and a test of the initiate’s mental control and his ability to withstand prolonged pain and suffering.

*The destinies of the val’Meban and the Infernals oft appear to be intertwined.*





Upon the initiate's eighteenth birthday, the High Priest of the Temple performs a sacred ceremony where he summons and vaporizes an Infernal and quickly inhales the noxious fumes, holding it in his cheeks. He then blows the Infernal into the initiate's mouth, sealing the spirit of the creature within the aspirant. It is then that the years of mental discipline come into focus. The Infernal immediately rails against its imprisonment and attempts to possess the initiate's body. The runes inscribed upon her body flare with an unholy light as their purpose is finally made clear; they serve to transform the aspirant into a living binding circle, trapping the Infernal within. Should the initiate fail and the Infernal take control, both the foul spirit and the unfortunate initiate are both immediately destroyed. These Sarishan priests will not suffer an Infernal to remain unbound. Once the struggle is complete and the aspirant achieves total control over her body and mind, she is inducted as a full member of the Order of the Inner Demon.

**Nationality:** Coryani

### INITIATE

**Requirements:** Human or val only, Templar of Sarish (pa), *Melee* (Unarmed) as a trained skill, must not possess the Bloodthirsty Flaw

**Trained Skills:** *Knowledge* (The Planes), *Melee* (Unarmed), and *Mettle*

**Talents:** Sense Infernal Taint and The Demon Within

**Special (Lure of Darkness):** Members of the Order are constantly battling their inner demon, gaining the Bloodthirsty flaw. If a Hero ever *willingly* succumbs to the Infernal's influence, the player instantly loses control of his Hero becoming a character under the Chronicler's control.

### ADEPT

**Requirements:** Order of the Inner Demon: (Initiate) (pa)

**Trained Skills:** *Athletics* and *Tracking*

**Talents:** The Demon Within and My Mind is My Own

### MASTER

**Requirements:** Order of the Inner Demon: (Adept) (pa)

**Trained Skills:** *Arcanum* (Cants) and *Mettle*

**Talents:** Horrific Visage and The Demon Within

## ORDER OF THE TWELVE OAKS

Dating back to the time of the Great Betrayal, the Order of the Twelve Oaks is a small group, self-tasked with using the lessons of the past to ensure the future of the elorii. They believe that the elorii have both dealt and suffered terrible atrocities, but that these were only fires to temper them for their yet-unknown true purpose. They feel that many elorii have grown arrogant and withdrawn over the intervening millennia, and fear that they have forgotten the terrible actions of their own past, to the extent that now they seek only vengeance and not forgiveness.

Thus, the members of the Order have tasked themselves with three goals. First, it is their duty to remember the devastation caused by their own people and to take responsibility for these actions. In penance, all members of the Order are pledged to the ancient ways and shall greet anyone they encounter with compassion and friendship, lending aid to any in need, be they elorii, human, Val, or even ss'ressen. However, they have been betrayed before, and have sworn never again to allow their people to be slaughtered by those they thought were friends. Thus, the Order's second duty is to remain ever vigilant, examining closely those they have welcomed as friends and ensuring that they do not pose a threat to the elorii people. Finally, the Order recognizes that the elorii will be whole again only when the Elemental gods walk amongst them once more. Thus, the Order's last duty is to prepare the way for the events that will return their gods to their rightful places.

**Nationality:** Any elorii nation

### INITIATE

**Requirements:** Elorii only, Anointed Priest of Belisarda (pa) or Holy Champion of Belisarda (pa)

**Trained Skills:** *Empathy* and choose either *Arcanum* (Cants) or one Combat skill

**Talents:** Defender of the Children and Judge of Character

### MASTER

**Requirements:** Order of the Twelve Oaks: (Initiate) (pa)

**Trained Skills:** *Empathy* and *Persuasion*

**Talents:** Lay on Hands and Smite Infidel





## PHILOSOPHIC WARRIOR

Just after the infinite planes were created and Illiir sat in the heavens, bathing the entirety of all in His brilliant radiance, Althares began His quest to learn all that could be learned throughout the multiverse. He wrote all that was discovered in the Book of Knowledge and stored its many volumes in the Celestial Library of Lazur. Unfortunately, this library and all the volumes of the Book of Knowledge were the first casualty of the God's War. Some religious scholars claim that within the Library, nestled in some hidden recess, was the information needed to defeat the Other and unravel its apocalyptic plans. Scattered across Arcanis and throughout the many layers of existence, the sum of all knowledge was lost. Even the location of the Lost Library of Lazur has vanished, along with any bits and pieces still ensconced in its many-chambered halls.

After the defeat of the Other and its minions, Althares tasked His chosen champions to quest and learn all there was to learn; to seek out all there was to know. With each piece of information rediscovered, the Book of Knowledge is slowly being rewritten. When it is completed, all the secrets of the multiverse will be laid open and the Paradise of the Gods and the realm of Man will once again become one.

The members of the Order of the Philosophic Warrior adventure throughout all of Arcanis in hopes of fulfilling their sacred quest as commanded by Althares. Members can be found in the most ancient of crypts or catacombs, diving below the deepest oceans, exploring lost cities, or locked in intense debate with the most learned minds – all in the hopes of gleaning some new bit of information or uncovering some lost bit of lore.

**Nationality:** Any

### INITIATE

**Requirements:** Anointed Priest of Althares (pa) or Holy Champion of Althares (pa)

**Trained Skills:** *Knowledge* (Architecture and Engineering) and choose either *Arcanum* (Cants) or one Combat skill

**Talents:** Exploit Weakness and Know Thy Enemy

### MASTER

**Requirements:** Order of the Philosophic Warrior: (Initiate) (pa)

**Trained Skills:** *Athletics* and *Empathy*

**Talents:** Eclectic Knowledge and Tools of the Trade

**Special:** If you already possess the Eclectic Knowledge Talent, you gain the Encyclopedic Memory Talent instead.

## PIT FIGHTER

*"The sound of the crowd screaming for blood is the same. The pain and cries of anguish are the same. But this isn't the bright and extravagant arena of the Empire. There are no marble stands for the nobility; no high-born woman wanting to spend some time with the champion gladiator; no real training, to tell the truth. These are the Fighting Pits. Here we're given just enough food to keep us alive and weapons sharp enough to just kill. Here we fight in a twenty square feet pit, eight feet deep; our bare feet trying not to slip on the blood and rotting gore from previous matches. Glory? I'd settle for a meal and a bath."*

-Roderick, Pit Fighter

**Nationality:** Any

**Requirements:** *Athletics* and any 2 Combat skills as trained skills

**Trained Skills:** *Mettle* and *Melee* (Any two)

**Talents:** Blood and Sand and Weapon Training: (choose two gladiator weapons)

## PSION

Many seek to control the world around them by manipulating the forces in the world around them. Shamans appeal to spirits, priests and holy champions to the gods and their Valinor, and even the arcanists of Arcanis require incantations and rituals to manifest their will. Those who follow the path of the psion understand that the best way to control the world is to master themselves, changing reality by the power of their mind and nothing else. Only those with the strongest self-discipline can explore the depths of this Path, as the self may be the most difficult opponent one ever faces.

**Nationality:** Any

### JOURNEYMAN

**Requirements:** Arcane Spell Casting: Psionic (ta)

**Trained Skills:** Choose any 2 Lore skills

**Talents:** Diehard and Force of Will

### MASTER

**Requirements:** Arcane Spell Casting: Psionic T3 (ta) and Psion (Journeyman) (pa)

**Trained Skills:** Choose one Lore skill and *Arcanum*: (Meditation)

**Talents:** Arcane Spell Casting: Psionic and Learn Spell





## RANGER

Civilization may have entrenched itself upon the Known Lands for millennia, but there are still vast tracts of unspoiled land that few humans or humanoids have ever set foot upon. Rangers are those who feel the tug of the “wanderlust” pushing them to go into those primordial forests and see what no human or being has ever seen - or at least not for a very long time. By traveling beyond the comforts of civilization and into the Wild, you have joined an elite group that has claimed the pristine wilderness as their home. There you have learned skills and tricks that others can only dream of - tracking a beast that leaves nary a trace or walking across a field of dry leaves without making a sound. Always traveling and learning about new people and cultures - never happy until they know what’s beyond the next hill.

**Nationality:** Any

**Requirements:** *Tracking* and *Wilderness Lore* as trained skills

**Trained Skills:** *Tracking* and *Wilderness Lore*

**Talents:** *Lay of the Land* and *Weapon Training (Bows)* or *(Crossbows)*

## SARISHAN BINDER

“Do you dare to bargain with me? Let me tell you something, little whelp. I sit here as gatekeeper only because this mark on my forehead was placed by someone far more powerful than YOU. One day, even that shall not hold me, and on that day his blood shall spill into the earth by my hands. And then, little whelp, I will hunt down each and every one who has dared insult me as I guard this gate, beginning with your ugly hide!”

- E’kin’uzz, bound demon, guardian of the Library of Tombs

All Sarishans have at least some knowledge of Infernals and binding techniques. Some train in it, learning well the way of the demon-binder, while some of the Sarishan clergy specialize in it, making it their goal and passion. These powerful priests are the Sarishan Binders. The fiends of the blackest pits of evil are toys to these men and women, toys to be bound up and made to serve their whims. It is a dangerous game that the Binders play, marking demons with their personal sigils. If a demon ever shakes off his bindings, it will be free to do as it wishes, and these wishes almost always begin with the death of the one impudent enough to try and place those bindings in the first place.

**Nationality:** Any, except Milandir

## INITIATE

**Requirements:** Anointed Priest of Sarish (pa) or Sorcerer-Priest of Sarish (pa)

**Trained Skills:** *Arcanum (Sorcery)* and *Knowledge (The Planes)*

**Talents:** *Monster Lore: Infernals* and *Sense Infernal Taint*

**Special (Additional Tradition):** You gain access to the *Diabolism Tradition*. Like the *Blood Tradition*, you must choose *Diabolism* as one of your Traditions every Tier.

## MASTER

**Requirements:** Sarishan Binder: (Initiate) (pa)

**Trained Skills:** *Deceit* and *Mettle*

**Talents:** *Infernal Servant* and *Thaumaturgic Circle*

**Special:** If you are a val’Mehan, you gain the *Infernal Servant Talent* as a *Bloodline* ability; if you already possess the *Infernal Servant Bloodline* ability, you may choose a different one in its place.

## SCOUNDREL

“Scoundrel?’ Oh, I see you mean to insult me, because to you that word implies, thief, thug or even malcontent. But you see, you are wrong. I much prefer the actual definition; <ahem> Scoundrel - a bon-vivant, one who lives by his own rules and by his wits; two parts dashing and one part charming. See? Doesn’t that sound nicer?”

-Emilio, gentleman rogue

**Nationality:** Any

## JOURNEYMAN

**Requirements:** *Shady* (ta), *Information Network* (ta)

**Trained Skills:** *Appraise* and *Deceit*

**Talents:** *Opportunist* and *Wary*

## MASTER

**Requirements:** Scoundrel: (Journeyman) (ta)

**Trained Skills:** *Streetwise* and choose one *Combat* skill

**Talents:** *Shady* and *Stealthy*





## SEA LORD

The oceans cover over three-fourths of Arcanis' surface area. They can be as placid and still as glass or become a roiling and unforgiving tempest in a matter of moments. Beneath the oceans' white-capped skins, they are home to a myriad of creatures large and small, mundane and exotic, wondrous and terrifying. To a Sea Lord, one of the Holy Champions of Yarris, the sea is her home and all these creatures that live beneath its waves are resources from which to draw power. Yet these Lords of the Oceans are usually found far from the coast, in the most inhospitable environments, searching for the Lost Pearls of Yarris.

At the inception of the First Imperium of Man, Illiir bid that each god bestow upon humanity a gift. Yarris gave the fledgling empire nine pearls, each the size of a man's head and unique in power. Each of the pearls was granted dominion over some facet of Yarris' realm. Should a province suffer from famine, merely dip the Pearl of Bounty in a nearby river and by morning the banks will be overflowing with fish. If a hurricane threatens to drown a coastal city, raise the Pearl of the Tempest in the face of the storm and instantly the winds will abate. As the Imperium grew larger and larger, the pearls were taken further afield. Rampaging humanoid bands and unscrupulous thieves set their eyes on the priceless pearls and one by one each of the pearls was lost to the wilds of Arcanis.

Both chapters of the Sea Lords feel it is their sacred duty to find the pearls and restore them to their rightful place in the ancient temple of the Pantheon in the First City. The members begin their quest for the pearls from their moment of induction to the day they breathe their last. Thus, Sea Lords are usually found far from their beloved coasts and oceans, traveling to the most inhospitable of places upon or under Arcanis in the hopes of fulfilling their duty and recovering another of these sacred items. Thus far, only the third and the fifth of the nine pearls have been restored.

**Nationality:** Any

### INITIATE

**Requirements:** Anointed Priest of Yarris (pa) or Holy Champion of Yarris (pa)

**Trained Skills:** *Seamanship* and choose either *Arcanum*: (Cants) or one Combat skill

**Talents:** Master of the Tops and Pearls of Yarris

### MASTER

**Requirements:** Sea Lord: (Initiate) (pa)

**Trained Skills:** *Athletics* and *Seamanship*

**Talents:** Pearls of Yarris and Weapon Mastery: (Milandisian Trident)

## SENTINEL OF THE BLAZING WYRM

In the misery, death, and confusion that marked the exodus of the Black Talons from Ssethregoran society, a small group of valiant Black Talons stood above the rest, ready to lay down their very lives for the sole purpose of buying the remainder of their clutch time to escape. This core of hardened veterans stood firm in the face of insurmountable odds, unwavering in their faith toward the old matriarch. Seven times the full might and fury of all Ssethregore charged headlong into these unblinking defenders, and seven times the lines held. The fearless and fearsome Black Talons had piled up a ring of barbed-tail corpses hip deep before they finally fell and were dragged down into twilight.

The Sentinels of the Blazing Wyrms are the most prestigious order of Holy Champions dedicated to the Fire Dragon. The Black Talon Matriarchy created the Sentinels during the grueling march out of Ssethregore to safeguard against the genocidal tendencies of their Ssethric enemies. Originally formed to honor their comrades who fell buying time for the clutch as a whole to escape, the Sentinels have risen to represent much more. Since the Black Talons' relocation into human-held lands, the Sentinels have come to stand as a bulwark of defense against any foes who would threaten the very heart of ss'ressen society: the precious eggs from which each new generation springs.

**Nationality:** Any

### INITIATE

**Requirements:** Holy Champion of the Fire Dragon (pa)

**Trained Skills:** *Athletics* and choose either *Arcanum* (Cants) or one Combat skill

**Talents:** Dragon Hide and Weapon Mastery: (Bearded Axe)

**Special:** If the ss'ressen already possesses Dragon Hide, they gain Blessed Vitality instead.

### MASTER

**Requirements:** Sentinel of the Blazing Wyrms: (Initiate) (pa)

**Trained Skills:** *Battle* and *Intimidation*

**Talents:** Dragon Within and Smite Infidel





## SHAMAN

“Listen, child, do you hear that? It is the wailing of the spirits. They speak of innocent blood spilled. They whisper warnings of terrible dangers to come. They tell of the fall of cities and Empires. Do you not hear their cries? No? Then you will surely fall to the doom they announce.”

-Al'Falin, Yhing hir shaman

Across Onara, there are those who hear the calling of the spirits, the song of the wind, the whispers of trees, and the gentle murmuring of water. Though the civilizing influence of the Coryani Empire has swayed many to the Mother Church, there are still those who honor and pay homage to the powerful spirits that constantly surround all living things.

Their names may change from culture to culture, but most know these men and women as Shamans: the speakers of spirit. Though the Church discounts them as heretics, infernalists, or simply ignorant savages, the power of the Shaman is not to be scoffed at or scorned. They can sway the forces of nature to do their bidding and summon spirits that could make the most faithful Beltinian quake with fear. Yet, there is a painful price to be paid for these powers – for to become a spirit speaker, one must dwell on the tenuous border between the worlds of waking and dreaming.

**Nationality:** Any

## JOURNEYMAN

**Requirements:** Arcane Spell Casting: Primal (ta)

**Trained Skills:** *Knowledge* (Religion) and *Wilderness Lore*

**Talents:** Between Worlds, Skill Focus: Wilderness Lore: (Spirits), and Spirit Guide

## MASTER

**Requirements:** Arcane Spell Casting: Primal T3 (ta), Shaman: (Journeyman) (pa)

**Trained Skills:** *Arcanum* (Shamanism) and *Mettle*

**Talents:** Spiritually Aware and Spirit Journey

## SORCERER-PRIEST OF SARISH

The *Sorcerer-Priests of Sarish* are as unique as their God himself. While other priests follow the Cants exactly as handed down since time immemorial, without deviation or any real thought, Sarish's priests were taught differently. As befits the God of Sorcerers and Magic, His priests are more akin to true masters of sorcery, and as such they may make use of that residual power left over from Creation and manipulate reality itself. Their minds are free to analyze and experiment with His Cantos and change them as they see fit. They are hybrids between Sorcerer and Priest, befitting the God of Magic.

**Nationality:** Any, except Milandir

**Requirements:** Anointed Priest of Sarish (pa)

**Trained Skills:** *Deceit* and *Knowledge*: (*The Planes*)

**Talents:** Metaphysical Understanding and Arcane Spell Casting: Sorcerer-Priest of Sarish



## SPONTANEOUSLY AWAKENED SCION

It is possible for a val to become awakened under duress without undergoing any specific ritual awakening or training. You are an example of one such val.

**Nationality:** Any

**Requirements:** Val

**Trained Skills:** *Arcanum* (Meditation)

**Talents:** Spontaneously Awakened

**SOME CLAIM MAGIC WAS STOLEN FROM SARISH BY A CLEVER MAN, SOME SAY THAT HE GIFTED IT TO MANKIND IN ORDER TO PREPARE THEM FOR A FUTURE THREAT. NONE OF THIS ACCOUNTS FOR ANCIENT MASTERS OF THE ARCANE THAT PREDATE THE ARRIVAL OF THE GODS UPON ONARA.**





## SPY

"They say that gold, relics or priceless jewels is having true wealth in the Known Lands. Lies! To have wealth means to have power - and to have either you need the true treasures of this land: secrets. 'Who did what to whom' or what legion is stationed where or even who's the Governor's mistress and when is he planning a visit? Each and every secret has a price. And when a secret needs to be uncovered, they always come to me. Spy? No, no; I'm a liberator. What's that old adage? 'The truth shall set ye free?' For the right price, I'll make you as free as a bird."

-Malchus, Coryani Spymaster

**Nationality:** Any

**Requirements:** *Deceit* and *Persuasion* as trained skills

**Trained Skills:** *Deceit* and *Perception*

**Talents:** Information Network and Lost in the Crowd

**Special:** You are a spy for your home nation. Choose a city from another nation; your Information Network granted though this Path is tied to your chosen city. In that city you have a cover identity with a dwelling, maybe even a small business. You also have a handler in your home nation you report to when there is any news.

## STORM LORD

The Storm Lords are Holy Champions of Hurrian that worship His aspect as the Lord of the Tempest. According to dogma, Hurrian acquired this aspect during the God's War when He is said to have consumed the elorii Elemental Lord of Air. Before this, Hurrian held sway over those warriors who reluctantly took up arms in the defense of their homes, families and way of life. The doctrine of the Storm Lords is the combination of these two disparate domains into one focused discipline.

The Order teaches that all war is like a roiling, wild storm. No matter how precise and exacting a battle plan might be, it never survives intact after contact with the enemy. Storm Lords try to understand and master this swirling chaos so as to better control the flow of a battle. Though Storm Lords do not revel in bloodshed, as do the Nierites, they understand that evil must be met with force and utterly destroyed or it will rise up to plague humanity again and again.



*Already eyed with suspicion, the transition for a val'Borda into a spy is an easy one.*

Storm Lords travel all over the Known Lands of Arcanis pursuing the tenets of their Order. They seek to safeguard the innocent and those too weak to help themselves. They feel it is their sacred duty to confront and destroy evil wherever it may reside, while also teaching the peaceful ways of the Reluctant Warrior to all who will listen.

**Nationality:** Any

## INITIATE

**Requirements:** Anointed Priest of Hurrian (pa) or Holy Champion of Hurrian (pa) and Weapon Mastery: (Broad Sword) (ta)

**Trained Skills:** *Battle* and choose either *Arcanum* (Cants) or one Combat skill

**Talents:** *Dedicated Defender* and *Diehard*

## MASTER

**Requirements:** Order of the Storm Lord: (Initiate) (pa)

**Trained Skills:** *Empathy* and *Seamanship*

**Talents:** Reluctant No More and Voice like Thunder

**Special:** If you are not a val'Tensen you may still use Reluctant No More but only once per day; if you are a val'Tensen and already possess this Bloodline power you may select another Bloodline power in its place.





## SWORD SAGE

There are those among the awakened children of the gods who have found their calling in battle, for it is in the chaos of war, the very instance of violence in which they find clarity of purpose. All val families possess their own interpretation of this tradition, and though their styles may vary greatly, they all share common elements.

**Nationality:** Any

## JOURNEYMAN

**Requirements:** Val, Arcane Spell Casting: Psionic (ta) or Spontaneously Awakened (ta), and *Melee* (Any) as a trained skill

**Trained Skills:** *Athletics* and *Battle*

**Talents:** Learn Spell and Weapon Training: (Any one)

## MASTER

**Requirements:** Sword Sage: (Journeyman) (pa)

**Trained Skills:** *Arcanum* (Meditation) and choose one Combat skill

**Talents:** Arcane Spell Casting: Psionic and Learn Martial Technique

## SWORD SAINT

Some follow the ridged path of the devout by following the tenants and orders of the church. But there are some, truly devout, who discover their own connection with their patron deity. Many follow the paths set forth by patron saints, always seeking to uphold their deities' tenets by example if not by prayer.

**Nationality:** Any; choose a Church or Religious organization

**Requirements:** *Knowledge:* (Religion) as a trained skill

**Trained Skills:** *Athletics* and *Knowledge:* (Religion)

**Talents:** Blessed Vitality and Strength of Faith

**Special:** Rudimentary Prayers is no longer a Limited Talent for you. You also gain access to Devout Talents as if you possessed the Divine Spell Casting Talent.

**NURION VAL'ASSANTE, AFTER A PARTICULARLY HARROWING ENCOUNTER WITH HARVESTERS, RESOLVED TO USE THEIR TACTICS AGAINST THEM. NURION SLOWLY GATHERED OTHERS OF HIS ILK AND GAVE THEM WHATEVER AID HE COULD.**

**HE ESTABLISHED SAFE HOUSES IN MAJOR CITIES, WHICH HE CALLED SANCTORUM. THERE HE OFFERED SHELTER, PROTECTION, INSTRUCTION, AND MOST IMPORTANTLY, FELLOWSHIP TO THOSE WHO HAD 'THE GIFT.'**

**WITHIN A FEW YEARS THESE SANCTORUM HAD DENIED THE HARVESTERS MANY VICTIMS, ITS MEMBERS ASSISTING EACH OTHER AS A VIBRANT COMMUNITY OF LIKE-MINDED SOULS.**

## TALON OF THE HAWK

Within the secret organization known only as the Sanctorem of the Arcane, there exists a smaller, even more secret sect called the Hawk. All know of its existence, yet its members remain shrouded in mystery. If there is anything that will make a Ymandrake Harvester tremble in fear, it is the golden hawk pin that they use to signify their allegiance.

These mages and those who help them train hard, learning combat, and studying the Harvesters' own techniques to better combat them, and to get closer to their goal. They have sworn that one day they will wipe the Sorcerer King from the face of the land. One day, mages will be free to reveal themselves. Until then, the Hawk shall not sheathe its talons.

**Nationality:** Any, you must be a member of the Order of the Hawk

## JOURNEYMAN

**Requirements:** Arcane Spell Casting: Eldritch or Elder (ta), Hunter: Ymandrakes (ta), *Melee:* (Balanced) and *Knowledge:* (Ymandrakes) as trained skills

**Trained Skills:** *Knowledge:* (Ymandrakes) and *Tracking*

**Talents:** Counter Spell and Waylay

## MASTER

**Requirements:** Arcane Spell Casting: (Eldritch) or (Elder) T2 (ta), Talon of the Hawk: (Journeyman) (pa)

**Trained Skills:** Choose one Combat and one Arcanum skill





**Talents:** Counter Spell and Waylay

## TEMPLAR ITINERANT

There are those that while they are quite devout in their faith, do not have the temperament to complete the arduous training to become a priest. These faithful instead take up arms to act as the defenders of the temples; safeguarding not only the sanctified ground and all the holy relics therein, but the priests themselves.

At times, these Templars are tasked with traveling to the more remote areas, sometimes in the company of a priest, to attend the thousands of shrines that dot the Known Lands. Should they discover blasphemous behavior or defilers of the holy, they unsheathe their weapon and live up to their name—literally the soldiers of the Faith.

**Nationality:** Any

**Religion:** Any, s'sressen worshipers of the Fire Dragon must be male

**Requirements:** *Knowledge* (Religion) as a trained skill; you must choose a Church or Religious organization to which you belong

**Trained Skills:** *Athletics* and *Knowledge* (Religion)

**Talents:** Strength of Faith and Weapon Training; (Deity's Weapon)

**Special:** Divine Spell Casting is no longer a Limited Talent for you, and you may take Devout Talents as if you possessed the Divine Spell Casting Talent. If you are a Templar Itinerant of Sarish, you instead gain access to the Sorcerer-Priest of Sarish Talent but may never learn the Divine Spell Casting Talent.

**Special:** This Path satisfies the Templar requirement of any Talent or Path.

## TWILIGHT WARRIOR

*For Evil to triumph, all good men must do is nothing.* The corollary to that proverb is that sometimes evil must be done by honorable men for the greater good to triumph. No one understands this more clearly than the Holy Champions of Cadic. Untrustworthy, backstabbing, dishonorable, cutthroats, thieves, and murderers: they have been called all these epithets and more. Ironically, the Order of the Twilight Warriors is made up of some of the most honorable and decent men upon all of Arcanis. As justification for their Machiavellian approach, they point to the Fourth Holy Scroll of Song and Shadows, where Cadic stole into the realm of Shadows, told the first lie, and committed

murder and theft – all so that Illiir might be resurrected and the evils of the world banished.

Most members of the Order feel that lying, cheating, and stealing are a necessary evil if the end result is the betterment of the majority or the furtherance of honorable and good ideals. If the price of mankind's salvation is the cost of one man's honor or soul, then these dedicated champions of Cadic feel it is a small price to pay. The Order believes that each member must draw his own line as to what he feels is necessary to fulfill these obligations. Some draw the line at lies and half-truths, while others will go to any lengths, including cold-blooded murder, to assure the safety of the innocent. As long as these acts are not done for self-aggrandizement or personal gain, they are acceptable and expected. Woe to the Twilight Warrior who slips into the dark and does not return, for he is hunted down with the full force of the Order, which will not rest until the errant member is put down.

**Nationality:** Any

## INITIATE

**Requirements:** Anointed Priest of Cadic (pa), Holy Champion of Cadic (pa), or Sword Saint of Cadic (pa)

**Trained Skills:** *Melee* (Balanced) and *Stealth*

**Talents:** Cloak of Cadic and Waylay

## MASTER

**Requirements:** *Order of the Twilight Warrior: (Initiate)* (pa)

**Trained Skills:** **Arcanum:** (*Cants*) and *Perception*

**Talents:** *Cloak of Cadic* and *Murderous Precision*

## ULFILAN RANGER

In the windswept expanses of Ulfila, the might of Hurrian, Lord of Storms, is felt unmitigated. It is in this barren and stormy place that the Ulfilan Rangers have made their home for generations. Followers of Hurrian, these rangers are famed for being as austere as their patron deity, and are considered some of the best in all Onara, rivaling even the sharp trackers of the elorii.

**Nationality:** Milandir

**Requirements:** *Ranger* (pa)

**Trained Skills:** *Knowledge* (The Planes) and *Tracking*

**Talents:** Bonded Companion\*, Loyal Companion\*, and Heirloom\*





**Special:** Upon becoming an Ulfilan Ranger, you must craft your own “Wind Staff”, a masterfully crafted quarterstaff. The Heirloom Talent above is representative of that weapon; if it is ever broken or lost, you can create a new one at great expense and time, double the standard time needed to create an exceptional weapon. When a Hero acquires the Loyal Companion & Bonded Companion Talents through this Path, gaining a bonded Lesser Air Elemental as his Loyal Companion. If the Hero already possesses the Talent, his Loyal Companion is simply replaced by this Air Elemental.



*A val'Mehan Emissary can cause more trouble for a kingdom than an army at its gates.*

Goddess prefer the vast rolling plains or dense forests to urban environments, but are readily found in cities as it is there that threats to the wild often germinate and sprout. Verdant Champions are not as radical as the Druidic sect of the Saluwéan Temple, understanding that humanity must build cities to live and plow fields to grow food. However, they directly oppose the wholesale destruction of the pristine landscape due to war or by those who revel in destruction or blight for its own sake. The Blight Bearers of Canceri and the Verdant Champions have had a centuries old blood feud due to the foul Nerothian Order’s penchant for spreading plagues to man, plant, and animal alike.

## VAL'MEHAN EMISSARY

When Sarish founded the val'Mehan bloodline, He gave unto them His most potent ability, the power to sway with but a word. The val'Mehan have taken this ability and crafted it to an art form. It is said that certain Imperial Senators fear a *val'Mehan Emissary* more than all the Demons and Devils released during the Time of Terror.

**Nationality:** Any

**Requirements:** Val'Mehan, *Etiquette*, *Empathy*, *Deceit*, and *Persuasion* as trained skills

**Trained Skills:** *Empathy*, *Deceit*, and *Persuasion*

**Talents:** Political Maneuvering and Voice of Honey

## VERDANT CHAMPION

During the God’s War, the Celestial combatants and their mortal followers laid waste to the mythical Eastern Continent before concluding their battle upon the continent of Onara. Even before the destruction and subsequent absorption of the elorii Earth God, Marok, Saluwé held sway over the land and all that grew upon it. The utter devastation of the Eastern continent was a near mortal wound to Her, one that is still evident in Her aspect of the Woman of the Barren Womb.

The Order of the Verdant Champion was the first order of Holy Champions created by the Temple of Saluwé to safeguard the living land and assure that such a cataclysmic event is not repeated upon Arcanis.

The Order of the Verdant Champions is one of the most visible and prevalent of the orders and can be found almost anywhere upon Arcanis. These Champions of the Earth

**Nationality:** Any

### INITIATE

**Requirements:** Anointed Priest of Saluwé (pa) or Holy Champion of Saluwé (pa)

**Trained Skills:** *Wilderness Lore* and choose either *Arcanum* (Cants) or one Combat skill

**Talents:** Saluwé’s Embrace and Thorn of Saluwé

**Special:** Both Thorn of Saluwé & Saluwé’s Embrace require the Hero to stay in contact with solid ground. She is required the touch of bare earth to draw upon her connection with Saluwé. For purposes of these abilities, “solid ground” is defined to mean any solid, deep, non-moving surface that is not either suspended in the air or floating upon water or some other fluid (such as lava). An island would count as solid ground, but a ship on the ocean or a small chunk of rock in the middle of a magma lake would not. The Chronicler has final decision about whether or not any particular terrain counts as solid ground. Temporarily breaking contact with the earth (such as by jumping or being picked up and thrown) does not count as a disruption for purposes of these abilities.

### MASTER

**Requirements:** Order of the Verdant Champions: (Initiate) (pa)

**Trained Skills:** *Beast Lore* and *Tracking*

**Talents:** Saluwé’s Embrace and Thorn of Saluwé





## WEAPON SAVANT

Many warriors focus on the mastery of a single weapon. However, there are a few select individuals that realize that the weapon used in a combat is irrelevant. A true master knows that there are underlying concepts that apply to any weapon. These Weapon Savants can use anything from a pole arm to a woodcarving knife with equal proficiency, and all weapons are deadly in the hands of such an individual.

Through long hours they unlearn the techniques of specific weapons, and learn instead the fundamental principles behind weaponry itself, first becoming proficient in all weapons, then improving their skill, until the basest of improvised weapons becomes a deadly tool in their hands.

## JOURNEYMAN

**Nationality:** Any

**Requirements:** Combat Aptitude (ta), Weapon Training (ta) in 5 weapons, Weapon Mastery (ta) in 2 weapons, and 3 Combat skills as trained skills

**Trained Skills:** *Athletics* and *Empathy*

**Talents:** Adapt Weapon Trick: (choose two Tricks)

## MASTER

**Requirements:** Weapon Savant: (Journeyman) (pa), Weapon Mastery in 3 different weapons

**Trained Skills:** *Perception* and choose one Combat skill

**Talents:** Converge Weapon Styles and Tools of the Trade

*“Let the nobles of Coryan and Milandir breed their hounds for battle; I would rather my horse beneath me than a dozen dogs at my side.” - Xiao Fei Yi, Yhing hir*

## YHING HIR HORSE LORD

The bond between the Horse Lords of the Yhing hir and their mounts has no equal; though many of the Orders of Knights of Milandir ride and claim great skills of horsemanship, even they cannot compare. A true Yhing hir's horse is friend and brother to him, and the stables of the richest are filled not with gold, but with the finest breeding stallions and mares.

**Nationality:** Hinterlands

## HORSE BROTER

**Requirements:** Yhing hir, Born to the Saddle (ta), Loyal Companion (ta) with a horse as your companion animal, and *Beast Lore* (Horses) as a trained skill

**Primary Skills:** *Empathy* and *Ride*

**Talents:** Loyal Companion and Animal Affinity

## HORSE LORD

**Requirements:** Yhing hir Horse Lord: (Horse Brother) (pa)

**Primary Skills:** *Beast Lore* and *Ride*

**Talents:** Loyal Companion and Bonded Companion







# OF CONFLICT

## THE BASICS



### COMBAT

THE CLOCK

MOVEMENT

ACTIONS

SPECIAL COMBAT ACTIONS

INJURY, HEALING, &  
DEATH

HORROR



### FATE



## ADVENTURING

TRAVEL & REST

HUNGER, THIRST,  
SUFFOCATION & DROWNING

FALLING

ENCUMBRANCE

LIGHT & DARKNESS

DESTROYING OBJECTS

MIGHT MAKES RIGHT

POISON



# COMBAT

*“When men came to our home, I was first among those that welcomed them in peace. I learned a harsh lesson, our enemies only understand force”* – **Magros General of the Host of One Hundred Thousand**

Heroes of legend are often called upon to face horrific beasts or defeat armies in epic battles; your Heroes are no different. When the time comes, skill at arms or the arcane arts of magic must be harnessed to achieve victory.

This section reveals the rules for fighting, starting with the basics and moving on to more elaborate and inventive strategies that the Heroes may bring to bear.

## HOW COMBAT WORKS

Combat in the Arcanis RPG is fluid. There are no rounds in which each participant performs a select amount of actions, and there is no guarantee that the characters will find time to do all that they wish. Instead of each character taking a sequential turn in a round, combat flows organically at a fast pace.

Combat follows this sequence:

1. Determine which characters are aware of their opponents; if all characters are aware of at least some opponents, then there is no need for Surprise (pg. 304).
2. Each character or group of Minions rolls Initiative and sets their Clock to the result.
3. Each character acts when the Master Clock matches their personal Clock.
4. Each character advances their Clock by the Speed cost of their action.
5. Repeat steps 3 and 4 until the battle is complete.

## HENRY SAYS

**“You don’t always have to use a battlemat!”**

You can simply do away with it when playing out a non-critical encounter.

Let’s say you have Six Khur Gi horsemen that are roughing up two Milandisian Knights who were caught with their pants down.

No need to waste time rolling out the map because the Khur Gi are Minions.

Instead, run it “free style”; Simply make judgment calls on ranges, but still use the Clock to control the ebb and flow of the game, i.e. Hero 1 wants to rush up and crack the closest Khur Gi on the head. I figure they are within his Pace so I have him add 4 Ticks for closing and continue to the next Hero. Or he could have Charged, which just adds 3 to his Weapon Speed (let’s say his long sword has a cost of 5, so he moves, attacks, and goes again 8 Ticks later). However, he has now opened himself up to attack as his Avoidance drops to a flat 12 until his next action.

## THE CLOCK

*“Get on with the killing boys; you never want to give the enemy time to think.”* – **Cassius Julius Borda-Paulini Senior Centurion of the First Cohort of the Legion of the Watchful Hunter**

Combat in Arcanis is fluid. To reflect this, combat runs on a Clock. Each character’s action has a Speed, which determines how long the action takes to accomplish and when the character can next act. Every time a character acts, he advances his Clock by a number of Ticks appropriate to the Speed of his action. The Clock starts at 1 and resets after 12. This reset provides a general sense of how much time has passed and a handy measure for the Chronicler to time events and arrivals. A Tick is an indeterminately brief period of time.

Whenever the Master Clock matches the character’s Clock, it is time for that character to act. It is recommended that a device be used to record the Clock. Pencil and paper could suffice, as could a d12. One could also use an Action Dial™ available from Paradigm Concepts.





## STAT MONKEY SAYS!

### Chronicler's Advice: Tracking Initiative

Unlike many other systems, our system encourages players to keep track of their own Initiative. The best way to run a combat is for the Chronicler to use a Master Clock to track the current Tick, and a sheet of paper to track the Initiative count for all foes (as well as remaining Stamina and Wounds)

Also, don't be afraid to group foes together into like groups. If you are running a combat where the Heroes are facing 2 groups of minions, 2 common foes, and an elite foe, simply group the two common foes and follow the same initiative rules for minions.

## INITIATIVE

At the start of a battle, each character rolls Initiative to determine when it is time to act. This is determined by rolling a number of d10s equal to their Initiative Score (See Attributes, pg. 102). The character then chooses the lowest result and sets his Clock to that value.

If two or more characters have the same Initiative result, then the characters that are tied act in the order of their Initiative score (highest first). Any characters still tied should simply roll off to determine Initiative order. This tiebreaker applies at any time characters are acting on the same Tick of the Clock. It may be handy to note in which order tied characters will act before combat begins. Naturally, characters on the same side may freely determine the order in which they elect to act.

Once Initiative order is determined, start the Master Clock at 1 and begin to act.

**Example:** *Infernal forces ambush Osric val'Ossan and his personal guards in a mountain pass near the Gods' Wall. Osric is a nimble and skilled swordsman, and his keen val'Ossan eyes spot the attack right as it is launched.*

*Osric's Quickness Attribute is 9 and his Quickness Passive Value is 4. Osric's player rolls 4 d10s, with a result of 3, 5, 7, and 7. Osric sets his Clock to 3. As long as none of the Devils act before 3, he will be able to immediately take the offensive. His guards are surprised however, and their Initiative results are added to Osric's Initiative of 3 when he makes them aware of the threat (See Surprise, pg.304).*

## INITIATIVE AND MINIONS

When it comes to *Minions* they are handled a little differently; each mob of minions possesses their own Initiative Clock, which is always advanced the Speed of the slowest action performed by a member of that mob.

## INTERRUPTIBLE ACTIONS

Actions that require a great deal of concentration are Interruptible, meaning that interference from others can prevent the completion of the act. Unlike other actions, an Interruptible Action does not resolve until the Master Clock advances to match the character's Clock. Actions that Push (pg. 304) the character's Clock delay the resolution of the Interruptible Action.

A character can abandon an Interruptible Action at any point, immediately resetting his Clock to match the Master Clock. If the character does not elect to abandon the action and suffers damage, the character must succeed on a Resolve Action Roll. The TN for this Action Roll is equal to 10+ any damage suffered. If failed, the character may still continue with the action, but his Clock is Pushed 1 Tick for every 5 points of damage suffered (rounded down). If the interrupted character suffers Wound damage, the Interruptible Action automatically ceases and the character must make the Resolve Action Roll to avoid having his Clock Pushed.

**Example:** *Hegresh val'Mordane is conjuring up a horde of undead from the Necropolis of Ventaka to destroy an invading unit of the Swords of Nier. This spell is a complicated rite that requires the dread Nihang's complete attention and has a Speed cost of 10. Hegresh begins enacting the Cant on 7, and it will not be completed until 5 during the next cycle of the Clock. Until the Master Clock reaches 5, none of the Undead will rise, and if Hegresh is either Vanquished or convinced to halt the casting (perhaps to flee 50 crazed Erdukene with Greatswords), they will not rise at all.*







*“The next time the statues start moving I’m feeding ye to em!”*

## PUSH

Some actions and circumstances stun or provoke hesitation on the part of the characters. These effects Push a character’s Clock, which means that the character advances his Clock by a given amount without acting. A character may only be subject to one Push effect at a time. If a character is subject to a Push effect and suffers an additional larger Push, the character’s Clock advances by the difference. If performing an Interruptible Action, the resolution of that action is delayed accordingly. If the character is currently under the effects of a Push, that character may not perform any action with a Speed cost reflected as a Push.

## JOINING COMBAT

Any character that enters a combat in progress simply sets their personal Clock to the current Tick, or to a later Tick as instructed by the Chronicler. There is no need to roll Initiative.

## SURPRISE

When combat starts, if a character is unaware that a battle is about to begin, then that character is Surprised. The player rolls Initiative as normal, but does not set his Clock to the result. Once the character becomes aware of combat, set the character’s Clock to match the Master Clock and then advance it a number of Ticks equal to his Initiative result. This delay represents the character’s readiness to react, much like the original Initiative result would. Surprised characters grant a Tactical Edge (pg. 305) to their opponents until their first action.

## COMBAT CHARACTERISTICS

Each character has certain statistics that govern effectiveness in combat. This section summarizes each of these characteristics and details how to make use of them.

## DEFENSES

Each character has three Defenses – Avoidance, Discipline, and Fortitude – that collectively reflect the ability to avoid or resist attacks of all kinds.

Defenses can be lowered by many circumstances appropriate to the individual Defense. For example, running would lower a character’s Avoidance, whereas illness could lessen a character’s Fortitude.

## AVOIDANCE

Avoidance is the character’s ability to dodge attacks. It combines elements of the character’s athleticism and anticipation. Whenever an attack seeks to physically strike a character, the attack targets the character’s Avoidance. Avoidance is adversely modified by armor and benefits from shields.

## DISCIPLINE

Discipline is the character’s ability to overcome adversity, resist attacks on the mind, and remain focused in the face of distraction. It combines elements of the character’s force of personality and will. Whenever an attack seeks to deceive or dominate a character, the attack targets the character’s Discipline.





## FORTITUDE

Fortitude is the character's ability to withstand severe trauma, poisons, and diseases. It combines elements of the character's health and conditioning. Whenever an attack would inflict trauma on the character's health and physical well-being, the attack targets the character's Fortitude.

## ARMOR RATING

*"Only a fool fights a battle without a helmet"* - Anonymous

Characters often have an Armor Rating (or AR) provided from physical armor, magic, or even natural traits. Unlike a character's Defenses, Armor Rating doesn't help a character avoid being hit; instead, it acts as a buffer against certain forms of damage. When suffering damage, simply subtract any appropriate Armor Rating from the total to determine how much Stamina to mark off of the character's total. Effects and equipment that can provide Armor Rating are described in the appropriate sections. Some effects may ignore some or all of your Armor Rating; such effects will note this in their descriptions.

## COMBAT MODIFIERS

Characters perform Attack Rolls in combat to determine success. An Attack Roll is an Action Roll and is governed by all the rules that apply to Actions Rolls. When compared to non-combat events, these Attack Rolls often have a greater number of circumstances that can modify their chance of success. To ease play, it is recommended that the character's common combat modifiers be calculated and recorded ahead of time. Circumstances and maneuvers that can further modify an Action Roll include:

## TACTICAL EDGE

*"Never interrupt your enemy while he is making a mistake"* – Menesis val'Tensen, former Defender of the Empire

A slight advantage provided by many circumstances, such as higher ground, greater numbers, a prone target, and more. A Tactical Edge grants a +2 bonus to the attacker's Attack Roll. No matter how many circumstances are granting a Tactical Edge, the character only enjoys a single +2 bonus.

## NELSON SAYS!

### Chronicler's Tip: Exploit Defenses

It is easy to fall into a routine when running a game, swing a sword – try to hit Avoidance, repeat until everything stops moving. This is certainly reasonable, but a bit dull. Create unusual attacks on the fly that go after other defenses.

An example of one already made in the system is Feint (page 311). Even though the character is struck, it is his Discipline that is tested, since the attacker is attempting to fool a character. An attack directed at distraction may never have any chance to hit, but perhaps can Push the target's Clock just a bit (no more than 1 or 2, otherwise it would be a Talent) – such an attack could target Discipline rather than Avoidance.

If you think on your feet, your player's will too.

## COVER

*"There is no sense building a wall if you aren't willing to hide behind it"* – Duke Victor val'Holryn of Tralia during the Siege of Censure

Barriers can impede attacks. Trying to fight through an open window, or shooting a person taking cover behind a tree can be challenging. Cover is relevant if the physical barrier is sufficient to impede attacks, rather than the ability to sense the target. For the purposes of the Arcanis game, there are considered to be 3 types of Cover:

- **Partial:** The target is slightly obscured; most portions of his body are not blocked by the barrier. Attacks against this character suffer a -2 modifier. Intervening creatures can provide Partial Cover if the attack must pass through an occupied space.
- **Standard:** The target is at least halfway obscured, but much of the character remains visible. Attacks against this character suffer a -4 modifier. This penalty also applies to firing into melee.
- **Superior:** The character is nearly totally obscured, such as while firing out of an arrow slit. Attacks against this character suffer a -6 modifier, and this kind of Cover is also considered Standard Concealment.





## CONCEALMENT

Concealment is similar to Cover, though the benefits are restricted to the ability to sense the target. For example, darkness may provide Concealment against some enemies, and none whatsoever against others. Characters with Concealment can use the *Stealth* skill to hide from opponents. For the purposes of the Arcanis game, there are 2 types of Concealment:

- **Standard:** The character is obscured, but perceptive characters may be able to spot him. This Concealment permits *Stealth* Action Skill Rolls with no modifiers.
- **Total:** The character is completely obscured and cannot be seen. The character enjoys a +2 or better (Chronicler's discretion, reliant upon circumstances) modifier to his *Stealth* Action Skill Rolls to avoid being noticed. Regardless of the result, the character remains unseen and enjoys a Tactical Edge against all opponents until revealed. Attacks against a character with total Concealment suffer a -6 modifier unless they are Area of Effect attacks.

## LINE OF SIGHT

On occasion, barriers and concealment are suitable to completely hide an enemy. Attacks and other effects typically require that the character have line of sight to the target. Line of sight need not be solely physical; barriers, smoke, darkness, any other similar circumstances can suffice to confound line of sight. As noted under Total Concealment, attacks directed blindly suffer a -6 modifier. In all cases, attacking without line of sight requires that the character have some other method of knowing the enemy is there (Chronicler's discretion).

## LINE OF EFFECT

Completely impermeable obstacles block line of effect. This is not the same as line of sight; a glass window can permit a character see his enemy, but would block effects from passing through. In most cases, a character requires an unobstructed line of effect for attacks and other actions. Exceptions will be noted in the ability's description.

## STAT MONKEY SAYS!

### Chronicler's Advice:

#### Rewarding Creativity & Skills in combat.

Don't be afraid to hand out the Tactical Edge bonus! Use it to reward sound tactics and creative play. There are times that a player will wish to use a skill/Attribute combination in an interesting way to gain the Tactical Edge in combat, instead of requiring additional die rolls simply make a judgment call based off the characters passive skill value (by comparing it to the targets defense or what not) and, if you think they qualify, grant the player the Tactical Edge. Try and keep additional die rolling to a minimum and remember to reward creative ideas!

## MOVEMENT

*"Get off your asses, louts! The snakes are over there, and I intend to introduce them to the second gift"* - The last words of Ashram val'Abebi, Third Battle of Semar

## PACE

Some characters are faster than others. A character's Pace represents how far a character can move related to the Speed cost of that movement. Since all movement advances a character's Clock, a high Pace is helpful to the mobile character. As described during character creation, Pace is equal to the character's Quickness Passive Value multiplied by 10 feet.

Actions that permit movement are described in the Movement Actions and Trivial Actions sections.

## MOVEMENT TYPES

A character's Pace determines how quickly a character can move along the ground, but on occasion characters and creatures move in other fashions.





## FLY

Creatures and characters with the ability to fly have certain restrictions based upon how maneuverable they are.

- Perfect maneuverability allows the creature to hover, move backwards and turn as many times as it wishes. The creature can also apply all of its Pace to increasing altitude.
- Agile maneuverability allows the creature to turn as much as 180 degrees and can remain aloft even if it only moves one half of its Pace. The creature can climb 5' for every 5' of forward movement, effectively allowing it to increase altitude by an amount equal to one half of its Pace.
- Clumsy maneuverability requires the creature to move its Pace to remain aloft. The creature may only turn 90 degrees each action. The creature can climb 5' for every 10' of forward movement, effectively allowing it to increase altitude by an amount equal to approximately one third of its Pace.

## CLIMB

Some creatures are exceptional climbers and have a Climb Pace. Such creatures can move vertically or horizontally along walls and ceilings at a rate most other creatures can only manage on flat ground. This does not apply to characters using the *Athletics: (Climb)* skill.

## BURROW

Some creatures pass through earth very quickly. Note that most natural animals would not have a Burrow Pace, they are just accomplished diggers that can't pass through the earth at a speed that is relevant to a combat scene. As such, Burrow is restricted to exceptional creatures, or perhaps characters enchanted with various spells, and there are restrictions related to the creature's characteristics.

- Loose burrowers can pass through loose soil and gravel with ease.
- Solid burrowers can pass through tightly packed earth and stone, leaving a tunnel behind them.
- Gliding burrowers swim through the earth like a fish swims the sea, leaving no sign of passage.

## SWIM

Certain creatures are as at home in the water as men are upon the earth. Creatures with a Swim Pace do not need to make *Athletics* checks to swim in normal (or even turbulent) waters. This does not apply to characters using the *Athletics: (Swim)* skill.

## MOVEMENT RESTRICTIONS OCCUPIED AREAS

Characters may not move through areas occupied by enemies unless those enemies are three or more size categories larger or smaller, but may move past allies with no issue. Characters may not end their movement in an area occupied by another creature unless that creature is at least two size categories larger or smaller. A character moving into or through an area occupied by an enemy may be subject to Free Strikes (See Creature Size below).

## DIFFICULT GROUND

Sometimes the condition of the ground can make it hazardous to move at more than a snail's pace. Areas of difficult ground restrict characters' movement to the Advance action and prevent use of the Charge Combat Maneuver or any other maneuver in which the character would move at a rate greater than his Pace.

## OBSTACLES

Obstacles that do not require a character to climb over them using the *Athletics* skill, such as low walls or the trunks of fallen trees, require that the character cross them at a Speed of 4. Characters may be able to vault such obstacles as described in the *Athletics* skill.

## INADEQUATE SPACE

If forced to squeeze into an area smaller than is typically necessary for a creature of its size (see Creature Size), the creature suffers certain disadvantages.

- If in an area suitable for a creature of 1 size category smaller, the creature grants enemies a Tactical Edge, and suffers a -2 penalty to attacks.
- If in an area suitable for a creature 2 size categories smaller, the creature's Avoidance is reduced to 11, and it suffers a -6 penalty to attacks.

Creatures may not fit into areas suitable for creatures more than 2 size categories smaller.





## CREATURE SIZE

As creatures come in all sizes, there are special rules governing their movement and position.

### CREATURES SMALLER THAN TINY

Truly diminutive creatures such as rats, mice, insects, and the like can fill areas with countless numbers. Such creatures ignore the occupied spaces rules and are often encountered as swarms.

### TINY

A Tiny creature requires little space, perhaps 2½ feet on a side, and must be in the same space as their target to attack it. Such creatures do not grant Free Strikes when moving into a space to attack, and as many as 2 Tiny creatures may share the space with a Medium creature.

### SMALL

A Small creature requires an area approximately 5 feet on a side for unimpeded movement and actions. Melee range is adjacent, meaning they can typically strike targets within approximately 5 feet, darting and lunging as needed.

### MEDIUM

The default size for creatures is that of the races described in the character codex. These races and other creatures of comparable size require an area approximately 5 feet on a side for unimpeded movement and actions. Melee range is adjacent, meaning they can typically reach and strike targets within approximately 5

*When dealing with the undead, having a Nerothian Priest at your back can make matters far simpler.*

feet.

### LONG

This larger creature requires an area 10 feet long and 5 feet wide for unimpeded movement and actions. Melee range is adjacent, meaning they can typically reach and strike targets within 5 feet. For rules governing interaction between characters of different sizes and required space, a Long creature is considered to be Large Size.

### LARGE

Large beings require an area approximately 10 feet on a side for unimpeded movement and actions. They can typically reach and strike targets within approximately 10 feet.

### HUGE, GARGANTUAN, AND LARGER CREATURES

*“Um, sir... Is that a tree he’s swinging?”*

Creatures of truly immense proportions, these creatures require 15 feet on a side or more. Their reach is reliant upon their build, but those with a human shape – such as giants and certain infernal lords – can attack creatures within a distance equal to their proportions. For example, a giant that requires an area 15’ on a side for unimpeded movement could strike enemies within approximately 15 feet.





# ACTIONS IN COMBAT MOVEMENT ACTIONS

When the Master Clock advances to match the character's Clock the character can act. There are practical limits to what a character can do in a single action, so characters are restricted to one action each opportunity, except for Trivial Actions (pg. 314). Some effects may restrict which actions a character may select based on the action's category.

**Table 3-1 Speed Cost for actions in combat**

Action	Speed (Recovery)
<b>Movement actions</b>	
Cautious Advance	4
Dash	3
Double Time	4
Run	4
Stand Up	2
Dropping to Prone	<i>Trivial Action</i>
<b>Attack Actions</b>	
Basic Attack	Weapon Speed
Unarmed Attack	3
Guarded Attack	Weapon Speed
Grab	Weapon Speed
<b>Other Actions</b>	
Assist Ally	Weapon Speed
Delay	None
Ready a weapon/shield	2
Sheath/Stow weapon	Weapon/Shield Speed
Pick up an Object	2
Use a skill	See skill
Use a Talent	See Talent
Use a Magic item	See item

## CAUTIOUS ADVANCE

For a Speed cost of 4, the character can move a distance equal to their Pace.

## DASH

For a Speed cost of 3, the character can move a distance equal to their Pace. Unlike the Cautious Advance above, the character may be vulnerable to Free Strikes from nearby enemies.

## DOUBLE TIME

For a Speed cost of 4, the character can move a distance equal to twice their Pace. The character may be vulnerable to Free Strikes from nearby enemies.

## RUN

For a Speed cost of 4, the character can move a distance equal to three times their Pace. The character's Avoidance is reduced to 12 until his next action. The character may be vulnerable to Free Strikes from nearby enemies.

## STAND UP

Standing up from prone has a Speed cost of 2. The character may be vulnerable to Free Strikes from nearby enemies.

## DROPPING TO PRONE

Any Hero may drop to prone as a Trivial Skill Action. The character may be vulnerable to Free Strikes from nearby enemies.

**“MY LIEGE, IT IS TOO DANGEROUSSSS; ALLOW ME TO LEAD THEM.”**  
**“NO SS'TREK,” SAID OSRIC, “THROUGH THAT PASS LIES VICTORY, AND THE MEN NEED THEIR KING TO LEAD THEM TO IT.”**  
**- EXCHANGE SHORTLY BEFORE KING OSRIC'S CRIPPLING INJURIES DURING THE VICTORIOUS SECOND BATTLE OF HOPE'S END**





## ATTACK ACTIONS

Any actions that attempt to strike a target's Defense are Attack Actions. Attack Actions are generally Combat Maneuvers (which consist of Weapon Tricks or Martial Maneuvers) or spells. Many Combat Maneuvers are gained from specific training reflected by Talents, but all characters have access to some rudimentary attack options. Attack options that are specifically noted as a Combat Maneuvers may not be combined with any other Combat Maneuver – such as a Martial Technique – or the casting of a spell.

## ATTACK OPTIONS

### BASIC ATTACK

A character may perform a weapon attack (not a Combat Maneuver) in a balanced fashion, with consideration to both defense and accuracy. Ranged weapon attacks (including Ranged Martial Techniques) make the attacker vulnerable to Free Strikes from adjacent enemies, unless otherwise noted.

### GUARDED ATTACK

A character may focus his efforts on his own defense, using attacks to discourage blows as much as attempting to strike the enemy. The character makes an attack with his weapon but does not add his Prowess Attribute Die to his Action Roll. In return, the character adds his Prowess Passive Value to his Avoidance until his next action. Any attacks during this period (such as Free Strikes) also do not add the character's Prowess Attribute Die.

### UNARMED ATTACK

Characters not trained in the *Melee: (Unarmed)* skill who attempt to attack an armed character may provoke a Free Strike; if hit by the Free Strike, the character's attack is foiled. Characters trained in *Melee: (Unarmed)* are treated as armed in all circumstances and may perform Combat Maneuvers and Basic Attacks unarmed with no penalty.



*Even the most ferocious warriors know that sometimes a cautious approach is more appropriate.*

### GRAB

A Grab is an Unarmed Attack Roll against Avoidance. The Speed cost is the same as an Unarmed Attack. A Grabbed character may only attempt to escape or attack the character that grabbed him; there is no limitation to the attack the Grabbed character may use. If this attack is untrained and the character is attempting to Grab an armed character, the attacker is vulnerable to a Free Strike from the target per the Unarmed Attack rules. There are Combat Maneuvers related to Grabs; see the *Melee: (Unarmed)* skill (pg. 156), Special Actions (below), and the Combat Maneuvers sections (pg. 310).

### USE A COMBAT MANEUVER

A character may opt to use a Combat Maneuvers. Combat Maneuvers consists of Simple Combat Maneuvers (pg. 311), Weapon Tricks (pg. 260), Marital Techniques (pg. 266), or many combinations thereof.





## CAST A SPELL

A character may cast a spell if they possess the appropriate Talents; see the Magic Codex for details (pg. 341).

## SIMPLE COMBAT MANEUVERS

Simple Combat Maneuvers may be performed by anyone without any special training.

**Table 3-2 Simple Combat Maneuver's Speed cost**

Action	Speed (Recovery)
Charge	+3 (3)
Disarm	+3 (2)
Feint	+2 (2)
Grapple	Unarmed/Natural Weapon Speed
Shove	Unarmed/Shield Weapon Speed (2)
Trip	+3 (2)
Total Defense	+0 (4)
Two-Weapon Fighting	+2/+2 (2)*
Wild Assault	+0 (3)

\*See description for special rules.

## CHARGE

The character rushes across the battlefield to strike his foe, fortifying his blow with the force of his momentum. The character moves up to twice his Pace and attacks the target the moment he is within reach of it. The character gains a +2 bonus to his Damage Roll for this attack. The character's Avoidance is reduced to 12 until his next action. He may be vulnerable to Free Strikes from nearby enemies along the path of his Charge, but the target of the Charge is not entitled to a Free Strike from this movement. This action has a Speed cost of 3 plus the Speed of the weapon used in the attack. This is a Combat Maneuver with Recovery: 2.

## DISARM

You can attempt to Disarm an enemy rather than strike him with your weapon. You must be armed to attempt to Disarm an enemy (characters trained in *Melee: (Unarmed)* are considered to be armed for the purposes of combat). Attempting to Disarm an enemy will make you vulnerable to a Free Strike from the target. If struck by the Free Strike, your Disarm attempt will fail. To Disarm the target, make an Attack Roll with a -6 penalty against the target's Passive *Melee* skill. If successful, the target's drops his weapon at his feet. This is a Combat Maneuver with Speed +3 and Recovery: 2.

## FEINT

Cunning and quick characters can put enemies off balance. As an Attack Action, a character may make a *Deceit (Pr)* Attack Roll against a melee target's Discipline. If successful, the character can immediately make a Basic Attack with a +4 bonus against the same target. This is a Combat Maneuver with Speed:+ 2 and Recovery: 2.

## GRAPPLE

As noted in the standard attack action section, a Grab attack is an Unarmed Attack. The initial Grab does not provide any tremendous advantage, but permits the character to take control of the enemy. Note that your enemy may take the upper hand. Characters engaged in a Grapple gain access to the following maneuvers; all Grappling maneuvers use either the character's unarmed attack Speed or appropriate natural weapon Speed.

## ESCAPE

Make an *Athletics (Mi)* or *Melee: (Unarmed) (Pr)* Action Roll against the target's Passive *Melee: (Unarmed) (Mi)*. If successful, the Grapple ends.

*“Always slice at their hands and let your partner stick them, a troll getting a hold of you will be your end”*

– Gelbarac of Encali





## PIN

Make a *Melee: (Unarmed) (Pr)* Action Roll against the target's Passive *Melee: (Unarmed) (Mi)*. If successful, the target is Immobilized and may only attempt to Escape, Reverse, or attack you with a Basic Attack. The Basic Attack must be Unarmed unless the character is wielding a light balanced weapon or has Natural Weapons. You may automatically succeed on an Escape Action Roll if you have the target Pinned, or may perform the Punish maneuver.

## PUNISH

If you have your enemy Pinned, you may inflict damage with a light balanced weapon, Unarmed Attack or a Natural Weapon. An attack roll is unnecessary.

## REVERSE

You may attempt this maneuver when you are Pinned by an enemy. Make a *Melee: (Unarmed) (Pr)* Action Roll against the target's Passive *Melee: (Unarmed) (Pr)*. You suffer a -6 penalty to this roll. If successful, you switch your positions so that you are instead Pining the target.

## SHOVE

You can attempt to dislodge an enemy, driving him back and creating an opening for you or your allies. A Shove attack pushes an enemy without directly causing any harm (though if shoved off a cliff...). To Shove an enemy, perform either a *Melee: (Unarmed)* or, if armed with a Shield, *Melee: (Unbalanced)* Attack Roll against the target's Fortitude. If successful, the target is pushed back 5' and you may move to occupy the space vacated. If performed as an Unarmed attack, you are subject to Free Strikes if untrained, and like all such attacks your Shove attempt fails if you are struck. The Speed cost is equal to your Unarmed Attack Speed or Shield Attack Speed as applicable.

This is a Combat Maneuver with Recovery: 3. If shoved off an edge, you may attempt to catch yourself as described under the Climbing skill action of the Athletics Skill.

## TRIP

On occasion, it is more important to put an enemy on its back than to menace it with a simple attack. To Trip an enemy, perform an Unarmed or Melee attack targeting the target's Fortitude, Passive *Acrobatics (Qu)* skill value, or Passive *Athletics (Qu)* skill value, whichever is highest. Tripping subjects you to Free Strikes, and if you are stuck by a Free Strike, the Trip automatically fails. This is a Combat Maneuver with Speed: +3 and Recovery: 2. This Combat Maneuver may be attempted unarmed or with a flail, spear, halberd, quarterstaff, Tralian hammer, pick, axe, or other weapons as specified in their description.

## TOTAL DEFENSE

A character may elect to forgo offense altogether in an effort to preserve his own skin. The character takes the Delay action and adds his Prowess Value to his Avoidance until he ends his Delay and acts. This is a Combat Maneuver with Recovery: 4.

## TWO WEAPON FIGHTING

Characters may attack with two weapons, but without specialized training characters suffer penalties to the attempt. To attack with two weapons, make a Basic Attack with the primary weapon and advance your Clock 2 Ticks; upon your next action you then make a Basic Attack with the second weapon, after which you advance your Clock by the highest Speed Cost of either of your weapons +2. Your primary weapon attack suffers a -3 penalty and your secondary weapon suffers a -4 penalty. This is a Combat Maneuver with Recovery: 2; the Recovery is applied after the second weapon attack.

## WILD ASSAULT

*"The Voei savages fight like madmen, with no regard for their own lives. It is precisely this fact that makes them so dangerous"* – Excerpt from "Explorations of the Shrines of the Blessed Lands" by Armind Gerhard Tildeghast

A character can forgo his own safety in a frenzied attempt to strike the enemy. The character performs a melee attack with a +2 bonus to his Action Roll. Reduce the character's Avoidance by 3 until his next turn. This is a Combat Maneuver with Recovery: 2.





## OTHER ACTIONS

### ASSIST ALLY

In the heat of battle, the surest path to victory is an ally you can rely upon. You can use the Assist Ally action to bolster another character's attacks or Avoidance by distracting an enemy. Choose a target you can strike with a melee attack and an ally that can also strike that target. Advance your Clock by your weapon's Speed to provide your ally with a bonus equal to your Prowess Passive Value to either their Avoidance Defense or next melee attack roll against the targeted enemy.

In addition, you may assist another character with various Action Rolls; see Cooperation (Skills, page 135).

### DELAY

Functionally, electing to Delay has a Speed cost of 1 and the character repeats this action every Tick until such time as he desires to act. When the character elects to act, simply advance the Clock to the current Tick and add the Speed cost of his action as appropriate. A character that is delaying may elect to perform a single action in

the midst of another character's turn. The delaying character picks the moment to act, performs the action, and advances his Clock as appropriate. Once the delaying character has finished, the interrupted character continues, if possible, at the point of interruption.

### FREE STRIKES

*"I admit, sometimes it is prudent to interrupt a mistake"* – Menesis val'Tensen, former Defender of the Empire

On occasion, characters take reckless actions, either out of desperation or sheer necessity. As a result, nearby enemies are able to take advantage of this opportunity with a Free Strike. A Free Strike is a Combat Maneuver, and as such it may not be performed during the Recovery period of another Combat Maneuver. The character makes a Basic Attack (melee only) against the target, but may not perform a Trivial Action as part of that attack. The attacking character Pushes his Clock by the Basic Attack's Speed instead of advancing it as normal. The most common situations that warrant Free Strikes are listed below. Reminder: Free Strikes are a combat maneuver and thus cannot be performed while under the effects of Recovery.

*The Nol Dappans fall upon their enemies with such reckless abandon that most never know exactly what is cutting them to ribbons.*





**Table 3-3 Actions that Permit Free Strikes**

Action	Examples
Movement	Standing up from prone, charging, advancing, running
Ability Use	Interruptible Actions
Combat Maneuvers	If noted in Maneuver description
Skill Use	Complex or Demanding Skill Actions

## MOVEMENT

If a character Stands Up, Charges, Advances, or Runs within an area that an enemy can reach with an attack, they may be subject to Free Strikes from adjacent enemies.

## INTERRUPTIBLE ACTIONS

If a character attempts an Interruptible Action while under threat of attack, that character is suitably distracted to permit a Free Strike.

## COMBAT MANEUVERS

Certain Combat Maneuvers are dangerous, and their description will note that they provide the opportunity for a Free Strike.

## SKILL ACTIONS

Complex and Demanding Skill Actions require enough concentration to provoke Free Strikes.

## INCIDENTAL MOVEMENT

Characters may move up to 10' while performing another action. The character may perform this movement at any point before, during, or after their action. The Speed cost of the character's action is increased by +1 per 5' moved. Incidental Movement cannot be combined with any action that already includes movement (such as a Charge).

## PICK UP AN OBJECT

For a Speed cost of 2, the character may pick up an object on the ground within reach. Picking up an object makes you subject to Free Strikes from nearby enemies.

## READY A WEAPON OR SHIELD

Unless otherwise indicated by a weapon description or a Talent, readying a weapon or shield has a Speed cost of 2. Alternately, drawing a single weapon or readying a shield may be combined with a Cautions Advance for no additional Speed cost.

## SHEATH/STOW A WEAPON

Unless otherwise indicated by a weapon description or a Talent, sheathing or stowing a weapon has the same Speed cost as attacking with the weapon.

## TRIVIAL ACTIONS

Some actions may be combined with other actions, causing a slight delay. Only one Trivial Action may be taken during a given Character's turn.

## TRIVIAL SKILL ACTIONS

Certain Skills provide characters with Trivial Actions. See the Skills chapter (pg. 135) for more details.

## USE A SKILL

The Skills chapter (pg. 135) indicates the Speed cost of various skill usages.

## USE A TALENT

Certain Talents are actions in and of themselves. In many cases these actions can be described as Marital Maneuvers or Move Actions. (See Talents, pg. 170)

## USE A MAGIC ITEM

The description of the Magic Item will provide the specifics. Remember, any action that attempts to strike a Defense is considered an Attack Action.





## NOT AN ACTION

Various minor tasks that take no appreciable time can be performed whenever a character acts. These trivial feats include dropping held items, falling prone, or ceasing to sustain a spell. A character may perform one such task every time the character acts; these have no Speed cost. Speaking is also free, but not restricted except when the Chronicler decides that there is not enough time for such a discussion.

## ANIMALS AND SUMMONED CREATURES IN COMBAT

Animals and Summoned creatures act as a single unit when in combat; thus, they both share the same Clock and always advance their Clock by their slowest action, just as if they were a pack of minions.

## MOUNTED COMBAT STEEDS

Steeds function as extensions of their riders; they have their own statistics (See Chronicler's Codex: Creatures and Adversaries) and suffer damage like other characters, but they do not act independently. Instead, the mounted character directs their actions.

A character only needs to make *Ride* rolls upon attempting dangerous maneuvers. In such cases, the character must perform a *Ride (Qu)* Action Skill Roll (pg. 160). When mounted and wielding a one handed weapon against an opponent that is both on foot and smaller than your mount, you gain the Tactical Edge.

When riding a steed in combat, you use the steed's Pace score instead of your own; you may also opt to use your steed's attacks rather than your own.

Enemies may attack steeds instead of the riders; see the *Ride* skill for what happens to a rider whose steed falls.

KING ANDREAS SENT THE HUSSARS AROUND THE RIGHT FLANK, MEETING THEM TO LEAD THE CHARGE HIMSELF. RIGHT AS THE ENEMY WAS REFORMING, THE VAL'HOLRYN LANCERS STRUCK. THE SHRILL AND DRONE OF THE VAL'HOLRYN'S MIGHTY HUNTING HORNS AND THE GREAT HOWL OF THEIR WINGS, DROVE THE ILL-DISCIPLINED MERCENARIES FROM THE FIELD.

THE USURPER'S PERSONAL GUARD WAS LEFT IN A HOPELESSLY ISOLATED POSITION AND THE LINE OF THE VAL'INARES PRETENDERS WAS EXTINGUISHED IN THE SLAUGHTER THAT FOLLOWED.

-THE BATTLE OF JERROLD'S BRIDGE

## INJURY AND DEATH

Stamina and Wounds represent how difficult your character is to defeat.

Stamina represents your character's physical and mental toughness – the level of abuse you are willing to take and are capable of sustaining. No matter how much Stamina you suffer, your character is not subject to any long-term effects, and until your character runs out of Stamina his ability to act is not diminished in any way. The legacy of Stamina damage is, at worst, minor aches and scratches; Stamina returns swiftly with rest.

Wounds represent the fundamental survivability of your character. Suffering Wounds will diminish your character's capacity to act, and represents severe injuries. Wounds require extended rest to recover, and usually require the attention of a skilled healer.

## THE DAMAGE ROLL

Actions that can cause harm to characters have a damage roll. The amount of damage is either detailed in the action (typically in the case of Arcanum) or determined by the weapon (see Weapons, page 238). To resolve damage is simple, following these three easy steps:

1. Roll the attack's base Damage Dice and, if applicable, the corresponding Attribute die, adding any modifiers from Talents or other sources.
2. Subtract the target's applicable Armor Rating.
3. Subtract the total from the target's Stamina.

Once the character is out of Stamina, that character is Vanquished. The character has been knocked out of the fight, probably unconscious (at the discretion of the Chronicler), and his fate is out of his hands. Treat the character as Helpless, though the character will not die without outside influence.

Remember, an Attribute die can explode even when rolling damage!





## WOUNDED

If a character suffers a Wound, that character is Wounded. The most common way to suffer a Wound is due to a Critical Success from an Action Roll that strikes the target. Characters have very few Wounds, and if a character runs out of Wounds, that character may suffer permanent harm, even death. Characters that are out of Wounds but still have Stamina remaining are conscious, but are Helpless and likely in terrible pain. Regardless, when a character is out of Wounds, that character is Vanquished.

Wounded characters suffer penalties that affect their ability to act. Whenever a character suffers a Wound, that character suffers a -1 penalty to all Action Rolls. This penalty persists until the Wound is healed and is cumulative for each Wound suffered.

## VANQUISHED

Characters that are Vanquished rarely die unless their entire group is Vanquished at the hands of a murderous enemy. It is recommended that Chroniclers reserve lethal encounters for major climactic points in the story. Heroes shouldn't die hollow and meaningless deaths.

If a character is Vanquished due to Stamina damage, that character will not die unless murdered while Helpless. The character will awaken per the Recovery rules (See Healing and Death), even without any assistance.

If the character is Vanquished due to Wound damage, that character requires the assistance of a skilled healer or the character will likely drift into Beltine's Cauldron. The character immediately makes a Routine (TN: 15) Action Roll to avoid death. The character may elect to use either Vigor or Resolve for this roll. The character survives upon success, for now; the after-life awaits those that fail.

## HEALING AND DEATH

Characters that are Vanquished due to the loss of Stamina recover Stamina every hour without any care whatsoever. Each hour the character recovers an amount of Stamina equal to the value of his lowest Attribute. Characters tended to by others can recover more quickly as described by the *Heal* skill (pg. 152).

## ERIC SAYS!

### Chronicler's Tip: When to use Horror

Remember, Heroes are supposed to be brave. Horror should only be used to add tension and enjoyment. Grizzled veterans of the Coryani legions are not going to wilt at the sign of carnage – save it for the truly frightening foes.

If a creature has a horror rating, but the Heroes have fought a few dozen already, just ignore it. The commonplace is not going to be frightening anymore.

Also, there is no reason why you can't throw in a Horror check as a way to let the players know that something more is going on. Just limit the consequences of the "you've got a bad feeling about this" application of Horror checks to the Shaken condition (barring a critical failure of course).

Once awakened from the Vanquished state, a character can benefit from the *Heal* skill and other restorative efforts as his compatriots cheer and comfort him.

Wounded characters must attempt a Challenging (TN: 20) *Heal* Action Roll each day. The character may elect to use either Vigor or Resolve for this roll. The results determine healing and long-term effects. Success indicates that the character recovers a Wound and suffers no detrimental effect. Failure has consequences (see Table 3-4)

**Table 3-4 Healing Action Roll Results**

Result	Effect
Failed by 4 or Less	Character does not recover a Wound but suffers no additional effects.
Failed by 5-10	Character permanently reduces a random Attribute by 1 and does not recover a Wound.
Failed by 11+	Character suffers an additional Wound as his condition worsens. If at 0 Wounds, the character succumbs to his injuries and dies.







## HORROR

Some things are so terrifying that even the most courageous men are put to flight, and even those that manage to stand their ground may find a bit of liquid courage in their boots.

When faced with a creature or situation with a Horror Rating, characters must succeed with a *Mettle: Stand Firm (Re)* Action Skill Roll to avoid the consequences. The Target Number of this roll is the Horror Rating of the creature, spell, or situation. Even if the Action Skill Roll is successful, there is a seed of fear that some of the more cunning adversaries can exploit.

Consequences for failure are as follows:

**Table 3-5 Horror Action Roll Results**

Result	Consequence
Failed by 1-3	Shaken
Failed by 4-6	Frightened
Failed by 7-9	Terrified
Failed by 10 or more	Helpless

Once a creature has performed a Horror Action Roll for a given cause, there is no need to make additional rolls against the same cause. The arrival of additional creatures can cause fresh Horror rolls, but once a creature succeeds with a Horror roll in a given encounter, they are bolstered by their own courage. A successful Horror roll provides the character with a cumulative +2 bonus to *Mettle: Stand Firm* Action Skill Rolls that may be called for later in the same battle.

Creatures which fail their Action Skill Roll may, after 12 Ticks, attempt another *Mettle: Stand Firm* Action Skill Roll unless otherwise noted.

*"It came from the earth at Hope's End, and I am ashamed to admit I fled for my life, but at least I had plenty of company. But the King and his guard, they didn't falter and they killed the thing; some of them even survived."*

– Sir Bertrand val'Inares





# LIMITING CONDITIONS

## BLINDED

Blinded characters grant a Tactical Edge to all opponents and all opponents are considered to have Total Concealment against that character.

## DEAFENED

A Deafened character automatically fails all *Perception* Action Skill Rolls based on sound alone.

## EXHAUSTED

An Exhausted character suffers a -2 penalty to all Action Rolls.

## FLANKED

Creatures with enemies on more than one side are Flanked; Flanked creatures grant a Tactical Edge to all enemies, not just those that are on either side of it.

## FRIGHTENED

Frightened creatures must move away at the highest safe speed from the cause of their fear. The creature will avoid Free Strikes, and will fight on if cornered or trapped (cannot move away without suffering Free Strikes). Upon becoming Frightened, the creature will also suffer the effects of being Shaken. Frightened creatures suffer a -2 penalty to their Discipline (which stacks with the Shaken penalty), and suffer a -2 penalty to Combat Action Rolls or other Action Rolls that require steady hands and calm focus.

## HELPLESS

A Helpless creature cannot defend itself, cannot act, and is typically prone unless otherwise propped up. Such a creature is completely at the mercy of the environment and the actions of others. Helpless characters have an Avoidance of 11. Successful melee attacks against Helpless characters are automatically Critical Successes. The attacker may, at his option, elect to withhold Wound damage inflicted by a melee attack against a Helpless creature to reduce its Stamina to 0.

## IMMOBILIZED

An Immobilized character cannot take move actions, nor may he perform Incidental Movement. The character is not Helpless and may still perform any action that does not require the character to move from his spot. This condition is useful to reflect entangling and restraining attacks that hold a character in place or restrict his movement.

## PRONE

While Prone, a character grants a Tactical Edge to adjacent enemies, gains Cover against Ranged Attacks and may only crawl 5' (Speed: 4) unless he stands up. All of a Prone character's Attack Rolls suffer a -3 to hit; some weapons are exempted from this penalty (see Equipment, pg. 230).

## PUSH

Certain actions can force a delay in a character's actions. This delay is known as a Push; simply advance the subject's Clock by a number of Ticks equal to the duration of the Push. A character can only be subject to one Push effect at a time, though the longest such period will always apply. For example, if a character is subject to a Push 3 effect, then a Push 5 effect 2 Ticks later, that character only suffers an additional 3 Ticks of Push (the Push 3 effect is superseded by the Push 5 effect, effectively increasing the duration of the original push by the difference.)

## RECOVERY

Martial Combat Maneuvers often have a Recovery rating. Recovery is a duration of Ticks in which the character may not make a Combat Maneuver. Once the Master Clock matches the character's Clock, each Tick that passes reduces that character's Recovery by 1.

## SHAKEN

A Shaken creature Pushes his Clock by 3 immediately upon becoming Shaken and is generally fearful, suffering a -2 to his Discipline against fear-based attacks and Horror Checks.





## STAT MONKEY SAYS!

### Don't Be Stingy!

If the Heroes are doing crazy dangerous things and the players are increasing everyone's enjoyment, freely hand out Fate Points. Just make sure they aren't banking points – make them spend some by pushing the encounters hard.

Fate Points are also a great reward for out of game help. If a player helps out another with a ride, brings chips and sodas, or otherwise makes the game possible and more enjoyable, a Fate Point is a great reward. Just don't let that become routine.

## STRAIN

*"I manipulate the power of creation, darling. Forgive me if I have a headache"* – Savonifina val'Sheem

Strain is a duration of Ticks in which spells cannot be safely cast. Any spells cast within a period of Strain cause the caster to suffer an amount of Stamina damage equal to double the remaining Ticks of the Strain period; after suffering this damage, Any remaining strain is then added to the strain value of the spell cast. For example if you cast a spell with a strain of 4 while still under the effects of 2 strain you suffer 4 points of Stamina damage and gain an additional 4 strain (for a total of 6 strain).

Once the Master Clock matches the character's Clock, each Tick that passes without the character casting a spell reduces that character's Strain by 1.

## STUNNED

A Stunned character grants all enemies a Tactical Edge, may not perform Free Strikes, and gains a Recovery of 6.

## TERRIFIED

Terrified creatures must move away at highest possible speed from the cause of their fear, heedless of their own safety. The creature will avoid Free Strikes if possible, but will suffer them if provided with no other option of escape. The creature will only use the Run movement action. If cornered or trapped (cannot move away for any reason) the creature will fight, but may only perform the Wild Assault maneuver. Upon becoming Terrified (which stacks with the Shaken and Frightened penalties), creatures suffer a -2 penalty to their Discipline, a -2 penalty to Combat Action Rolls, and may not perform any Action Rolls that require steady focus.

## FATE

*"You were chosen for something more. Today is not your time to die Heroes – take this power and go forth to meet your destiny"* – The Serenity of Beltine

Heroes are destined for greater things. To represent this, each Hero begins his career with a pool of points equal to the Hero's lowest Attribute. This is the Hero's *Fate Score*. These *Fate Points* may be use to gain small benefits during game play.

## SPENDING FATE

Heroes may only spend a number of *Fate Points* per adventure equal to their *Fate Score*. Even powers or items that permit the Hero to gain the benefits of spending a *Fate Point*, without actually spending one, count against this limit. Unless otherwise indicated, spending *Fate Points* is not an action.

- The Hero may ignore any current Wound penalties for the remainder of the scene. Any Wounds suffered after this choice would apply as normal.
- The Hero may reroll an Action Roll, abiding by the new result
- The Hero may, before performing an Action Roll, elect to add his Fate score to the result.
- The Hero may increase any one defense by an amount equal to his Fate score for a single attack only. The Hero may choose to increase the defense after learning the result of the attack.
- The Hero may access the Tricks of a weapon as if the Hero were trained in that weapon for one action only
- The Hero may elect to automatically succeed on an Action Check to avoid death due to being Vanquished by Wounds
- The Hero can ignore a Recovery Action Roll result to recover Wounds damage; the Hero's condition remains unchanged until the following day
- The Hero may reduce Stamina damage suffered by an amount equal to his *Fate* score (from a single source of damage)
- The Hero may end a period of Strain, Recovery, or Push
- The Hero may, at the Chronicler's discretion, break the rules – in effect, do the impossible.





## EARNING FATE

A Hero may be awarded *Fate Points* at any time during an adventure at the Chronicler's discretion. These points can be awarded to reward courageous actions, excellent role playing, or even helpful actions by the player. In short, *Fate Points* are a reward for making the game more enjoyable for all parties involved.

Also, the Hero gains a number of *Fate Points* equal to his *Fate Score* at the start of each Tier of Hero advancement (See Experience and Advancement, pg. 272).

## YOUR FATE IS SEALED

There are only two kinds of Heroes: the lucky and the dead. Sometimes in the course of being a Hero, one must make the hard choice and face death on even terms. The power of destiny and fate cannot save Heroes in such times; only their own wits, skill and a helping of good luck will carry the day. In such situations, *Fate Points* are unavailable to the Hero.

Examples include:

- Throwing oneself in front of an arrow meant for another – self-sacrifice is noble, but Fate will not save you.
- Signing up for suicide missions – they aren't labeled that way just to add drama; Fate will not save you during such hazardous tasks.
- Defying certain powerful beings or forces of the universe – perhaps facing down a Valinor, Dragon, or High Elorii is the right thing to do, but you are on your own.
- Engaging in formal (even if impromptu) duels to the death



*Sometimes you get the voiceless one, sometimes the voiceless one gets you.*

## MY FATE IS IN YOUR HANDS

Any Hero may, as a Free Action, reduce his *Fate Pool* to zero and award *Fate Points* to another Character. The other Character gains a number of *Fate Points* equal to either the number of *Fate Points* lost, or the first Hero's *Fate Score*, whichever is less. The *Character* receiving the award must spend these *Fate Points* by the end of the scene, or they are lost. Also, this does not exempt the awarded Character from the *Fate* score limitation as described under Spending *Fate Points* above.

## LAST MAN STANDING

In the rare event that all of a Hero's allies have been Vanquished, and he remains to fight alone, that Hero is exempt from the *Fate* score limitation on expending *Fate Points*. Heroes that set out alone, or that manipulated events to gain this benefit do not gain it (Chronicler's discretion).





# THREATS

Arcanis is a world where mankind is not assured his place at the top of the food chain. Besides the various natural beasts and mindless creatures that would make a meal of him, there are other sentient races, many with their own unique and vibrant societies, competing with Man, with mastery of the planet as the prize and extinction as the defater's only reward.

Astoundingly, even with the endless monstrosities and supernatural creatures vying for a chance to destroy the Heroes, it is Man himself, those from opposing nations or with adverse philosophies, that remains the deadliest foe.

Though fully presented in the Arcanis Bestiary, the following has been provided to give both players and Chroniclers not only some simple creatures to use and summon, but to act as a glimpse at the way Threats work. You will quickly notice they do not follow many of the rules Heroes do; this is intentional, as Threats commonly don't last more than a single encounter. They are designed to provide the player or chronicler with just the information he needs to control a summoned creature or run an entire encounter.



As you can see, threats feature many aspects you should be familiar with by now. To be brief, we will cover just the changes.

**Threat Archetype, Variation, & Tier:** Here you will see the Threat's Monstrous Archetype (Minions, Common, Elite, or Adversary), any possible Variations (Brute, Dammed, Martial), and it's Tier.

**Base Die:** When running a Threat, the base die is rolled for all Attribute die rolls, including skill use, attack, and damage rolls.

**Type:** While these types mostly serve to handle interaction with spells/magic items (such as a ward that repels Undead), they also possess a few qualities common to all creatures of that type. Some examples of Threat Types are Beasts, Elementals, and Constructs.

**Traits:** These are unique traits that are part of a creature's physiology instead of a learned Talent, and thus cannot be taken or copied by spells like *steal capacity*.

**Skills:** Skills are the creature's primary skills, which are always represented by three numbers. The first is the universal bonus for all listed skills, the second represents the listed skill's passive value, and the last number is the passive skill value for all untrained skills.

**Encounter Tier Value:** Some Traits and Monstrous Talents modify the Threat's effective value when building encounters. The final Threat's value is listed here.

## SAMPLE THREAT BLOCK

MONSTER NAME		D#, SIZE, TYPE (SUB)	
ARCHETYPE [VARIATION] (TIER #)			
<b>AVOIDANCE</b>	<b>FORTHUDE</b>	<b>DISCIPLINE</b>	
##	##	##	
St (Wo):	# (#)	Pace:	##' *
AR:	#	Initiative:	#d10
Fate:	#	Fate Vaule:	#
* Pace notes: Only if needed (ex. Flight)			
<b>Attacks:</b>	Attack: Bonus		d# (d#) +#
	Speed (Recovery): # (#), Range: <range>		
	Attack: Bonus		d# (d#) +#
	Speed (Recovery): # (#), Range: <range>		
	Special Rules for attack above		
<b>Special: Casting/Moves</b>	Spells Cast at: +X		Passive: XX
	List spells/Manuvers/Speical Powers here		
<b>Talents:</b>	List Talents		
<b>Notable Traits:</b>	List Traits		
<b>Flaws:</b>	List Weakness		
<b>Skills</b>	(+#, ##, ##) Skill, Skill, Skill, Skill		
<b>Gear:</b>	If Any		
<b>Encounter Tier Value: #.#</b>			





## SAMPLE MONSTERS

Here we have supplied you with some sample monsters. Heroes commonly use some of these creatures, such as horses, war dogs, and elementals, while others are common dangers in the wilderness.

## NATURAL ANIMALS

Below is a small sampling of the natural animals your Heroes might encounter during their adventures.

**Dogs:** These trusted beasts have been the loyal companions of many of the sentient races for many generations. They serve as pets, guards, and hunters.

DOG, HUNTING MINION (TIER 1)		MOB OF 4 D6, MED, BEAST	
<b>AVOIDANCE</b>	<b>FORTHUDE</b>	<b>DISCIPLINE</b>	
17	18	13	
St (Wo):	1 (1)	Pace:	30'
AR:	0	Initiative:	2d10
<b>Attacks:</b>	<i>Bite: +3 (a)</i>		d6 (d6)
	Speed: 4, Range: Melee		
<b>Talents:</b>	Quick		
<b>Traits:</b>	Scent		
<b>Flaws:</b>	Bestial Intellect		
<b>Skills</b>	(+3, 18, 15) Athletics, Melee: Unarmed, Perception (at +5 see scent) Tracking		
<b>Encounter Tier Value: 1.0</b>			

DOG, WAR ELITE (TIER 1)		D8, MED, BEAST	
<b>AVOIDANCE</b>	<b>FORTHUDE</b>	<b>DISCIPLINE</b>	
17	19	14	
St (Wo):	35 (2)	Pace:	30'
AR:	0	Initiative:	3d10
<b>Attacks:</b>	<i>Bite: +3 (a)</i>		d8 (d8) +2
	Speed: 5, Range: Melee Grab (see Ravenous)		
<b>Talents:</b>	Die Hard (d8+2), Ravenous		
<b>Traits:</b>	Notable Attack (Bite)		
<b>Flaws:</b>	Bestial Intellect		
<b>Skills</b>	(+3, 18, 15) Athletics, Melee: Unarmed, Perception (at +5 see scent) Tracking		
<b>Encounter Tier Value: 1.5</b>			

**Cat, Wild:** The smallest of the predator cats; most wild cats are the size of an average dog. Though many different species exist, they share fundamentally common traits.

WILD CAT ELITE (TIER 1)		D8, MED, BEAST	
<b>AVOIDANCE</b>	<b>FORTHUDE</b>	<b>DISCIPLINE</b>	
18	17	14	
St (Wo):	35 (2)	Pace:	40'
AR:	0	Initiative:	3d10
<b>Attacks:</b>	<i>Bite: +3 (a)</i>		d4 (d8)
	Speed: 3, Range: Melee		
	<i>Claws: +4 (a)</i>		d6 (d8)
	Speed: 4, Range: Melee		
<b>Talents:</b>	Quick, Weapon Mastery (Claws)		
<b>Traits:</b>	Monstrous Charge		
<b>Flaws:</b>	Bestial Intellect		
<b>Skills</b>	(+3, 19, 16) Athletics, Acrobatics, Melee: Unarmed, Perception, Stealth		
<b>Encounter Tier Value: 1.5</b>			

**Horses:** One of the first creatures domesticated by mankind, horses transformed Man's ability to travel faster and longer distances. They were instrumental in changing humanity from a hunter/gatherer mindset to an agrarian society. Among the Yhing hir, a man without a horse is not a man.

WARHORSE, HEAVY COMMON [EX SPECIMEN] (TIER 1.5)		D8, LG, BEAST	
<b>AVOIDANCE</b>	<b>FORTHUDE</b>	<b>DISCIPLINE</b>	
16	20	16	
St (Wo):	47 (1)	Pace:	40'
AR:	0	Initiative:	2d10
<b>Attacks:</b>	<i>Hoof: +5 (a)</i>		d6 (d12)
	Speed: 4, Range: Melee		
<b>Talents:</b>	Trample, Toughness, Wary		
<b>Traits:</b>	Powerful Attribute (Might)		
<b>Flaws:</b>	Bestial Intellect		
<b>Skills</b>	(+5, 21, 16) (Passive Perception 22) Athletics, Melee: Unarmed, Perception		
<b>Encounter Tier Value: 1.5</b>			



HORSE, RIDING/DRAFT COMMON (TIER 1)		D8, LG, BEAST	
<b>AVOIDANCE</b>	<b>FORTITUDE</b>	<b>DISCIPLINE</b>	
15	19	15	
St (Wo):	35 (1)	Pace:	40'
AR:	0	Initiative:	2d10
<b>Attacks:</b>	<i>Hoof: +3 (a)</i>		d6 (d8)
	Speed: 4, Range: Melee		
<b>Talents:</b>	Draft Horses (none), Riding Horses (Quick)		
<b>Traits:</b>	Powerful Attribute (Might)		
<b>Flaws:</b>	Bestial Intellect		
<b>Skills</b>	(+3, 18, 15) Athletics, Melee: Unarmed		
<b>Encounter Tier Value: 1.0</b>			

**Winged Raptor:** is a catch all category for all birds of prey, from the Great Grey Owl of the Milandisian forests to the Storm Hawk which hunts the waters off the coast of the Altherian Peninsula.

WINGED RAPTOR COMMON (TIER 1)		D6, MED, BEAST	
<b>AVOIDANCE</b>	<b>FORTITUDE</b>	<b>DISCIPLINE</b>	
17	19	14	
St (Wo):	20 (1)	Pace:	10', Fly 60' (Agile)
AR:	0	Initiative:	2d10
<b>Attacks:</b>	<i>Talon: +3 (a)</i>		d4 (d6)
	Speed: 3, Range: Melee		
<b>Special:</b>	Martial Maneuvers: <i>Passing Strike</i>		
<b>Talents:</b>	Quick, Owl Eyed, Wary		
<b>Flaws:</b>	Bestial Intellect		
<b>Skills</b>	(+3, 17, 14) Acrobatics, Athletics, Melee (Unarmed)		
<b>Encounter Tier Value: 1.0</b>			

**Wolves:** From the forests of the Fellglade to the Western Marches and all the way to the Vastwood, the Grey Wolf calls many of these lands home. Though the ones presented below are the most common, there are other species such as the solitary Winter Wolf, found in the Vastwood, or the dreaded Night Fangs of Canceri and the Hinterlands.

WOLF, ALPHA COMMON [EX SPECIMEN] (TIER 1.5)		D8, MED, BEAST	
<b>AVOIDANCE</b>	<b>FORTITUDE</b>	<b>DISCIPLINE</b>	
19	18	14	
St (Wo):	26 (2)	Pace:	40'
AR:	0	Initiative:	3d10
<b>Attacks:</b>	<i>Bite: +5 (a)</i>		d8 (d8) +2
	Speed: 5, Range: Melee Grab (see Ravenous)		
<b>Talents:</b>	Wolf Pack Tactics, Ravenous, Monstrous Maneuver (Take Down)		
<b>Traits:</b>	Scent		
<b>Flaws:</b>	Bestial Intellect		
<b>Skills</b>	(+5, 21, 16) Athletics, Melee: Unarmed, Perception (at +5 see scent) Tracking		
<b>Encounter Tier Value: 1.5</b>			

WOLF, PACK MINION (TIER 1)		MOB OF 4 D6, MED, BEAST	
<b>AVOIDANCE</b>	<b>FORTITUDE</b>	<b>DISCIPLINE</b>	
18	17	13	
St (Wo):	1 (1)	Pace:	40'
AR:	0	Initiative:	2d10
<b>Attacks:</b>	<i>Bite: +3 (a)</i>		d8 (d6)
	Speed: 5, Range: Melee Grab (see Ravenous)		
<b>Talents:</b>	Wolf Pack Tactics, Ravenous		
<b>Traits:</b>	Scent		
<b>Flaws:</b>	Bestial Intellect		
<b>Skills</b>	(+3, 18, 15) Athletics, Melee: Unarmed, Perception (at +5 see scent) Tracking		
<b>Encounter Tier Value: 1.0</b>			



## MONSTERS OF ARCANIS

Even within the civilized areas of the Known Lands there are creatures, both fair and foul, that view mankind as obstacle, competitor, or merely their next meal. While nowhere near an exhaustive bestiary, the examples below should allow a GM to craft many an adventure before having to turn to other sources.

### HUMANOIDS

**Barghest:** Malicious, sadistic, and deadly - these are the most commonly used words to describe the strange creatures known to Yhing hir as the child stealing Hua'gi. The rest of the people in the Known Lands know them as Barghest. This intelligent race is nocturnal and live in settlements, usually found in underground warrens or ruins. Standing no taller than 5', Barghest have an almost reptilian snout, with serrated teeth and a vicious hooked claw on both their hands and feet. Their legs appear oversized for their smaller upper torsos, but this allows them to run quickly as well as use their feet to grasp uneven surfaces or outcroppings as if they were hands.

For all their animalistic features, it would be a fatal mistake to ascribe to them an animal's intelligence. Barghest are capable of communicating using their own language, can use and create intricate tools or implements, as well as enjoying a complex social structure. Should any have a doubt as to their sentience, one need only look deeply into their eyes to see the boiling hatred and rage they have for humanity. A last observation that explorers have made is that Barghest are supremely cruel and sadistic. There are times when they will torture their prey for hours, their victims screams eliciting "humph-humph" sounds that the Barghest emit through their snouts. Apparently this is their equivalent of laughter.

BARGHEST		D8, MED, HUMANOID	
Common (Tier 1)			
AVOIDANCE	FORTITUDE	DISCIPLINE	
15	16	15	
St (Wo):	20 (1)	Pace:	30'
AR:	0	Initiative:	3d10
<b>Attacks:</b>	<i>Claws: +3 (a)</i>	d4 (d8)	
	Speed: 3, Range: Melee		
	<i>Talons: +3 (a)</i>	d8 (d8)+2	
	Speed: 5, Range: Melee		
<b>Talents:</b>	Acrobatic, Quick, Wary, Wolf Pack Tactics		
<b>Traits:</b>	Notable Attack: Talons		
<b>Flaws:</b>	Weak Characteristic (Mental)		
<b>Skills</b>	(+3, 19, 16) Acrobatics, Athletics, Deceit, Melee: Unarmed, Perception, Wilderness Lore		
<b>Gear</b>	Nil, though they like to carry shiny things that have caught their interest. A coin, shiny dagger, or a necklace is not unheard of		
<b>Encounter Tier Value:</b> 1.5			

**Cave Troll:** This massive, misshapen beast prowls the labyrinthine passages of the Endless Dark, the caverns and endless tunnels that crisscross below the surface of Arcanis. Some snicker that Cave Trolls are the cursed children of Gnomes and Dark-kin, while more serious minded scholars postulate that they may be the broken remnants of Singarthan Trolls that have been found unworthy by the Song of Pyrric. Whatever their origins, these giant creatures have a terrible disposition, an insatiable appetite, and are almost unstoppable. Luckily, due to their spending most of their life in complete darkness, they are almost blind and very sensitive to bright light.



*Tales of how ferocious the Singarthan Trolls are have been used to keep children in line for generations.*





CAVE TROLL Elite [Brute] Tier 2.5		D10, LG, Humanoid (Giant)	
Avoidance	Fortitude	Discipline	
20	24	21	
St (Wo):	76 (2)	Pace:	30'
AR:	0	Initiative:	4d10
<b>Attacks:</b>	<i>Lg. War Axe: +7 (a)</i>	d10 (d12)	
	Speed: 5, Range: Melee 10'		
	<i>Claws: +3 (a)</i>	d6 (d12)	
	Speed: 4, Range: Melee 10'		
<b>Special:</b>	Martial Maneuvers:		
<b>Manv.</b>	<i>Sweeping Strike, Reckless Swings</i>		
<b>Talents:</b>	Furious Rage, Die Hard (d10+4), Opportunist, Toughness		
<b>Traits:</b>	Dark Sight, Powerful Attribute (Might), Monstrous Charge, Natural Armor		
<b>Flaws:</b>	Weak Characteristic (Mental), Light Sensitivity, Limited Sight 30'		
<b>Skills</b>	(+7, 24, 17) Acrobatics, Melee: (Unarmed), Melee: (Unbalanced), Mettle		
<b>Gear</b>	Large Waraxe		
<b>Encounter Tier Value:</b> 2.5			

LESSER ELEMENTAL Common [Chosen Element] (Tier 1)		D8, Med, Elemental	
Avoidance	Fortitude	Discipline	
17	15	14	
St (Wo):	26 (1)	Pace:	30' (See Variation)
AR:	3	Initiative:	3d10
<b>Attacks:</b>	<i>Unarmed: +3 (a)</i>	d8 (d6)	
	Speed: 5, Range: Melee	<i>Damage type by Element</i>	
<b>Talents:</b>	Toughness and as per Elemental Variation		
<b>Traits:</b>	Natural Armor and as per Elemental Variation		
<b>Flaws:</b>	Vulnerability: Opposed Element, Bestial Intellect		
<b>Skills</b>	(+3, 19, 16) Melee: (Unarmed), plus skills granted by Elemental Variation below		
<b>Encounter Tier Value:</b> 1.0			

## ELEMENTALS

Ripped from the inhospitable Elemental Planes, the Elemental Servants and Lesser Elemental are considered the beasts of that reality, with the expected intelligence level. First summoned by the masters of planar interaction, the Ssanu, these creatures are the most common and easiest to bring over to the Mortal Realm. Beware - though most will willingly follow the simple orders of the Summoner, there is a chance that one will ignore the commands given to it, and there is little more dangerous than a rampaging Elemental.

ELEMENTAL SERVANTS Minion [Chosen Element] (Tier 1)		MOB OF 4 D6, Med, Elemental	
Avoidance	Fortitude	Discipline	
17	15	14	
St (Wo):	1 (1)	Pace:	30' (See Variation)
AR:	3	Initiative:	2d10
<b>Attacks:</b>	<i>Unarmed: +3 (a)</i>	d6 (d6)	
	Speed: 5, Range: Melee	<i>Damage type by Element</i>	
<b>Talents:</b>	Three Talents or Traits from the Elemental Variation		
<b>Traits:</b>	Natural Armor		
<b>Flaws:</b>	Vulnerability: Opposed Element, Bestial Intellect		
<b>Skills</b>	(+3, 18, 15) Melee: (Unarmed), plus skills granted by Elemental Variation below		
<b>Encounter Tier Value:</b> 1.0			

## ELEMENTAL VARIATIONS

EARTH		
Avoidance	Fortitude	Discipline
-1	+1	+1
<i>Earth Elementals gain</i>		
<b>Wounds:</b> +1		
<b>Pace:</b> Burrow (Glide) 20'		
<b>Traits:</b> Powerful Attack (Unarmed), Natural Armor x2 (increasing AR by 2)		
<b>Skills:</b> <i>Athletics</i>		
AIR		
Avoidance	Fortitude	Discipline
+1	+0	+1
<i>Air Elementals gain</i>		
<b>Pace:</b> Fly (Perfect) 20'		
<b>Talents:</b> Quick, Uncanny Reaction		
<b>Skills:</b> <i>Acrobatics, Range (Marksman)</i>		
<b>Attack:</b> May use unarmed attack to attack to a range of 30' utilizing <i>Range (Marksman)</i>		
FIRE		
Avoidance	Fortitude	Discipline
+1	+0	-1
<i>Fire Elementals gain</i>		
<b>Talents:</b> Quick, Uncanny Reaction		
<b>Skills:</b> <i>Athletics, Range (Marksman)</i>		
<b>Attack:</b> May use unarmed attack to attack to a range of 30' utilizing <i>Range (Marksman)</i>		
WATER		
Avoidance	Fortitude	Discipline
+0	+1	+1
<b>Pace:</b> (Swim) 60'		
<b>Talents:</b> Envelop, Faint, Uncanny Reaction		
<b>Traits:</b> Natural Armor (increasing AR by 1)		
<b>Skills:</b> <i>Acrobatics, Deceit, Range (Marksman)</i>		
<b>Attack:</b> May use unarmed attack to attack to a range of 30' utilizing <i>Range (Marksman)</i>		



## UNDEAD

**Shades:** There are times when the souls of the dead are either barred from entering Beltine's Cauldron, or they themselves refuse to go because of something tethering them to the Mortal Plane. Though all are considered to be incorporeal, each Shade is as unique an individual as they were in life.

**Ancestral Shade:** Sometimes these Shades remain out of love or dedication to a particular member of the family or to the entire clan. Others are malignant and feel that they were wronged and seek vengeance on their misbegotten brood.

Below is an example of the restless spirit of a Milan-disian knight, appearing in ghostly Andean Suit of Plate with a large shield bearing his family crest.

ANCESTRAL SHADE COMMON (TIER 1)		D8, MED, SHADE	
<b>AVOIDANCE</b>	<b>FORTITUDE</b>	<b>DISCIPLINE</b>	
17	15	14	
St (Wo):	20 (1)	Pace:	Fly 30' (Perfect)
AR:	0	Initiative:	3d10
<b>Attacks:</b>	<i>Spectral Broad Sword</i> +3 (a)		d8 (d8)*
	Speed: 5, Range: Melee		
<b>*Special:</b>	Ignores AR provided by worn or natural armor		
<b>Special:</b>	<i>Martial Techniques:</i>		
<b>Manv.</b>	Unbalancing Attack, Pressing Attack		
<b>Talents:</b>	Forward Stance		
<b>Traits:</b>	Incorporeal		
<b>Flaws:</b>	<i>Supernatural Limitation:</i> Holy Ground, <i>Vulnerability:</i> Blessed Weapons		
<b>Skills</b>	(+3, 19, 16) Athletics, Battle, Deceit, Empathy, Melee: (Balanced), Perception		
<b>Gear</b>	Armor worn by and weapons used by a Shade are simply manifestations of the Shade's memories and thus have no real mass, do not provide AR, and cannot be broken or disarmed.		
<b>Encounter Tier Value:</b> 2.0			

**Lesser Shades:** These Shades appear as ghostly guards, dressed in shimmering chain and commonly armed with short spears. Changing the Shades to match your story is quite simple; just change some of the Talents and skills. Keep in mind that these creatures can be very powerful and possibly wipe out an ill prepared party.

SHADE, LESSER MINION (TIER 1)		MOB OF 4 D6, MED, SHADE	
<b>AVOIDANCE</b>	<b>FORTITUDE</b>	<b>DISCIPLINE</b>	
17	15	16	
St (Wo):	1 (1)	Pace:	30' (Perfect)
AR:	0	Initiative:	2d10
<b>Attacks:</b>	<i>Claws:</i> +3 (a)		d8 (d6)*
	Speed: 5, Range: Melee		
<b>Special:</b>	Ignores AR provided by worn or natural armor		
<b>Talents:</b>	Quick, Wolf Pack Tactics		
<b>Traits:</b>	Incorporeal		
<b>Flaws:</b>	<i>Vulnerability:</i> Blessed Weapons		
<b>Skills</b>	(+3, 18, 15) Athletics, Melee: (Pole Arms), Mettle, Perception.		
<b>Encounter Tier Value:</b> 2.0			

**Skeletons:** The ancient remains of souls with lives as full and vibrant as anyone living, these bones are grist for a necromancer's mill and are some of the first minions that a Nerothian learns to animate.

SKELETONS MINION (TIER 1)		MOB OF 4 D6, MED, UNDEAD	
<b>AVOIDANCE</b>	<b>FORTITUDE</b>	<b>DISCIPLINE</b>	
18	16	16	
St (Wo):	1 (1)	Pace:	20'
AR:	4	Initiative:	2d10
<b>Attacks:</b>	<i>Light Spear:</i> +3 (a)		d6 (d6)*
	Speed: 5, Range: Melee		
<b>Special:</b>	<i>Martial Techniques:</i>		
<b>Manv.</b>	Distracting Blow, Pressing Attack		
<b>Talents:</b>	Disciplined, Wolf Pack Tactics		
<b>Traits:</b>	Resistance: Edged Weapons (AR: 10 vs. Edged weapons)		
<b>Flaws:</b>	Rot of Corruption		
<b>Skills</b>	(+3, 18, 15) Athletics, Melee: (Pole Arms), Mettle, Perception		
<b>Gear‡</b>	Broadsword, Chain Shirt, Small Shield		
<b>Encounter Tier Value:</b> 1.0			





## STAT MONKEY SAYS!

Have *Call Upon my Ancestors*?  
Make Ancestral Shades your own!

When utilizing the Talent *Call Upon my Ancestors* you may swap out this Shade's weapons (with the exception of ranged weapons) as well as its weapon training, martial maneuver, and forward stance Talents with any other Combat Talent. You may also change its general appearance (what armor seems to be wearing) as you see fit. Remember, armor worn and weapons used by a Shade are simply manifestations of the Shade's memories and thus have no real mass, do not provide AR, and cannot be broken or disarmed.

**Zombies:** Zombies are fresh corpses, reanimated with the shade of a malicious spirit known as a "Gaki", or the hungry dead. Once these shades are channeled into a dead body, their only thought is to consume living flesh. Many underestimate this type of undead - doing so at their ultimate peril. Zombies are relentless, savage, and ravenous - nothing short of complete destruction of their host will stop the inhabiting Gaki from their attack. An oncoming pack of Zombies is a sight that should give pause to all but the most Epic of Champions.

<b>ZOMBIES</b>		MOB OF 4	
MINION (TIER 1)		D6, MED, UNDEAD	
AVOIDANCE	FORTHUDE	DISCIPLINE	
15	17	17	
St (Wo):	1 (1)	Pace:	20'
AR:	3	Initiative:	2d10
<b>Attacks:</b>	<i>Fists: +3 (a)</i>	d4 (d6)	
	Speed: 3, Range: Melee		
	<i>Bote: +3 (a)</i>	d6 (d6)	
	Speed: 4, Range: Melee		
<b>Talents:</b>	Quick, Wolf Pack Tactics		
<b>Traits:</b>	Natural Armor, Speed of the Dammed, Ravenous, Mob Tactics		
<b>Flaws:</b>	Rot of Corruption, Relentless Hunger (Humanoids), Bestial Intellect		
<b>Skills</b>	(+3, 18, 15) Athletics, Melee: (Unarmed)		
<b>Gear†</b>	None, rags at most		
<b>Encounter Tier Value: 1.0</b>			

## MONSTROUS TRAITS

Here we have provided you with all the Monstrous Traits utilized by the creatures above.

### DARK SIGHT

**Requirements:** None

**Benefit:** A creature with this ability may see perfectly in complete darkness, but is not immune to magical darkness.

**Linked Flaw:** Light Sensitivity. If a creature with Dark Sight and Light Sensitivity is attacked and affected by a light based damage spell, they suffer d4 Push.

### ENGULF

**Requirements:** Elemental

**Benefit:** This creature may occupy the same space as another creature without restriction. Doing so deals the creature's base damage to all creatures it has engulfed within its square(s).

### INCORPOREAL

**Requirements:** None

**Benefit:** Incorporeal creatures have no physical form to speak of, thus mundane weapons, ruined weapons, and magical weapons which do not specificity affect Incorporeal Creatures have little effect against them dealing only half damage, whereas runes and spells which specifically target them deal full damage.

Due to their lack of any physical form, Incorporeal creatures may not manipulate solid objects. Whereas many incorporeal creatures may appear to be armed with ghost-like weapons, but they are actually extensions of their own form and thus cannot be dropped, broken, or disarmed. These ghostlike weapons are very dangerous, as they strike directly at the hero's soul, thus bypassing any AR provided by worn or natural armor.

Lastly Incorporeal creatures do not walk. Incorporeal creatures glide (fly) at their full pace with perfect maneuverability and may pass through solid objects at will.

**Encounter Tier Value Modifications:** Incorporeal creatures have their Encounter Tier Value increased by 1.





## POWERFUL ATTRIBUTE

**Requirements:** None

**Benefit:** Pick one Attribute. All Action Rolls for this Attribute use the next largest die size. If the creature's base die is already a d12, it adds +2 to all action skill and damage rolls (if applicable) when using that Attribute.

Might die increases for Large, Long, Huge, and Gargantuan creatures work a little differently, if such a creature already possesses a d12 for its base die, their Might die increases to 2d6. Both dice are considered Attribute dice and thus may *both* explode.

Both Huge and Gargantuan creatures may further advance their Might die each time this Talent is applied. Thus a d10 Gargantuan creature (which gains this Talent twice) would roll 2d8 for its Might die.

**Special:** This Talent may not be taken multiple times, but may be acquired and applied multiple times through templates and/or size modifiers. Medium and smaller creatures are capped at d12+2, while Large creatures are capped at 2d8, Huge at 2d10, and Gargantuan at 2d12.

## IMPROVED CLIMBING

**Requirements:** None

**Benefit:** Any creature with this talent may climb at their full pace along any natural terrain without requiring a die roll

**Special:** Some creatures may ignore the limitation to climbing only along natural terrain, noted as Improved Climbing (Any)

## MOB TACTICS

**Requirements:** Minions Only

**Benefit:** Any time 3 or more members of the same pack attack the same target they all gain +2 to hit and damage.

## MONSTROUS CHARGE

**Requirements:** Beasts, Monstrous, Elementals

**Benefit:** Any time a creature with this Talent performs a Charge, it deals its base die in additional damage.

## NATURAL ARMOR

**Requirements:** None

**Benefit:** Some creatures are just harder to kill than others. Whether due to hardened scales, bones enhanced by sorcery or another source, this creature possess a Natural AR of 2. If the creature cannot utilize worn armor (due to body shape or biology), they gain an additional point of AR.

**Special:** You may take this Talent multiple times, each time increasing the Natural AR by 1

## NOTABLE ATTACK

**Requirements:** Any except Murders

**Benefit:** One of the creature's attacks is especially powerful and deals an additional +2 damage. You cannot apply Notable Attack to a Powerful Attack.

## POWERFUL ATTACK [TIERED]

**Requirements:** Any except Minions or Murders

**Benefit:** By Tier.

**Tier I:** One of the creature's attacks is especially powerful; it deals an additional +5 damage and adds 1 to the attack's Speed.

**Tier III:** Increase the attack's damage bonus to +10, and Speed cost by 2.

## RAVENOUS

**Requirements:** Bite Attack.

**Benefit:** Any time a creature with this Talent succeeds in a Grab attempt, they also deal their base die in damage. Advance the creature's Clock by either 3 (Speed of the Grab) or by the Speed of the creature's bite attack whichever is greater.

**Linked Flaw:** This Talent is commonly linked to the Relentless Hunger weakness. If so, the creature gains +5' to its Pace when attacking the type of creature it needs to feed on.





## RESISTANCE

**Requirements:** Any

*This creature is particularly resilient against one form of attack.*

**Benefit:** When you choose this Talent, choose a specific damage type or element; the creature gains AR: 10 against that damage type.

**Linked Flaw:** This may be linked to a specific Vulnerability, allowing an attack that matches a particular parameter to bypass a creature's Resistance. For example, a creature with Resistance *Slashing* may have Vulnerability to silver. If so, a silver Slashing weapon will bypass the AR granted by the Resistance (though not any other AR the creature may have from armor or the like).

## SCENT

**Requirements:** Any

*This creature has a particularly heightened sense of smell.*

**Benefit:** Creatures with this Talent gain a +3 bonus to all *Perception* checks when using their sense of smell, which is considered to always be active, and thus usable even when surprised or otherwise unaware. They also gain a +3 bonus to all *Tracking* Action Skill Rolls when attempting to track by smell.

## SPEED OF THE DAMNED [TIERED]

**Requirements:** Undead, Shade, Infernal

**Benefit:** Any creature with this Talent gains a 5' bonus to their Pace. Also, once per scene they may Dash, moving double their Pace.

**Special:** You may grant a creature this Talent multiple times, each additional time beyond the first adding 10' to the creature's Pace.

**Linked Flaw:** This Talent may be linked to *Supernatural Limitation*. If it is, the creature may double its Pace during a dash twice per scene.

## TRAMPLE

**Requirements:** Large Size or greater

**Benefit:** Any time a creature with this Talent succeeds in a *Shove* attack against a creature smaller than it, the target must succeed in a dynamic *Athletics (Qu)* or *Acrobatics (Qu)* Action Skill Roll (TN: original attack roll) or fall prone. Creatures that possess this Talent may simply run over prone opponents, dealing their base die in damage. This does not require an attack roll.

## VAMPIRIC ATTACK

**Requirements:** None

**Benefit:** One of the creature's attacks becomes Vampiric, any time the creature successfully attacks with a Vampiric attack it heals one half the damage dealt, after AR is applied, in stamina.

**Example:** A hungry dead bites one of the heroes dealing 12 points of damage, which is reduced to 8 by our Hero's armor. The Hungry dead thus is healed 4 stamina.

## MONSTROUS FLAWS

### ATMOSPHERIC DISTURBANCE

**Requirements:** Celestial, Infernal, Spirit, or Undead  
**Flaw:** This creature's presence disturbs its environment. When the creature is nearby, the air might turn cold, or an open flame might turn blue. Whatever the variant, this atmospheric disturbance is usually a dead giveaway that the creature is nearby, or that at least something odd is going on. An atmospheric disturbance takes place when the creature is within 30' to 100' (depending on the creature), so it makes it hard to pinpoint exactly where the creature is based upon the disturbance.

The Action Roll to notice an atmospheric disturbance will vary depend upon the circumstances, such as a *Perception (In)* Action Roll to notice frost forming on a nearby window, *Arcanum (In)* to notice a magical disturbance, or even a *Wilderness Lore (Lo)* to notice that rain is falling counter to a light breeze.

**Common Disturbances:** Open flame turns blue, Food immediately spoils, Preternatural Cold, Animal Unease, Wilting Vegetation.





## BESTIAL INTELLIGENCE

**Requirements:** None

**Flaw:** A creature with this Flaw suffers a -2 penalty to their Discipline, rolls a d4 for all Logic and Charisma Attribute and Action Skill Rolls, and may only use and possess Combat or Physical Skills.

## LIGHT SENSITIVITY

**Requirements:** None

**Flaw:** When fighting in any condition brighter than Shadowy, this creature suffers a -2 to all Action Rolls.

## LIMITED SIGHT

**Requirements:** None

**Flaw:** Creatures with this limitation cannot see effectively past 30', thus they suffer a -10 to all *Perception* Action Skill Rolls based on sight as well as all Ranged attack rolls beyond 30'.

## RELENTLESS HUNGER

**Requirements:** None

**Flaw:** Choose one or more Foe Types (For example, Humanoids, Undead, or Beasts). When a creature with this Flaw sees a creature of this Type (its prey), it attacks that creature with total disregard for its own safety.

## ROF OF CORRUPTION

**Requirements:** Undead Only

**Flaw:** Undead are notoriously difficult to heal; as such, any healing spell cast upon a creature with this weakness has its effectiveness reduced by 5 (to a minimum of 1), unless the spell is cast by the Undead itself or specifically mentions Undead.

## SUPERNATURAL LIMITATION

**Requirements:** Cannot be a Natural Beast

**Flaw:** There is some circumstance that somehow limits the creature's movements. For example, the creature may not open a door, may not enter a home without first being invited, or may not cross running water.

## THRICE BOUND

**Requirements:** Infernal

**Flaw:** Some Infernals are so well bound that they are particularly valuable to Sarishan Magic. Thrice Bound Infernals suffer a -2 penalty against all spells of the Blood and Demonology traditions.

## VULNERABILITY

**Requirements:** Cannot be a natural Beast.

**Flaw:** Choose a material or type of damage; any time a creature suffers Stamina damage from a source or material to which they are vulnerable, they suffer additional d8 Stamina damage. If a creature is dealt Wound damage by a source to which they are vulnerable, they suffer an additional Wound.

**Common Vulnerabilities:** The following is just a small list of possible Vulnerabilities; Sarishan Steel, Cold, the touch of flesh, psionic, electrical.

## WEAK CHARACTERISTIC

**Requirements:** d8 die.

**Flaw:** Choose one: Physical or Mental.

**Physical:** -1 to Avoidance and Fortitude. Any Action Rolls which involve Might, Prowess, Quickness, or Vigor suffer 2 die penalties.

**Mental:** -1 to Avoidance and Discipline. Any Action Rolls which involve Charisma, Insight, Logic, or Resolve suffer 2 die penalties.





## EXAMPLE OF COMBAT:

Harry the Centurion and a Kelelene Elorii played by Karrin are racing down a temple corridor with their weapons drawn. They round a corner and standing before them is a Sarishan sorcerer in the midst of casting a spell and five guards with drawn swords who turn their attention to the newly arrived Heroes. Billy, the Chronicler, instructs his players to roll initiative.

### ON TICK 1

Harry and Karrin roll initiative; Harry's lowest die is a 3, and Karrin's low die is a 2. The Master Clock advances until it reaches a point where a player or NPC can act.

Karrin isn't sure what the Sarishan sorcerer is casting, but she is sure that she doesn't want to find out and announces that she will attempt to Counter Spell it. She makes her Arcanum Action Skill Roll, rolling the Action dice (2d10), her Resolve Attribute die (d10), and adding her Arcanum Skill of 3 to her roll getting 5, 8, and 3, +3 for 19. Billy says this beats the sorcerer's Passive Arcanum Value of 18 and the spell is canceled. She rolls a d4 for the Push effect on the sorcerer and gets a 4. She then adjusts her Clock ahead by 6 to 8 for the cost of the Counter Spell.



### ON TICK 3

Harry closes the 10' between himself and the guards and attacks two of them with the Martial Technique: Sweeping Strike. He rolls the Action dice (2d10), his Prowess die (d8), and adds his *Melee: (Balanced)* Skill, which is 3. For his 1st swing he rolls 8, 7, and 2, +3 for a total of 20, and his 2nd roll is 4, 5, and 9, +3 totaling 21. Billy informs him that both swings hit the guard's Avoidance rating of 14. His damage roll is a d8 for his gladius and a d10 for his Might, (7 + 9) totaling 16. His second damage roll is a 5 and a 2 totaling 7, bypassing the armor of the guards and killing the Minion level threats. Harry adds up the Speed of his actions: 2 for moving 10', 5 for the weapon Speed of his gladius, and 1 for the Martial Technique: Sweeping Strike, and adjusts his personal Clock forward 8, setting it to 11. Harry also notes a Recovery of 2 where he will not be able to perform combat maneuvers for an additional 2 Ticks (until 1, though he can perform another action on 11).





## ON TICK 6

The sorcerer's remaining guards surround Harry and all strike at him with short swords, each moving 5' and then striking. Billy now rolls for each guard, rolling the Action Dice (2d10) and the guard's base die (d6) and adding 3. One guard hits, beating Harry's Avoidance of 16 and his Shield Bonus of 2, one strike beats his Avoidance but not the Shield Bonus and bounces off of his shield, and one misses him entirely. Rolling d6 for the short sword plus the guard's d6 base die, the guard deals 9 damage. Subtracting his armor value of 4 from the strike, Harry takes 5 Stamina damage.



## ON TICK 8

Karrin figures that Harry can deal with the guards, so she decides to occupy the sorcerer by casting an Elemental Bolt, and applying her Talent Adaptation: Elemental Empowerment. This adaptation increases the difficulty by 2 and gives her minus 2 to hit, but an extra d6 of damage if she successfully hits. Before she casts, she checks the CTN of Elemental Bolt. It's an 18, but with her Empowerment Talent it goes up to 20. She then checks the new CTN of 20 against her own Passive Casting Value of her Sorcery Rank (3) + the Passive Value of her main casting stat of Resolve (3) +12 for a total of 18. Since the CTN is higher than her Passive Casting Value she has to make an Action roll to see if she can cast the spell. She rolls her Action dice (2d10) and her Resolve Attribute die (d10+3) for her Sorcery skill getting a 7, 8, and 5 + 3 for a total of 23. She may now cast the spell.

Her Action roll is her Action dice (2d10) plus her Prowess Attribute die (d8) + 3. Her Attribute die roll comes up an 8, which explodes, and allows her to roll it again, making her final roll a 29 which beats the target's Avoidance of 17. Her damage roll is a d6 for the spell, d10 for her primary Attribute, and the extra d6 for her Elemental Empowerment, totaling 18 Stamina damage from her fiery bolt before her target's Armor Rating. She adjusts her Clock by 5 for the Speed of the spell, and notes that she has 1 Strain. Her next action will come on 1, and she may safely cast a spell without taking Strain Damage on 2.

Also on 8 Billy has the sorcerer take his action. Focusing on Harry, the sorcerer casts Bleed. Rolling the sorcerer's Action dice (2d10) and Base die (d10) +3, he rolls a 19 against Harry's Fortitude of 17. Rolling the spell's damage dice (d10), Billy informs Harry that his cuts tear open and blood runs freely from them, inflicting 9 Stamina damage.







## ON TICK 11

Harry is up again, and as much as he would like to engage the Sarishan, he doesn't want to give the guards all free attacks on him for charging the sorcerer. He still has a Recovery of 2 before he can perform another weapon maneuver, and opts to strike one of the guards with his gladius. His attack roll is a 19, and the damage roll is a 9 so another guard is dispatched. He then takes a 5' step towards the Sarishan. Harry moves his Clock forward 5 for his weapon Speed, and 1 for the incidental movement.

Also on 11, the two remaining guards, not having much luck with the Centurion, move 10' to attack the lighter armored Elorii. One hits her and one misses, inflicting 7 Stamina damage.

## ON TICK 12

The Sarishan sustains his Bleed spell on Harry by rolling another 19 to beat Harry's Fortitude of 17, ripping open his wounds further by exploding on his Attribute die roll and causing 18 Stamina damage to Harry.



## ON TICK 1

Karrin, not wanting to get pelted by guards while dealing with the Sarishan decides to cast Heat Wave. In doing so she will suffer double the strain she was under in Stamina damage. So her strain of 1 from earlier will cause her 2 Stamina damage. She rolls a 21 and superheats the air around her, finishing off the two remaining guards. She adjusts her Clock by 5 for the spell, and since she did not allow her Strain to dissipate, she keeps it and adds on another point of Strain for the Heat Wave spell, for a total of 2.

## ON TICK 4

Seeing the last of his guards fall, the Sarishan allows his sustained Bleed on Harry to end and begins casting a new spell, which doesn't take effect right away.





## ON TICK 5

Harry finally has a free path to the Sarishan and Charges ferociously. His roll of 20 allows him to succeed in his strike and since he used a Charge maneuver, he gains +2 on his damage roll. He smashes his gladius down on the sorcerer for 12 Stamina damage. He moves his Clock 5 for his weapon Speed, 3 for the Charge, and notes a Recovery of 2 for the Charge as well.

The Sarishan takes 10 Stamina damage after subtracting his AR of 2 and must make a concentration roll to prevent his spell from being interrupted. Billy now has to perform a Resolve Attribute Action Roll against the damage dealt +10; rolling 2d10 and the Sarishan's base die (d10), he rolls a 24 and so continues casting his spell through the damage of Harry's strike.



## ON TICK 6

Karrin waits for 2 Ticks to not take the compounded Strain damage for casting another spell, and on Tick 8 charges up another Elemental Bolt, this time with no modifiers.



Since the CTN of the spell is not greater than her Passive Casting Value of 18, she may cast the spell without a roll. Much to her dismay, her Action Roll of 16 does not hit the Sarishan's Avoidance. Her Clock advances by 5 and she notes 1 Strain.

## ON TICK 11

The sorcerer completes his spell, and out of a circle of devilish light climbs three salivating demons that shriek with glee upon seeing the Centurion and the Elorii.

Suddenly the odds don't appear to be in our Heroes favor...





# ADVENTURING OVERLAND TRAVEL

While most game movement is handled during combat (see *Tactical Movement*, pg. 309), there are times when players might need to know how far they have traveled during the course of a day. *Overland Travel* is commonly used for long distances, such as traveling between cities, or calculating distance and expected arrival for a sea voyage.

**Travel and Time:** Whereas travelers on foot or horseback travel an average of 8 hours/day, ships travel for a full 24 hours.

**Walking & Marching:** Heroes may walk for a total of 8 hours/day, whereas marching can normally be performed for a number of hours equal to the Hero's Vigor Passive value.

**Forced March:** Heroes may push themselves for an additional number of hours equal to one half their Vigor Passive value, after which they suffer 5 Stamina per additional hour, and become *Exhausted* for the next 12 hours.

**Mounted Movement:** A mount can bear a rider and *trot* for a number of hours equal to the mount's Vigor Passive value. If the mount is forced to perform a *Forced Trot* (akin to a *Forced March*), the rider must perform a *Ride (Re)* Action Roll (against a TN equal to the hours traveled +12) every hour past his mount's Vigor Passive value. Upon a failed roll, the mount stops and suffers 10 points of Stamina damage for every additional hour it was pushed. If the rider rolls a *critical failure* the mount suffers a *Wound* of damage and may very well die.

**Travel Conditions:** Different effects may hamper the Hero's progress, i.e. storms, thick forests, or every sailor's nightmare, a dead calm. The Chronicler simply chooses a rank which best matches the conditions met during the trip, and applies those modifiers to the overland speed.

The Chronicler may also feel free apply trivial conditions differently, depending upon the method of travel. While a forest might be a *Challenging* trip for Heroes on foot, it could very well be *Daunting* for a seven-horse drawn carriage, and be *Perfect* conditions for their pursuers aboard an Altherian sky ship.

**Table 3-6 Overland Travel**

Method of Travel	Walk	March/Trot
On Foot	3 mph	5 mph
Mounted		
Light Steed	6 mph	9 mph
Heavy Steed	5 mph	7 mph
Horse Drawn Vehicles		
Carriage/Coach		
2 Horses	5 miles	7 mph
4 Horses	6 miles	9 mph
7 Horses	7 miles	10 mph
Cart	3 miles	5 mph
Chariot, Riding & War		
1 Horse	5 miles	7 mph
2 Horses	6 miles	9 mph
Wagon		
2 Horses	5 miles	7 mph
4 Horses	6 miles	9 mph

**Table 3-7 Vessels**

Vehicle	Speed	Per Day (Avg)
Raft/Barge	.5 mph	12 miles
Keelboat	3 mph	72 miles
Rowboat	1 to 3mph	48 miles
Sailing Ship	2 to 4 mph	75 miles
Altherian Sky Ship	3 to 8 mph	96 miles

**Table 3-8 Travel Conditions**

Condition	Example	Modifier
Perfect	Optimal Conditions, Good Roads, Steady Breeze	100% of movement possible
Moderate	Unmaintained Road, Choppy Seas, Trail	75%
Challenging	Over-Grown Trails, Hills, Forest, Rough Seas	50%
Difficult	Game Trails, Mountains, Dead Calm	25%
Daunting	Extreme Weather (Hurricane, Blizzard), Extreme Conditions (Dense Rain Forest)	10%





## REST

Characters need rest. Any character that does not get at least 6 hours of continuous sleep in a 24-hour period must attempt a *Challenging* (TN: 20) *Mettle (Re)* Action Skill Roll or become *Exhausted*. Thereafter, the character must perform additional *Mettle (Re)* Action Skill Rolls every six hours, with ever-increasing difficulty of +5 per action roll, or involuntarily fall asleep. Recovering from this Exhausted condition simply requires 6 hours of sleep.

Characters may instead attempt to sleep for only 4 hours per night, postponing their *Mettle (Re)* Action Skill Roll to 36 hours. Elorii characters require less rest. (See the elorii racial entry in the Codex of Heroes, pg. 89)

## HUNGER & THIRST

Every day without food or water, or three days with less than a complete meal and plentiful water, you suffer d8 Stamina.

A successful *Challenging* (TN: 20) *Athletics (Re)* or *Mettle (Re) Action Skill Roll* will negate damage suffered from lack of food; damage from inadequate water may not be resisted. Each day with inadequate food increases the TN by 2. This damage will not heal until your character eats or drinks adequately for three consecutive days.

## SUFFOCATION & DROWNING

All characters can hold their breath a number of Ticks equal to their Vigor score times 10. Past this point, you must perform a *Challenging* (TN: 20) *Athletics (Vi)* Action Skill Roll to hold your breath an additional 12 Ticks, with each 12 Ticks thereafter raising the TN by 5.

If you are underwater, or in the midst of some other dangerous environmental condition in which breathing is deadly and you fail your rolls, you release your breath and instinctively attempt to inhale. You suffer 15 points of Stamina every 6 Ticks until you can freely breathe or run out of Stamina. The 15 points of damage are applied on the 6th Tick, and every 6 Ticks thereafter. Once you run out of Stamina, you suffer a Wound every 12 Ticks until dead. Once again, the Wound is applied on the 1st Tick after you've lost all Stamina, and every 12 Ticks thereafter.

## FALLING

A fall from any height can be dangerous. For every 10', you suffer d6 Stamina. For a fall greater than 60', you must also perform a *Challenging* (TN: 20) *Athletics (Vi)* Action Skill Roll, which is increased by + 5 for every 10' beyond 60' or suffer d4 Wounds. If you fall more than 100', you suffer 2 Wounds of damage automatically, in addition to any consequences for failing your *Athletics (Vi)* Action Skill Rolls.

When falling into water, ignore the first 10'. If a Hero also possesses ranks in *Athletics*, they may attempt to dive into the water by performing an *Athletics (Qu)* Action Skill Roll, subtracting the result from the distance fallen.

## ENCUMBRANCE

The Arcanis Role Playing Game utilizes an abstract encumbrance system. Objects have an Encumbrance Value, and at certain thresholds, the character takes on a penalty referred to as Bulk.

## FORTITUDE AND BULK

A creature can carry a weight based upon his Fortitude (which takes into account both the character's Might and Vigor Attributes) without penalty.

As described in the Equipment section of the Codex of Heroes (pg. 230), Bulk is a penalty applied to the Hero's Pace (with each point lowering the character's Pace by 5'), Avoidance, and all Might, Prowess, and Quickness Action Skill Rolls.





**Table 3-9 Carrying Capacity**

Load	Current Encumbrance	Bulk
Light	Fortitude or less	-
Moderate	x1.5 Fortitude	1
Heavy	x2 Fortitude	2
Overloaded	x3 Fortitude	4

## DETERMINING AN ITEM'S ENCUMBRANCE VALUE

Encumbrance takes into account an item's weight, size, balance, and overall bulkiness. A bedroll may weigh little, but it is unwieldy, whereas a heavier item, such as a long sword, is significantly easier to stow and carry.

Encumbrance is only suitable for items the Heroes might bring along; there is no need to calculate the value of some large item that the characters must carry in concert. Simply consider all the characters sharing that burden to be *Overloaded*.

Many items start with a base Encumbrance Value of 1; refer to the table below for additional modifiers. Small objects, such as coins, should be grouped together.

**Table 3-10 Weight and Encumbrance**

Factors	Encumbrance Value
<b>Weight</b>	
Less than 1lb	-2
1lb to 2lb	-1
3lb to 5lb	+1
6lb to 24lb	+2
25lb to 40lb	+3
Every 20lb past 40	An additional +1
<b>Bulkiness</b>	
Balanced	-1
Easily Carried	0
Requires One Hand	+1
Requires Both Hands	+2
Takes up a 5' x 5' Area	+5

## COINS AND ENCUMBRANCE

Common coins weight about 3lb/120 coins. When stored in some kind of container, they are worth 1 Enc.

## LIGHT AND DARKNESS

There are three levels of illumination: Bright, Shadowy, and Darkness. Bright light means there is sufficient light to see clearly, such as daylight. Shadowy light indicates everything is dim and details are hard to distinguish. Darkness indicates the complete absence of light, negating vision completely unless the character has the ability to see in Darkness.

Table 3-12 Light Source Ranges describes the effect of lighting in detail. Combat Penalties are applied to all attack rolls, and the Insight penalty is applied to all Insight-based Action Skill Rolls that require vision. Characters that move faster than the Pace Limitation must perform a *Routine* (TN: 15) *Acrobatic: Balance* (Qu) Action Skill Roll or fall prone.

**Table 3-11: Light Conditions**

Light Level	Combat Penalties	Insight Penalties	Pace Limitation
Bright	—	—	—
Shadowy	-2	-2	—
Darkness	-5	-5	Half-Pace

**Table 3-12: Light Source Ranges**

Light Source	—Radius in Feet—	
	Bright	Shadowy
Candle	5'	10'
Torch	10'	40'
Lamp	30'	60'
Lantern	40'	60'
Campfire, Small	20'	40'
Campfire, Large	40'	120'
Fireplace	20'	30'
Brazier, Small	20'	50'
Brazier, Large	30'	60'





## ATTACKING AND DESTROYING OBJECTS

There will be times that the Heroes may need to break down a door, sunder chains, or shatter an enemy's sword. The material strength of items is reflected by two values: Armor Rating and Hardness. Armor Rating represents the resistance the object possesses against damage, much like Armor Rating protects a character. Hardness represents the amount of punishment the item can absorb and functions much the same as *Wounds*. Each time the damage of an attack surpasses the item's AR, the item suffers 1 point of Hardness regardless of the amount of damage dealt. *Critical strikes* inflict 2 points of Hardness if the damage roll surpasses the item's AR. Any attack that doubles an item's AR + Hardness destroys it instantly. Once the item reaches 0 Hardness, it's broken. Items that are damaged but not broken retain their damaged Hardness until repaired as appropriate for the item in question.

**Stationary Targets:** Characters need not roll to attack a stationary object. Simply roll damage and compare to the AR of the object.

**Attacking Held or Worn Items:** Occasionally the Heroes may want to break an object held by another, such as an enemy's sword, potion vial, or shield. In such cases, the Hero may perform a melee attack roll with a -4 penalty against the target's Avoidance. Attacking a held or worn item makes the attacker vulnerable to a *Free Strike* from the target. If you succeed, deal damage to the item, applying AR and Hardness as appropriate.

**Determining Material Strength:** Refer to Table 3-13 Material Strength and Table 3-14 Construction Qualities to determine AR and Hardness of objects. Quality modifiers are cumulative.

*“Lockpickssss? I have a hammer, why would I need lockpickssss?”*

- Ss'dregak Black Talon warrior

**Table 3-13 Material Strength**

Material	AR	Hardness
Glass	1	1
Paper or cloth	0	1
Leather or hide	5	1
Wood/Ice	10	1 per in.
Stone	15	2 per in.
Iron, Steel	15	3 per in.
Savonan Steel, Glass Steel, Fervidite, Sarishan steel	20	3 per in.

**Table 3-14 Construction Quality**

Quality	Modifier
Poor	-1 AR/-1 Hardness*
Common	0/0
Fine	+3 AR/+1 Hardness
Exceptional	+6 AR/+1 Hardness
Legendary	+9 AR/+2 Hardness
Magical Items	+2 AR per Item Tier
Runes	+1 Hardness per Rune

\* minimum of AR 1/Hr 1

**Table 3-15 Material Strength for common items**

Item	AR	Hardness
<b>Weapons &amp; Armor</b>		
One-Handed Forged	20	3
One-Handed Hafted	15	2
Two-Handed Forged	20	3
Two-Handed Hafted	15	2
Buckler	20	4
Small Shield	15	3
Large/Tower Shield	15	4
<b>Common Items</b>		
Chain	10	2
Chest	10	2
Door, Wood	10	1
Door, Reinforced	10	2
Door, Iron	15	2
Manacles	15	2
Rope, Silk	6	1
Rope, Hemp	5	1
Wall, Masonry (1' thick)	10	6
Wall, Wood (3" thick)	10	3







*He knew it was poisoned. He just couldn't stand her any more.*

## MIGHT MAKES RIGHT

On occasion, characters may wish to use their Might Attribute to break objects. In that case, the player rolls his Might Attribute Die against a TN based upon the Material Strength of the object. To determine the break TN, multiply the object's Hardness by 5 and then add its Armor Rating.

For example, to break common hemp ropes that have the character bound, the character would need to defeat a TN of 10 using only his Might Attribute Die.

Trying Again: Subsequent attempts suffer a cumulative -1 penalty.

## LIFTING AND MOVING OBJECTS

A character's ability to lift and move things is dependent upon his Might. Your Hero can easily lift 30 lbs. for every point of his Might Attribute score, drag or pull an amount equal to half again (x1.5) what he can lift, and push (x2.0).

If a Hero wishes to lift or move more than his capacity, that is a Feat of Strength. Refer to the *Athletics* skill (Codex of Heroes, Skills, pg. 135).

## THROWING OBJECTS

You can throw any object you can lift up to 5' away. For every point above the minimum Might required to lift the object, you can throw the object an additional 5'. If you're throwing an object as an attack, treat the item as an improvised weapon and resolve the attack with the *Ranged: (Thrown)* skill. This rule is only for throwing bulky or heavy objects that are not normally intended to be thrown.

For example, Saul has a Might of 3. He wants to throw a 50-pound sandbag at his opponent, who is standing 10' away. To throw 50 pounds, a character needs to have a total Might of 2. Saul exceeds this by 1, so he can throw the sandbag 10' away.

## POISON

Poisons are terribly dangerous. Most toxins attack the Hero's Fortitude, though some (such as drugs) may assault his Discipline. A poison attacks the Hero's Defense for a number of increments equal to the poison's Tier, until the attack misses, runs its course, or the Hero is dead. These increments may be measured in Ticks, minutes, or even hours. Each increment may possess a different duration. For example, a Tier 3 poison may have a Speed of 12 Ticks/6 Ticks/3 Ticks. The first attack happens 12 Ticks after the poison is introduced to the target's body, the next attack 6 Ticks later, and the last attack 3 Ticks after that. Any poison that reduces a character's Stamina to 0 automatically inflicts *Wounds* during its later increments.

### *Example:*

Giant Scorpion Venom (d8)

Poison (Tier 3)

**Attack:** +9

**Damage:** 3d6

**Speed:** 12 Ticks/6 Ticks/3 Ticks

**Effects:** Each time this poison successfully attacks the target's Fortitude, the target suffers a cumulative -1 to all Action Rolls. This penalty stays in effect for one hour after the target recovers from this poison.







# OF MAGIC

## SOURCES OF MAGIC; THE ARCANUM

THEURGY

ELDER

ELDRITCH

PRIMAL

PSIONIC

SPELL ACCESS



## WIELDING MAGIC; INVOKING THE ARCANUM

CASTING A SPELL



## SPELLS

SPELL LIST

UNIQUE SPELLS

COMMON SPELLS



# INTRODUCTION

*“There are those who bow to the will of the Gods, and there are others who supplant that will with their own.”*

## - VI Scroll of the Revelations of Illiir.

When asked how men can wield miraculous powers with such grace and finesse, seemingly beyond mortal ken, the priest shook his head and cracked his rod on the acolyte’s bare back “The power to manipulate the realm of man, to heal the injured, or even cause water to take on the property of stone is not meant to be the purview of men, but of the Gods. However, in their wisdom, They knew that for all Their power They could not hold our hands forever. They instructed the most faithful amongst us to write down Their simplest words of power to perform the miracles that They wished us to possess. Think of them as a set of instructions. These instructions are complex, requiring years of study and meditation to properly intone Their holy words and to fuel them with your own ardent faith.”

“What about the power of the minds that the Vals wield, Fraté? I have never seen my father sing the praises to the Gods to move things with his mind.”

Again came the stinging crack of the rod.

“Were you asleep during your lessons again, Felix? All the gifts of the noble Vals, including those who are Awakened, come from the Gods. One might say that your very existence, your birthright, is because of the Will of the Gods. Had a far distant ancestor of yours not been selected to join with a Val-inor, you would be as mundane as I. Each of the gifts of the Gods works differently. The Cantos of the priesthood operate through rote and faith; the Psionics of the Val, through intensive mental training after they have been Awakened; even the base practitioners of primal magic are in fact entreating the lesser powers and spirits to do something for them – it does not spring directly from them.”

“My uncle is a Sorcerer,” piped up another voice – this one Castor, the son of the spice merchant, “and he says that he wields the power of creation!”

CRACK!

“I will not hear such blasphemy spoken within the temple grounds. Your uncle’s sorcery supplants the very will of the Gods with his own. While we follow precise instructions that manipulate reality to a very small degree, your uncle and his ilk twist their holy words, mixing and matching as they wish to create effects that the Gods never meant to be placed in the hands of mankind.”

“Isn’t that considered heretical then, Fraté?” This time the question came from Vitai val’Assanté, niece of one of the Mother Church’s inquisitors. He would have to tread carefully in answering her.

## MAGIC WILL KILL YOU...EVENTUALLY!

The act of wielding “magic” as a Sorcerer or Magi – as opposed to those who sing the Divine Cants of the Gods or even primal magic – is that you are channeling through your body an infinitesimal amount of the energy that remained after The Act of Creation. Notice the capital “T”, “A” and “C” – We’re talking about the creation of the entire universe.

That much power, even in the smallest of quantities, is more than the human body can handle. Cast a spell here or there, you’re fine. Cast spells for year after year without any discrimination, and your body will begin to break down.

First will be the feeling of weakness and symptoms similar to that of a cold or flu. Then comes the shakes – or in some cases, small droplets of blood when you cough. Every caster is unique and may suffer from different warning signs, just as some may live until a very old age while others get eaten up from the inside before reaching thirty.

Chronicler’s Note: How do you simulate the wasting effect of channeling magical energy on your player’s Heroes in game mechanic terms? You don’t. This is simply a role-playing hook for the player’s to hang their Hero’s personality tropes upon.

Plus, it’s a great adventure hook, as the Sorcerer-King of Ymandragore is said to have a cure for the Wasting Disease that afflicts Sorcerers and Magi. What would a mage who thinks he’s dying do, if there were a cure but the Devil himself to pay?

“What is considered heretical behavior and what has been accepted by the powers that be is not for me to decide, my dear. But the holy Revelations clearly state any being, organization or power that seeks to elevate itself on par with the Gods is profane before the eyes of the Gods.” There, that should be neutral and obsequious enough so as not to draw the attention of the Holy Inquisition.

“Fraté – what about the Sorcerer-Priests of Sarish?” The pounding of a headache was beginning to develop behind his left eye. It was going to be one of those days.





# THE SOURCES OF MAGIC, THE ARCANUM

Arcanum, the term used to describe magical effects, flows from a handful of sources. A caster draws upon that source and forms the energy or energies gathered to a specific purpose. Their skill at doing so determines how finely controlled an effect they can produce, as well as the magnitude of the effect.

Each source has a number of traditions (typically three); as a practitioner of the Arcanum becomes more skilled in their chosen specialty, they may master more traditions. At the beginning, each practitioner has only greater access to one tradition with a smidgen of spells from two others. The most commonly known sources of Arcanum are detailed on the Arcanum Sources Table.

All Arcanum have access to the Universal Tradition.

## THEURGY

Theurgy is the practice of magic that comes directly from the Gods. Its usage requires that the faithful learn individual Cants by rote, without any deviation. The Cant that was used a thousand years ago to heal a wound is nearly identical to the one that is used today.

Theurgy does not permit any innovation or deviation beyond those Adaptations already present in the description of the Cant. As a result, the effects brought forth by the Cants are predictable and relatively quick. The faithful enjoy perfect assurance that the Cant will produce the desired effect.

Theurgy is home to the Corpus Tradition, the only Tradition that allows for the safe healing of others, and Theurgists are highly sought after to repair injuries or other afflictions such as diseases.

**Skill: Arcanum:** (*Cants*)

**Primary Attribute:** Charisma

**Unique Ability:** Rebuke (See Unique Abilities, pg. 355)

**Traditions:** Corpus, Deity, Wards, Benediction

## ELDER

Elder sorcery is the magic practiced by the Elder races upon Arcanis, such as the Ssanu, Il'Huan, and the Elorii. Elder sorcery tends to be methodical and precise, as befits races that are so long lived that to them a decade is a reasonable amount of time to have a discussion.

Like Eldritch sorcery, Elder magic taps into the residual energy of Creation to achieve miraculous and often mind bending effects. This gives these ancient practitioners mastery over such exotic effects as creating object out of thin air, changing the very essence of one thing to another, or tapping directly into the raw buildings blocks of reality (such as the Elemental Planes).

What differentiates Elder magic from the Eldritch sorcery practiced by the younger races (such as humanity) is the methodical, precise nature in which the raw energy is manipulated. Though this assiduous attention to detail makes Elder magic potent, it is much slower to cast than its Eldritch counterpart.

Many wise and intelligent humans have tried to master Elder sorcery, but any that came near to success have been driven mad. Many speculate that the human mind lacks the structure of the Elder races and men are thus incapable of mastering that Arcanum.

**Skill: Arcanum:** (*Thaumaturgy*)

**Primary Attribute:** Resolve

**Unique Ability:** Contingent Spell (See Unique Abilities, pg. 354)

**Traditions:** Elemental, Transmutation, Control, Creation

**Special:** Elder practitioners have access to a small number of spells available to Primal and Eldritch casters. Elder casters increase the Speed of such spells by +1 and reduce the Strain by -1 to reflect the different teachings of this Arcanum.

IN THE CENTURIES SALOS HAD SERVED THE HIGH WIZARDS OF THE SSETHREGORE, HE LEARNED MUCH OF THEIR MAGIC. ALTHOUGH PRACTICE OF THE ARCANES WAS FORBIDDEN AMONGST THE ELORII – AND NOT THOUGHT POSSIBLE BY THE SSANU – THE BRAZEN OPENNESS WITH WHICH THE COMPETING HIGH WIZARDS WIELDED THEIR SPELLS ALLOWED A KEEN OBSERVER LIKE SALOS TO GAIN GREAT INSIGHT INTO THE NATURE OF THE REPTILIANS' ELEMENTAL SORCERY. IN TIME, SALOS WAS MADE THE PERSONAL SLAVE OF THE GREAT HIGH WIZARD HIMSELF – AN ANCIENT SSSAANU CALLED SSKORETH.

IT IS NOT THE NATURE OF ELEMENTALS TO REQUIRE SLEEP. SUCH IS TRUE OF THE ELORII, WHICH THE SSETHREGORANS FELT TO BE A GREAT BOON, FOR IT MAXIMIZED THE WORK THEIR SLAVES COULD ACCOMPLISH IN A GIVEN DAY. IT WAS ALSO TO SALOS' ADVANTAGE, FOR WHILE THE VENERABLE SERPENT SLEPT, ALL OF HIS ARCANES LAY BEFORE THE ELORII. WISDOM OF AGES PAST, THE ACCUMULATED MYSTICAL KNOWLEDGE OF AN EMPIRE THAT HAD STOOD FOR THOUSANDS OF YEARS – ALL THIS HE MADE HIS OWN, AND ALL THE WHILE HE CAREFULLY TAUGHT OTHER ELORII WHAT HE HAD LEARNED. MAGICS OF INCALCULABLE POWER, INCLUDING METHODS THAT COULD BE USED TO ENCHANT WEAPONS, ARMOR, OR OTHER ITEMS WERE NOW AT SALOS' COMMAND.





## SARISHAN SORCERER-PRIESTS

As usual, there is always one exception that breaks the rule. The basic rule we have is that no one can be a practitioner of both Theurgy and Eldritch (or Elder) Arcanum. The reason for this is that Theurgy requires absolute faith in the infallibility of the Gods, and that for each and every instant that may come about in the future there will be a Cant that will address it. Therefore nothing else should ever be cast (with the possible exception of Psionics, which also comes from the Gods) other than the known Cants.

By contrast, sorcerers of Eldritch (and Elder, to a lesser extent) magic believe that the building blocks of creation are at their fingertips – why limit themselves to rote Cants like drones, when they may instead manipulate the foundation of reality? Necessarily, one is mutually exclusive of the other.

Of course, Sarish throws a monkey wrench into this neat little axiom.

As the God of Magic, it would be counterintuitive for His priests not to be able to master Eldritch Spells. Sorcery, in all its forms, is under His dominion. Sorcerer-priests of Sarish are, in truth, less like priests and more like sorcerers. They are certainly able to conduct mass for the faithful and lead rites and rituals on the Holy Days, but when it comes to the arcane arts, they are primarily taught Eldritch magic. However, as befitting their master's two faces, Sarishan Sorcerer-priests get to cheat a little bit. Along with the selection of Traditions available to most Sorcerers, all Sarishan Sorcerer-priests **MUST** take the Blood Tradition. The Blood Tradition is unique to Sarishan Sorcerer-priests and allows them some ability to heal the wounded and cast wards.

## ELDRITCH

Eldritch sorcery is the magic tradition used by most of the younger races, such as mankind. Like Elder sorcery, the sorcerer takes the residual power that remained after the act of Creation and funnels that power through himself, channeling it to perform a desired effect through sheer force of will.

To illuminate the differences, masters of Eldritch Sorcery explain to their students that Elder sorcerers are able to form and maintain a long equation, manipulate it, and even complete it, all without the help of paper and stylus,

whereas a human sorcerer can formulate the equation in their mind, manipulate it up to a point, but then make a “guess-timation” upon the answers. This makes Eldritch sorcery, by comparison to Elder, quick and dirty. It is doubtful that it will ever be as elegant and precise as Elder magic, but there is little dispute of the fact that it is just as deadly.

**Skill: Arcanum:** (*Sorcery*)

**Primary Attribute:** Logic

**Unique Ability:** Arcane Shield (See Unique Abilities, pg. 354)

**Traditions:** Elemental, Battle, Creation, Illusion

## PRIMAL

The most savage means of calling forth a magical effect, Primal magic is only rarely manifested directly from the practitioner. Instead, Primal magic relies on the acquiescence of lesser powers, such as spirits, to create the effect desired. To entice or coerce the lesser power, the Shamans, Witches, and others who practice Primal magic use a series of material components. These components can be anything from vows, specific songs and/or dances that please the spirits, gifts or – in the most horrific of Primal Spells – blood sacrifice.

Once the effect wished for comes into being, the practitioner usually has little control over it. Often, it is not possible to direct the effect other than to point it in a general direction and hope for the best. For example, while it is certainly within the power of a witch doctor to reanimate a corpse with a malevolent spirit, it has no real control over the newly created zombie. He can but pray that the animating spirit within sticks to their bargain.

**Skill: Arcanum:** (*Shamanism*)

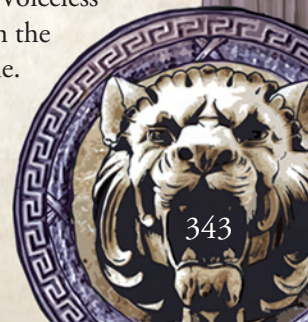
**Primary Attribute:** Charisma

**Unique Ability:** Communion with the Spirits (See Unique Abilities, pg. 354)

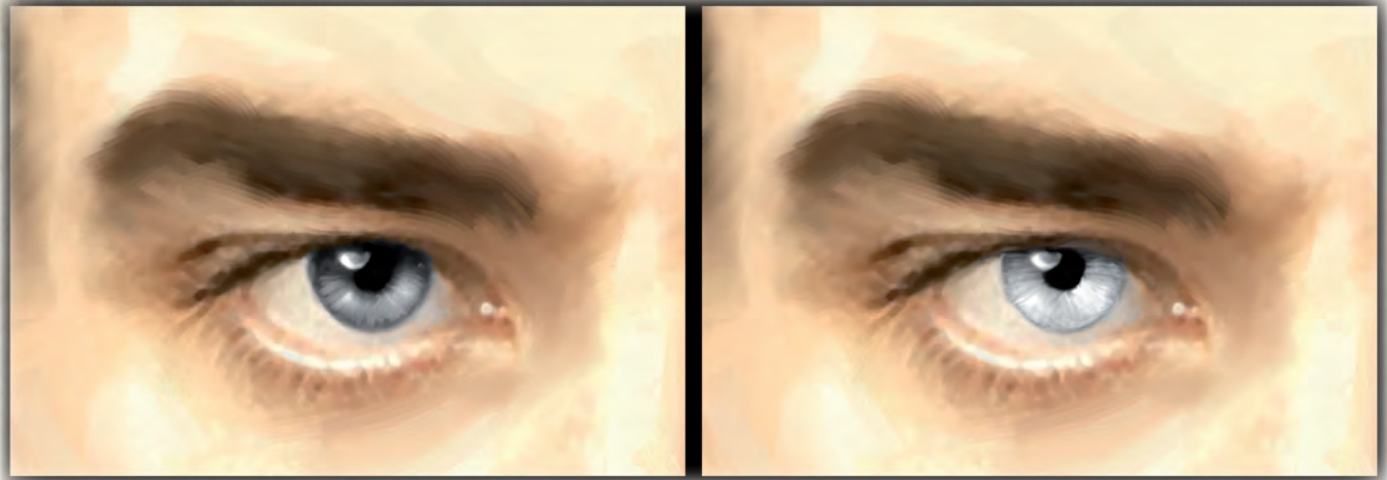
**Traditions:** Elemental, Animism, Necromancy, Hexes

## PSIONIC

The rarest of all the sorcerous traditions, only a select few species can wield the power of Psionics. At its most basic definition, Psionics is the ability to change one's self, environment, or others solely through the use of one's mind. With the exception of Awakened Vals, Ssanu and Voiceless Ones, there appear to be no other races upon the face of Arcanis that can master this discipline.







The eyes of a Val change when they manifest their Psionic abilities from the normal steel grey to a color that more closely resembles silver.

Normal humans cannot wield Psionics. Only a special sub-species of humanity, those whose family lineages mated in the distant past with Celestial creatures called Valinor, have the latent talent to possibly master the art. Collectively known as Vals, these extraordinary individuals must undergo rituals that “awaken” their minds to prepare them to wield Psionic abilities.

In very rare occasions, some Vals awaken “naturally” when they encounter a hostile being who assaults them with a Psionic attack. In some cases, usually in the strongest of latent psions, the Psionic ability manifests as a defensive mechanism against the attack.

While it is true that Psionic manifestation occurs at the speed of thought, Psionic effects normally require total concentration and unwavering will power. As such, this tends to slow the process down quite a bit.

**Skill:** Arcanum: (*Meditation*)

**Primary Attribute:** Insight

**Unique Ability:** Shield of Enduring Will (See Unique Abilities, pg. 355)

**Traditions:** Transmutation, Kinetics, Heritage, Control

## ACCESS TO SPELLS

The ability to draw upon and focus an Arcanum of a particular source is governed by what Talents you have. Each source is represented by a single Tiered Talent; each time you take the talent, you learn additional spells governed by the traditions chosen.

**Table 4-1 Arcanum Sources Reference Table**

Source	Arcanum Skill	Primary Attribute	Traditions
Theurgy	Cants	Charisma	Corpus, Deity, Wards, Benediction
Elder	Thaumaturgy	Resolve	Elemental, Transmutation, Control, Creation
Eldritch	Sorcery	Logic	Elemental, Battle, Creation, Illusion
Psionic	Meditation	Insight	Transmutation, Kinetics, Heritage, Control
Primal	Shamanism	Charisma	Elemental, Animism, Necromancy, Hexes
Sarishan Sorcerer-Priests	Sorcery	Charisma	Blood, Creation, Elemental, Illusion, Wards





# WIELDING MAGIC; INVOKING THE ARCANUM

## CASTING A SPELL

*With a roar the savage troll leaps from its hiding place. The capacity for stealth found in such dimwitted and apparently clumsy beasts has never failed to amaze Keldemas. Thankfully, the sorcerer was prepared for such eventualities, methodically imprinting the required exercises of will just this very morning.*

*Completing the formulae, and drawing upon the elemental fire flowing through his blood, the Kelekene bathes the savage Troll in flame.*

All Arcanum, save Psionics, require the practitioner to have at least one hand free and the ability to speak clearly in order to manipulate the raw energies into a usable form.

### CASTING A SPELL, THE 7 STEPS

1. Choose the spell that you wish to cast.
2. Choose which Adaptations, if any, to apply.
3. Calculate the CTN (Casting Target Number), Speed, and Strain.
4. If the final CTN is greater than your Passive Arcanum Skill value (See pg. 141), you must perform an Arcanum Action skill roll against the final CTN to successfully cast the spell. If you fail, the spell fizzles; advance your Clock by 1 and gain Strain equal to the spell's final Speed cost. You may only attempt to cast a Binding spell once per scene, unless you pay a Fate point (See Binding spells, pg. 346)
5. If you successfully cast the spell, Advance your Clock by the spell's final Speed.
6. If necessary, perform all attack rolls. If successful, apply the spell's effects. Spells with a final Speed cost of 7 or more are not resolved until the beginning of your next action. Otherwise, resolve the spell immediately.
7. Note the Strain cost of the spell; this value represents how many Ticks you must wait after your next action to safely cast another spell. You may perform other actions (such as attack in melee or use a missile weapon), or you may decide to ignore your Strain at your own peril (See Bypassing Strain, pg. 347).

### INTERRUPTIBLE SPELLS

Sustained spells or spells that have a final Speed cost of 7 or more can be interrupted (See Interruptible Actions (pg 303) in the Codex of Conflict).

### PRIMARY CASTING ATTRIBUTE

Each source of magic uses a specific skill, as noted above. For the purposes casting a spell, each skill uses its Primary Attribute, unless otherwise noted in the spell's description.

### READING A SPELL

If a line is not presented in the spell's description, it does not apply. For example: if there is no attack roll necessary, there is no need for a Defense entry. For ease of reference, Spells follow a standardize format.

### NAME

The name of a spell, no matter how dramatic, does not have any bearing upon its effects.

### TRADITION (LIMITATION) [TIER]

The tradition(s) of the spell; some Spells may belong to more than one tradition, in which case you only require access to one of the listed traditions. Limitations represent further restriction of access such as Race or Arcanum. When a spell's Tier is presented, a hero must be of that Tier or higher in order to learn the spell.

**Limitations:** Some spells might also be limited to specific races, religions, traditions of magic or even societies. Secret spells (acquired though the Secret spell Talent) represent special techniques only taught by specific organizations, while Exotic spells (acquired though the Exotic Spell Talent) represent particular rare spells which more often than not becomes a signature spell for the hero who has acquired it

**For Example:** Battle (Val) [Tier 1] or Blood [Tier 2] indicates that Val characters with the Battle Tradition may learn this spell at Tier 1, and characters with the Blood Tradition may learn this spell at Tier 2.

### COMPONENTS

You must know any listed Spells to be able to cast the spell in question. Some rare Spells might even require Spells from multiple traditions. You are required to know the Spells from the same Arcanum source. Some Spells will require you to know more than one spell. Some rare components may actually require a Flaw or Talent.





## CATEGORY

A spell's category indicates if the spell is Base, Advanced, Sustained, or Binding.

## BASE SPELLS

Base Spells are a building block, of sorts. They are completely usable on their own, but they are also capable of being combined into new Advanced Spells. They represent single effects, which may be modified by Adaptations as applicable.

## ADVANCED SPELLS

Advanced Spells are simply complex Spells. At any time you may attempt to combine any two Base Spells into a single Advanced spell. To form an Advanced spell, both Base Spells must share the same Source, Duration, and Area (if applicable). You may use Adaptations to alter one or both of the Base Spells, in which case the CTN is added to the Base spell(s) individually before they are combined.

The final spell then takes on the following characteristics:

- **Category:** Change to Advanced.
- **CTN:** Equal to the sum of both CTNs - 15.
- **Speed & Strain:** Equal to highest spell Speed and Strain cost + half of the lower Speed and Strain cost (min of +1).
- **Range:** Equal to the shortest Range and number of targets. Area spell Ranges are equal to the smallest Area and the shortest Range (For example, an Advanced spell built with two spells having a 15' Cone and 20' Area (10' radius) would be reduced to 15' Cone).
- **Effects:** The effects of both Spells are combined; if the new spell attacks two different Defenses, then a single roll is used to determine the success of the spell. If the spell fails to bypass one of the target's Defenses, only apply the effect that successfully bypassed the other Defense. If the spell fails to bypass either of the Defenses, the spell fails as usual. Regardless of the combined effects, when combining two damaging spells only one of your primary casting Attribute die may explode.
- **Advanced Spells and Adaptations:** You may add Adaptations of either Base spell to the final Advanced spell.

## SUSTAINED SPELLS

A Sustained spell is an effect that is persistent so long as the caster continues to apply effort. These Spells have two Speed costs listed. The first Speed cost is paid immediately and causes the listed effect to be resolved; however, the Strain is not immediately applied. When the caster's Clock next comes up, the caster may choose to pay the second Speed cost, or the caster may choose to end the Sustained spell (applying the Strain cost at this point). Each time the caster selects to pay the secondary cost, the next time their Clock comes up they are presented with that choice. However, if the caster is Vanquished or loses line of sight to the spell he may not opt continue sustaining the spell.

If the Sustained spell requires an attack roll, you must perform the attack roll each time you sustain the spell. If you are affecting multiple Targets, you must successfully strike each; if you miss one of them, the spell ends only for that specific Target.

If the Sustained spell affects an area (such as a radius, cone, or arc) you must roll attack rolls each time someone enters the area as well as upon sustaining the effect. Area Spells do not cease their effects if you miss your attack roll. Creatures remaining within, or entering, the area will continue to be subject to the spell's effects for as long as it is sustained.

## BINDING SPELLS

Binding Spells cause long-term persistent effects and do not require the ongoing attention of the caster. A Binding Arcanum is subject to all normal spell rules, with a few specific changes and additions:

The caster may only have one active Binding spell at a time. Attempts to cast a second Binding spell fail as long as an earlier Binding spell remains active. A Binding spell has no duration; its effects are permanent until the spell is dismissed, defeated, or a condition is met. Unless otherwise indicated, the effects of a Binding spell cease if the caster is Vanquished.

A Binding Spell creates conditions and subjects that are governed by all relevant rules and effect. For example: The undead assembled by the Graveblight: (Skeleton) spell can be dealt in the same manner as similar minions.

Casting a Binding spell is an especially taxing affair, thus any Hero may attempt to cast a single Binding spell per scene. If the hero wishes to even attempt to cast an additional Binding spell in the same scene, they may do so at the cost of 1 Fate point.





## CTN (CASTING TARGET NUMBER) SPELLS WHICH AFFECT AREAS

As mentioned above, you are only required to perform an Arcanum casting roll if the spell's final CTN is greater than your passive Arcanum skill value. If required to roll and you fail to surpass the spell's final CTN the spell fizzles, and you gain Strain equal to the spell's final Speed cost.

## SPEED (STRAIN) / SUSTAINED

The Speed cost of the spell indicates how many Ticks to advance the hero's Clock upon casting. Strain represents how long a player must wait to safely cast another spell, though he may still perform any other actions. The final descriptor is the Sustained Speed cost for the spell. Remember, any spell with a Speed cost of 7 or greater (including Adaptations) is Interruptible (See Interruptible Actions, Codex of Conflict pg. 303)

**Bypassing Strain:** Unlike Recovery (which is used for Martial Maneuvers) Strain can be ignored at the caster's peril. If a player wishes to cast another spell whilst under the effects of Strain (that is after the Speed for the spell has passed but before the Strain has ended) they may, suffering doubles the remaining strain in Stamina loss. Any remaining strain is then added to the Strain value of the spell cast. For example if you cast a spell with a Strain of 4 while still under the effects of 2 Strain you suffer 4 points of stamina damage and gain an additional 4 Strain (for a total of 6 Strain).

## RANGE [AREA OR NUMBER OF TARGETS]

Range describes the maximum range of the spell's effect, the Area of effect, and the maximum number of Targets. If you can affect more than one Target you must roll an attack against each Target separately.

When Spells list more than one range (whether from the Base spell or through Adaptations), the first Range value represents the range that the center of the radius may be set, while the second value is the size of the effect. For example, **Range:** Self (10' radius) would have the 10' radius centered on yourself, while **Range:** 30' (10' radius) would allow you to place the center of the radius up to 30' away from you.

*Examples: Self, Melee [1 Target], 30', 30' (10' Radius), 5' radius.*

Some Spells affect Areas (Range listed as Arc, Radius or Cone). Unless the number of Targets is listed, the spell affects everything within its Range, regardless of concealment.

All Areas spread out from the point of origin, which must be within range. Thus a spell with a range of Self (10' radius) would originate from the caster. Unless otherwise noted, Spells centered on the caster do not affect the caster.

Adaptations that increase a spell's Range do not change a spell's Radius. Thus, a spell with a Range of 40' (10' radius) coupled with an Adaptation which increases the spell's Range would only increase the distance within which the point of origin may be placed, not the size of the radius itself.

**Area Sizes:** The standard Area sizes are small and large:

- Arc: Small (5' Arc) and Large (10' Arc)
- Radius: Small (5' Radius) and Large (10' Radius)
- Cone: Small (15' Cone) and Large (25' Cone)

**Radius Centered on the Caster:** Any time a spell Radius is centered on the caster the spell's effective area extends out from the caster; thus, a 5' Radius spell centered on the caster will affect all targets 5' around the caster, and a spell with a 10' Radius will affect every target 10' away from the caster.

**Area Attack Rolls:** Attacks against Targets within an Area are handled by a single attack roll; the result of that roll is then compared to the Defense of all Targets within the affected Area. At first, this may seem like an all or nothing proposition, but it's not as you will see below in the section on Area Damage.

**Area Damage:** Unlike most other forms of attack, Area Spells cannot critically succeed. Also unlike all other forms of attack, they still deal some damage when the caster fails to bypass a Target's Defense: The spell still deals its base damage without the caster's primary Attribute die. Thus a d4 (Primary) spell would still deal d4 damage upon a miss. Minions are exempt from this, and do not suffer damage when missed.

**Radius, Cones and Solid barriers:** Unless the description indicates otherwise, solid barriers block Spells. Such Spells cannot affect creatures with total cover from the point of origin. Spells can potentially destroy objects granting cover. If a spell doubles the damage necessary to destroy the object, the spell's Area is not hampered by the object's presence.

## SPELL TEMPLATES

Templates may be found in the back of this book and on our website ([www.paradigmconcepts.com](http://www.paradigmconcepts.com)).





## DURATION (DISMISSIBLE):

There are three possible durations of spells: Instant, Scene, and Sustained.

- **Instant:** spell with this duration take place immediately.
- **Scene:** Spells with this duration typically remain in effect until the end of the Scene.
- **Specific Period of Time:** Occasionally, a time period may be expressed instead, such as 12 ticks, 24 hours, or the like; these are listed as Scene duration for the purposes of Adaptation.
- **Sustained:** See Sustained Spells (pg. 346).

Some spells are Dismissible, noted by a (D) following the duration; in these cases, the spell may be dismissed any time the caster wishes. Dismissing a spell is a Simple Skill Action.

## DEFENSE

Denotes which Defense (if any) the spell targets.

**Spell Attack Rolls:** Any spell that attacks a Defense (be it a number of individual Targets or an area) requires an Attack Roll. Regardless of the Attribute used to roll the attack, you use the Arcanum skill to strike.

Any spells that attack Avoidance or Fortitude use the Prowess attribute unless otherwise indicated.

Any spells that attack a Target's Discipline always use the Arcanum skill's Primary Attribute.

Each spell will detail the effects of an Attack Roll's success or failure. Some spells may require additional Attack Rolls, or even Dynamic Action Rolls as described in the Effect section.

## EFFECT

The detailed effect of the spell; anytime a spell description denotes (Primary) uses, it makes use of the Attribute Die associated with the Tradition's *relevant* Arcanum Skill **Specialization**. For example: spells of the Elder Arcanum *make use of the* Resolve Attribute.

## APPLYING WEAPON RUNES

Some spells grant the caster the ability to gain the benefits of various weapon runes. For information on magical weapon runes, please see Forged in Magic.



*In magic just as in nature, certain elements can counter one another.*

## ELEMENTAL DAMAGE TYPES

Many spells can call upon the four basic elements: earth, air, fire and water. Each element shares particular qualities to them: earth crushes, fire burns, and (when used correctly) water can cut like blade.

Each element deals its namesake as a damage type. For example Earth spells deal Earth damage. Further, with the exception of fire, each element also deals an additional type of damage as shown below; in the case where two damage types are listed, the spell may deal either one at the caster's discretion.

**Table 2-1 Elemental Damage Types**

Element	Applicable Damage Types
Earth	Bludgeoning or Piercing
Air	Bludgeoning
Fire	None
Water	Bludgeoning or Slashing





## SUSTAINED EFFECT:

See Sustained Spells above.

## ADAPTATION:

Some Spells will detail spell-specific Adaptations that, for a cost, allow you to alter the spell, augment its Range, or even improve its effects. You are free to apply multiple Adaptations or multiple applications of the same Adaptation, as noted under the Adaptations themselves.

Costs for applying Adaptations, unless otherwise noted, are cumulative.

The Adaptation must be listed under the spell to utilize it; you cannot use an Adaptation from one spell you know to affect another, unless the two are combined in an Advanced spell. Adaptations may be applied at two points when creating Advanced Spells. Adaptations may be applied to the Base Spells (usually for the purpose of matching up the Duration or Area) before the Base Spells are combined into the Advanced spell. Adaptations may also be applied to the Advanced spell created, using the Adaptation options for either or both Base Spells.

## CASTING SPELLS IN MELEE

Any time you cast a spell with a Range other than 0', Self, or Melee, you grant a free strike to any enemy able to reach you. Any spell with a Range of 0', Self, or Melee does not grant a free strike.

## CASTING SPELLS WITH SUBTLETY

Spell casting is a clearly noticeable act; even Psionics, which is a purely mental exercise, creates visual effects that clearly betray the caster. Interestingly, Psionics is perhaps the most difficult Arcanum to disguise.

Casting a spell with some level of subtlety is a two-step process; first, the spell's CTN is raised by 6 (or 12 if a Psionic spell) and the spell's Speed by 2. If the player is required to perform an Arcanum Action Skill Roll to successfully cast the spell, resolve that roll first.

### EXAMPLE OF SPELL CASTING

Keldemas wishes to cast Elemental Bolt at the troll attacking him. To cast the spell, Keldemas requires an elemental source to draw from. He can draw from the earth upon which he stands, or the air that surrounds him, but as a Kelelene he wishes to use fire, and can serve as his own source.

For an Elder Caster, Elemental Bolt has a Speed of 5, and a Strain of 1. Since he wants to increase the potency of the spell, Keldemas applies the Adaptation that makes the spell more exhausting (+1 Strain) and difficult to cast (CTN +4) in order to increase the damage die by one step.

Keldemas has 8 ranks in Sorcery and a Passive Resolve Value of 3, thus he possesses a Passive Arcanum Value of 23. Since the raised CTN of 21 is not greater than his Passive Arcanum Value, he does not need to roll. If his skill with Sorcery were less he would have to risk failure.

At this point, he rolls to hit, performing a Sorcery (Prowess) Attack Roll against the troll's Avoidance Defense. He rolls 2d10 (the Action Dice) + 1d8 (his Prowess Attribute Die) and adds 8 (his Ranks in the Sorcery Skill). Hitting the troll, he rolls damage equal to his Resolve Attribute Die (the primary casting stat for Elder sorcery) and the 1d8 of the Adapted Elemental Bolt spell.

Keldemas advances his Clock 5 Ticks (the Speed of the spell) and gains 2 Strain.

Once the spell is cast the caster must perform a Stealth (Primary) action skill roll. If the caster is not being actively observed then this is an Action Skill Roll against the Passive Perception Value of those nearby. In the case of being actively watched, all participants take part in a dynamic Stealth (Primary) vs. Perception (Insight) Action Skill Roll.

Bonuses and penalties are at the Chronicler's discretion.

Example: Hiding the creation of a Gladius of Light in a dark room would be nearly impossible, but forming a dagger out of shadow with Manipulation of Shadow would be significantly easier. Some spells are also impossible to cast without notice; an explosion of fire tends to draw attention.





# SPELLS, LISTED BY TRADITION

## ANATHEMA/ BENEDICTIONS

### Tier I

1. Benediction of the Gods
2. Castigate
3. Immune to Adverse Climates
4. Sanctify Ground
5. Stabilize

### Tier II

1. Conviction
2. Vindication
3. Sanctify Weapon
4. Heretic Shield

### Tier III

1. Banishment
2. Stalwart Presence
3. Censure Infidel

### Tier IV

1. Righteous Edict
2. Valionor's Wings

## ANIMISM

### Tier I

1. Bestial Rage
2. Claws of the Beast
3. Heighten Senses
4. Path of the Wolf
5. Sway Beasts

### Tier II

1. Dolphin Chant
2. Blessings of the Pack Leader
3. Compel Animal
4. Path of the Winged Raptor

### Tier III

1. Swarm of Locusts
2. Aspect of the Beast
3. Path of the Shadow Lion

### Tier IV

1. Call of the Hunt
2. Path of the Drake

## BATTLE

### Tier I

1. Arc of Lighting
2. Call to Arms
3. Force Push
4. Quicken Step
5. Whirling Blade

### Tier II

1. Serpent's Strike
2. Alarm
3. Far Strike
4. Summon Steed

### Tier III

1. Celerity
2. Retributive Ward
3. Iron Ramparts

### Tier IV

1. Wall of Blades
2. The High Blades (Human Pantheon)
3. The Sacred Blades (Elorii Pantheon)

## BLOOD

### Tier I

1. Bleed
2. Blood Boil
3. Blood Spider
4. Diminish Fatigue
5. Strength of Fallen Foes

### Tier II

1. Benediction of the Gods
2. Steal Water
3. Blood Whip
4. Banishment

### Tier III

1. Sanctify Weapon
2. Summon Sarish's Own
3. Cleanse the Blood

### Tier IV

1. Blood Storm
2. Distant Steps

## CREATION

### Tier I

1. Black Ice
2. Call to Arms
3. Entangling Webs
4. Flash
5. Storm of Knives
6. Ebon Blade (Elder)
7. Ebon Shield (Elder)

### Tier II

1. Summon Steed
2. Manufacturer
3. Arch of Lighting
4. Binding Chains
5. Witch Blade (Elder)
6. Ebon Armor (Elder)

### Tier III

1. Scrying Inscription
2. Iron Ramparts
3. Lighting Strike

1. Ebon Orb (Elder)

### Tier IV

1. Construct Guardian
2. Wall of Blades
1. Chaotic Sphere (Elder)

## CONTROL

### Tier I

1. Confound
2. Halt
3. Mind Link
4. Cloud Mind (Elder)
5. Mind Lock (Elder)
6. Empathic Link (Psionic)
7. Mental Scream (Psionic)

### Tier II

1. Compel Animal
2. Enemy of my Enemy
3. Deeper Understanding
4. Share Senses
5. Manipulate the Senses (Elder)
6. Contemplation (Elder, Elorii Only)
7. Clairvoyance (Psionic)
8. Mental Disruption (Psionic)

### Tier III

1. Mental Block
2. Puppet Master
3. Captivating Melody
4. Steal Capacity (Elder)
5. Synaptic Shock (Psionic)

### Tier IV

1. Thrall
2. Alter Memory
3. Forced Martyrdom (Elder)
4. Ride the Psyche (Psionic)

## CORPUS

### Tier I

1. Alter Appearance
2. Brittle Bones
3. Cure Affliction
4. Diminish Fatigue
5. Restore Senses

### Tier II

1. Bleed
2. Stabilize
3. Revitalize
4. Rejuvenation



**Tier III**

1. Cleanse the Blood
2. Mend Wounds
3. Resurgence

**Tier IV**

1. Life Pact
2. Lay on Hands

**DEITY**

**Tier I**

**Common Prayers**

1. Awe
2. Detect Unnatural Creatures
3. Purification
4. Remove Curse
5. Smite Heretic

**Worshippers of Althares**

1. Chink in the Armor
2. Ghost in the Machine

**The Cantos of Anshar**

1. Anshar's Caress
2. Skin of Thorns

**Worshippers of Belisarda**

1. Crushing Weight
2. Life's Blessing

**Worshippers of Beltine**

1. Grey Mists
2. Slash the Soul

**Worshippers of Cadic**

1. Dome of Shadow
2. Manipulation of Shadow

**Worshippers of Fire Dragon**

1. Breath of the Dragon
2. Scales of the Dragon

**Worshippers of Hurrian**

1. Arc of Lightening
2. Shield Other

**Worshippers of Illiir**

1. Light of Truth
2. Word of Command

**Worshippers of Larissa**

1. Precognition
2. Vestments of the Lady

**Worshippers of Neroth**

1. Graveblight: Skeleton
2. Vampiric Touch

**Worshippers of Nier**

1. Elemental Bolt (Fire only)
2. Protection from Fire

**Worshippers of Saluwe'**

1. Call of the Wild
2. Nature's Embrace

**Worshippers of Yarris**

1. Solidify Water
2. Elemental Bolt (Water Only)

**Tier II**

**Common Prayers**

1. Righteous Strike
2. Heretic Shield
3. Stalwart Presence

**Worshippers of Althares**

1. Deeper Understanding
2. Arc of Lighting

**Worshippers of Anshar**

1. Unending Pain
2. Brittle Bones

**Worshippers of Belisarda**

1. Return to thy Rest
2. Revitalize

**Worshippers of Beltine**

1. Mend the Spirit
2. Return to thy Rest

**Worshippers of Cadic**

1. Flaying Darkness
2. Captivating Melody

**Worshippers of Fire Dragon**

1. Protection from Fire
2. Dragon's Roar

**Worshippers of Hurrian**

1. Skyward
2. Lighting Strike

**Worshippers of Illiir**

1. Bestow Curse
2. My Honor is My Strength

**Worshippers of Larissa**

1. Luck of Fools
2. Sultry Whispers

**Worshippers of Neroth**

1. Return to thy Rest
2. Neroth's Embrace

**Worshippers of Nier**

1. The Blade of Our Lord
2. Elemental Aura (Fire Only)

**Worshippers of Saluwe'**

1. Compel Animal
2. Blessings of Plenty

**Worshippers of Yarris**

1. Dolphin Chant
2. Healing Waters

**Tier III**

**Common Prayers**

1. Righteousness
2. Corona of Glory
3. Blessed Protector

**Worshippers of Althares**

1. Hammer and Anvil

**Worshippers of Anshar**

1. Just Torment

**Worshippers of Belisarda**

1. Waves of Exhaustion

**Worshippers of Beltine**

1. Exorcism

**Worshippers of Cadic**

1. Scrying Inscription

**Worshippers of Fire Dragon**

1. Dragon's Fury

**Worshippers of Hurrian**

1. Whirlwind of Blades

**Worshippers of Illiir**

1. Perfect Human Form

**Worshippers of Larissa**

1. Larissa's Fickleness

**Worshippers of Neroth**

1. Mark of Thralldom

**Worshippers of Nier**

1. Inferno

**Worshippers of Saluwe'**

1. Swarm of Locusts

**Worshippers of Yarris**

1. Deep lords Trident

**Tier IV**

**Common Prayers**

1. Sacred Vow
2. Dictum

**Worshippers of Althares**

1. Construct Guardian

**Worshippers of Anshar**

1. Distant Steps

**Worshippers of Beltine**

1. Rend the Soul

**Worshippers of Cadic**

1. Shadow Stride

**Worshippers of Hurrian**

1. Retribution

**Worshippers of Illiir**

1. Revelation

**Worshippers of Larissa**

1. Twist of Fait

**Worshippers of Neroth**

1. Graveblight: Corpse Golem

**Worshippers of Nier**

1. Nier's Martyrdom

**Worshippers of Saluwe'**

1. Bestial Form

**Worshippers of Yarris**

1. Riptide

**Worshippers of Belisarda**

1. Life Well

**Worshippers of Fire Dragon**

1. Path of the Drake



## DIABOLISM

(Granted though Trait)

### Tier I

1. Banishment
2. Summon Lesser Infernals

### Tier II

1. Bindings of Sarish
2. Diabolical Pact

### Tier III

1. Summon Sarish's Own

### Tier IV

1. Small Favors

## ELEMENTAL

### Tier I

1. Black Ice
2. Earthen Shield
3. Elemental Bolt
4. Gail Force Winds
5. Heat Wave
6. Earthen Spikes (Primal)
7. Steal Water (Primal)
8. Elemental Circle (Elder)
9. Elemental Guardian (Elder)

### Tier II

1. Spontaneous Combustion
2. Dolphin Chant
3. Solidify Water
4. Elemental Tempest
5. Biting Frost (Primal)
6. The Inner Spirit (Elder, Elorii Only)

### Tier III

1. Runic Ward (Elemental Only)
2. Earth Strike
3. Suffocate
4. Inferno (Primal)
5. Summon High Elemental (Elder)

### Tier IV

1. Bury
2. Elemental Crown
3. Riptide (Primal)
4. Elemental Soul (Elder, Elorii)

## HERITAGE

### Tier I

#### Common Powers

1. Gladius of light
2. Silent no longer
3. Voice in the Silence

#### val'Abebi only

1. Guidance of thy elders
2. Touch of the First Gift

#### val'Assanté only

1. Cascading Radiance
2. Flash

#### val'Borda Only

1. Chimes on the Wind
2. Manipulation of Shadow

#### val'Dellenov Only

1. Bestial Hide
2. Heighten Senses

#### val'Emman/ val'Virdan Only

1. Protection from fire
2. Scorching Touch

#### val'Ishi Only

1. Drain Resolve
2. Glimpse of the Cauldron

#### val'Inares Only

1. Empathic Healing
2. Recall thy Pain

#### val'Mehan Only

1. Bleed
2. Cat's Grace

#### val'Mordane Only

1. Affliction
2. Rot the Flesh

#### val'Ossan Only

1. Deep Chill
2. Elemental Bolt (Water Only)

#### val'Sheem Only

1. Bittersweet Kiss
2. Precognition

#### val'Tensen Only

1. Shield Other
2. Thunder

### Tier II

#### Common Powers

1. Conviction
2. Rebuke Lesser
3. Suppress Psionics

#### val'Abebi only

1. Deeper Understanding

#### val'Assanté only

1. Excellence in action

#### val'Borda Only

1. The Final Note

#### val'Dellenov Only

1. Aspect of the Beast

#### val'Emman/ val'Virdan Only

1. The Blade of our Lord

#### val'Ishi Only

1. Slash the Soul

#### val'Inares Only

1. Martyrs Suffering

#### val'Mehan Only

1. Steal Water

#### val'Mordane Only

1. Vampiric Touch

#### val'Ossan Only

1. Healing Waters

#### val'Sheem Only

1. Sweet Nothings

#### val'Tensen Only

1. Lightning Armor

### Tier III

#### Common Powers

1. Mind Spike
2. Banishment

#### val'Abebi only

1. Steal Capability

#### val'Assanté only

1. Crown of Radiance

#### val'Borda Only

1. Shadow Twin

#### val'Dellenov Only

1. The Beast Within

#### val'Emman/ val'Virdan Only

1. Elemental Aura (Fire Only)

#### val'Ishi Only

1. Ghost Step

#### val'Inares Only

1. Distant Steps

#### val'Mehan Only

1. Bindings of Sarish

#### val'Mordane Only

1. Neroth's Embrace

#### val'Ossan Only

1. Riptide

#### val'Sheem Only

1. Touch of Madness

#### val'Tensen Only

1. Lighting Strike

#### val'Virdan Only

1. Elemental Aura (Fire Only)

### Tier IV

#### Common Powers

1. Valionor's Wings
2. Repair the Psyche

#### val'Abebi only

1. into the minds of many

#### val'Assanté only

1. Perfect Human Form

#### val'Borda Only

1. Shadow Stride

#### val'Dellenov Only

1. Bestial Form

#### val'Emman/ val'Virdan Only

1. Inferno

#### val'Ishi Only

1. *Resurgence*

#### val'Inares Only

1. Stride her Gates



**val'Mehan Only**

1. Obtain Spell

**val'Mordane Only**

1. Raise Reverent

**val'Ossan Only**

1. Tendrils of Water

**val'Sheem Only**

1. Steal Fate

**val'Tensen Only**

1. I am the storm

**HEXES**

**Tier I**

1. Affliction
2. Black Tongue
3. Diminish Senses
4. Evil Eye
5. Inflict Pain

**Tier II**

1. Scrying Inscription
2. Spiritual Exile
3. Glimpse of the Cauldron
4. Baneful Prophecy

**Tier III**

1. Bestow Curse
2. Diabolical Pact
3. Arcane Pact

**Tier IV**

1. Touch of Madness
2. Banishment

**ILLUSION**

**Tier I**

1. Confound
2. Dome of Shadow
3. Enemy of my Enemy
4. Ghostly Adversary
5. Personal Illusion

**Tier II**

1. Disorient
2. Illusionary Message
3. Illusionary Object
4. Illusionary Beast

**Tier III**

1. Scrying Inscription
2. Not where you think
3. Captivating Melody

**Tier IV**

1. Banishment
2. Waking Nightmare

**NECROMANCY**

**Tier I**

1. A Pound of Flesh
2. Grave Sight
3. Graveblight: Zombie
4. Rattle the Bones
5. Strength of Fallen Foes

**Tier II**

1. Mark of Thralldom
2. Brittle Bones
3. Vampiric Touch
4. Waves of Exhaustion

**Tier III**

1. Grave Blessings
2. Chill of the Grave
3. Life Leech

**Tier IV**

1. Graveblight: Corpse Golem
2. Crimson Feast

**KINETICS**

**Tier I**

1. Chains of Mental Might
2. Concussive Wave
3. Force Push
4. Telekinesis
5. Whirling Blade

**Tier II**

1. Hurl
2. Pyrokinesis
3. Kinetic Bolt
4. Ward of Shielding

**Tier III**

1. Enveloping Ward
2. Force Barrier
3. Channel Kinetic Force

**Tier IV**

1. Retributive Ward
2. Crushing Force

**TRANSMUTATION**

**Tier I**

1. Body of the Warrior
2. Brittle Bones
3. Heighten Senses
4. Matter Shift (Elder)
5. Slip Sideways (Elder)
6. Alter Appearance (Psionic)
7. Refresh the body (Psionic)

**Tier II**

1. Quicken Step
2. Violent Growth
3. Manufacture
4. Rot (Elder)
5. Master thy self (Psionic)

**Tier III**

1. Chameleon
2. Life Leech
3. Distant Steps (Elder)
4. Shape Change (Psionic)

**Tier IV**

1. Unmaking (Require Matter Shift) (Elder)
2. Stagnate Time
3. Regeneration (Psionic)

**UNIVERSAL**

**Tier I**

1. Discern Residue
2. Manipulate Object
3. Minor Tricks
4. Unravel the Thread
5. Witch Light

**WARDS**

**Tier I**

1. Alarm
2. Seal Portal
3. Ward against the Unnatural
4. Ward of Protection
5. Ward of Shielding

**Tier II**

1. Retributive Ward
2. Runic Ward
3. Enveloping Ward
4. Healing Embrace

**Tier III**

1. Elemental Aura
2. Arcane Pact
3. Banishment

**Tier IV**

1. Life Pact
2. Ward of Privacy

**SECRET SPELLS**

**Deathbringer of Neroth**

**Tier II**

- Shroud of Oblivion

**Life warden**

**Tier III**

- Life Ward



# SPELLS

## UNIQUE SPELLS

Each Arcanum possesses a unique spell. Unlike normal spells, Arcanum Adaptation Talents may not be applied to these unique spells.

### ARCANE SHIELD

**Arcanum:** Eldritch

**Category:** Advanced

**CTN:** 13

**Speed (Strain):** Push 6 (+0)

**Range:** Self

**Duration:** Instant

**Effect:** In response to an attack being declared you may roll an Arcanum (Sorcery) (Lo) Action Skill Roll, the result of which replaces your AR against that attack. You must be aware of the attack to use this power.

### COMMUNE WITH THE SPIRITS

**Arcanum:** Primal

**Category:** Advanced

**CTN:** 16

**Speed (Strain):** 1 Hour (+0)

**Range:** Special

**Duration:** 24hr

**Effect:** Practitioners of the Primal ways become a bridge between the mortal and spiritual realms. You can call upon these spirits to grant you a boon; this boon takes the shape a single spell from the Corpus, Illusions, or Control Traditions. For the next 24 hours you may cast that spell as a Primal spell.

### CONTINGENT SPELL

**Arcanum:** Elder

**Category:** Advanced

**CTN:** 16

**Speed (Strain):** 1 Hour (+0)

**Range:** Special

**Duration:** Until used (See Effect)

**Effect:** You may prepare any Tier I Base spell as a Contingent Spell. The spell remains ready to be released with but a single word, allowing you to cast the spell as if it were a Speed 2 action, though the Strain remains unchanged.

You may apply Adaptations as long as they would not require you to perform an Arcanum roll to successfully cast.

**Special:** You may only have as many Contingent Spells prepared as half your character Tier (to a minimum of 1).

*Spirits are powerful allies to Primal practitioners.*





## REBUKE

**Arcanum:** Theurgy

**Category:** Sustained

**CTN:** 16

**Speed (Strain):** 3 (+3) / 2

**Range:** 10' Radius

**Defense:** Discipline

**Effect:** Sometimes there just isn't time to inscribe a ward, especially when some shade materializes through a wall trying to drain the life from your companion. In such situations, priests are able to react quickly and use their Holy Symbol to produce an instantaneous barrier against Undead, Shades, Spirits or Infernals. Beings of these types fear and/or respect the power of the gods and their Holy Symbols, especially when fueled by the faith of a priest.

All creatures affected by the spell's initial casting must move to the edge of the effect. For as long as the spell is active, the affected creatures will not enter the spell's radius.

**Sustained Effect:** Creatures affected must remain outside of the spell's area.

**Pushing Through:** Normally, an effected entity will do all it can to stay away from the offending priest, but sometimes blood lust, rage, or pure hatred will allow it to overcome its fear. To attack, the Undead must succeed in a Mettle: Perseverance (Re) Action Skill Roll against the caster's Passive Arcanum Value.

Contracts can range from the simple to the complex, but they must contain terms and conditions that can be reasonably met (up to the Chronicler's discretion). Time conditions may be included in the contract; if they are, they reduce the duration of this spell to the duration of the time conditions specified in the contract. Once the conditions of the contract are agreed upon and the other conditions of this spell are met, this spell may be used to seal the contract. Once sealed, all parties to the contract must follow the contract to the best of their ability. If any party violates the contract (Chronicler's discretion), that individual immediately suffers the Curse of the Oath Breaker.

The Curse of the Oath Breaker is a serious penalty. First, the oath breaker suffers a -1 penalty to all attribute scores. This penalty increases by -1 each day until reaching a maximum penalty of -6. No attribute score can be reduced to less than 3 with this curse. These attribute scores may be restored within 24 hours if the party actively resumes obeying the conditions of the contract. If the contract is breached in a way that it may not be reinstated, this attribute score loss becomes permanent.

This attribute score loss can only be removed with the removal of the Curse of the Oath Breaker. First the oath breaker must find a Tier 3 or higher Sarishan Sorcerer-Priest willing to remove the curse, which is not an easy task. Once convinced, the curse may be removed with a successful casting of Unravel the Thread followed by a successful Remove Curse. After the curse is removed, the oath breaker must receive a Rejuvenate spell for each attribute.

## SARISHAN OATH

**Tradition:** Blood

**Category:** Advanced

**CTN:** 16

**Speed (Strain):** 10 Minutes (+0)

**Range:** Special (See Effect)

**Duration:** Until discharged (D)

**Effect:** This spell places a magical seal on a contract. For this contract to be binding, several considerations must be met. First, all parties to the contract must be willing participants. Second, all parties to the contract must be able to understand each other and the terms of the contract. Third, all parties to the contract must be present for the casting of this spell. Fourth, all parties to the contract must agree to all terms of the contract.

## SHIELD OF ENDURING WILL

**Arcanum:** Psionic

**Category:** Advanced

**CTN:** 13

**Speed (Strain):** Push 3 (+0)

**Range:** 10' Radius (all allies)

**Duration:** Instant

**Effect:** In response to an attack being declared, you can put up a Psionic shield to defend your allies. You grant yourself and all your allies a +2 bonus to all Defenses against that attack.





## COMMON SPELLS

### A POUND OF FLESH

**Tradition:** Necromancy [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 5 (+3)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Avoidance

*You reach into the life force any living creature, ripping it from them and infusing it into an ally within range.*

**Effect:** Your Target takes (Primary) damage and you instantly heal an ally of your choice by the same amount. The damage dealt by this spell bypasses the Target's AR.

**Adaptation:** Increase the CTN by 4, and Strain by 1 to add a d4 damage die. This Adaptation may be applied multiple times, each additional time applying a Die Bump to the damage die.

### AFFLICTION

**Tradition:** Heritage (val'Mordane), Hexes [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+2)

**Range:** 30' (1 Target)

**Duration:** Scene (D)

**Defense:** Fortitude

*With a curse you inflict a fast acting, though short lived, disease upon your chosen foe.*

**Effect:** This spell causes the Target to suffer the effects of a naturally occurring, non-magical disease. The caster may choose any one of the Target's Attributes and lower it by one Die Bump.

**Restriction:** This Hex may be cast multiple times on a single Target, but it may never affect the same Attribute twice.

**Adaptation:** Increase CTN by 6, Speed by 2, and Strain by 1 to affect an additional Target within range.

**Adaptation:** Increase CTN by 4, Speed by 2, and Strain by 3 to affect two of the Target's attributes simultaneously.

### ALARM

**Tradition:** Wards [Tier I], Battle [Tier II]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 3 (+1)

**Range:** 0' (10' Radius)

**Duration:** 8 hours (D)

**Effect:** You inscribe a ward, usually in a circle around your camp or on a portal into a particular room. If the barrier created by the ward is broken, an ear-piercing alarm goes off, which can be heard as far as 200 yards of open field away.

Walls, doors, and other obstructions between the alarm and the person hearing it may cut this range considerably.

**Restriction:** Objects that can be opened and closed may also be warded, such as a cask or chest. Solid objects such as a pebble or a pen cannot be warded in this manner.

**Adaptation:** Increase the CTN by 4 to increase the ward's radius by 10'. This Adaptation may be applied twice, to a maximum radius of 30'.

### ALTER APPEARANCE

**Tradition:** Corpus, Transmutation (Psionic) [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 6 (+1)

**Range:** Self

**Duration:** Scene (D)

**Defense:** Discipline

*This versatile spell subtly alters the overall appearance of the caster either positively or negatively.*

**Effect:** These changes are not specific enough to impersonate someone in particular. If used to negatively affect the Target, the spell makes the nose slightly longer or off center, changes an eye so that it isn't exactly symmetrically aligned to the other, causes a slight wave of body odor to emanate from the Target or any combination of these and similar ill effects. Conversely, should the caster wish to positively affect the Target, the chin may become more masculine and aligned, the forehead is slightly elongated or the smile given an extra, bright flash.

Once cast and unsuccessfully resisted (if the Target is unaware or unwilling), the Target suffers either a -1 or a +1 to all Social Action Skill Rolls.





**Adaptation:** Increase the CTN by 3, Speed by 2, and Strain by 2 for each additional +1 or -1 to the Target's Social Action Skill Rolls, up to a maximum of +3 or -3.

**Adaptation (Corpus):** Increase the CTN by 4 and Strain by 1 to change the range of the spell to 10' (1 Target).

**Adaptation (Psionics):** An Awakened creature may only affect themselves but may do so a greater extent, allowing them to also gain a +1 bonus to all Deceit or Perform (Acting) Action Skill Rolls when attempting to hide their true identity.

This bonus may be increased with the first Adaptation presented above.

## ALTER MEMORY

**Tradition:** Control [Tier IV]

**Component:** Enemy of my Enemy (Control) (pg. 386)

**Category:** Advanced

**CTN:** 26

**Speed (Strain):** 1 minute (+0)

**Range:** Melee (1 Target)

**Duration:** Special (See Effect)

**Defense:** Discipline

*You reach into a Target's mind twisting her couscous this way or that, allowing you to modify or even create a false memory.*

**Effect:** With the successful casting of this spell, you may alter or create a memory of your choosing. This memory cannot be longer than 10 minutes in length, though the caster may always alter/create shorter memories.

The caster is not required to precisely create/modify memories as much of the details are supplied by the victim's subconscious in an attempt to preserve the victim's sanity.

**Special (Detection):** Any Target under the effects of an Alter Memory spell does possess a very weak and masked magical aura which can be detected with an Astounding (TN: 40) Arcanum Action Skill Roll when casting Discern Residue. The spell's presence cannot be detected though Arcanum (Sense Magic).

**Special (Removal):** Once the presence of an altered memory is detected you may attempt to remove the spell's effects, restoring the Target's original memories, but at great risk.

You must cast Unravel the Thread, rolling an attack roll against the Target's Discipline (as the Target's subconscious attempts to reflexively protect the Target's mind). If successful the attack roll is then compared to the caster's Passive Arcanum Value. If you surpass both, the spell is removed and the memories restored.

If you fail to surpass the caster's Passive Arcanum Value the Target's memories become corrupted while others simply lost. The Target must then perform a Horror Check against the Passive Arcanum Value of the caster of Alter Memory.

**Special:** Once this spell is removed, if the memory restored is horrid enough, the Chronicler may require the Target to perform a Horror Check as they relive the memory.

**Special:** A Target may only be under the effects of a single Alter Memory spell from any given caster at any one time. A Target may be under the effects of multiple Alter Memory spells if cast by different casters.

**Adaptation:** Increase the CTN by 3, to increase the amount of memories you may alter to 30 minutes in length.

## ANSHAR'S CARESS

**Tradition:** Deity (Anshar) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+1)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Avoidance

*Though the Weeping Goddess strives to give comfort to the frail, the outcast, the weak or the mad, woe to those who work at cross purposes to her goals.*

**Effect:** This spell allows the priest to inflict agonizing pain, but he must touch exposed skin. As such, he gains the following penalties to hit depending on the armor worn by his Target. Light armor -1, medium Armor -3, Heavy Armor

-5. At the Chronicler's discretion, he may assign assign a coverage penalty equivalent to one of the armors listed above for clothing. If successful the caster deals d4 (Primary) damage which by passes all AR provided by worn armor.

**Restriction:** This spell will not work on anyone completely (100%) covered in clothing or armor. The priest must come in contact with his opponent's flesh, regardless how small an area, for the spell to take effect. For the purposes of this spell, Natural Armor counts as bare skin.

**Adaptation:** Increase the CTN by 4, Speed by 3, and Strain by 1. If you also bypass your Target's Fortitude, they drop whatever is in their hands as they clutch at the damaged flesh.

**Adaptation:** Increase the CTN by 4 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.







*Devout followers of Hurrian are quite adept at the use of the Storm Lord's gifts.*

## ARC OF LIGHTNING

**Tradition:** Battle, Deity (Hurrian) [Tier I], Creation, Deity (Althares) [Tier II]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 4 (+2)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Avoidance

*With a quick prayer, arcs of lightning spring from your hands.*

**Effect:** At its most basic level, this spell allows you to create an arc of lightning that you may discharge at enemies adjacent to you. The miniature lightning arc delivers d6 (Primary) damage. Targets wearing armor made up of 50% or more metal or who are submerged in water suffer an additional 2 points of damage.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to change the spell's range to 30' (1 Target).

**Adaptation:** Increase the CTN by 3 and Strain by 2 to affect an additional Target. The Targets affected must be in squares adjacent to you or each other. This Adaptation may be applied twice, to a maximum of three Targets.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## ARCANE PACT

**Tradition:** Hexes, Wards [Tier III]

**Category:** Binding (D)

**Speed (Strain):** 1 minute (+0)

**Range:** Melee (1 Target)

*You create a mystical connection between you and a willing individual.*

**Effect:** When casting this spell, choose one of the following effects. This spell ends once a pact is triggered or if you and the Target no longer share the same plane.

**Blood Pact:** You may trigger this pact as a Trivial skill action. Your Target is healed the same amount of damage that you deal during the action with which you triggered this pact.

**Death Pact:** This pact is only triggered once your Target is killed. The Target is instantly healed 1 point of Wound damage and is stabilized at 0 Stamina.

**Draining Pact:** You may trigger this pact as a Trivial skill action. For the remainder of your action, all Strain you gain is transferred to your Target. Alternatively, you may instead take your Target's Strain upon yourself as a Push 4 action.

**Special:** Because this spell lacks a CTN, it cannot be combined with or modified by any Talents or magical items.





## ASPECT OF THE BEAST

**Tradition:** Heritage (val'Dellenov) [Tier II], Animism [Tier III]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 2 (+4)

**Range:** Self

**Duration:** Scene

**Effect:** You may take on the pace, natural attacks, movement modes, a single Talent, Attribute Die, or natural AR of any natural beast. For example, you may choose to acquire Stealthy Talent from a shadow lion, its d10 Quickness die, or its Speed: 5 (d8) claw attack. You may only possess a single bestial characteristic at any one time. You may change characteristics by recasting the spell.

**Adaptation:** Increase the CTN by 9 and Strain by 2 to acquire two bestial characteristics from the same natural beast.

**Special (val'Dellenov):** Unlike most other spells, a val'Dellenov may cast this spell while using the Form of the Predator Bloodline Talent.

## AWE

**Tradition:** Deity (Any) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+3)

**Range:** 20' (1 Target)

**Duration:** Instant

**Defense:** Discipline

*All priests and priestesses are the messengers and, to a lesser extent, the avatars of their respective gods on the Mortal Plane. By channeling a small fraction of their deity's raw power, the priest is able to overwhelm a Target and cause them to shrink back at the sight of a god.*

**Effect:** If you successfully affect your Target, they suffer Push d6.

**Restriction:** This spell will not work on an opponent who is a priest of, or devout adherent to, the same god as the priest.

**Adaptation:** Increase the CTN by 6 and Speed by 1 to change the range to 25' Cone. However, should the priest fail to make his Arcanum Action skill roll (should one have been necessary) to cast this spell, then the caster takes d6 damage which bypasses AR.

## BANEFUL PROPHECY

**Tradition:** Hex [Tier II]

**Component:** Evil Eye (Hex) (pg. 387)

**Category:** Binding (D)

**CTN:** 20

**Speed (Strain):** 5 (+2)

**Range:** 30' (1 Target)

**Defense:** Discipline

*A threat, a word, a promise...*

**Effect:** You create a curse, set to affect your chosen Target upon an event chosen at the time of casting. This triggering event may be a restriction, command, or circumstance. All triggers must reasonably allow the Target to avoid the action without directly causing bodily harm.

### Examples of some valid triggers

"If you attack me or my allies!"

"If you harm anyone if not in self-defense or the defense of others."

"If you speak a word of the events of this night, to anyone... ever."

### Examples of some invalid triggers

"If you take another breath."

"If you don't tell me who killed that girl."

"If the King is still alive by the next full moon."

The curse must have one of the following effects, which should be clearly described as part of the Baneful Prophecy's casting. While curses that deal Stamina or Wound damage instantly end the spell, penalty curses remain with the Target until you dismiss the spell or it is affected by an Unravel the Thread spell.

**You shall falter and fall:** Target suffers d12 Stamina damage as a Speed 6 attack for 12 Ticks.

**Your allies shall suffer for your deeds:** all allies within 60' suffer d12 (Primary) damage.

**Your body shall fail you:** -3 to all Might, Prowess, and Quickness Action Skill Rolls.

**Your mind shall fail you:** -3 to all Logic, Charisma, and Resolve Action Skill Rolls.

You may, if you wish, provide a way for the Target to remove the Baneful Prophecy. For example: "Once you have safely escorted this girl to the borders of Coryan, you are free of my curse". You may apply such an option at any time by simply telling the Target what they must do to remove the curse.





**Restrictions:** A single Target can only be under the effects of a single Baneful Prophecy. All subsequent castings of Baneful Prophecy fail to affect the Target until the Baneful Prophecy is removed. Heroes who attempt to circumvent fate by casting this spell on an ally to protect them from another Baneful Prophecy will find that neither you nor your Target can spend or gain Fate points until the spell has ended.

A Target may not be involuntarily compelled to violate the Baneful Prophecy's trigger. Any attempt to compel the Target to violate the trigger will immediately end the Baneful Prophecy without taking effect.

Lastly, this spell can only be cast upon creatures that are able to understand the curse so as to meet the conditions.

**Adaptation:** Increase the CTN by 3 and Strain by 2 to affect an additional Target within range. You may apply this Adaptation multiple times. Unlike most Binding spells, you may dismiss the effect on a single Target and still maintain the spell on your other Targets.

**Adaptation:** Increase the CTN by 6, Speed and Strain by 1; you may add an additional curse to the Baneful Prophecy. You may apply this Adaptation multiple times.

**Adaptation:** Increase the CTN by 3 to add an additional d6 to either You shall falter and fall or Your allies shall suffer for your deeds. This Adaptation may be applied multiple times, but each time must be applied to a different curse.

**Adaptation:** Increase the CTN by 3 to increase the penalty to -4 for either Your body shall fail you or Your Mind shall fail you. This Adaptation may be applied multiple times, but each time must be applied to a different curse.

## BANISHMENT

**Tradition:** Diabolism [Tier I], Blood [Tier II], Anathema/Benedictions, Heritage (Val), Wards [Tier III], Hexes [Tier IV]

**Category:** Advanced

**CTN:** 20

**Speed (Strain):** 12 (+8)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Discipline

*You may banish other worldly creatures from the mortal plane.*

**Effect:** If you successfully cast this spell upon any Infernal, Elemental, or Celestial creature, they are instantly driven back to their home plane.

Once you start to cast this spell, the Target becomes instantly aware of the spell and its purpose. They will commonly do what

they can to stop you.

**Special (Blood):** Sarishans with the Blood Tradition who learn this spell find it much easier to affect Infernals marked by Sarish. When cast upon such an Infernal, the spell's Speed and Strain are reduced by 3.

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied more than once.

**Adaptation (Blood):** Increase the CTN by 6 and sacrifice 1 Wound to change the spell's range to 30' (2 Targets).

## BENEDICTION OF THE GODS

**Tradition:** Anathema/Benediction [Tier I], Blood [Tier II]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+1)

**Range:** Touch

**Duration:** Scene (D)

**Effect:** This spell gives your god's blessing on one item (person, weapon, armor or shield) that makes a person a little bit better in a particular Attribute, a weapon sharper, armor tougher or allows a shield to provide slightly better protection.

- **Benediction on a Hero:** The spell bestows upon the Hero the blessing of +1 to all Might Action and Damage Rolls.

- **Benediction on a Weapon:** The spell bestows upon the weapon the blessing of +1 to all Damage Rolls made with that weapon.

- **Benediction on Armor:** The spell bestows upon the armor the blessing of +1 to the Hero's Armor Value.

- **Benediction on a Shield:** The spell bestows upon the shield the blessing of +1 to the Hero's Avoidance.

**Restriction:** Only one benediction at a time may be placed on a creature; thus a Hero who receives the god's Benediction to make his armor tougher, may not also receive another benediction to make him stronger or his weapon deadlier.

**Adaptation:** Increase the CTN by 6 and Strain by 2 to increase the bonus provided by this spell by +1. This Adaptation may be applied twice to a maximum bonus of +3.

**Adaptation:** A priest may prefer to bestow his specific god's blessing rather than the generic ones listed above. For each specific deity listed, his or her priest may instead use the benediction effect listed. These Adaptations may not be enhanced through the Adaptation mentioned above and are thus static. Also unless otherwise noted they are cast on the Hero.





**Althares:** +1 to all Logic Action Rolls  
**Anshar:** +1 Wound  
**Belisarda:** +5 Stamina  
**Beltine:** +1 to all Insight Action Rolls  
**Cadic:** +1 to Avoidance  
**Fire Dragon:** +1 to Fortitude  
**Hurrian:** +2 on all Might Action and Damage Rolls  
**Illiiir:** +1 to Discipline  
**Larissa:** +1 to all Quickness Action Rolls  
**Nier:** +1 to all Prowess Action Rolls  
**Neroth:** +1 to all Resolve Action Rolls  
**Saluwé:** +1 to all Vigor Action Rolls  
**Sarish:** +1 to all Charisma Action Rolls  
**Yarris:** +10' to Pace

## BESTIAL FORM

**Tradition:** Deity (Saluwé), Heritage (val'Dellenov) [Tier IV]

**Category:** Base

**CTN:** 26

**Speed (Strain):** 2 (+4)

**Range:** Self

**Duration:** Scene

*With mere whispers you can transform yourself into a primal humanoid form, summoning forth the aspects of several beasts and incorporating them into your physical form.*

**Effect:** For the remainder of the Scene you gain d6 (Mi) natural attacks (claws and bite), a Pace of 50', Natural AR of 6, and increase all your physical attributes to d12, while decreasing your discipline defense by 1 and all of your mental attributes to d6.

Your also gain 2 of the following traits chosen at the time of casting: Crush, Monstrous Charge, Owl Eyed, Ravenous, Stealthy (Tier 1), or Wolf Pack Tactics (pg. 212).

While under the effects of this spell, all of your equipment melds into your new form (becoming unusable for the duration of this ability).

**Special (val'Dellenov):** If you cast this spell while under the effects of The Primal Self Bloodline Talent, you gain a +2 bonus to damage and all Might and Quickness Action Skill Rolls.

**Adaptation:** Increase the CTN by 3 and Strain by 2 to choose an additional trait.

## BESTIAL HIDE

**Tradition:** Heritage (val'Dellenov) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 2 (+1)

**Range:** Self

**Duration:** Scene (D)

*This spell hardens your flesh into thick, scaly armor plates, coarse fur, or similarly tough covering.*

**Effect:** You gain Natural AR: 3; if you already possess Natural AR, it is instead increased by 1.

**Special (val'Dellenov):** Unlike most other spells, a val'Dellenov may cast this spell while using the Form of the Predator Bloodline Talent.

**Adaptation:** Increase the CTN by 4, Speed by 1 and Strain by 1 to increase the Natural AR provided by this spell by 1. This Adaptation may be applied twice, to a maximum of Natural AR: 5.

## BESTIAL RAGE

**Tradition:** Animism [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 4 (+2)

**Range:** 30' (1 Target)

**Duration:** Scene

**Defense:** Discipline

*A Natural Beast you select is suddenly filled with a savage blood-lust attacking the nearest living creature.*

**Effect:** The targeted animal will attack the nearest living creature, every action, until it or the animal is killed. If the animal is carnivorous, it will eat its prey once the Target is killed. While the animal is feeding, if anyone comes within 5' or attacks the animal it will turn on the new threat and attack the new Target until the animal or its prey is dead. If the animal is not a carnivore, once it has killed its prey, it will run away from any sign of violence as quickly as possible.

**Adaptation:** You may increase the CTN by 6 to also affect Magical Beasts.





## BESTOW CURSE

**Tradition:** Deity (Illiiir) [Tier II], Hex [Tier III]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 8 (+0)

**Range:** Melee (1 target)

**Duration:** Permanent (D)

**Defense:** Discipline

*You call down a lesser curse upon a chosen foe.*

**Effect:** Every curse must not only be applied though spoken word, but must also possess a caveat for ending the curse. The caveat must be reasonable and not directly result in the target's death. For example, "May your strength leave you until you surrender to the glory of Illiiir!" or "You shall find your thoughts as sand; forever slipping through your fingers until you admit to your crimes!"

You may apply one of the following effects. Multiple castings of this spell are possible, but each must apply a different effect.

Reduce any single Defense by 2.

Apply a -2 penalty to Action Skill Rolls with a specific skill.

Apply a Die Penalty to one attribute.

Strike the target with either Blindness or Deafness (pg. 318).

**Adaptation:** Increase the CTN by 6 to apply two effects as part of a single curse. They must share the same caveat for ending the curse.

## BINDING CHAINS

**Tradition:** Creation [Tier II]

**Category:** Sustained

**CTN:** 20

**Speed (Strain):** 7 (+4) / 2

**Range:** 60' (10' Radius)

**Defense:** Fortitude

*Heavy chains snake out of the ground and attempt to ensnare the legs of everyone within the spell's area.*

**Effect:** If successful, reduce your Target's Pace by 10' (to a minimum of 5').

**Sustained Effect:** The Target's Pace is reduced an additional 5'. Over time the Target's Pace may be reduced to 0'. If you fail to apply this sustained effect, the spell ends and the Target's Pace returns to normal.

**Adaptation:** Increase the CTN by 4; in addition to slowing your opponents down, you may attempt to grab or even grapple them. Upon sustaining the spell, you may attempt to successfully grab all Targets within the spell's area. Upon sustaining the spell a second time, you may attempt a grapple utilizing the Pin maneuver (Pg. 312). Use your Arcanum (Primary) instead of your Melee (Unarmed) skill.

Your opponent may attempt to break free of the grapple (but may not attempt to reverse it) using his Melee (Unarmed). Alternatively, he may attempt to break free of the chains by performing an Athletics (Feat of Strength) (Mi) Action Skill Roll against your Passive Arcanum Value.

## BINDINGS OF SARISH

**Tradition:** Diabolism [Tier II], Heritage (val'Mehan) [Tier III]

**Component:** Banishment (Diabolism, Heritage (Val)) (pg. 360)

**Category:** Base

**CTN:** 20

**Speed (Strain):** 8 (+4)

**Range:** 60' (1 Target)

**Duration:** Scene (D)

**Defense:** Discipline

*Calling upon the contracts of Sarish, you bind an Infernal to your will.*

**Effect:** Once you start to cast this spell, the Target instantly becomes aware of the spell and its purpose. It will usually do what it can to stop you.

If successfully cast, the Infernal is bound to your will and powerless to disobey you. If you are unable to communicate with your bound Infernal, it will simply protect you, killing anyone who dares attack you.

Issuing commands to a bound servant requires a Trivial skill action.

**Special:** Infernals with the Unbound Monstrous Trait are immune to this spell.

**Adaptation:** Increase the CTN by 6 and Strain by 2 to reduce the spell's Speed by 2.





## BIRING FROST

**Tradition:** Elemental (Primal) [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 5 (+4)

**Range:** 60' (1 Target)

**Duration:** Instant

**Defense:** Fortitude

*Your arcane words envelop a Target in bitter cold.*

**Effect:** Any Target you successfully affect with this spell suffers d8 (Primary) cold damage.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to add an additional Target, up to a maximum of three targets. All Targets affected must be adjacent to each other, with no more than 5' between each Target.

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## BITTERSWEET KISS

**Tradition:** Heritage (val'Sheem) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** +2 (+3)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Discipline (Special, see Effect)

**Effect:** This spell is cast in conjunction with a Grab attack (pg. 310). If you succeed in a normal Grab attack, perform your Arcanum (Primary) attack roll against the Target's Discipline.

If you bypass your Target's Discipline advance their Clock by Push 4. Until your Target's next action, anyone attacking your Target gains a Tactical Edge (pg. 305). If you fail to bypass the Target's Discipline, the Target gains a Free Strike against you (which he may perform under any and all circumstances regardless of Recovery or being under the effects of a Push).

**Note:** Any Minions or Common creatures affected by this spell are instantly knocked out.

**Adaptation:** Increase the CTN by 5, Speed by 1, and Strain by 1 to increase the Push by 2. This Adaptation may only be applied once.

**Adaptation:** Increase the CTN by 6; if successful, the Target becomes Shaken for the remainder of the Scene.

*Sarishan Binders commonly augment their own powers by enslaving Infernal denizens.*





## BLACK ICE

**Tradition:** Creation, Elemental [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+3)

**Range:** 30' (5' Radius)

**Duration:** Scene, (Special, see Effect)

**Defense:** Special (See Effect)

*The surface of an area you designate becomes blanketed in black ice.*

**Effect:** The surface of an area you designate becomes blanketed in black ice. Upon their action, any creature standing within the spell's radius must perform an Acrobatics or Athletics (Balance) (Qu) Action Skill Roll against your Passive Arcanum Value or fall Prone. Creatures without legs or clawed feet gain a +3 bonus to this Action Skill Roll.

If a creature within the spell's radius uses a Demanding skill action to stand or move through the affected area, they gain a +6 bonus to that Action Skill Roll.

You may only have one area of black ice active at a time. If you create another patch, the previous one dissipates into fine mist and reforms in the new designated area.

Black ice is very susceptible to fire spells, thus any fire spell with an area of effect and an attack roll surpassing your passive Arcanum value instantly dissipates the patch of black ice in its entirety.

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

## BLACK TONGUE

**Tradition:** Hex [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 5 (+5)

**Range:** 30' (1 Target)

**Duration:** Scene (D)

**Defense:** Fortitude

*A perverse Hex that many a malicious caster has enjoyed inflicting upon others.*

**Effect:** This Hex causes the Target's tongue to swell and blacken, then quickly begins to crack and bleed as small spines erupt from the pulpy flesh. The effect of this is obvious as it makes it painful and extremely difficult to speak.

Any Target under this Hex who attempts to cast a spell (spell, Hex, etc) has the CTNs of all their spells raised by 6.

**Restrictions:** This spell does not affect creatures who use the Psionic Arcanum as they cast their spells through pure force of will.

**Adaptation:** Increase the CTN by 3, Speed and Strain by 2 to increase the penalty of the caster's CTNs by an additional 2.

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

## BLADE OF OUR LORD

**Tradition:** Deity (Nier), Heritage (val'Virdan) [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 2 (+8)

**Range:** Self

**Duration:** Scene

With this spell, the faithful of Nier summon forth a flamberge of flame.

**Effect:** This blade, wielded as a normal flamberge, ignores one half of the AR provided by worn armor, ignores all fire AR and deals both fire damage and slashing damage. This blade sheds light like a lantern and may set items aflame, just like a normal torch.

**Restriction:** You must have an available source of fire to cast this spell unless you are capable of producing it yourself (for example a val'Virdan).

**Special:** This blade may be thrown and used with the spell Whirling Blade (pg. 443). If the blade remains out of your hands for more than 4 Ticks, it dissipates into ash.

**Adaptation:** Increase the CTN by 3 to increase the blade's quality to a Exceptional weapon, thus reducing its Speed by 1 and increasing the damage by 1.





## BLED

**Tradition:** Blood, Heritage (val'Mehan) [Tier I], Corpus [Tier II]

**Category:** Sustained

**CTN:** 18

**Speed (Strain):** 4 (+4) / 4

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Fortitude

*By focusing upon an injured enemy, you cause his wounds to rip open and his blood to flow.*

**Effect:** You may only target a creature that has previously been injured during the scene. Your Target suffers (Primary) damage. All damage dealt by this spell bypasses all AR granted by worn armor.

**Sustained Effect:** Target creature suffers an additional (Primary) damage.

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

**Adaptation:** Increase the CTN by 4 and Strain by 1 to add a d4 damage die (to both the initial and sustained effects). This Adaptation may be applied multiple times, each time applying a Die Bump to the damage die.

## BLESSED PROTECTOR

**Tradition:** Deity [Tier III]

**Category:** Binding (D)

**CTN:** 22

**Speed (Strain):** 15 (+4)

**Range:** 30'

**Effect:** With righteous conviction, you call to the heavens, summoning forth a Celestial Shield Maiden to protect you and fight by your side. Though you can communicate with your summoned ally, she is free to act as she wishes. Though she will attempt to protect you, events and circumstances may arise that supersedes that directive. In this case, the Chronicler takes control of the Celestial Shield Maiden.

**Adaptation:** Increase the CTN by 3 to grant your Shield Maiden a +3 bonus to all Defenses and attack rolls. This Adaptation may be applied multiple times.

## BLESSINGS OF PLENTY

**Tradition:** Deity (Saluwé) [Tier II]

**Category:** Advanced

**CTN:** 22

**Speed (Strain):** 2 minutes (+0)

**Range:** 10' (Special, See Effect)

**Duration:** Special (See Effect)

**Effect:** With this spell you prepare a grand feast. You still need an appropriate amount of ingredients (for example venison, nuts, and some fruit). However, the preparation, including cooking and presentation, is handled in mere moments.

With this feast you may feed a number of people equal to your Passive Charisma Value plus your Hero's Tier. Anyone who eats of this feast is healed to their maximum Stamina, gains a +1 bonus to their Fortitude for the remainder of the day, and will find that they have no need of food or water for the next two days.

Eating the meal takes one hour, and any single creature may only benefit from this spell once per day, regardless of how many times it is cast or by how many different priests.

**Adaptation:** Increase the CTN by 3 and spend one Fate Point to grant one Fate Point to all other creatures that eat of your feast. This Fate Point is lost if not used within the next 24 hours.

**Adaptation:** Increase the CTN by 3 to also cure anyone who eats of the feast from the effects of any poison or natural disease and grant all who partake gain a +2 to Fortitude Defense against poisons for the next 24 hours.

## BLESSINGS OF THE PACK LEADER

**Tradition:** Animism [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 3 (+1)

**Range:** Self (10' Radius)

**Duration:** Scene

**Effect:** All allies within range gain +5' Pace, and a +1 bonus to Track, Wilderness Lore, and Stealth Action Skill Rolls when in natural surroundings.

**Adaptation:** Increase the CTN by 6 and Strain by 2 to increase the bonus provided by this spell by 1. This Adaptation may be applied twice to a maximum bonus of +3.





## BLOOD BOIL

**Tradition:** Blood [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+2)

**Range:** 0' (5' Radius)

**Duration:** Instant

**Defense:** Fortitude

*You ignite the blood of those around you.*

**Effect:** Creatures that have not suffered any damage during the scene suffer (Primary) damage, while creatures that have suffered Stamina damage take an additional 2 points of damage. Creatures that have suffered Wound damage take an additional 5 points of damage.

All damage dealt by this spell bypasses all AR granted by worn armor.

**Restrictions:** This spell does not work on Spirits, Elementals, or Constructs.

**Adaptation:** Increase the CTN by 3, Speed and Strain by 2 to increase the spell's radius to 10' Radius.

**Adaptation:** Increase the CTN by 4, and Strain by 1 to add a d4 damage die. This Adaptation may be applied multiple times, each time applying a Die Bump to the damage die.

## BLOOD SPIDER

**Tradition:** Blood [Tier I]

**Category:** Sustained

**CTN:** 18

**Speed (Strain):** 2 (+2) / 4

**Range:** 30'

**Effect:** This spell creates a small spider made of your own blood; to cast this spell you must sacrifice 5 points of Stamina with an additional point of Stamina every time you sustain this spell (which may not be healed till after this spell has ended). The spider, which stands about an inch tall, remains tethered to you by a thin string of blood. The spider is completely under your control, and moves at a Pace of 20' (walking along walls like a spider); it also acts as an extension of your own senses allowing you to see and hear through it without difficulty.

The Blood Spider always leaves a small trail of blood that may betray your presence and/or location. If it is ever attacked, it simply "pops" into a splatter of blood.

**Adaptation:** Increase the CTN by 3 to grant the spider a Pace of 40'.

## BLOOD STORM

**Tradition:** Blood [Tier IV]

**Category:** Base

**CTN:** 26

**Speed (Strain):** 3 (+6)

**Range:** Self (10' Radius)

**Duration:** Instant

**Defense:** Fortitude

With a few arcane words you rip the lifeblood from a vanquished foe, slaying them instantly as their blood flows and expands into a torrent of crystallized blood, cutting and slicing those around you.

**Effect:** To successfully cast this spell there must be Vanquished foe or freshly dead body within 10' of your location. If you are utilizing a Vanquished foe you must first succeed in an attack against that foe. If successful, that Target is killed and the spell is cast. With a successful attack, this spell deals d8 (Primary) damage against all Targets within the spell's radius.

Further, all Targets within the spell's radius must perform a Mettle: Stand Firm (Re) Action Skill Roll against the Passive Arcanum Value of the caster or become Shaken until the end of the Scene.

**Restriction:** This spell only works against living creatures; as such Spirits, Undead, and Constructs are immune to this spell.

**Adaptation:** Increase the CTN by 3, Speed and Strain by 1 to change the range of this spell to 60' (10' Radius).

**Adaptation:** Increase the CTN by 4, and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

**Special:** If this spell is combined with Steal Water (pg. 430) to create an Advanced spell, ignore the need for a fresh body or Vanquished foe as the blood is simply ripped out of the bodies of the Targets within the spell's Radius. When done this way the caster may apply the following Adaptation.

**Adaptation (Special):** Increase the CTN by 6 to force all Targets within the spell's radius to perform a Horror Check against a TN equal to the Passive Arcanum Value of the caster.

*Without blood there is no life, without life there is not suffering, without suffering there is no salvation. Sarish is the Lord of Blood, thus we honor him.*

– Becherek the Apostate





## BLOOD WHIP

**Tradition:** Blood [Tier II]

**Category:** Binding (D)

**CTN:** 20

**Speed (Strain):** 5 (+2)

**Range:** 60' (1 Target)

**Duration:** Scene (D)

**Defense:** Fortitude

*Pulling upon the Target's own blood, you forge it into a weapon against the very creature whose lifeblood made it possible.*

**Effect:** Upon being affected by this spell, the Target suffers (Primary) Stamina damage that is not reduced by worn armor. As this spell draws out the Target's blood, it hardens into a whip-like weapon that remains attached to the Target's body. Every 6 Ticks thereafter, you may perform an Arcanum (Sorcery) (Primary) Action Skill Roll to deal d8 (Primary) damage to the Target.

The Target of this spell may, as a Complex skill action, attempt to remove the blood whip by performing an Athletics (Feat of Strength) (Mi) Action Skill Roll against your Passive Arcanum (Sorcery) Value. Alternately, if the Target gets farther than 60' away from you, the whip simply becomes liquid again and falls to the ground.

**Special:** To be a valid Target for this spell, a creature must have blood.

**Adaptation:** Increase the CTN by 4 and Speed by 2 to attack an additional Target within range.

## BODY OF THE WARRIOR

**Tradition:** Transmutation [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 2 (+5)

**Range:** Self

**Duration:** Scene

By invoking this spell you strengthen your muscles and bones. Your fists become as hard as clubs, and your muscles expand allowing you to absorb blows that would drop lesser foes.

**Effect:** For the remainder of the Scene, your unarmed attacks deal d4 (Might) damage. You also gain Natural AR of 2.

**Adaptation:** Increase the CTN and Speed by 1, and Strain by 4 to increase the Natural AR provided to 3.

**Adaptation:** Increase the CTN by 4 and Strain by 1 to apply a Die Bump to your unarmed damage die. This Adaptation may be applied multiple times.

## BREATH OF THE DRAGON

**Tradition:** Deity (Fire Dragon) [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 3 (+2)

**Range:** 10' (1 Target)

**Duration:** Instant

**Defense:** Avoidance

*Like the ancient city destroying beasts of myth, the Fire Dragon bestows upon His adherents the ability to breathe fire.*

**Effect:** Any Target affected by this spell suffers d6 (Primary) fire damage.

**Adaptation:** Increase the CTN by 5, and Speed 1 to change the spell's Range to 10' Arc.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## BRITTLE BONES

**Tradition:** Corpus, Transmutation [Tier I], Necromancy [Tier II]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+1)

**Range:** 30' (1 Target)

**Duration:** Next attack (or end of Scene)

**Defense:** Fortitude

*If this malicious spell is not successfully resisted, the bones and muscles of your target become more fragile.*

**Effect:** The next successful weapon attack on the Target deals an additional d10 damage.

**Adaptation:** Increase CTN by 4, Speed and Strain by 2 to affect an additional Target within range.

**Adaptation:** Increase the CTN by 2 to increase the spell's Range by 30'. This Adaptation may be applied multiple times.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.





## BURY

**Tradition:** Elemental [Tier IV]

**Category:** Sustained

**CTN:** 26

**Speed (Strain):** 5 (+3) / 5

**Range:** Melee (1 Target) / 10'

**Duration:** Instant

**Defense:** Avoidance (Sustain: Fortitude)

*By reaching out and touching a creature that is standing upon solid ground, you may cause that creature to become swallowed up by the earth and dragged down into an impromptu grave.*

**Effect:** To cast this spell, your Target must be on earth or un-worked stone. If you successfully affect your Target, it is instantly sucked into the ground.

The victim cannot move or speak and is considered Helpless. The victim also has no air to breathe (which may not be a problem for some creatures) see (Suffocation pg. 336).

When the spell is ended, the creature is ejected from the earth and knocked Prone as the ground is returned to its previous condition. If the Target died while under the influence of the spell, the caster can decide to leave the body underground.

**Sustained Effect:** You must remain within 10' of your Target to sustain this spell. Attack your Target's Fortitude, if you're successful the Target remains underground and suffers d6 (Primary) damage that bypasses AR.

**Special:** Creatures whose size category is Huge or larger cannot be affected by this spell. Also, creatures with a Burrowing Speed can easily escape this spell and are immune to this spell's Sustained effect.

**Adaptation:** By increasing the CTN by 6 you may affect a Huge creature.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## CALL TO ARMS

**Tradition:** Battle, Creation [Tier I]

**Category:** Binding (D)

**CTN:** 18

**Speed (Strain):** 1 hour (+0)

**Range:** 50 Miles (1 weapon, suit of armor, or shield)

**Duration:** Until Activated

*Thanks to this complex spell, you are ready for anything.*

**Effect:** You specially enchant a chosen weapon, suit of armor, or shield of your choice. For as long as this spell remains in effect, you may call forth the item you enchanted as a Simple skill action. Weapons appear in hand ready to be used, while armor and shield appear strapped and ready for action. The item may be transported up to 50 miles.

**Adaptation:** Increase the CTN by 2 and Speed by one hour to increase the range by an additional 50 miles. This Adaptation may be applied multiple times.

**Adaptation:** Increase the CTN by 3 and the Speed to 1 day to enchant a weapon, suit of armor, and a shield. You may call each one separately or all three as a Speed 2 action.

*"From nowhere a sword appeared in her hands, and then it caught fire! We surrendered immediately."  
Peasant leader of a local riot.*





## CALL OF THE HUNT

**Tradition:** Animism [Tier IV]

**Category:** Base

**CTN:** 26

**Speed (Strain):** 4 (+2)

**Range:** 30'

**Duration:** Scene

**Defense:** Discipline (Auto-Fail if Desired)

**Effect:** All allies within range instantly feel refreshed, regaining (Primary) Stamina. They also have their Pace increased by 10', and gain the Wolf Pack Tactics (pg. 212) & Combat Intuition (pg. 191) Talents for the remainder of the Scene. Any Targets that already possess Wolf Pack Tactics gain an additional +1 to damage.

**Adaptation:** Increase the CTN by 9 to improve the bonus to hit granted though Wolf Pack Tactics to +2.

## CALL OF THE WILD

**Tradition:** Deity (Saluwe') [Tier I]

**Category:** Binding (D)

**CTN:** 18

**Speed (Strain):** 10 (+5)

**Range:** 60'

**Duration:** Scene (D)

**Effect:** The Goddess of the Lands also has dominion over the beasts that roam upon it. This spell allows the priestess to call upon any one Natural Beast (Tier I Common level threat) that would normally be found in the type of terrain they are in at the moment.

**Restriction:** While the player may be looking to attract a specific type of animal, it is at the Chronicler's discretion what animal actually shows up, based upon terrain, number of that type of animal in the area, rarity of the animal, etc.

However, the Chronicler should allow for a specific type of beast to appear if it is not unreasonable. Additionally, no more than one animal companion can be called at a time.

**Adaptation:** Increase the CTN by 6 to grant the summoned beast a +3 to all Defenses and attacks.

## CAPTIVATING MELODY

**Tradition:** Deity (Cadic) [Tier II], Control, Illusion [Tier III]

**Category:** Sustained

**CTN:** 20

**Speed (Strain):** 5 (+4) / 3

**Range:** 30' (10' Radius)

**Defense:** Discipline

*Also known as Cadic's Ballad, this spell creates a haunting melody that fascinates all those who hear it.*

**Effect:** Those you successfully affect instantly stop what they are doing and quietly listen to the song (delaying once their action comes up). Creatures under the effect of the Captivating Melody suffer a -3 to all Perception Action Skill Rolls and grant a Tactical Edge (pg. 305) to all opponents for as long as they are under the effect of this spell. If any aggressive action is taken against the Target or damage is dealt to the Target, the spell ends immediately.

**Special:** Creatures without a sense of hearing are immune to this spell.

**Sustained Effect:** You may continue to affect previously affected Targets and any new Targets that enter the spell's area.

**Adaptation:** Increase the CTN by 2 to increase the spell's Range by 30'. This Adaptation may be applied multiple times.

**Adaptation:** Increase the CTN by 3, Speed and Strain by 2 to change the spell's radius to 10' Radius.

## CASCADING RADIANCE

**Tradition:** Heritage (val'Assanté) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+2)

**Range:** 0' (5' Radius)

**Duration:** Instant

**Defense:** Fortitude

*You call upon your blessed heritage, flooding the area in scorching light.*

**Effect:** This radiance inflicts d6 (Primary) damage to any Undead, Spirits, or Entropic creatures.

**Adaptation:** Increase the CTN by 4, Speed cost by 1, and Strain by 3 to increase the spell's radius to 10'.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.





## CASTIGATE

**Tradition:** Anathema/Benediction [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 5 (+2)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Discipline

As the spiritual authority of your deity, you may show the unfaithful and the infidels the error of their ways. You inflict wracking anguish and soulful pain upon them, as if barbed wire has been wrapped around their soul, judged unworthy in the eyes of the gods.

**Effect:** Your Target suffers (Primary) damage that bypasses all natural AR or AR provided by worn armor.

**Restriction:** May not be used on a priest of a Tier greater than or equal to the caster.

**Special (Priests of Nier):** Priests of Nier also Push their Target's Clock by 2 as befits the Judge of the Gods.

**Adaptation:** Increase the CTN by 4 and Speed by 1 to change the spell's range to 30' (10' radius), affecting multiple Targets.

**Adaptation:** Increase the CTN by 4, and Strain by 1 to add a d4 damage die. This Adaptation may be applied multiple times, each time applying a Die Bump to the damage die.

## CAT'S GRACE

**Tradition:** Heritage (val'Mehan) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 2 (+1)

**Range:** Self

**Duration:** Scene (D)

**Effect:** The caster of this spell increases his Quickness die by one (to a maximum of d12). Also, you recover instantly from any fall, reducing the damage suffered as if you had fallen 10' less. You land on your feet no matter how far you fall.

## CELERITY

**Tradition:** Battle [Tier III]

**Category:** Base

**CTN:** 22

**Speed (Strain):** 3 (+6)

**Range:** 60' (2 allies per tier)

**Duration:** Scene (D)

*Infused with the threads of time itself, your allies move with unnatural speed.*

**Effect:** For the remainder of the Scene, all allies gain +20' Pace and have the Speed of all weapon attacks reduced by 1 to a minimum of 3. Weapon attacks already with a Speed of 3 instead gain a +1 bonus to damage.

**Adaptation:** Increase the CTN by 9 to also reduce the Speed cost of all spells with a Speed cost of 4 or higher by 1.

**Adaptation:** Increase the CTN by 6 to affect all allies within 60'.

## CENSURE HERETIC

**Tradition:** Anathema/Benedictions [Tier III]

**Category:** Base

**CTN:** 22

**Speed (Strain):** 4 (+4)

**Range:** 20' (1 Target)

**Duration:** Instant

**Defense:** Discipline

*You forcibly scream the prayers of your god, wracking the unfaithful with debilitating pain.*

**Effect:** This spell affects anyone who does not follow your religious sect. Any Target you do successfully affect with this spell is knocked Prone and Helpless for d4 Ticks.

The different sects include: The Mother Church of Coryan, the Milandric Church, the Church of the Dark Triumvirate, the worship of the Elemental Lords (such as that practiced by the Elorii and some human races in the Western Lands), any heretical cults that worship Infernals, the Khitani Church, Ssethric worshippers, the adherents of the Song of Pyrric, etc.

**Restriction:** While this spell will affect even atheists, the Target must be intelligent. Thus, this spell will not affect animals, Elementals, etc.

**Adaptation:** Increase the CTN by 6 and Strain by 2 to affect your Target for d6 Ticks.





## CHAINS OF MENTAL MIGHT

**Tradition:** Kinetics [Tier I]

**Category:** Sustained

**CTN:** 18

**Speed (Strain):** 6 (+3) / 4

**Range:** 30' (1 Target)

**Duration:** Sustained

**Defense:** Avoidance

**Effect:** Focusing on a Target within range you wrap them in shimmering chains of pure will. If you successfully strike your opponent you are considered to have performed a successful grab attack and may, upon Sustaining the spell, attempt a grapple utilizing the Pin maneuver. For this use Arcanum (Re) instead of your Melee (Unarmed) skill.

Your opponent may attempt to break free of the grapple (but may not attempt to reverse it) using his Melee (Unarmed) or may attempt to break free of the chains performing an Athletics (Feat of Strength) (Mi) Action Skill Roll against your Passive Arcanum Value.

## CHAMELEON

**Tradition:** Transmutation [Tier III]

**Category:** Binding (D)

**CTN:** 22

**Speed (Strain):** 2 (+4)

**Range:** Self

*Your skin and gear shimmer for an instant, then take on the colors of the area around you.*

**Effect:** After a moment of stillness (12 Ticks), the colors of your skin and gear settle and perfectly match that of the area around you. You may perform Stealth (Hide) Action Skill Rolls without the need for cover or concealment. You may remain hidden as long as you do not move more than 5' per action. Should you move more than 5' and wish to blend again without cover or concealment you may spend another 12 Ticks to do so.

If you hide normally (using cover and concealment), you simply gain a +3 bonus to your Stealth (Hide) Action Skill Rolls.

**Adaptation:** Increase the CTN by 3 to increase the distance you may move per action to 10'.

**Adaptation:** Increase the CTN by 6 to cast this spell upon a willing creature within 20'. As long as both you and the target remain within 1 mile of each other, this spell continues to operate.

## CHANNEL KINETIC FORCE

**Tradition:** Kinetics [Tier III]

**Components:** Kinetic Bolt (pg. 401) and Concussive Wave (Kinetics) (pg. 374)

**Category:** Advanced

**CTN:** 22

**Speed (Strain):** 3 (+6)

**Range:** Self

**Duration:** Scene

*You encompass yourself within a shifting field of kinetic energy, allowing you to gather and redirect it.*

**Effect:** For as long as this spell is active, you gain AR: 4 against all physical attacks. This include Kinetic spells and Elemental spells that utilize earth, water, or wind.

If you are attacked with a physical attack, you may channel that energy into any Kinetic spell you cast, adding an additional d6 points of damage. If the spell deals no damage, you instead gain a +2 bonus to your Arcanum Action Skill Roll when casting the spell. You may only hold one such charge at a time.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to increase the AR provided by this spell by 1. You may apply this Adaptation twice, to a maximum of AR: 6.

## CHAOTIC SPHERE

**Tradition:** Creation (Elder) [Tier IV]

**Category:** Advanced

**CTN:** 26

**Speed (Strain):** 5 (+3)

**Range:** 90' (See Effect)

**Duration:** Instant

**Defense:** Avoidance

*Cupping your hands, you pull into existence a dark sphere that sends forth crackling multicolor sparks of energy. With a flick of the wrist, you send it hurling toward your foes.*

**Effect:** After successfully hitting its intended Target, the spell then attacks the nearest enemy to it, affecting each Target with a random effect and with each Target reducing its potency.

Targets struck by the spell suffer Stamina damage. The first Target suffers d12 (Primary), with each Target after that reducing the base damage die by one size category until the final sphere deals d4 (Primary) to the fifth Target.





In addition to the Stamina damage, each time the sphere successfully hits, roll an additional d10 and consult the chart below.

Sphere Effects Table	
1-3	No additional effect
4-5	Stunned
6-7	Stunned and Pushed d4
8-9	Shaken
10	Exhausted and Shaken

The spell ends when the sphere misses a Target, or deals d4 (Primary) Stamina damage to its last Target. A Chaotic Sphere may not strike an individual Target more than once per casting.

**Adaptation:** Increase the CTN by 4 to increase the spell's range to 120', all targets must be within range area at the time of casting.

**Adaptation:** Increase the CTN by 2 and Strain by 2 to have the spell also deal a Wound when you roll a 10 on the Sphere Effects Table.

## CHILD OF THE GRAVE

**Tradition:** Necromancy [Tier III]

**Category:** Base

**CTN:** 22

**Speed (Strain):** 5 (+3)

**Range:** 60' (all Targets within range)

**Duration:** Instant

**Defense:** Fortitude

*With harsh whispers, you pierce the veil to the lands of the dead. Allowing, for a brief instant, the coldness of that place to radiate from you.*

**Effect:** All living creatures within the spell's range suffer d12 (Primary) cold damage, including you. All Undead and Shades are instead healed for the same amount. The damage dealt by this spell bypasses any AR provided by worn or natural armor.

**Special:** Val'Mordane with the Bloodline Talent Neroth's Final Blessing (pg. 225) do not suffer the cold damage, and are instead healed as Undead.

**Adaptation:** Increase the CTN by 8, Strain by 10, and sacrifice one Fate Point to reanimate any Vanquished Undead which were under your control as if you had recast the spell which created them. If it was a Binding, the spell's power is instantly reestablished as if you had recast the original spell. This will replace any other active Binding spell you have up.

## CHIMES ON THE WIND

**Tradition:** Heritage (val'Borda) [Tier I]

**Category:** Sustained

**CTN:** 18

**Speed (Strain):** 4 (+3) / 3

**Range:** 30' (10' Radius)

**Duration:** Special (See Effect)

**Defense:** Discipline

*And with sweet song and Cadic's kiss the knight said good night...*

*~ From "A Knight's Lullaby"*

**Effect:** When you initially cast this spell, creatures within the radius of effect start to hear a song being played far in the distance, though the music is actually playing in their minds. With each Sustained action the song becomes clearer, slowly drawing them to sleep. When first cast, all affected creatures suffer a -1 to their Discipline and Perception Action Skill Rolls.

**Sustained Effect:** If this spell is Sustained, the next attack increases the penalty to -3. If the spell is Sustained a third time, all affected creatures fall asleep and become Helpless until woken or after several hours of sleep (typically 8 hours).

If at any time you fail to affect a Target they "snap to" and lose all penalties, becoming aware that someone or something was trying to manipulating them. At this point they can force an ally to "snap to" as a Speed 2 action.

**Restriction:** This spell only affects creatures that need to sleep.

## CHINK IN THE ARMOR

**Tradition:** Deity (Althares) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 2 (+0)

**Range:** 30' (1 Target)

**Duration:** Next attack (or end of Scene)

With a few words of prayer, you focus your mind, allowing you to quickly identify weaknesses even in the finest armors.

**Effect:** Choose a Target within range; your next melee attack, ranged attack, or targeted spell that successfully hits the Target deals an additional d6 damage.

**Restriction:** This spell may only be used against opponents wearing armor or possessing Natural Armor.

**Adaptation:** Increase the CTN by 4 to grant this bonus damage to an ally within range instead.





## CLAIRVOYANCE

**Tradition:** Control (Psionic) [Tier II]

**Category:** Sustained

**Speed (Strain):** 7 (+14) / 2

**CTN:** 20

**Range:** Self

**Duration:** Scene

*You can see and hear a distant location almost as if you were there.*

**Effect:** The location must be either familiar (have seen with your own eyes in some way or from) to you or an obvious one (such as the other side of a locked door, through a distant window, or around a corner). Once you have selected your location, it may not be moved. However, you may look up, down, or turn from side to side as if you were standing on that very spot.

**Special (Detection):** Those who are very sensitive to the Arcanum (who possesses any Arcanum skill as a trained skill) may attempt an Arcanum (Any) (Sense Magic) (In) against your Passive Arcanum Value to sense the sudden presence of magic in the room. If Discern Residue is cast with an Arcanum Action Skill Roll equal or higher than your Passive Arcanum Value, a translucent image of you becomes instantly visible to the caster of the Discern Residue spell. If they surpass the Passive Arcanum Value by 10 or more, they also instantly learn your race, location and real name.

**Adaptation:** Increase the CTN by 3 to raise the difficulty of detecting your spell's presence. For the purposes of this spell, your Passive Arcanum Value increases by +2. This Adaptation may be applied multiple times to a maximum of +6.

## CLAWS OF THE BEAST

**Tradition:** Animism [Tier I]

**Category:** Base

**CTN:** 16

**Speed (Strain):** 2 (+0)

**Range:** Self

**Duration:** Scene (D)

*With a bestial growl, your fingers elongate and harden forming wicked claws.*

**Effect:** Your unarmed attacks deal d4 (Mi). You may choose to alter one or both hands; hands that have been changed into claws may not wield weapons or perform any fine manipulation.

**Adaptation:** Increase the CTN by 3 to lower the Speed of this spell by 1.

**Adaptation:** If both hands are being changed into claws, the caster may increase the CTN by 9 to gain the Two-Weapon Fighting Talent (pg. 211) while attacking with them.

**Adaptation:** Increase the CTN by 4 and Speed by 1 to apply a Die Bump to the claws' damage die. This Adaptation may be applied multiple times.

## CLEANSER THE BLOOD

**Tradition:** Blood, Corpus [Tier III]

**Category:** Base

**CTN:** 23

**Speed (Strain):** 5 (+0)

**Range:** Melee (1 Target)

**Duration:** Instant

*Reaching out to a willing ally, you draw out their ailments by violently ripping them out of their body.*

**Effect:** You may heal an ally of any Disease or Poison, but your ally suffers 5 points of Stamina per Disease or Poison Tier. Each casting of this spell removes a single Disease or Poison.

**Adaptation:** Increase the CTN by 3 to remove two ailments at once, suffering the damage for one ailment.

**Adaptation (Corpus):** Increase the CTN by 9, Speed and Strain by 5 to remove an ailment without causing your ally any damage.

**Adaptation (Blood):** Increase the CTN by 2 to gather the blood drawn through the use of this spell. If you cast a Blood spell during your next action, you gain a +2 bonus to your Arcanum Action Skill Roll to cast that spell.

## CLOUD MIND

**Tradition:** Control (Elder) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 2 (+6)

**Range:** 30' (1 Target)

**Duration:** Scene

**Defense:** Discipline

*Your Target finds it hard to concentrate.*

**Effect:** Targets you successfully affect suffer a -1 penalty to all Perception Action Skill Rolls for the remainder of the Scene.





**Adaptation:** Increase the CTN by 3 and Speed by 1 to change the Range to 30' (10' Radius).

**Adaptation:** Increase the CTN by 6 and Speed by 1 to change the Range to 30' (2 Targets).

**Adaptation:** Increase the CTN by 4, Speed by 2, and Strain by 2 to increase the penalty by 1. This Adaptation may be applied twice, to a maximum of -3.

## COMPEL ANIMAL

**Tradition:** Animism, Control, Deity (Saluwé) [Tier II]

**Component:** Sway Beast (Animism) (pg. 434) or Call of the Wild (Deity: Saluwé) (pg. 369)

**Category:** Base

**CTN:** 20

**Speed (Strain):** 5 (+4)

**Range:** 60' (1 Target)

**Duration:** Scene (D)

**Defense:** Discipline

**Effect:** With the casting of this spell you are able to charm any natural beast. The creature instantly sees you as a friend and fights to protect you from all threats for the remainder of the Scene. This spell does not grant the ability to communicate or even order your new ally. It will simply do its best, within the limits of its understanding, to defend you.

**Adaptation:** Increase the CTN by 6 to affect Magical Beasts.

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

## CONCUSSIVE WAVE

**Tradition:** Kinetics [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+3)

**Range:** 0' (5' Radius)

**Duration:** Instant

**Defense:** Avoidance

*You slam your weapon, fist, or foot on the ground, generating a wave of concussive force battering all around you.*

**Effect:** Any Target you successfully affect loses d6 (Primary) Stamina.

**Adaptation:** Increase the CTN by 3, and Strain by 1; if you also bypass the Target's Fortitude, you force them back to the edge of the spell's radius. Creatures who hit a solid immovable object before reaching the spell's outer edge suffer damage as if they fell the distance they traveled.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## CONFOUND

**Tradition:** Control, Illusion [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+3)

**Range:** 30' (1 Target)

**Duration:** Scene (D)

**Defense:** Discipline

*You quickly draw your Target into a tapestry of willfully woven redundant words wrecking any semblance of clear thought.*

**Effect:** Apply a Die Penalty to the Target's Logic and Resolve Die Type for the remainder of the Scene.

**Adaptation:** Increase the CTN by 2 and Strain by 1 to increase the spell's range by 10'.

## CONSTRUCT GUARDIAN

**Tradition:** Creation, Deity (Althares) [Tier IV]

**Category:** Advanced

**CTN:** 27

**Speed (Strain):** 8 (+7)

**Range:** 20'

**Duration:** Scene (D)

*With complex gestures and arcane words you gather material from the area around you, pulling together and quickly forming a huge golem crafted from wood, iron, stone, and other materials, held together by pure arcane energy, bound to your will.*

**Effect:** You create the equivalent of a Clockwork Golem that fights for you and follows your orders for the remainder of the scene. If the golem is ever forced or moves farther than 30' away from you, it instantly falls apart as the arcane energies which animate it lose their cohesion.

**Adaptation:** Increase the CTN by 4 and Strain by 1 to grant the golem +3 to all Defenses and attack rolls.





## CONTEMPLATION

**Tradition:** Control (Elder, Elorii Only) [Tier II]

**Category:** Advanced

**CTN:** 20

**Speed (Strain):** 1 Minute (+0)

**Range:** Self

**Duration:** Instant (Special, See Effect)

**Defense:** Discipline (Auto-Fail if desired)

*This spell allows you to relive a moment in time you have witnessed with perfect, almost impossible clarity.*

**Effect:** The event is witnessed as if you were looking from a slightly different point of view, just above your head, allowing you to look behind, above, or along the sides. The reasons why such memories are relived in such a manner are mysteries that have eluded the Elorii for centuries.

You may “look back” upon a single Scene no older than a number of days equal to your Passive Arcanum (Thaumaturgy) Value.

The Chronicler retells the story of that single event. You may use this chance to recall something you read with perfect clarity, or perform Action Skill Rolls to locate clues you may have missed.

Lastly, if you attempt to relive a moment that forced a Horror check, you will be forced to roll an additional Horror check.

**Special:** You can never revisit the same memory more than once through the use of this spell, including casting Contemplation and re-visiting the time you cast Contemplation. You only see and hear what occurred, not your thoughts. If you recite aloud any part of your memory after casting, you may witness this recitation at a later time.

**Adaptation:** Increase the CTN by 9 and the Speed by 1 hour to Call upon the Memories of a Past Life to swap out a single non-limited [Skill] Talent for another for the remainder of the Scene.

**Adaptation:** Increase the CTN by 9 and the Speed to 1 hour to Call upon the Memories of a Past Life to swap out a single skill for another skill for the remainder of the scene; you may use this skill at half the ranks of your Arcanum (Thaumaturgy) skill.

**Adaptation:** Increase the CTN by 9, Speed and Strain by 4 to change the range of this spell to Melee (1 Target). When this spell is cast in such a manner, the Target must be a willing subject of the spell. Once the spell is cast, the Target may choose which memory he wishes to relive (still limited by your Passive Arcanum (Thaumaturgy) Value). The Target is under no obligation to share any information with you afterwards.

At the Chronicler’s discretion, this use of the spell may have unintended results upon a Hero who possesses a Frac-



*The Elder sorcery of the Elorii allows them to recall moments from their lives with nearly perfect clarity.*

tured Soul, as there is a chance that the memory relived is not that of the Hero, but of the Soul. Thus, the Hero has no control over what memories will surface. The Chronicler is encouraged to use such potentialities to develop story hooks or foreshadow future events with old memories.

## CONVICTION

**Tradition:** Anathema/Benedictions, Heritage (Val) [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 3 (+1)

**Range:** 60’ (1 target)

**Duration:** Scene

*You fill an ally with unwavering conviction.*

**Effect:** Your Target gains a +1 to his Discipline for the remainder of the Scene.

**Adaptation:** Increase the CTN by 6 and Strain by 2 to increase the bonus provided by this spell to +2.

**Adaptation:** Increase the CTN by 2 to increase the spell’s range by 30’. This Adaptation may be applied multiple times.





## CORONA OF GLORY

**Tradition:** Deity [Tier III]

**Category:** Binding (D)

**CTN:** 23

**Speed (Strain):** 5 (+0)

**Range:** Self

*Invoking your deity's prayers, you create a crown of divine radiance which strengthens your spells and protects you from spells cast by non-believers.*

**Effect:** As long as this spell is in effect, you gain a +2 bonus to all Arcanum (Cants) Action Skill Rolls when casting spells from the Deity Tradition and +2 AR against all spells from all other sources (such as Elder or Primal magic).

**Adaptation:** Increase the CTN by 6 and Strain by 2 to increase the bonuses provided by this spell by +1.

## CRIMSON FEAST

**Tradition:** Necromancy [Tier IV]

**Category:** Sustained

**CTN:** 26

**Speed (Strain):** 5 (+6) / 4

**Range:** 60' (See Effect)

**Defense:** None (See Effect)

*Each body within range suddenly explodes as clouds of bloodflies erupt from their chests, swarming over the nearest living thing.*

**Effect:** To cast this spell you must have at least one dead body within range. For each dead body, this spell produces a medium, Tier 4, Murder of Bloodflies to a maximum of 5 such Murders.

All Tier 3 or lower creatures that witness the casting of this spell must perform a Horror Check against your Passive Arcanum Value.

Although these flies will not attack you, you have no control over them as they fly over and focus upon the nearest living creature. As long as the spell is sustained, the Murder will continue to follow their chosen victim, attacking it and any other living creature within their area.

Once their chosen victim is dead, they simply move on to the nearest living creature and continue to feast. If more than one Murder focuses upon the same living creature they simply become a single, larger Murder.

Two medium Murders become a large Murder, while three or more Murders become a huge Murder.

**Sustained:** The Murders continue to exist; once the spell is ended these flies simply fall to the ground, turning in small chunks of bloody flesh.

**Adaptation:** Increase the CTN by 3 to increase the density of the bloodflies; all creatures within the spell's radius suffer all the penalties for fighting in Shadowy conditions (suffering a -2 to all Combat Action Rolls and a -2 on all Insight Attribute or Action Skill Rolls). Anyone attacking into the radius suffers a -1 to all Combat Action Rolls. Powers that allow a creature to see through shadows or darkness do not work against this effect.

**Adaptation:** Increase the CTN by 6 to force all Targets within the spell's radius to perform a Horror Check against a TN equal to the Passive Arcanum Value of the caster.

## CROWN OF RADIANCE

**Tradition:** Heritage (val'Abebi) [Tier III]

**Category:** Binding (D)

**CTN:** 23

**Speed (Strain):** 5 (+0)

**Range:** Self

*You call upon the divinity of your ancestry to form a crown of shimmering light.*

**Effect:** This spell has several effects that remain active as long as the spell is maintained.

**Inspiration:** All allies within 30' of you find they are inspired by your presence, gaining a +2 bonus against all Horror checks and a +1 bonus on all Action Skill Rolls.

**Confidence:** You gain a +2 bonus on all Persuasion and Intimidate Action Skill Rolls as well as a +1 bonus on all other Action Skill Rolls.

**Leadership:** If you also possess the Leadership Talent, you may utilize the Talent as a Speed 3 action instead of a Speed 5 action.

**Adaptation:** Increase the spell's CTN by 3 to increase the range of the crown's Inspiration effect by 30'. This Adaptation may be applied multiple times.

**Adaptation:** Increase the spell's CTN by 3 to increase the crown's Confidence bonus by +1.

**Adaptation:** Increase the spell's CTN by 6 to increase the range of the Leadership Talent to 120'.





## CRUSHING FORCE

**Tradition:** Kinetics [Tier IV]

**Component:** Kinetic Bolt (Kinetics) (pg. 401)

**Category:** Base

**CTN:** 24

**Speed (Strain):** 5 (+3)

**Range:** 60' (10' Radius)

**Duration:** Instant

**Defense:** Avoidance

*Many Val refer to this as "bringing down the hammer," as you slam down a column of pure telekinetic force upon your foes.*

**Effect:** You deal d10 (Primary) damage to all Targets within the spell's area.

**Adaptation:** Increase the CTN by 4 and Strain by 1 to force all affected creatures to perform an Athletics (Feat of Strength) (Mi) Action Skill Roll against your Passive Arcanum Value or fall Prone.

## CRUSHING WEIGHT

**Tradition:** Deity (Belisarda) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+3)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Avoidance

*Belisarda is more than just the Life Goddess of the Elorii; she holds dominion over the natural forces of Arcanis. Occasionally, she permits her priests to tap into a small measure of such power.*

**Effect:** By making a successful attack roll, the priest is able to concentrate gravity upon 1 Target and smash him to the ground. If the attack is successful, the Target suffers d4 damage which bypasses AR, and has his Clock Pushed d4 Ticks.

**Restriction:** Cannot be used on any Planes or worlds other than Arcanis.

**Adaptation:** Increase the CTN by 3, and Speed by 2 to apply a Die Bump to the Push die. This Adaptation may be applied multiple times.

**Adaptation:** Increase the CTN by 2 and Speed by 1 to change the Range to 20' (10' Radius).

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## CURE AFFLICTION

**Tradition:** Corpus [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 6 (+4)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Fortitude (Auto-Fail if desired)

*Priests use this very potent spell across the Known Lands to show that the powers of the gods are greater than those of the Lesser Powers called upon by those who follow the Primal path.*

**Effect:** Any naturally occurring, non-magical disease, whether induced by the Hex Tradition or not, is instantly cured by the touch of the caster.

**Restriction:** This spell does not affect magical disease.

## DEEP CHILL

**Tradition:** Heritage (val'Ossan) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+3)

**Range:** Self (10' Radius)

**Duration:** Instant

**Defense:** Fortitude

*You know the cold deep depths of the lightless sea, and through your blood, so can your foes.*

**Effect:** Any Target you affect suffers d6 cold damage that bypasses all AR provided by worn armor. All creatures affected must perform an Athletics (Re) Action Skill Roll against your Passive Arcanum Value. If they fail, they also suffer a -1 to all Action Skill Rolls on their next action.

**Adaptation:** Increase the CTN by 4 and Strain by 2 to increase the penalty by -1. This Adaptation may be applied twice, to a maximum of -3.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.





## DEEP LORD'S TRIDENT

**Tradition:** Deity (Yarris) [Tier III]

**Category:** Binding (D)

**CTN:** 23

**Speed (Strain):** 5 (+0)

**Range:** Self

*Invoking Yarris' name, you summon forth a watery trident from the coldest depths of the dark sea.*

**Effect:** Unlike most Elemental spells, you do not need any source of water to cast this spell as the spell provides its own water. Treat this weapon as a Great Trident (pg. 244) with Legendary Frost and Fine Sorcery weapon Runes (See Magic Items, Forged in Magic). The weapon itself is treated as a source of water for all Elemental spells and allows you to harmlessly absorb any spell utilizing water or cold directed at you as a Push 4 action.

If the weapon leaves your hands for any reason, it explodes into a blast of frost dealing d10 damage to everyone, including you, within 5'.

**Adaptation:** Increase the CTN by 6 and Strain by 4 to lower your Trident's weapon Speed by 1.

## DEEPER UNDERSTANDING

**Tradition:** Control, Deity (Althares), Heritage (val'Abebi) [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 8 (+5)

**Range:** 30' (1 Target)

**Duration:** Scene

**Defense:** Discipline (Auto-Fail if desired)

*With this spell, you create an empathic link between you and your chosen Target.*

**Effect:** Unlike Mind Link, this spell allows both parties to understand the intent of the other in spite of any language barriers.

If both parties are attempting to communicate using languages that do not share any common language root, they may still attempt a Linguistics (Understand Familiar Language) Action Skill Roll as if they did. In a case where they are communicating in languages that do share a common root, they gain a +6 to their Linguistics Action Skill Rolls.

Lastly, affected Targets gain a +2 bonus to all Empathy Action Skill Rolls when attempting to read each other's emotional state and disposition.

**Adaptation:** Increase the CTN by 6 to affect all Targets within a 10' Radius.

## DETECT UNNATURAL CREATURES

**Tradition:** Deity [Tier I]

**Category:** Base

**CTN:** 16

**Speed (Strain):** 5 (+0)

**Range:** 60'

**Duration:** Instant

**Effect:** This spell allows the priest to know the basic area (within 10'), number and types of creatures that are within range. The types of creatures that this spell will detect are Undead, Infernal, and Spirits.

**Restriction:** This spell will not detect those creatures that have either possessed someone, or have shape-changed into something else, such as an Infernal who changes its shape.

## DIABOLICAL PACT

**Tradition:** Diabolism [Tier II], Hexes [Tier III]

**Component:** Summon Lesser Infernal (Diabolism) (pg. 432), Bindings of Sarish (Diabolism) (pg. 362), or Baneful Prophecy (Primal) (pg. 359)

**Category:** Advanced

**Speed (Strain):** 1 Hour (+0)

**Range:** Self

**Duration:** Until used (24 hours)

*As a Sarishan, you summon forth an Infernal, and bind it to your will, stealing just a bit of its power to forge a diabolical ward.*

*As a Primal caster, you seek out the dark whispers, beseeching them to grant you their boon. Regardless of the method, the effects are the same.*

**Effect:** Once this spell is cast, it stays in effect until you either elect to use one of its gifts or until 24 hours has elapsed.

**Dark Whispers:** As a Trivial skill action, you may lower any spell's CTN by 3 by increasing that spell's Strain by 6.

**Dark Intervention:** In response to an attack against you, you may restore d6 (Primary) Stamina as a Push 4 action.

**Dark Summons:** You can call upon your dark patron to quickly summon or animate an ally. When casting either Summon Lesser Infernal (pg. 432), Summon Sarish's Own (pg. 432), Graveblight: Zombie (pg. 394), or Cadaverous Servant, you may lower the spell's Speed to 2 by increasing the spell's Strain by 6.

**Special:** Because this spell lacks a CTN it cannot be modified by any Talents or magical items.





## DICTUM

**Tradition:** Deity [Tier IV]

**Category:** Base

**CTN:** 26

**Speed (Strain):** 5 (+2)

**Range:** 90' (1 Target)

**Duration:** Instant

**Defense:** Discipline

*You call down the righteous judgment of your deity with deliberate force, crushing your target body and soul.*

**Effect:** All non-believers of the caster's sect are susceptible to this spell. Any Tier 1 or Tier 2 foe successfully struck by this spell is instantly killed; if they somehow resist the power of this spell, they still suffer d6 (Primary) Stamina damage.

Tier 3 through 5 Foes that are successfully affected by this spell suffer d10 (Primary) Stamina damage and are Shaken and Stunned.

Targets who are believers of the same sect gain a +3 bonus to their Discipline but still suffer from this spell's effects.

The different sects include: The Mother Church of Corryan, the Milandric Church, the Church of the Dark Triumvirate, the worship of the Elemental Lords (such as that practiced by the Elorii and some human races in the Western Lands), any heretical cults that worship Infernals, the Khitani Church, Ssethric worshippers, the adherents of the Song of Pyrric, etc.

**Restriction:** While this spell will affect even atheists, the Target must be intelligent. Thus, this spell will not affect animals, Elementals, etc.

**Adaptation:** Increase the CTN by 4 to increase the spell's range to 120'.

## DIMINISH FATIGUE

**Tradition:** Blood, Corpus [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 4 (+2)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Fortitude (Auto-Fail if desired)

**Effect:** This spell allows the caster's touch to restore d8 (Primary) Stamina to the Target.

**Adaptation:** Increase the CTN, Speed, and Strain by 1 to change the range to 30' (1 Target)

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the healing die. This Adaptation may be applied multiple times.



*Long ago the Encali dwarves entered into a pact with Sarish in exchange for access to the Oath Maker's gifts.*





## DIMINISH SENSES

**Tradition:** Hex [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+4)

**Range:** 30' (1 Target)

**Duration:** Scene (D)

**Defense:** Fortitude

*First used by the Witches of Setorik's Fen in Milandir (which incidentally was the cause of their extermination at the hands of the Duke Telleric val'Holryn), this Hex attacks one of the Target's senses and renders it useless.*

**Effect:** The caster selects a sense when casting the Hex – if Sight, then cataracts quickly form, producing a milky film that covers the eyes and causes Blindness; if Hearing, then the eardrums of the Target pop, causing Deafness; if Taste, then the Target's taste buds dull until not even the spiciest of foods can be detected, etc.

**Restriction:** This Hex cannot be cast multiple times on the same Target by the same caster.

## DISCERN RESIDUE

**Tradition:** Universal [Tier I]

**Category:** Base

**CTN:** 16 (Special, see Effect)

**Speed (Strain):** 2 (+1)

**Range:** Self (10' Radius)

**Duration:** Instant

**Effect:** Regardless of your Arcanum skill ranks, any time you cast this spell you must always perform an Arcanum Action Skill Roll. If your Passive Arcanum Value is 14 or higher, you cannot fail when casting this spell, even if you roll two 1s. Your Arcanum roll determines how much you are able to detect. At a minimum, with a successful casting of this spell, you instantly detect whether there are any active spells or magical effects within range.

With a Challenging (TN: 20) Arcanum Action Skill Roll, you detect the number of different magical effects within the spell's radius.

With a Daunting (TN: 25) Arcanum Action Skill Roll, you learn the exact location of each aura and its relative strength (the Tier of the creature who created the magical effect).

**Special (Understanding):** If you successfully pinpoint a spell (not just magical) effect, you may perform a Daunting (TN: 25) Arcanum (Knowledge) Action Skill Roll to decipher the spell's Tradition (the Tradition used by

the caster specifically, not all the ways it can be cast). You gain a +2 bonus to this roll if you are able to cast spells of the same spell Tradition.

## DISORIENT

**Tradition:** Illusion [Tier II], Control [Tier III]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 5 (+4)

**Range:** 15' Cone

**Duration:** Instant

**Defense:** Discipline

You create a twisted illusion of the Targets' surroundings, upsetting their sense of equilibrium and, in extreme cases, causing vertigo.

**Effect:** All creatures you affect have their Clocks Pushed d4 and have their Avoidance reduced by 2 for the next 3 Ticks.

**Restriction:** Constructs and creatures that can't see are immune to this spell.

**Adaptation:** Increase the CTN by 6 and Strain by 2 to also cause all Targets to fall Prone.

**Adaptation:** Increase the CTN by 9 and Strain by 4; if you also bypass your Targets' Fortitude, they are Blinded and Stunned for 3 Ticks instead of Pushed.

## DISTANT STEPS

**Tradition:** Heritage (val'Inares), Transmutation (Elder) [Tier III] Blood, Deity (Anshar) [Tier IV]

**Category:** Base

**CTN:** 22

**Speed (Strain):** 2 (+10)

**Range:** Self

**Duration:** Instant

**Defense:** Discipline (Auto-Fail if desired)

*You have learned how to 'step between' the seams of time & space.*

**Effect:** You may transport yourself instantly to any visible point within 30'.

**Special (Strenuous):** Unlike most spells, Distant Steps has a peculiar way of straining both the mind and body. You may safely use this spell a number of times per Scene equal to your Passive Vigor Attribute Bonus. You suffer a cumulative -5 to all Action Skill Rolls for each additional use beyond this within the same Scene.





**Adaptation:** Increase the CTN by 6 to change the range of the spell to melee (1 target).

**Adaptation:** Increase the CTN by 6, to transport yourself an additional 30'. You may apply this adaptation multiple times.

## DOLPHIN CHANT

**Tradition:** Animism, Deity (Yarris), Elemental [Tier II]

**Category:** Binding (D)

**CTN:** 20

**Speed (Strain):** 6 (+6)

**Range:** Melee (1 Target)

**Effect:** An ally blessed by this chant gains the ability to breathe water as if it were air and a +3 bonus to all Athletics (Swim) Action Skill Rolls.

**Adaptation:** Increase the CTN by 2 to change the spell's range to 30' (1 target)

**Adaptation:** Increase the CTN by 2 and Speed by 1 to add an additional Target, up to a maximum of six Targets.

**Adaptation (Animism):** Increase the CTN by 4 and Strain by 2 to change your physical form to that of a dolphin. You retain your Talents, Defenses, and Stamina but may not speak or cast spells while in dolphin form. You gain the dolphin's attacks, Pace and movement modes and use the dolphin's Might and Quickness die (d8). You retain your Prowess and Vigor die. Lastly, while in dolphin form, you gain a +3 bonus to all Perception Action Skill Rolls while in the water. While under the effects of this Adaptation, all of your equipment melds into your new form (becoming unusable for the duration of this ability). You may not communicate with creatures unable to communicate with dolphins.

**Adaptation (Yarris):** Increase the CTN by 4, Strain and Speed by 1 to change the spell's range to all Allies within a 30' radius.

## DOME OF SHADOW

**Tradition:** Deity (Cadic), Illusion [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 2 (+1)

**Range:** Self (10' Radius)

**Duration:** Scene (D)

**Effect:** The caster summons forth a 10' dome from the Shadow Plane. To those outside the dome, it appears more like a patch of shadow with blurry objects moving about within it, then something completely devoid of light. Though the

caster can see easily enough through the gloomy haze, anyone else within the dome suffers all the penalties for fighting in Shadowy conditions (suffering a -2 to all combat action rolls and a -2 on all Insight skill checks). Anyone attacking into the dome suffers a -1 to all combat action rolls.

**Adaptation:** Increase the CTN by 3, Speed and Strain by 1 to increase the radius of the dome by 10' feet. This Adaptation may be applied twice to a maximum of 30'.

**Adaptation:** Increase the CTN by 6, Speed and Strain by 2 to deepen the shadows within the dome. All creatures within or attacking into the Dome of Shadow suffer an additional -2 to all combat Action Skill Rolls. This includes the caster, who finds it more difficult to see though the shadows.

## DRAGON'S FURY

**Tradition:** Deity (Fire Dragon) [Tier III]

**Category:** Advanced

**CTN:** 22

**Speed (Strain):** 2 (+10)

**Range:** Self

**Duration:** Scene

*When this spell is cast, you channel the will of the Fire Dragon into yourself, and partake of his power.*

**Effect:** You take on a more draconic appearance, growing in size and ferocity.

You grow in size, becoming Large (taking up a 10' Square). You gain -1 to Avoidance, +1 to Fortitude, and 10' Melee Range.

Your Might die increases by one size category. If your Might die is already d12, you gain a +2 bonus to all Melee damage rolls and Might Attribute Action Rolls.

Your natural attacks increase in effectiveness. Not only does your unarmed damage increase to d8, you also gain the effects of a Legendary Fire weapon Rune for the remainder of the Scene.

S'sressen gain a +2 bonus to all Arcanum rolls when casting Breath of the Dragon.

**Adaptation:** Increase the CTN by 3 to lower the spell's Speed by 1.

**Adaptation:** Increase the CTN by 3 to gain the Two-Weapon Fighting Talent (pg. 211) utilizing both claws as unarmed attacks.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the unarmed damage die. This Adaptation may be applied multiple times.





## DRAGON'S ROAR

**Tradition:** Deity (Fire Dragon) [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 2 (+8)

**Range:** Self (5' Radius)

**Duration:** Instant

**Defense:** Discipline

*You release the primal and bestial roar of the Fire Dragon himself!*

**Effect:** Everyone you affect within range becomes Shaken. If you also surpass their Fortitude, they are Deafened until the end of the Scene.

**Adaptation:** Increase the CTN by 3, Speed and Strain by 2 to increase the spell's range to Self (10' Radius).

**Adaptation:** Increase the CTN by 6 and Strain by 2; you also Stun any targets that have been Deafened.

## DRAIN RESOLVE

**Tradition:** Heritage (val'Ishi) [Tier I]

**Category:** Base

**CTN:** 19

**Speed (Strain):** 5 (+3)

**Range:** Melee (1 Target)

**Duration:** Scene

**Defense:** Discipline

**Effect:** Apply a Die Penalty to your Target's Resolve die (to a minimum of d4) and Die Bump to your own for the remainder of the Scene.

**Adaptation:** Increase the CTN by 5, Speed and Strain by 1 to change the spell's range to 30' (1 Target).

## EARTH STRIKE

**Tradition:** Elemental [Tier III]

**Category:** Base

**CTN:** 23

**Speed (Strain):** 4 (+5)

**Range:** 30' (10' Radius)

**Duration:** Instant

**Defense:** Avoidance

*With a wave of your hand, you cause the earth to explode upwards; sending shards of stone in all directions and sending your foes sprawling.*

**Effect:** All creatures in the spell's area suffer d6 (Primary) and must perform an Athletics: Balance (Qu) Action Skill Roll against your Passive Arcanum Value or fall Prone.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## EARTHEN SHIELD

**Tradition:** Elemental [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** Push 4 (+4)

**Range:** Self

**Duration:** Instant

**Defense:** None

**Effect:** In response to an attack, you stomp the ground causing a shield of stone to erupt from the ground. You may cast this spell in response to an attack, even when it's not your action.

You gain a +4 bonus to AR against that particular attack; this bonus stacks with armor. Once the attack is resolved, Push your Clock by 4 and add the spell's Strain to any Strain you might have already incurred from previous spells.

**Restriction:** Not only must the caster be aware of the incoming attack, he must also be in contact with bare earth or stone. Casting this spell cracks and pits the ground where it was cast.

**Adaptation:** Increase the CTN by 2 and Strain by 3 to raise the AR provided by 2 (for a total of +6).





## EARTHEN SPIKES

**Tradition:** Elemental (Primal) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+2)

**Range:** 0' (5' Radius)

**Duration:** Scene (D)

**Effect:** You call up the ground around you, causing it to form hundreds of razor sharp spikes around you. Anyone in the spell's Radius suffers d6 Stamina (no attack roll needed). Any creature that moves through the spell's Radius must do so at half Speed or suffer d6 damage as well.

You may only have one area of Stone Spikes active at a time.

**Adaptation:** Increase the CTN by 4 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## EBON ARMOR

**Tradition:** Creation (Elder) [Tier II]

**Category:** Advanced

**CTN:** 20

**Speed (Strain):** 2 (+6)

**Range:** Self

**Duration:** Scene (Special, See Effect)

*You summon forth a suit of dark armor that instantly surrounds you with its protective energy.*

**Effect:** The armor possesses AR: 4 and Bulk: 2.

**Adaptation:** Increase the CTN by 6 and Strain by 5; the armor you create may have the equivalent of any Tier I armor Rune (See Magic Items, Chronicler's Guide Book I).

## EBON BLADE

**Tradition:** Creation (Elder) [Tier I]

**Category:** Advanced

**CTN:** 18

**Speed (Strain):** 1 (+5)

**Range:** Self

**Duration:** Scene

*With a quick flick of your hand and an ancient arcane word you summon a blade of dark crackling energy.*

**Effect:** When you cast this spell, choose any Balanced Weapon; the blade acts in all ways as a normal weapon of the same type.

The Ebon Blade is considered a magical weapon.

**Adaptation:** Increase the CTN by 2, Speed by 1 and Strain by 2 to create a second weapon you may use as an off-handed weapon.

**Adaptation:** Increase the CTN by 6 and Strain by 5; the weapon you create may have the equivalent of any Tier I weapon Rune (See Magic Items, Forged in Magic). If you are summoning two weapons, increase the CTN by an additional 3.

**Adaptation:** Increase the CTN by 9 and Strain by 5; the weapon you create may have the equivalent of any Tier 2 weapon Rune or any two Tier I weapon Runes (See Magic Items, Chronicler's Guide Book 1 for a complete list of Runes). If you are summoning two weapons increase the CTN by an additional 3.

## EBON ORB

**Tradition:** Creation (Elder) [Tier III]

**Category:** Base

**CTN:** 23

**Speed (Strain):** 4 (+4)

**Range:** Self

**Duration:** Scene, Special (See Effect)

**Defense:** Avoidance (Strike Foe, see Effect)

*You create a small orb of dark crackling energy that orbits around you.*

**Effect:** As long as the spell is active, you may have it perform any of the following actions. You may only have one such orb in existence at any one time.

**Absorb spell:** As a Push 4 action, you may have the orb absorb one spell cast at you. This includes spells with an area effect. Using this option instantly ends the Ebon Orb.

**Harm Others:** As long as the spell is active, anytime you are successfully attacked in melee the attacker suffers d8 Stamina damage.

**Strike Foe:** As a Speed 4 action, you may send your orb to strike one target within 60'. When used in this manner, the orb deals d8 (Primary) damage.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.





## EBON SHIELD

**Tradition:** Creation (Elder) [Tier I]

**Category:** Advanced

**CTN:** 18

**Speed (Strain):** 2 (+6)

**Range:** Self

**Duration:** Scene, Special (See Effect)

*You summon forth a small disk of dark crackling energy; this disk floats in front of you, defending you from incoming attacks.*

**Effect:** This shield grants the caster an SB of 1 (and thus does not stack with shields). If the caster is subject to a Critical Strike the shield may absorb the blow, shattering in the process.

**Adaptation:** Increase the CTN by 6 and Strain by 4; the shield instead grants the caster an SB of 2.

## ELEMENTAL AURA

**Tradition:** Deity (Nier), Elemental [Tier II], Heritage (val'Viridan), Wards [Tier III]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 3 (+5)

**Range:** Self

**Duration:** Scene

*A ring of elemental power forms around you from incoming foes.*

**Effect:** When you cast this spell, choose an element (Earth, Air, Fire, or Water). You are instantly surrounded in an energy aura of that type which deals d8 damage to the attacker each time you are struck in melee.

If you are attacked by an effect of the opposing element (someone with a fire aura being attacked by water for example), roll your primary casting die and reduce the damage suffered by that amount. This effectively shatters your Elemental Aura and ends the spell.

**Restriction:** You must already have an available source of the chosen element somewhere adjacent, unless you are capable of producing it yourself (for example a val'Viridan casting a fire spell).

**Special (Nier, val'Viridan):** The faithful of Nier and the val'Viridan may only utilize the fire version of this spell, but do not need a source of fire to do so.

**Adaptation:** Increase the CTN by 9 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## ELEMENTAL BOLT

**Tradition:** Elemental, Deity (Nier), Deity (Yarris), [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+2)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Avoidance

*You create a spark of elemental energy that rushes forth and strikes at a foe.*

**Effect:** Choose an element (Earth, Air, Fire, or Water). Elemental Bolt deals d6 (Primary) damage of the chosen elemental type.

**Special (Yarris):** Priests of Yarris may only use this spell to create bolts of water.

**Special (Nier):** Priests of Nier may only use this spell to create bolts of fire.

**Restriction:** You must already have an available source of the element somewhere adjacent to use that particular element, unless you are capable of producing it yourself (for example a val'Ossan casting a Water spell).

**Adaptation:** Increase the CTN by 3, Speed and Strain by 2 to affect an additional Target within range.

**Adaptation:** Increase the CTN by 6, Speed by 2 and Strain by 4 to change the range to 30' (10' Radius).

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## ELEMENTAL CIRCLE

**Tradition:** Elemental (Elder) [Tier I]

**Category:** Binding (D)

**CTN:** 18

**Speed (Strain):** 2 (+0)

**Range:** Self

**Effect:** With a wave of your hand you summon forth a warding circle made of floating shards of earth surrounded by flowing dust. This spell remains in effect as long as you remain stationary. As long as you remain within your circle you gain a +1 bonus to all Arcanum rolls when attempting to cast Air or Earth elemental magic, and a +1 bonus to all Defenses against Fire or Water spells.





**Adaptation:** If you have or are next to a source of fire or water you may add that element to your circle. You are still limited to two elements. For example, you might make a circle of Fire and Water (which may look like fire and steam) or Earth and Water (a circle made of shifting mud). The bonuses to rolls and Defenses change accordingly.

## ELEMENTAL CROWN

**Tradition:** Elemental [Tier IV]

**Category:** Binding (D)

**CTN:** 26

**Speed (Strain):** 5 (+0)

**Range:** Self

*Gathering an element close at hand you forge it into a crown that floats inches above your brow.*

**Effect:** Choose one of the elements (Earth, Air, Fire, or Water); you must have access to some of the element (an open flame, be standing near a puddle of water) to use a particular element.

For as long as this spell is in effect, you gain a +2 bonus to all Arcanum Action Skill Rolls when casting spells from the Elemental Tradition while utilizing your chosen element.

This crown also allows the caster to absorb, harmlessly, any spell utilizing their chosen element that is directed at the wielder as a Push 4 action.

**Adaptation (Elder Only):** Elder casters have refined this spell over the millennia, allowing them to combine it with a form of Elemental Circle. Increase the CTN by 6 and Strain by 2 to add the effects of Elemental Circle (pg. 384) as if you had created an Advanced spell combining the two. You must know Elemental Circle to use this Adaptation. The Circle is created at the caster's feet and remains stationary. If the caster moves out of the Elemental Circle, that portion of the spell ends, but the Elemental Crown continues to operate.

## ELEMENTAL GUARDIAN

**Tradition:** Elemental (Elder) [Tier I]

**Category:** Binding (D)

**CTN:** 18

**Speed (Strain):** 5 (+5)

**Range:** 20'

**Effect:** You open a small portal to the Elemental Planes, drawing forth a Tier I Elemental Servant of your choice. This Elemental fights by your side, never moving further than 20' away. You may communicate with your summoned creature. This allows you to command it to attack (or cease attacking) specific Targets, or perform tasks.

**Adaptation:** Increase the CTN by 2 and Speed by 5 to summon a Lesser Elemental instead.

**Adaptation:** Increase the CTN by 6 to grant your Elemental a +3 bonus to all Defenses and attack rolls. This Adaptation may be applied multiple times.

## ELEMENTAL SOUL

**Tradition:** Elemental (Elder, Elorii Only) [Tier IV]

**Category:** Advanced

**CTN:** 26

**Speed (Strain):** 4 (+5)

**Range:** 30'

**Duration:** Scene (D)

With a few arcane words you bring forth the power of your elemental soul.

**Effect:** Once this spell is cast you take on aspects of your Elorii's Elemental nature.

**Ardakene (Life):** You gain a limited form of regeneration; every 12 Ticks you may recover d8 Stamina as a Trivial skill action or d8 (Primary) as a Complex skill action. Alternately you may recover a single Wound as a Demanding skill action.

**Berokene (Water):** You gain some properties of water; while under the effects of this spell you become totally immune to weapons that deal Blunt damage and gain Natural AR equal to your passive Vigor modifier

**Kelekene (Fire):** You become an avatar of destruction; while under the effects of this spell any Elemental (Fire) spell you cast deals additional damage equal to your Passive Charisma Modifier and has its Strain reduced by 2 (to a minimum of 0).

**Marokene (Earth):** You gain some of the qualities of earth; while under the effects of this spell you become totally immune to weapons that deal Slashing damage and gain Natural AR equal to your Vigor score. Further, any effect that attempts to move you automatically fails.

**Osalikene (Air):** You gain some of the qualities of air; while under the effects of this spell you gain a +20' to Pace, and +3 to Avoidance. Also any Elemental (Air) spell you cast has its Speed reduced by 2 (to a minimum of 3).

**Special:** While under the effects of this spell, Wwith the exception of the Ardakene, you may only use Elemental spells or Elemental spell options that deal damage appropriate to your Elemental nature.





## ELEMENTAL TEMPEST

**Tradition:** Elemental [Tier II]

**Category:** Sustained

**CTN:** 20

**Speed (Strain):** 5 (+6) / 4

**Range:** 40' (10' Radius)

**Defense:** Avoidance

You create a tempest of elemental energy that radiates from you to strike your foes

**Effect:** Choose an element (Earth, Air, Fire, or Water). Elemental Tempest deals d6 (Primary) damage of the chosen elemental type to any creature in the spell's Radius.

**Sustained Effect:** Creatures within the spell's Radius suffers d8 (Primary) damage.

**Restriction:** You must already have an available source of the element somewhere adjacent to use that particular element, unless you are capable of producing it yourself (for example a val'Ossan casting a Water spell).

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## EMPATHIC HEALING

**Tradition:** Heritage (val'Inares) [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 3 (+0)

**Range:** Melee (1 Target)

**Duration:** Instant

**Effect:** You heal your Target 2d6 (Primary) Stamina but lose half the amount in Stamina you healed. The damage you suffer from casting this spell may not be reduced in any way other than through the application of Adaptations.

**Adaptation:** Increase the CTN by 4 and Strain by 2, to increase the amount healed by d6 (which increases the damage suffered by the caster).

**Adaptation:** Increase the CTN by 3 to instead cure a Target of a natural disease or poison. If you do so you suffer 3d6 Stamina.

## EMPATHIC LINK

**Tradition:** Control (Psionic) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+2)

**Range:** 30' (1 Target)

**Defense:** Discipline

**Duration:** 24 hours

**Effect:** You create a metaphysical link between yourself and one Target within range. As long as this spell remains in effect, your Target suffers half of any damage you suffer and receives half of all healing you receive. Thus if you are attacked and lose 10 points of Stamina, your Target also loses 5. And if you are healed 20 points of Stamina your Target is healed 10 as well. This damage bypasses all AR possessed by the target. You may only maintain one Empathic Link at a time.

**Adaptation:** Increase the CTN by 3, Speed and Strain by 2 to limit your Target to receiving damage only.

**Adaptation:** Increase the CTN by 6 and Speed by 2 to change the range to 30' (2 Targets).

## ENEMY OF MY ENEMY

**Tradition:** Illusion [Tier I], Control [Tier II]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 6 (+5)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Discipline

*This spell twists the Target's mind, creating an illusion that disguises any ally of his into a convincing foe.*

**Effect:** If you successfully affect your Target, upon his next action he must attack the foe of your choice with extreme prejudice, up to and including casting through 4 points of strain.

Both Targets (the Target of the illusion and the opponent you wish him to attack) must be clearly visible and within range.

**Special:** Once a Target is affected with this spell he gains a +3 bonus to Discipline for the remainder of the Scene against this particular spell or any Advanced spell containing this spell.

**Adaptation:** Increase the CTN by 6 to decrease Speed by 1.

**Adaptation:** Increase the CTN by 3, Speed and Strain by 2 to affect an additional Target within range.

**Adaptation:** Increase the spell's CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.





## ENTANGLING WEBS

**Tradition:** Creation [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 5 (+3)

**Range:** 20' (5' Radius)

**Duration:** Instant

*You create a vast cloud of webbing, trapping all within.*

**Effect:** All Targets within the spell's Radius must perform an Athletics (Feat of Strength) (Mi) Action Skill Roll against your Passive Arcanum Value as a Simple skill action to move one half their Pace. Alternatively, an affected Target can hack his way out of the webs with an edged weapon, allowing him to move up to one third his pace as a Complex skill action.

Any fire damage instantly destroys all of the webs in the area and deals d4 damage to anyone within the webs.

Anyone attacking into or out of the webbed area will find that all Targets possess Standard cover.

**Adaptation:** Increase the CTN by 4 and Speed by 1 to increase the spell's radius to 10'

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

## ENVELOPING WARD

**Tradition:** Wards [Tier II], Kinetics [Tier III]

**Category:** Sustained

**CTN:** 21

**Speed (Strain):** 6 (+8) / 4

**Range:** 60' (1 Target)

**Defense:** Avoidance (Auto-Fail if desired)

*You create a bubble of pure force that surrounds a Target within range. Any Target you affect cannot move, speak, cast spells, or otherwise attack.*

**Effect:** Any Target you affect cannot move, speak, cast spells, or otherwise attack. The Target is considered to be delaying their action. They remain fully aware of everything around them, but are held fast by the spell's power.

For as long as the Target is under the effect of this spell, they are totally immune to all spells and damage, including spells that affect areas - those within with Ward simply cannot be affected.

**Sustained Effect:** If you successfully effect continue to effect the target with a successful attack roll the Target continues to be trapped within the Ward.

**Special (Escape):** A Target trapped within an Enveloping Ward may attempt an Athletics (Feat of Strength) (Mi) Action Skill Roll as a Complex skill action against your Passive Arcanum Value to escape.

## EVIL EYE

**Tradition:** Hex [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+2)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** None

*You call down ill luck upon your chosen foe.*

**Effect:** This very versatile Hex causes some random event to occur that causes a minor disruption to the Target's action.

The caster identifies a specific piece of equipment on the Target (or the Target himself) that "malfunctions" at that inopportune moment. What actually occurs is at the GMs discretion, but it should be something detrimental, but non-lethal, to the Target. For example, the strap on the shield snaps and the shield falls; the laces on the Target's sandals untie and he trips, adding an additional 2 Ticks until his next action; the Target steps on some uneven or gravelly ground and slips, adding an additional 2 Ticks until he can act. At the higher end of the spectrum, the Hex can also make mundane items or weapons crack and break, although this should be a rare occurrence and should fit the drama of the Scene. The final effect should be no more than an inconvenience to a Target, such as making him draw another weapon or adding a couple of Ticks to their next action.

## EXCELLENCE IN ACTION

**Tradition:** Heritage (val'Assanté) [Tier II]

**Category:** Advanced

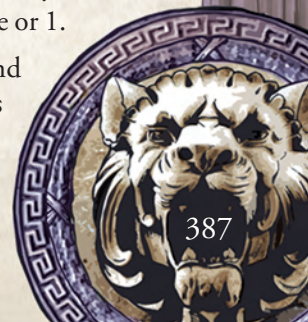
**CTN:** 20

**Speed (Strain):** +2 (+4)

**Range:** Self

**Effect:** You perform this spell in conjunction with a single Action Skill Roll. When performing your Action Skill Roll, your Attribute Die now explodes the first time you roll it, whether you roll that die's maximum value or 1.

**Adaptation:** Increase the CTN by 6 and Strain by 1 to add your casting Attribute's Passive Value to your Action Skill Roll.





## EXORCISM

**Tradition:** Deity (Beltine) [Tier III]

**Category:** Sustained

**CTN:** 23

**Speed (Strain):** 7 (+3) / 3

**Range:** 60' (1 Target)

**Defense:** Discipline

**Effect:** This spell may only be cast upon creatures which are Possessed by either a spirit or shade. If successful, the possessing entity is forcibly expunged from the Target creature. Furthermore, they are unable to re-enter another creature while under the effects of this spell (in essence, losing the Possession Monstrous Talent) for as long as they are under the effects of the spell.

**Sustained Effect:** Cast upon the Spirit or Shade expunged by the initial casting of this spell, the creature cannot Possess a new creature for as long as it remains under the effects of this spell.

**Adaptation:** Increase the CTN by 6 and Speed 1 to force the targeted Spirit/Shade into the mortal realm, making them more susceptible to damage. This causes normal weapons to deal half damage and magical weapons to deal full damage.

## FAR STRIKE

**Tradition:** Battle [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** +2 (+5)

**Range:** 15' Cone

**Duration:** Instant

*With a swing of your weapon, you unleash a devastating attack that targets all those who stand before you.*

**Effect:** This spell is cast in conjunction with a melee attack (which may utilize a two handed weapon, but not a spell). This spell's Speed is added to the attack's Speed. The Strain takes effect after the recovery time of the attack.

Perform a Melee (Any) (Primary) attack roll against each Target within range. If successful, you deal damage as if you had struck each one with your weapon.

**Adaptation:** Increase the CTN by 6, and Speed by 2 to change the range to 10' Arc.

## FLASH

**Tradition:** Creation, Heritage (val'Assanté) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+3)

**Range:** Cone 15'

**Duration:** Instant

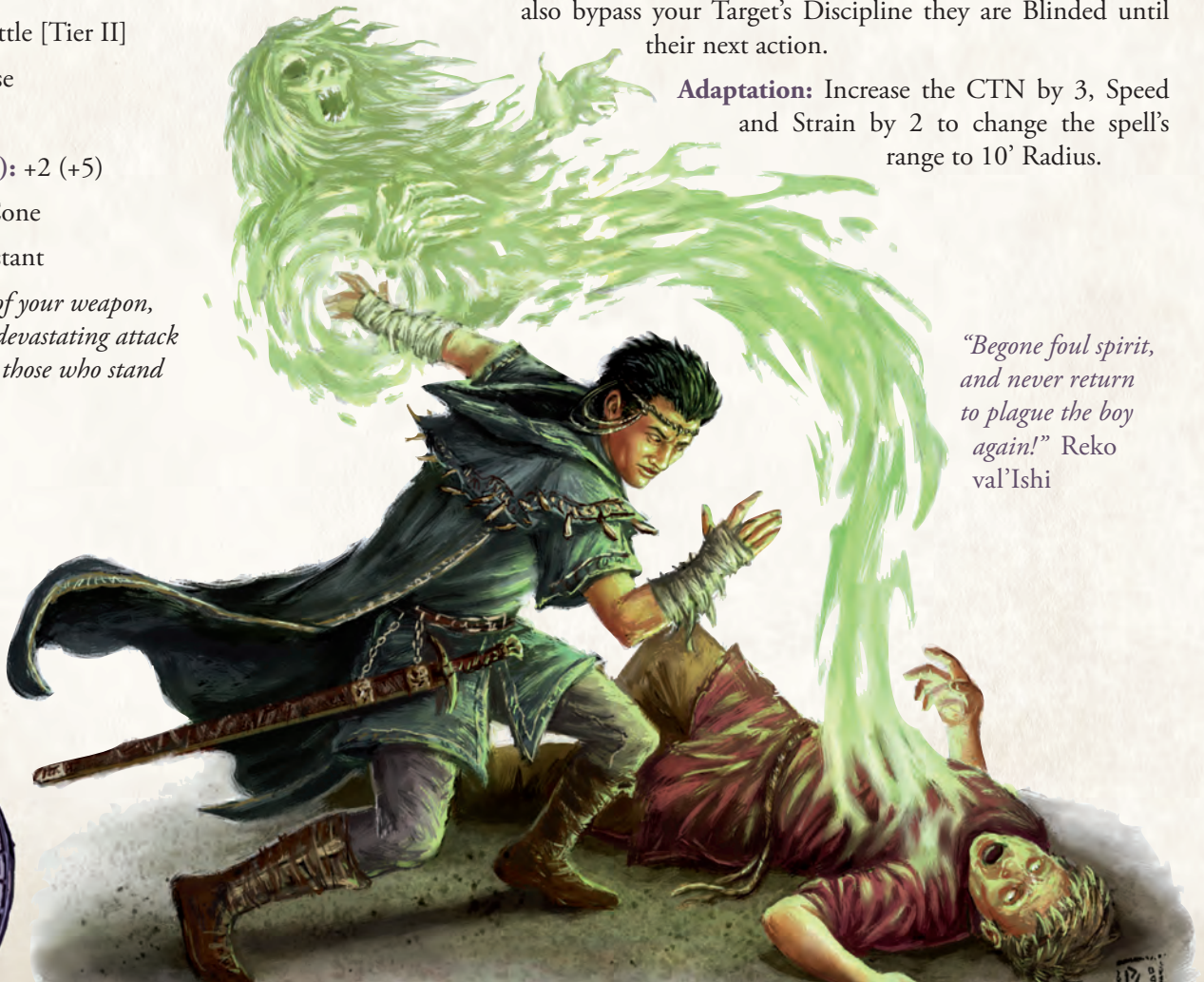
**Defense:** Fortitude

**Effect:** You create a blinding flash of light that may daze or even blind your foes. Any creature you affect has their Clock Pushed d4.

**Restriction:** Constructs and creatures without eyes are immune to this spell.

**Adaptation:** Increase the CTN by 6 and Strain by 3. If you also bypass your Target's Discipline they are Blinded until their next action.

**Adaptation:** Increase the CTN by 3, Speed and Strain by 2 to change the spell's range to 10' Radius.



*"Begone foul spirit, and never return to plague the boy again!"* Reko val'Ishi



## FLAYING DARKNESS

**Tradition:** Deity (Cadic) [Tier II]

**Component:** Dome of Shadow (Deity: Cadic) (pg. 381)

**Category:** Advanced

**CTN:** 20

**Speed (Strain):** 5 (+2)

**Range:** 40' (5' Radius)

**Duration:** Scene

**Defense:** Fortitude

**Effect:** This spell creates a Dome of Shadow (as the spell, pg. 381), but unlike its component spell, razor sharp tendrils of darkness assail those within.

Any creatures except you who are in the spell's affected area suffer (Primary) damage upon a successful hit. Every 6 Ticks thereafter, or any time anyone enters the shadowy area, they are subject to another attack which again deals (Primary) damage.

You may only have one area of Flaying Darkness active at a time. If you create another patch of darkness, the previous one dissipates into shadowy mist, reforming in the new designated area.

**Adaptation:** Increase the CTN by 3, Speed and Strain by 1 to increase the spell's radius to 10'.

**Adaptation:** Increase the CTN by 6, Speed and Strain by 2 to deepen the shadows within the dome. All creatures within or attacking into the Flaying Darkness suffer an additional -2 to all combat Action Skill Rolls. This includes yourself, as you find it more difficult to see through the shadows.

## FORCE BARRIER

**Tradition:** Kinetics [Tier III]

**Category:** Binding (D)

**CTN:** 22

**Speed (Strain):** 6 (+3)

**Range:** 60' (see Effect)

*With the casting of this spell, you create a translucent, flat, vertical wall of pure telekinetic force.*

**Effect:** This wall may reach a maximum length of 20' and height of 10', although you can make it smaller if you wish. It is impossibly strong and thin, with each 5' section possessing AR: 20, Hardness 4. Once created the wall remains stationary and in existence unless the caster moves out of the spell's range.

Any section of this wall cannot be created in an area occupied by a creature or another object. The wall must always be a flat plane, thus it may be placed either vertically or horizontally.

**Special:** Due to the wall's nature, it is immune to physical attacks, though magical attacks can still bring the wall down. If any portion of the wall is destroyed, the entire barrier vanishes. Additionally, incorporeal creatures cannot pass through these barriers.

**Adaptation:** Increase the CTN by 3 to add an additional 5' to the wall's maximum length. This adaptation may be applied multiple times.

## FORCE PUSH

**Tradition:** Battle, Kinetics [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 3 (+1)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Fortitude

**Effect:** You create a ball of force that rushes towards your Target, pushing them away from you. If you successfully strike your Target, he is forced 10' directly away from you.

Creatures who hit a solid immovable object before reaching the spell's outer edge suffer damage as if they fell the distance they traveled. Large size and larger creatures are only moved 5'.

**Adaptation:** Increase the CTN by 3, and Strain by 1 to move the Target an additional 10'. Large size and larger creatures are only moved an additional 5'.

**Adaptation:** Increase the CTN by 2, Speed by 2, and Strain by 1 to also deal d6 (Primary) Stamina.

## FORCED MARTYRDOM

**Tradition:** Control (Elder) [Tier IV]

**Component:** Enemy of my Enemy (Control) (pg. 386)

**Category:** Base

**Speed (Strain):** 4 (+5)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Discipline

*You infuse a Target within range with the overpowering need to protect you, even at the cost of their life.*





**Effect:** The Target gains the Dedicated Defender Talent at Tier IV; the next time you are attacked, your Target is compelled to utilize this bonus Talent to protect you. Lastly, if the Target attacking you is within melee reach of your selected Target they will take the Free Strike granted by the Dedicated Defender Talent, regardless of alliances.

**Special:** Once a Target is free of this spell's influence, he gains a +3 to Discipline for the remainder of the Scene against this particular spell or any Advanced spells using this spell as a component.

**Adaptation:** Increase the CTN by 6 to decrease Speed by 2.

## GALE FORCE WINDS

**Tradition:** Elemental [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+2)

**Range:** 15' Cone

**Duration:** Instant

**Defense:** Fortitude

**Effect:** You summon forth an intense gust of intense hurricane force winds. Any Target you successfully affect is pushed to the outside edge of your cone, where they must perform an Athletics (Balance) (Qu) Action Skill Roll against your Passive Arcanum Value or fall Prone.

Creatures who hit a solid immovable object before reaching the spell's outer edge suffer damage as if they fell the distance they traveled.

Casters suffer a penalty to affect larger sized creatures, a -1 for each size category. Thus you would suffer a -2 to affect a huge creature.

**Adaptation:** Increase the CTN by 5 and Strain by 2 to change the Range to 25' Cone.

**Adaptation:** Increase the CTN by 3 to change the Range to 30' (1 Target).

## GHOST IN THE MACHINE

**Tradition:** Deity (Althares) [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 2 (+1)

**Range:** Touch

**Duration:** Instant

**Effect:** The adherents of the God of Knowledge are taught to analyze any object and item before them, as a matter of course, and deduce their inner workings or principles by which they operate.

This spell takes advantage of that instinctive scrutiny and channels the energy necessary to break any mundane (any mechanism with a quality less than Fine). This spell will disable any locking mechanism, set off or lock up any trap (caster's choice), knock sliding doors off their track, etc. This spell will not destroy weapons or armor, nor make pouches or sandals unravel, as these are not considered mechanisms.

**Restriction:** For the purposes of this spell, Flintlocks are considered Exceptional Quality mechanisms and are thus unaffected by the basic version of this spell.

**Adaptation:** Increase the spell's CTN by 5 to affect items of Fine Quality.

**Adaptation:** Increase the spell's CTN by 10 to affect items of Exceptional Quality.

## GHOST STEP

**Tradition:** Heritage (val'Ishi) [Tier III]

**Category:** Advanced

**CTN:** 23

**Speed (Strain):** +3 (+10)

**Range:** Self

**Duration:** Instant

After a moment of deep concentration, your spirit and body become one; giving you the qualities of a shade and allowing you to briefly walk through walls.

**Effect:** You cast this spell in conjunction with a movement action, increasing the Speed of your move action by the Speed of this spell. For the entire duration of your move action, you are considered Incorporeal, allowing you to walk through walls and other barriers.

You cannot, under any circumstances, combine the use of this spell with an attack of any kind (such as Charge).

**Adaptation:** Increase the CTN by 6 and Strain by 5 to affect an additional Target within melee range. To do this, both of you must stay within melee range, act on the same action, and perform the same move action.

**Adaptation:** Increase the CTN by 9 and Strain by 2 to cast this spell as a Push 8 action, allowing you to cast this spell in response to a single attack.





## GHOSTLY ADVERSARY

**Tradition:** Illusion [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 2 (+1)

**Range:** 30' (1 Target)

**Duration:** Special (See Effect)

**Defense:** Discipline

**Effect:** You create an illusion of an additional combatant; to everyone but the Target it seems as naught but a shadowy form. To the Target, however, it appears as a legitimate threat. Anyone attacking the Target gains a Tactical Edge (+2 to strike) and if the attacker would already enjoy a Tactical Edge from another source, then he inflicts an additional +2 damage instead. Once the Target is struck, this effect ends.

**Adaptation:** Increase the CTN by 2, and Strain by 2 to have the Ghostly Advisory remain for an additional successful attack.

**Adaptation:** Increase the CTN by 4, Speed and Strain by 2 to affect an additional Target within range.

## GLADIUS OF LIGHT

**Tradition:** Heritage (Val) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 2 (+4)

**Range:** Self

**Duration:** Scene

**Effect:** With the completion of this spell you bring forth a Gladius of pure light. At first this blade seems completely harmless as it simply passes through living beings as well as solid objects. Its true power is evident when used against the impure. Against Undead, Spirits, and Infernals this weapon acts as a light, Speed 4 weapon dealing d6 (Primary) damage bypassing all AR. When used against Entropic creatures this weapon deals d8 (Primary) damage.

**Special:** Though it is shaped as a Gladius it has no real weight or balance, making it impossible to use any of the Gladius weapon tricks while wielding a Gladius of Light.

This blade may not be thrown, or released (the blade simply disappears upon doing so) and when attacking you may use any Melee skill.

Though the Gladius is the most common manifestation of this spell, different weapons are not unheard of; regardless of shape they still keep the same characteristics.

**Adaptation:** Increase the CTN by 5 to add your passive Resolve Modifier to all damage rolls.

**Adaptation:** Increase the CTN by 3 to summon a second Gladius of Light to wield in your off hand.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## GLIMPSE OF THE CAULDRON

**Tradition:** Heritage (val'Ishi) [Tier I], Hexes [Tier II]

**Category:** Advanced

**CTN:** 18

**Speed (Strain):** 5 (+4)

**Range:** Melee (1 Target)

**Duration:** Special

**Defense:** Discipline

*While not all souls go to the Cauldron, the soul of every living being can feel its pull. Even the eternal Elorii, who are not destined for the Cauldron, are not immune to its effect.*

**Effect:** You can pull upon your primal memory to show the target a glimpse of the Cauldron itself. The target must perform a Horror check against your passive Arcanum value. But unlike a standard Horror check if the target fails their Action Skill Roll they may attempt to shake off the effects every 6 ticks instead of the standard 12 but do so as a Simple skill action.

**Restriction:** Constructs, Elementals, and Vermin are immune to this spell.

**Special:** Creatures or Heroes with the Fractured Soul Talent gain a +1 bonus to their Discipline against this spell.





## GRAVE BLESSINGS

**Tradition:** Necromancy [Tier III]

**Component:** Strength of Fallen Foes (Necromancy) (pg. 431)

**Category:** Base

**CTN:** 22

**Speed (Strain):** 4 (+2)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Fortitude

*With an arcane word, you rip the last breath from a fallen foe to heal and empower your allies.*

**Effect:** You must cast this spell upon a living creature that has been Vanquished within the last 12 Ticks. That creature is instantly killed. All your allies within 30' are healed d4 (Primary) and gain a +1 bonus to their Fortitude until the end of the Scene.

**Adaptation:** Increase the CTN by 6 and Speed by 1; you attempt to take the lives of all Vanquished targets within 30'. For each Target you kill, you heal your allies and yourself an additional d4 Stamina.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the healing die. This Adaptation may be applied multiple times.

## GRAVE SIGHT

**Tradition:** Necromancy [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 3 (+2)

**Range:** Self

**Duration:** Scene

**Effect:** You gain the ability to see life energy coursing through all living creatures within range. This spell allows you to see living things in non-magical darkness, though with no real level of detail except for race and sex. This spell also allows you to better spot injuries and conditions, allowing you to notice if a living creature is healthy (100% Stamina), faltering (50% Stamina), close to death (10% Stamina, or wounded (has suffered Wound damage). Lastly, while this spell is active the caster gains a +1 bonus to all Heal Action Skill Rolls.

**Adaptation:** Increasing the CTN by 4 and Speed by 2 allows you to see if any creature is poisoned or diseased.

**Adaptation:** Increasing the CTN by 4 increases the bonus to Heal checks to by +1. This Adaptation may be applied twice, to a maximum of +3

## GRAVEBIGHT (CORPSE GOLEM)

**Tradition:** Deity (Neroth), Necromancy [Tier IV]

**Category:** Advanced

**CTN:** 27

**Speed (Strain):** 8 (+7)

**Range:** 20'

**Duration:** Scene (D)

*With a moment of deep prayer, you animate the bodies around you gathering them into a terrifying mass of flesh and bone.*

**Effect:** To cast this spell you require a few dead bodies, which are used in the creation of a Corpse Golem that follows your orders for the remainder of the Scene. If your Champion is ever more than 30' away from you, it instantly falls apart as the arcane energies which animate it lose their cohesion.

**Adaptation:** Increase the CTN by 4 and Strain by 1 to grant the golem +3 to all Defenses and attack rolls.

## GRAVEBIGHT (SKELETON)

**Tradition:** Deity (Neroth) [Tier I]

**Category:** Binding (D)

**CTN:** 18

**Speed (Strain):** 10 (+5)

**Range:** 60'

**Effect:** You invoke Neroth's power over the dead to call forth the ancient bones of the dead, causing them to rise as skeletons. You may raise the bones of four deceased human-sized creatures; summoning a squad of 4 Tier I Skeleton Minions.

You form a metaphysical bond with the summoned Undead, allowing you to command them to attack specific targets, not to attack, or perform tasks.

**Adaptation:** Increase the CTN by 4 and sacrifice 10 Stamina to summon an additional set of 4 skeletons, which act as an additional squad. This lost Stamina may not be recovered until this Binding Arcanum ends.

**Adaptation:** Increase the CTN by 6 to grant the Minions a +3 bonus to all Defenses and attack rolls. This Adaptation may be applied multiple times.

*The mysterious Ehtzara have learned much in the ways of necromancy from priests and necromancers of Nishanpur.*









## GRAVEBUGHT (ZOMBIE)

**Tradition:** Necromancy [Tier I]

**Category:** Binding (D)

**CTN:** 18

**Speed (Strain):** 8 (+5)

**Range:** 60'

**Effect:** Calling out to the spirits you reach into the earth calling upon the bones and flesh of the savage dead. You summon a mob of 4 Tier I Zombie Minions anywhere within range; these zombies appear and attack the nearest creature (All the zombies attack the same creature). The caster has no control over the Zombies; they will continue to attack until their prey is dead, after which they attack the nearest creature, even if it's one of the Hero's allies.

**Adaptation:** Increase the CTN by 4 and sacrifice 10 Stamina to summon an additional set of 4 Zombies, which act as an additional squad. This lost Stamina may not be recovered until this Binding Arcanum ends.

**Adaptation:** Increase the CTN by 6 to grant the Minions a +3 bonus to all Defenses and attack rolls. This Adaptation may be applied multiple times.

**Adaptation:** Increase the CTN by 6 to gain the ability to dismiss this spell when you wish. When this spell is ended the bodies do not dissipate; instead, they simply fall to the floor where they stand.

**Special:** When summoned by a val'Mordane utilizing his Bloodline Talent Death is not an Ending, he retains the ability to control these Zombies. Thus he may command them to attack specific targets, stop attacking, or even perform simple tasks.

## GREY MISTS

**Tradition:** Deity (Beltine) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+2)

**Range:** 10' Radius

**Duration:** Scene (D)

**Defense:** Discipline (Adaptation, see Effect)

It is said that the Cauldron is filled with a chilly, grey mist. This spell creates a reasonable facsimile of that mythical mist.

**Effect:** Once the spell is successfully supplicated, the waves of thick grey mists begin to flow from the priest's mouth, nose, and from his voluminous robes. Within moments, the mists fill the prescribed area creating conditions similar to Shadowy conditions (suffering a -2 to all combat action rolls and a -2 on all Insight

skill checks). Anyone attacking into the dome suffers -1 to all combat action rolls.

**Restriction:** If in an open area that enjoys gusts of wind, the Grey Mists will only last for 24 Ticks, while spells that create intense winds dissipate the spell in 12 Ticks.

**Adaptation:** Increase the CTN by 4 and Speed by 2 to add a Chilling effect to the Mists. In addition to the effects noted above, the caster may perform an attack against the Discipline of all creatures within the mist to advance their Clocks by Push d4. New creatures entering this area may be subject to the spells effect with a successful attack by the caster.

## GUIDANCE OF THY ELDERS

**Tradition:** Heritage (val'Abebi) [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 4 (+8)

**Range:** Self

**Duration:** Special

**Effect:** Within every val'Abebi lies the wisdom of his elders. With this coveted technique you call upon them and request their guidance. You gain a +1 bonus on your next Knowledge (Lo) Action Skill Roll.

**Adaptation:** Increase the CTN by 4, and Strain by 2 to increase the bonus by 1. This Adaptation may be applied twice, to a maximum of +3.

**Adaptation:** Increase the CTN by 6 to change the range of this spell to Melee (1 Target).

## HALT

**Tradition:** Control [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+2)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Discipline

**Effect:** Upon your Target's next action they may not move for 6 Ticks as he simply forgets he can move. He may still act normally, cast spells, attack with weapons, but he simply cannot move. If a Target is subject to this power twice within the same Scene, or if remaining still will intrinsically cause him bodily harm (such as uner a falling rock), he may perform an Athletics (Re) Action Skill Roll against your Passive Arcanum Value to resist this power.

**Adaptation:** Increase the CTN by 2 and the Strain by 1 to increase the spell's range by 10'.





## HAMMER AND ANVIL

**Tradition:** Deity (Althares) [Tier III]

**Category:** Base

**CTN:** 23

**Speed (Strain):** 4 (+1)

**Range:** Self and an ally within 10'

**Duration:** Scene

*This spell is seen as a symbolic representation of the will of Althares. As his Hammer set upon the Anvil to create his wonders, so is that power which is set upon the foes of the Lord of the Forge.*

**Effect:** When casting this spell, you must decide whether to be the Hammer or the Anvil, while the Target of the spell receives the other designation. The following benefits are only gained while both you and the Target are within 10 feet of each other and flanking a foe.

**The Hammer:** Gains a +2 bonus to all Melee attack rolls and weapon damage rolls.

**The Anvil:** Gains a +2 bonus to AR and a +2 bonus to any Persuasion or Intimidate Action Skill Rolls when attempting to use the Challenge Talent.

**Adaptation:** Increase the CTN by 6 and Strain by 2 to increase the bonuses provided by this spell to +3.

## HEALING EMBRACE

**Tradition:** Wards [Tier II]

**Category:** Sustained

**CTN:** 21

**Speed (Strain):** 5 (+3) / 5

**Range:** 30' (1 Target)

*You wrap an ally in a protective, nurturing Ward protecting him from all harm and slowly healing his body.*

**Effect:** You may only cast this spell upon a willing subject. For the duration of this spell, that ally is immune to all damage and is healed (Primary) Stamina.

While your ally is in the Ward, she may not move, cast spells, or otherwise take any action. The Target is considered to be delaying their action, but remains completely aware of her surroundings.

**Sustained Effect:** Your ally continues to be protected from all harm and is healed an additional (Primary) in Stamina.

**Adaptation:** Increase the CTN by 4, and Strain by 1 to add a d4 healing die. This Adaptation may be applied multiple times, each time applying a Die Bump to the healing die.

## HEALING WATERS

**Tradition:** Deity (Yarris), Heritage (val'Ossan) [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 6 (+0)

**Range:** Melee (1 Target)

**Duration:** 24 Hours

**Effect:** This spell allows your touch to bless a wineskin full of water or wine, granting it healing properties. The liquid is changed into a Refreshing Brew ( See Magic Items, Chronicler's Guide Book 1) for the next 24 hours.

**Adaptation:** Increase the CTN by 6 to add (Primary) to the amount healed.

**Adaptation:** Increase the CTN by 6 and sacrifice one Fate Point; if there is a large enough source, you can use this spell to embrace an ally within a sphere of water. They are healed of all Stamina damage and 1 Wound. You may only use this Adaptation once per day.

## HEAT WAVE

**Tradition:** Elemental [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 4 (+2)

**Range:** 0' (10' Radius)

**Duration:** Instant

**Defense:** Fortitude

**Effect:** You instantly increase the temperature of the air around you to that of a forge. Any Target you affect loses d4 (Primary) Stamina, with creatures in medium or heavy armor suffering an additional d4.

**Adaptation:** Increase the CTN by 3, Speed by 2, and Strain by 4 to change this spell into a Sustained spell with a Sustain Speed of 3. The Sustained Effect remains the same as the spell's primary effect.

**Adaptation:** Increase the CTN by 2, Speed and Strain by 2 to change the Range to Cone 15'.





## HEIGHTEN SENSES

**Tradition:** Animism, Heritage (val'Dellenov), Transmutation [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 1 (+5)

**Range:** Self

**Duration:** Scene

**Effect:** By invoking this spell you sharpen all your senses, gaining the eye and sense of smell that of a predator. For the remainder of the Scene you gain a +1 bonus to all Perception Action Skill Rolls.

**Special (val'Dellenov):** Unlike most other spells the val'Dellenov may cast this spell while using the Form of the Predator Bloodline Talent.

**Adaptation:** Increase the CTN by 2 to instead gain the vision of an eagle, allowing you to see five times as far as normal.

**Adaptation:** Increase the CTN by 4 to gain the ability to track by scent; you gain a +2 bonus to all Tracking Action Skill Rolls. If you do not possess the Tracking skill you may instead perform Tracking Action Skill Rolls untrained.

**Adaptation:** Increase the spell's CTN by 6 to increase the bonus to Perception Action Skill Rolls to +2.

## HERETIC SHIELD

**Tradition:** Anathema/Benedictions, Deity [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 3 (+1)

**Range:** 60' (1 Target)

**Duration:** Scene

*You fill an ally with blessed protection from the spells of non-believers.*

**Effect:** If your Target is a member of the same church as you, they gain a +2 bonus to all Defenses against spells cast by members a different sect.

The different sects include: The Mother Church of Co-ryan, the Milandric Church, the Church of the Dark Triumvirate, the worship of the Elemental Lords (such as that practiced by the Elorii and some human races in the Western Lands), any heretical cults that worship Infernals, the Khitani Church, Ssethric worshippers, the adherents of the Song of Pyrric, etc.

**Adaptation:** Increase the CTN by 6 and Strain by 2 to increase the bonus provided by this spell by +1.

**Adaptation:** Increase the CTN by 3 and Strain by 2 to affect an additional Target within range.

## HEX DOLL

**Tradition:** Hex [Tier IV]

**Category:** Binding (D)

**CTN:** 24

**Speed (Strain):** 3 (+4)

**Range:** 90' (1 Target)

**Defense:** Discipline

Pointing at your chosen victim to recite a curse of binding, you link your victim's fate to a specially prepared Doll.

**Effect:** When you cast this spell, you pull away a sliver of your opponent's life energy, binding it into a specially prepared Fetish Doll.

As long as the spell is active you may cast any Hex spell, including one additional Binding spell, into the doll. This in turn affects the creature the doll is bound to, regardless of range. Hex spells cast into the doll have their CTNs reduced by 3 and their strain reduced by 1.

The spell may be ended by the caster, spells such as Unravel the Thread or by destroying the doll (Hardness of 5, Toughness of 1).

**Adaptation:** Increase the CTN by 4 to increase the spell's range to 500'.

## HURL

**Tradition:** Kinetics [Tier II]

**Component:** Telekinesis (Kinetics) (pg. 435)

**Category:** Base

**CTN:** 20

**Speed (Strain):** 4 (+1)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Discipline (Auto-Fail if desired)

*Focusing your mind, you send a single target or object flying through the air with remarkable force.*

**Effect:** You may use this spell in a multitude of ways.

**Hurl Foe:** You may use this power to throw a single medium or smaller Target 20' in any direction. If the Target is thrown into a solid object both your Target and the object suffer damage as if they had fallen 30', after which your Target falls Prone.

**Hurl Object:** You may throw an object as if you possessed inhuman strength. To use this method, perform a Ranged (Thrown) (Primary) attack roll to hit. You may throw a medium or smaller sized object or common weapon up to 60' away without penalty. You deal damage according to its size plus (Primary). In the case of weapons, use the weapon's damage die (Primary).





**Hurl Ally:** You may use this ability to throw an ally, allowing you to move them 30'. Your ally must succeed in a Challenging (TN: 20) Athletics (Qu) or Routine (TN: 15) Acrobatics (Qu) Action Skill Roll to land on their feet.

**Adaptation:** Increase the CTN by 10 and Strain by 6 to change the spell's range to 20' (2 Targets).

**Adaptation:** Increase the CTN by 6 and Strain by 2 to throw two objects at once. They may be thrown at separate Targets.

**Adaptation:** Increase the CTN by 6 and Strain by 6 to throw a large creature or object.

**Adaptation:** Increase the CTN by 12 and Strain by 12 to throw a huge creature or object. **Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

## I AM THE STORM

**Tradition:** Heritage (val'Tensen) [Tier IV]

**Category:** Base

**CTN:** 26

**Speed (Strain):** 5 (+1)

**Range:** Self

**Duration:** Scene (D)

*Your eyes crackle with lightning, as you become a living embodiment of Hurrian's power.*

**Effect:** This spell has several effects that remain active as long as the spell is maintained.

**My Lord's Will:** You may grant anyone within 30' a +2 bonus or a -2 penalty to their Arcanum Action Skill Rolls when casting any spell that deals electrical damage or any Elemental spell that utilizes Air as its primary element.

**My Lord's Blood:** You gain a +2 bonus to your Arcanum Action Skill Rolls when casting any Heritage (val'Tensen) spell.

**My Lord's Blade:** Your broadsword (and only a broadsword) gains the Exceptional lightning Rune and Legendary thunder Rune. These Runes override all Runes currently active on your weapon.

**Adaptation:** Increase the CTN by 6 to also gain AR: 5 against all electrical damage.

## ILLUSIONARY BEAST

**Tradition:** Illusion [Tier II]

**Component:** Illusionary Object (Illusion) (pg. 398)

**Category:** Sustained

**CTN:** 20

**Speed (Strain):** 6 (+3) / 2

**Range:** 60'

**Defense:** Special (See Effect)

**Effect:** You create an illusion of any Large or smaller Tier I or II creatures which you personally have viewed. This illusionary creature is completely under your control and carries out commands as if it possessed an intellect equivalent to yours. Regardless of its final form, all Illusionary Beasts possess the same basic stats: (Primary) as its base die, 20 to all three Defenses, one half your Stamina, 1 Wound, a pace of 30', AR equal to your Hero Tier, and one of the following attacks: Melee/ Ranged attack (Range of 30') at +6, Sp: 4, d6 (Primary) - Sp: 5, d8 (Primary) - Sp: 6, d10 (Primary).

**Special (Disbelief):** The first time anyone physically interacts with an Illusionary Beast, they have a chance to see the illusion for what it really is. The target may perform a Mettle: Perseverance (Re) or Perception (In) Action Skill Roll your Passive Arcanum Value.

If there are any obvious clues that the creature might be an illusion (for example, you create a flying Infernal bunny with long sharp teeth), they gain an additional +2 bonus to their Action Skill Roll.

Anyone who successfully disbelieves this illusion becomes immune to all damage dealt by the illusion for the duration of the spell. Any allies that witness their ally's newfound immunity gain an additional chance to disbelieve the illusion, enjoying a +2 to their Action Skill Roll.

**Adaptation:** Increase the CTN by 6 to give your Illusionary Beast an additional +3 to hit. This Adaptation may be applied multiple times to a maximum of +9.

**Adaptation:** Increase the CTN by 3 to grant the Illusionary Beast an additional point of AR. This Adaptation may be applied multiple times to a maximum of three additional points of AR.

**Adaptation:** Increase the CTN by 9 to create a huge Illusionary Beast.

**Adaptation:** Increase the CTN by 3 to increase your Passive Arcanum Value by 2 for the sole purpose of making your illusion more difficult to disbelieve. This Adaptation may be applied multiple times to a maximum of +6.

**Adaptation:** Increase the CTN by 3 to add any movement modes to the creature you desire. If the additional mode does not match the Illusionary Beast (for example, flying wolves), anyone witnessing the event may attempt to disbelieve the illusion gaining a +2 bonus to their Action Skill Roll (see above), even if they already failed to disbelieve it though interaction.

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.





## ILLUSIONARY MESSAGE

**Tradition:** Illusion [Tier II]

**Category:** Binding (D)

**CTN:** 20

**Speed (Strain):** 4 (+0) plus up to 1 minute (see Effect)

**Range:** Melee (1 Target)

**Effect:** You create an Illusionary Message of yourself and 10' around you for up to one minute in length after the initial casting of the spell. The message may be bound to any one object with a select trigger, which will "play back" the illusion. Such as "When Cornelius val'Assanté enters the room" or "When the next person touches my sword". The Target must be stipulated at the casting of the spell. Unlike most illusions, the one created by this spell is clearly an illusion (as the illusion is slightly transparent). It provides a full recreation of the area 10' around you including sights, smells, and sounds.

**Note:** Many times this spell is also used to record events, such as negotiations, or to deliver messages to select individuals.

**Adaptation:** Increase the CTN by 6 to expand the distance recorded to 20' around you.

**Adaptation:** Increase the CTN by 1 to add an additional trigger.

**Adaptation:** Increase the CTN by 6 to extend the amount of time you recorded to 30 minutes.

## ILLUSIONARY OBJECT

**Tradition:** Illusion [Tier II]

**Component:** Personal Illusion (Illusion) (pg.412)

**Category:** Binding (D)

**CTN:** 20

**Speed (Strain):** 6 (+3)

**Range:** 30' (Targets: Special)

**Defense:** Special (See Effect)

**Effect:** With this spell, you create up to 10 square feet per Hero Tier of objects. Although these illusions cannot move from the space they are created, movement (within the spell's area), sound, sight, and smell can be incorporated into the illusion. These illusions seem totally real until anyone directly interacts with them.

These illusions cannot deal any real damage, though a Hero touching an illusionary fire would feel pain if he believed the illusion, believing that he has been burned.

**Special (Disbelief):** Anyone physically interacting with an Illusionary Object has a chance to see the illusion for what it really is. The Target may perform a Mettle: Perseverance (Re) or Perception (In) Action Skill Roll against your Passive Arcanum Value.

A Target that sees through the illusion may grant any allies who are within visual range who have not physically interacted with the illusion an additional Action Skill Roll with a +2 bonus by telling them the objects are illusionary. This new roll may only be made once, and multiple allies passing on this information do not increase the bonus.

Anyone who successfully disbelieves this illusion becomes immune to all damage dealt by the illusion for the duration of the spell. Any allies that witness their ally's newfound immunity gain an additional Action Skill Roll to disbelieve the illusion, enjoining a +2 bonus to the roll.

**Adaptation:** Increase the CTN by 3 to increase your Passive Arcanum Value by 2 for the sole purpose of making your illusion more difficult to disbelieve. This Adaptation may be applied multiple times to a maximum of +6.

**Adaptation:** Increase the CTN by 3 to increase the potential size of your illusion by an additional 10 square feet. This Adaptation may be applied multiple times to a maximum of 40 square feet.

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

## IMMUNE TO ADVERSE CLIMATES

**Tradition:** Anathema/Benediction [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 2 (+1)

**Range:** 30' (Special)

**Duration:** 8 hours

**Effect:** The travels of the priest do not always take him to such pleasant lands as that of Cafela; many times the harsh climate is as dangerous as the savage infidels he goes to redeem.

This spell allows the priest to ignore the effects of the harsh elements, such as temperature, frostbite or dehydration due to heat or aridness. This spell will not protect the priest from lightning strikes, normal thirst or grant him the ability to see through fog or other impediment to vision.

This spell will allow the priest to walk through frozen wastes or through scorching desert and remain as comfortable as taking a stroll through a grassy meadow.

When you cast this spell you may affect as many Targets as the Passive Value of your primary casting attribute plus your character Tier.





## INFERNO

**Tradition:** Deity (Nier), Elemental (Primal) [Tier III], Heritage (Val'Viridan) [Tier IV]

**Category:** Base

**CTN:** 22

**Speed (Strain):** 6 (+4)

**Range:** Melee (See Effect)

**Duration:** Instant

**Defense:** Avoidance

With a few words, a surge of fire rushes out from you and engulfs your foes.

**Effect:** When you cast this spell, designate a 10' square adjacent to you. All creatures within that area are subject to this spell, dealing d10 (Primary) damage with a successful attack. This Elemental spell is considered a Fire spell.

**Adaptation (Nier):** Increase the CTN by 3 to empower your summoned flames with divine wrath. If you also surpass your Target's Fortitude, they suffer an additional d8 damage.

**Adaptation (Primal):** Increase the CTN by 3 and Strain by 6 to enwrap your foes in fire. You may Sustain the spell once as a Speed 5 action.

**Sustained Effect:** Deal d8 (Primary) damage.

**Adaptation:** Increase the CTN by 3 to affect an additional 10' square. Both squares must be adjacent to each other. Larger creatures that fall within more than one 10' square do not suffer additional damage.

## INFLECT PAIN

**Tradition:** Hex [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+2)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Fortitude

**Effect:** The Witch's fingers curl and bend in impossible contortions as she speaks the blasphemous words that implore a pain spirit to wrap their thorny arms around the Target. The Target's skin rips painfully as the Hex inflicts (Primary) damage which bypasses all AR granted by worn armor.

**Adaptation:** Increase the CTN by 4, and Strain by 1 to add a d4 damage die. This Adaptation may be applied multiple times, each time applying a Die Bump to the damage die.

*"Just as the troll was upon Kelinea a flame the likes I had never seen engulfed the entire area." When the smoke cleared, all that remained of it was ash." Octavian val'Assante*





## INNER SPIRIT

**Tradition:** Elemental (Elder, Elorii Only) [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 3 (+10)

**Range:** 15' Cone

**Duration:** Instant

*All Elorii possess an inner elemental spark that they can unleash in times of great need.*

**Effect:** All Targets within the spell's area suffer d10 (Primary) Stamina damage. The element and type of damage is dependent upon the Elorii casting it.

**Restriction:** Ardakene may not learn or cast this spell.

**Adaptation:** Increase the CTN by 6, and Strain by 4 to change the spells range to 25' Cone.

**Adaptation:** Increase the CTN by 9 to lower the Strain by 2.

**Adaptation:** Increase the CTN by 6 and Strain by 3 to increase the damage die to d12.

## INTO THE MINDS OF MANY

**Tradition:** Heritage (val'Abebi) [Tier IV]

**Category:** Advanced

**CTN:** 26

**Speed:** 1 minute (+0)

**Range:** Self

**Duration:** Instant

*You set your mind afloat upon the memories and thoughts of hundreds of your fellow val'Abebi allowing you a glimpse into their collective wisdom.*

**Effect:** You may cast this spell any time you utilize a Lore skill or any other skill to recall facts, granting your Passive Resolve Modifier plus your Primary Attribute Die to the Action Skill Roll.

*"The hand that wields the lash must be prepared to feel its sting."*

– Ansharan Proverb

## IRON RAMPARTS

**Tradition:** Battle, Creation [Tier III]

**Category:** Binding (D)

**CTN:** 22

**Speed (Strain):** 6 (+3)

**Range:** 60' (See Effect)

**Effect:** With the casting of this spell, you summon a flat, vertical wall of iron that seemingly thrusts up from the ground. This wall is 30' long, 10' high, and 3' thick (with each 5' section possessing AR: 15, Hardness: 6). This wall is always secured and stationary, though you may make the wall smaller at your discretion. For example, you may use this spell to close off a doorway or 10' hallway.

No section of this wall can be created in an area occupied by a creature or another object. The wall must always be a flat plane.

**Adaptation:** Increase the CTN by 3 to add an additional 5' to the wall's maximum length or height. This Adaptation may be applied multiple times.

**Adaptation:** Increase the CTN by 3 to add razor sharp barbs to the wall. These deal d8 damage to anyone attempting to damage the wall in melee.

## JUST TORMENT

**Tradition:** Deity (Anshar) [Tier III]

**Component:** Unending Pain (Deity) (pg. 438)

**Category:** Sustained

**CTN:** 23

**Speed (Strain):** 5 (+6) / 5

**Range:** 60' (1 Target)

**Defense:** Discipline

*Do unto others.*

**Effect:** As long as the Target is under the effect of this spell, any direct damage he deals after defenses is also dealt to him as well. Should the Target cast a spell or perform a maneuver affecting multiple Targets, the Target of the Just Torment spell takes damage for every Target he damages. Once under the spell's influence the Target is instantly aware of this spell's effects.

This spell only deals damage upon the Target when he directly causes damage to another creature. Thus, pushing someone into a pit or into the line of fire would not trigger the spell's effects.

**Sustained Effect:** The Target remains under the effects of this spell.

**Adaptation:** Increase the CTN by 2 to increase range by 10'.





## KINETIC BOLT

**Tradition:** Kinetics [Tier II]

**Category:** Base

**CTN:** 22

**Speed (Strain):** 4 (+2)

**Range:** 60' (1 Target)

**Duration:** Instant

**Defense:** Avoidance

*A column of pure kinetic energy erupts from your cupped hand and slams into your Target with bone-crushing force.*

**Effect:** This spell deals d8 (Primary) damage to a single Target within range.

**Adaptation:** Increase the CTN by 3 and Speed by 1 to change the spell's range to 60' (2 Targets).

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## LARISSA'S FICKIENESS

**Tradition:** Deity (Larissa) [Tier III]

**Category:** Base

**CTN:** 22

**Speed (Strain):** 5 (+3)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Discipline

*Larissa is ever fickle, ready to take away her favor at the very whisper of her faithful.*

**Effect:** If successful, your Target's next Action Skill Roll suffers a -3 penalty. The Target of this spell is not aware of the spell's effect and thus will simply act normally.

**Adaptation:** Increase the CTN by 6 Speed and Strain by 2 to affect an additional Target within range.

**Adaptation:** Increase the CTN by 6 and sacrifices a Fate Point to increase the penalty inflicted by this spell to -6.



## LAY ON HANDS

**Tradition:** Corpus [Tier IV]

**Category:** Advanced

**CTN:** 26

**Speed (Strain):** 3 (+10)

**Range:** Melee (1 Target)

**Defense:** Discipline (Auto-Fail, if desired)

*You can quickly heal an ally, and though strenuous, this spell is amazingly effective.*

**Effect:** You heal an ally for 2d10 (Primary) Stamina. Alternately, if you sacrifice a single Wound, you heal your ally for 1 Wound + 3d10 (Primary) Stamina.

**Adaptation:** Increase the CTN by 3 and strain by 6 to also heal your Target for 1 Wound.

## LIFE LEECH

**Tradition:** Necromancy, Transmutation [Tier III]

**Category:** Sustained

**CTN:** 23

**Speed (Strain):** 5 (+6) / 5

**Range:** 60' (1 Target)

**Defense:** Fortitude

*With a few arcane words, you form a bond between you and a selected Target, allowing you to drain their life force to enrich yours.*

**Effect:** This spell deals d8 (Primary) Stamina damage (which ignores any AR provided by worn or natural armor) and heals you for the same amount.

**Sustained Effect:** Continue to deal d4 (Primary) Stamina damage (which ignores any AR provided by worn or natural armor), healing you for the same amount.

**Restriction:** The Target must be a living, corporeal entity for this spell to succeed. It cannot be used on Undead, Shades, Spirits, Constructs, Elementals, etc.

**Adaptation:** Increase the CTN by 6 and Strain by 3 to form this bond between your Target and one ally within range. At the time of casting, choose an ally within 60'. As long as you continue to sustain this spell, your ally is healed the damage you deal to your selected target.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the sustained effects damage die. This Adaptation may be applied multiple times.





## LIFE PACT

**Tradition:** Corpus, Wards [Tier IV]

**Category:** Binding (D)

**CTN:** 26

**Speed (Strain):** 3 (+8)

**Range:** 120' (1 Target)

**Defense:** Discipline (Auto-Fail if desired)

*You create twin, linked, wards between you and your chosen ally allowing you to not only quickly heal your ally, but in moments of need share your own life-force.*

**Effect:** As long as this spell is in effect, you may, sacrifice a Wound to heal your Target for 2d10 (Primary) as a Push 6 action in response to any attack.

**Adaptation:** Increase the CTN by 6 to reduce the Push cost to heal your ally to Push 5.

## LIFE WARD

**Tradition:** Ward (Secret) [Tier III]

**Category:** Binding (D)

**CTN:** 23

**Speed (Strain):** 4 (+3)

**Range:** Self (10' Radius)

**Defense:** Discipline

*You create a shimmering aura of mystical energies, enhancing magical and natural healing alike.*

**Effect:** Any healing effect generated by an Ability, Talent, or spell utilized within the spell's area on a Target that is also within the spell's area, has its effectiveness enhanced. It heals an additional amount of Stamina equal to your Passive Charisma Modifier.

## LIFE WELL

**Tradition:** Deity (Belisarda) [Tier IV]

**Category:** Binding (D)

**CTN:** 26

**Speed (Strain):** 4 (+4)

**Range:** 30' (All creatures)

*You radiate an aura of life energy invigorating and restoring all around you.*

**Effect:** As long as this spell is active, all spells and abilities that restore Stamina heal an additional d6 Stamina.

Alternately as a Push 6 action you may abruptly end this spell, healing all creatures within range 2d6 (Primary) Stamina.

**Adaptation:** Increase the CTN by 3 and Speed to 1 minute; you can instead bless up to a number of creatures equal to your Passive Charisma Modifier +2. For as long as this spell is active, those blessed are the only ones affected by your Life Well. These allies must still remain within range to gain the benefits of this spell.





## LIFE'S BLESSING

**Tradition:** Deity (Belisarda) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+2)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Avoidance (if applicable)

**Effect:** As the quintessential Goddess of Life, Belisarda's priests are able to channel the invigorating energy of life itself and do one of two things with it.

**Reinvigorate:** The priest may direct a small iota of Life's energy into a Target, immediately invigorating the Target's Stamina by d6 (Primary).

**Light of Life:** The priest may hurl a portion of Life's energy at a corporeal Undead creature, inflicting d6 (Primary) damage.

**Restriction:** If used to attack an Undead, the Undead must be corporeal. Shades and other types of Spirits are immune to this spell.

**Adaptation:** Increase the CTN by 4 to affect Shades (Incorporeal Undead).

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage/healing die. This Adaptation may be applied multiple times.

## LIGHT OF TRUTH

**Tradition:** Deity (Illir) [Tier I]

**Category:** Sustained

**CTN:** 17

**Speed (Strain):** 6 (+2) / 3

**Range:** Self (10' Radius)

**Duration:** Special (see Effect)

**Effect:** The Lord of Light and Perfection's adherents do not easily fall for the illusions and trickery perpetrated by Sorcerers and other blasphemers.

Once this spell is successfully supplicated for, the priest must make an Arcanum (Theurgy) Action Skill Roll with a TN equal to the Passive Arcanum Value of the Illusionist. If successful, any illusions within the range of the priest are immediately revealed to him and him alone. The Illusion remains in effect as this spell does not dispel the sorcery, only reveals the trickery to the priest.

This spell stays in effect until the priest moves, he dismisses it or until the end of scene.

**Restriction:** This spell will not reveal those wearing a disguise, those who have shape-shifted, or those who hidden due to stealth or darkness.

**Adaptation:** Increase the CTN, Speed and Strain by 4 to have the spell reveal any illusion(s) to others as well.

## LIGHTNING ARMOR

**Tradition:** Heritage (val'Tensen) [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 2 (+10)

**Range:** Self

**Duration:** Scene

*Your armor comes alive with bolts of electricity that leap from your hands to your chest, over your shoulders, and down your back.*

**Effect:** The electricity harms those who dare attack you and allows you to hurl bolts at your opponents.

For the remainder of the Scene, anyone who successfully attacks you with a melee attack (including spells with a melee range) suffers d8 electrical damage.

You may also collect some Lightning in the palms of your hands and send them forth as electrical bolts. Treat these bolts as Thrown weapons, Speed: 5, Damage: d6 (Primary), Range: 30'.

**Special:** You must be dressed in metallic armor to utilize this spell.

**Adaptation:** Increase the CTN by 6 to gain AR: 5 against all electrical damage for the remainder of the Scene.

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die of your thrown electrical bolts. This Adaptation may be applied multiple times.

*“One word was all the Life Warden uttered, and the undead around him turned to dust.”*

*- Cassius val'Assante*





## LIGHTNING STRIKE

**Tradition:** Deity (Hurrian) [Tier II], Creation, Heritage (val'Tensen) [Tier III]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 5 (+1)

**Range:** 60' (1 Target)

**Duration:** Instant

**Defense:** Avoidance

*You call down a lightning bolt from the sky to strike your opponents. If cast indoors, the lightning bolt seems to emanate from your out stretched hand, as if you were hefting a spear*

**Effect:** This spell deals d8 (Primary) damage.

**Special (Deity (Hurrian), Heritage (val'Tensen)):** Once per scene you may Ride the Lightning. Increase the Strain of the spell by 2 to also instantly transport yourself to any space within 5' of your Target.

**Special (Creation):** Once per scene, when attacked by a spell that deals electrical damage, you may Push 5 to instantly redirect the spell to any Target within range.

**Adaptation:** Increase the CTN by 3, and Strain by 1 to add an additional Target, up to a maximum of three Targets. All Targets must be adjacent to at least one other Target.

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## LUCK OF FOOLS

**Tradition:** Deity (Larissa) [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 2 (+3)

**Range:** Self

**Duration:** Scene

*With this spell, the priestess calls upon her goddess to infuse her with Her gifts. However, with every boon she grants, her dual nature also grants a bane.*

**Effect:** You suffer a -1 penalty to both Discipline and Fortitude but gain a +2 bonus to your Avoidance. Once per Scene, when struck by a Critical Strike, you may instead end the spell to reduce the Critical Strike to a normal blow instead.

**Adaptation:** Increase the CTN by 3 and spend one Fate Point to also gain a +1 bonus to all Action Skill Rolls for the remainder of the Scene.

## MANIPULATE OBJECT

**Tradition:** Universal [Tier I]

**Category:** Sustained

**CTN:** 16

**Speed (Strain):** 2 (+1) / 4

**Range:** 10'

**Effect:** You may move a small object, causing it to float into the air by merely looking at it and extending your hand. The object may weigh no more than 5 lbs and moves at a Pace of 30'.

## MANIPULATE THE SENSES

**Tradition:** Control (Elder) [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 4 (+1)

**Range:** 60' (1 Target)

**Duration:** Scene

**Defense:** Discipline

*You have a limited ability to falsify one of the Target's senses.*

**Effect:** The Target thinks she sees, hears, smells, tastes, or feels something other than what her senses actually perceive. You can't create a sensation where none exists, nor make the subject completely oblivious to a sensation. However, you can replace the specifics of one sensation with another. For instance, you could make a human look like a dwarf (or one human look like another specific human), a closed door look like it is open, a vat of acid smell like wine, a parrot look like a bookend, stale rations taste like fresh fruit, a light pat feel like a dagger thrust, a scream sound like the howling wind, and so on.

You can switch between senses you falsify during the scene as a Simple skill action. You can't alter the size of an object by more than 50% by using this power. Thus, you couldn't make a castle look like a hovel, but you could make it look like a different castle, or a rough hillock of approximately the same size. If this power is used to distract an enemy caster who is attempting to cast a spell, the enemy must succeed in a dynamic Arcanum Action Skill Roll against your Passive Arcanum Value or have his spell fizzle as if he miscast it.

**Adaptation:** Increase the CTN by 6 to affect all Targets within a 10' Radius. If you affect multiple Targets with this spell, you must affect all of them the same way. If you wish one to see a tree as if it was a tower, all Targets affected will see it as such.





## MANIPULATION OF SHADOW

**Tradition:** Deity (Cadic), Heritage (val'Borda) [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 1 (+1)

**Range:** Self

**Duration:** Scene (D)

*You are able to siphon a small amount of Shadow Stuff into the Mortal Realm and craft it into specific items.*

**Effect:** All shadow items created with this spell disappear 12 Ticks after leaving the casters hands.

**Tendrils of Fine Manipulation:** The use of this spell allows the caster to summon forth very fine tendrils that enables him to pick a lock without the need of lock picks. The caster gains a +1 bonus to all Larceny (Pick Locks) Action Skill Rolls when using these picks.

**Shadow Rope:** The caster is able to manifest 10' of shadow stuff in the form of a rope. The rope remains manifested until the caster has not been in contact with it for 5 seconds or the caster wills it away.

**Shadow Dagger:** The caster is able to manifest a stiletto dagger. Treat this dagger as a Fine Quality dagger; this weapon is also considered a magical weapon when used against creatures protected from mundane weapons.

**Adaptation (Shadow Rope):** Increase the Strain by 1 and the Speed by 1 for each additional 10' of added to the length of rope.

**Adaptation (Shadow Dagger):** Increase Strain by 1 to increase the number of daggers manifested by 1.

**Adaptation (Shadow Dagger, Psionic):** Increase the CTN 3 to apply one of the following Fine Runes: Frost, Shadow, or Celerity. This Adaptation may be applied multiple times, adding a different Rune each time.

## MANUFACTURE

**Tradition:** Creation, Transmutation [Tier II]

**Category:** Binding (D)

**CTN:** 20

**Speed (Strain):** 1 (+2)

**Range:** 10'

*You summon forth a simple item created from the memories of those around you and give it form. Each person who looks upon the item will find it seems familiar in some way but will find they are unable to remember where they saw it or when.*

**Effect:** You may use this spell to create any single weapon, armor, or single piece of gear of Good Quality from Table 2-22, 2-23, 2-24, 2-25, 2-29, 2-30, 2-31, or 2-32.

Any item created appears in your hand, ready to be worn or used.

**Adaptation:** Increase the CTN by 3 to make the item of Fine Quality. Alternatively, you may raise the CTN by 6 to create an item of Exceptional Quality instead.

## MARK OF THRAUOM

**Tradition:** Necromancy [Tier II], Deity (Neroth) [Tier III]

**Category:** Binding (D)

**CTN:** 21

**Speed (Strain):** 2 Hours (+0)

**Range:** Melee (1 Target)

**Effect:** To cast this spell, you must have access to a freshly slain (no longer then one hour) humanoid body and a pair of gold coins.

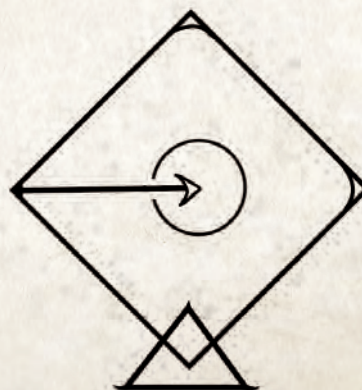
With the spell's final words and the placing of the gold coins over the body's eyes, the body rises up as a Tier II Common-threat zombie under your control. This zombie only understands basic commands and must stay within 30' of you at all times. If the zombie is ever sent away or is somehow separated from you, the spell ends and the Undead creature is then free to do as it wishes (which commonly involves attacking any living creatures near it).

**Special (Neroth):** When cast as a Nerothian spell, this spell creates a Tier III Common Skeleton as the flesh falls away from the body during the creature's creation.

**Adaptation:** Increase the CTN by 10 to make the Undead creature an Elite class version instead.

**Adaptation:** Increase the CTN by 3 to add an additional point of natural AR to your Undead creation. This Adaptation may be applied multiple times to a maximum of AR: 4.

**Adaptation:** Increase the CTN by 6 to grant your Undead creature a +3 bonus to all Defenses and attack rolls. This Adaptation may be applied multiple times.





## MARTYR'S SUFFERING

**Tradition:** Heritage (val'Inares) [Tier II]

**Category:** Advanced

**CTN:** 20

**Speed (Strain):** Push 5 (+0)

**Range:** 60' (1 Target)

**Duration:** Scene

**Defense:** Discipline (Auto-Fail if desired)

**Effect:** You may use this spell in response to any ally being successfully struck by a damaging attack. Before damage is rolled, you may choose, through the use of this spell, to take that damage onto yourself instead. All damage suffered through the casting of this spell bypasses any AR you possess.

**Adaptation:** Increase your CTN by 9 to reduce the damage suffered by your Primary Attribute's Passive Value.

## MASTER THY SELF

**Tradition:** Transmutation (Psionic) [Tier II]

**Category:** Advanced

**CTN:** 20

**Speed (Strain):** 4 (+1)

**Range:** Self

*You have started to tap into the potential of your own psyche, thus allowing your mind to finally master your body.*

**Effect:** There are a few different techniques you may perform through the use of this spell.

**Ignore Pain:** Ignore a single Wound penalty for the duration of the Scene.

**Deep Breaths:** You may hold your breath longer than any normal Hero. You may hold your breath for a number of Ticks equal to 20 times your Vigor score.

**Quicken Recovery:** Once per day, with intense meditation, you may refresh your body, allowing yourself to remove the Exhausted condition.

**Recall:** You may use this spell to attempt to memorize a long passage in a book, string of numbers, or even a complex code. You may recall 1000 words of text, numbers, diagrams, or symbols that you see, even if you do not recognize its meaning. You may only retain a number of recalls equal to your Hero's Tier.

**Rationalize Terror:** You may cast this spell in response to a failed Horror check (in which case, the spell's Speed becomes a Push), allowing you to reroll a failed Horror Check.

**Adaptation:** Increase the spell's Speed by 2 to enter a deep trance. Anyone inspecting your body must perform a Heal Action Skill Roll against your Passive Arcanum Value or believe you are dead. You can still hear and smell the area around you and may come out of your trance as a Push 2 action. You may not move or perform any other actions when in this trance. You are considered Helpless while in the trance.

**Adaptation:** Increase the CTN by 6 and Speed to 1 hour to heal 1 Wound.

**Adaptation:** Increase the CTN by 9 to stay a poison effect. The poison's next attack Speed is increased by 1 hour. Repeated castings of this spell will not affect the poison further.

## MAHER SHIFT

**Tradition:** Transmutation (Elder) [Tier I]

**Category:** Advanced

**CTN:** 18

**Speed (Strain):** 4 (+3)

**Range:** 30' (1 Target)

**Duration:** Scene (D)

**Defense:** Avoidance

**Effect:** Calling upon words of creation and imagination you instantly reform a weapon or piece of gear into another item.

This spell allows you to change a weapon into another weapon of the same general size or change any piece of equipment into another of the same general weight. (Up to a maximum to 10lbs). If a weapon with Runes is shifted the Runes remain in effect and are unharmed.

**Adaptation:** Increase the CTN and Strain by 1 to add or remove 2 lbs to the item. For example, this may allow you to change a Greatsword into a dagger.

## MEND THE SPIRIT

**Tradition:** Deity (Beltine) [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 6 (+4)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Discipline (Auto-Fail if desired)

**Effect:** With a touch, you may remove any penalties or effects suffered through a failed Horror Check.

**Adaptation:** Increase the CTN by 3, Speed and Strain by 2 to change the spell's range to 0' (10' Radius).





## MEND WOUNDS

**Tradition:** Corpus [Tier III]

**Category:** Base

**CTN:** 22

**Speed (Strain):** 10 (+4)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Fortitude (Auto-Fail if desired)

**Effect:** This spell allows you to heal a Target for one point of Wound damage.

**Special:** Forced healing in this manner is not only painful, but also very traumatic. Any Target affected by this spell also has their Clock Pushed by 3.

**Adaptation:** Increase the CTN, Speed, and Strain by 2 to change the range to 30' (1 Target).

**Adaptation:** Increase the CTN by 9 and Strain by 3 to heal one additional Wound.

## MENTAL BLOCK

**Tradition:** Control [Tier III]

**Component:** Halt (Control) (pg. 394)

**Category:** Base

**CTN:** 23

**Speed (Strain):** 5 (+6)

**Range:** 60' (1 Target)

**Duration:** Scene

**Defense:** Discipline

*You reach into the mind of an opponent, pulling and twisting their mind, forcing them to "forget" things.*

**Effect:** You block a Target's ability to call upon a specific spell, martial technique, or weapon trick for the remainder of the Scene.

To block a particular ability, you must have either had witnessed the Target using the ability at some point or must have learned the Target's capabilities (through reports by others, research, or, in the case of creatures, appropriate Knowledge Action Skill Rolls).

As the spell is cast, you declare to the Chronicler which specific ability you wished to suppress. If successful, the Target simply forgets they possess the ability for the remainder of the Scene. A Target may only be affected by this spell once per Scene.

If, for any reason, you declare an ability the Target does not possess, the spell fails to work as if you had failed to successfully cast the spell.

**Adaptation:** Increase the CTN by 2 to increase range by 10'. This Adaptation may be applied up to three times and a maximum range of 90'.

## MENTAL DISRUPTION

**Tradition:** Control [Tier II]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+5)

**Range:** 60' (1 Target)

**Duration:** Instant

**Defense:** Discipline

**Effect:** Push the Target's Clock by d4. If the Target was in the process of performing an interruptible action, the action is lost without the option to continue.

**Adaptation:** Increase the CTN by 6 and Speed by 1 to also Stun your Target.

**Adaptation:** You may cast this spell as if it possessed a Speed of Push 7, allowing you to cast this spell in response to another Target's action.

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

## MENTAL SCREAM

**Tradition:** Control (Psionic) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 5 (+2)

**Range:** 0' (5' Radius)

**Duration:** Instant

**Defense:** Discipline

*You release a mental scream that pierces the skulls of those around you.*

**Effect:** This spell deals (Primary) damage which bypasses all AR granted by both worn and natural armor.

**Restriction:** This spell does not affect Spirits, Constructs or Elementals.

**Adaptation:** Increase the CTN by 3 and the Strain by 2; any Target whose Fortitude was surpassed have their Clocks Pushed d4.

**Adaptation:** Increase the CTN by 6 and Speed by 1 to change the range to 30' (1 Target).





**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

**Adaptation:** Increase the CTN by 4 and Strain by 1 to add a d4 damage die. This Adaptation may be applied multiple times, each time applying a Die Bump to the damage die.

## MIND LINK

**Tradition:** Control [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 6 (+2)

**Range:** 60' (1 Target)

**Duration:** Scene (D)

**Effect:** You form a temporary mental link with an ally, allowing you to communicate telepathically. This power does not allow either the caster or the recipient to read the others thoughts; it just allows for telepathic, two-way communication.

You may have a number of active Mind Links equal to your primary casting attribute's Passive Value. If at any time your Target leaves the spell's range, the spell immediately ends.

**Adaptation:** Increase the CTN by 3 and Speed by 1 to increase the spell's range by 60'.

**Adaptation:** Increase the CTN by 6 to increase the number of Targets by 1, allowing for complete telepathic communication between all you and all Targets.

**Adaptation:** Increase the CTN by 9 to increase the Duration to 24 hours.

## MIND LOCK

**Tradition:** Control (Elder) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+3)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Discipline

*Your Target suddenly feels tired and drained.*

**Effect:** The Target of this spell gains Strain 4 and Recovery 2, which is added to any Strain and Recovery the Target might have.



*Psions wield the power of thought against their foes.*

**Adaptation:** Increase the CTN by 4 and Speed by 1 to increase the Strain applied by +4 for a total of 8.

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

## MIND SPIKE

**Tradition:** Heritage (Val) [Tier III]

**Category:** Advanced

**CTN:** 23

**Speed (Strain):** 1 minute (+0)

**Range:** Self

**Duration:** Until Triggered

**Defense:** Discipline, Special (See Effect)

*After a moment of deep concentration, you create a Psionic trap deep within your subconscious.*

**Effect:** Once cast, this spell remains in effect until the next time you are attacked by a Psionic spell or Power. When attacked, simply roll an attack as if it was your action. If successful, the Target suffers d8 (Primary) Stamina damage, suffers Push 5, or is Stunned and affected by the Halt spell (pg. 394). The desired effect must be chosen at the time of casting.

**Special:** You may only be under the protection of a single Mind Spike at a time.

**Adaptation:** Increase the CTN by 6, to combine any two of the above effects.





## MINOR TRICKS

**Tradition:** Universal [Tier I]

**Category:** Base

**CTN:** 16

**Speed (Strain):** 1 (+1)

**Range:** 10'

**Duration:** Instant

*The simplest form of magic, it was probably the first spell you ever mastered.*

**Effect:** You may use this spell to perform a variety of minor tricks. Clean a shirt, light or blow out some candles, chill a glass of Ale, cause a small puppet to dance, and so on. This spell cannot confer any penalty or bonus, deal any damage, and so on.

## MY HONOR IS MY STRENGTH

**Tradition:** Deity (Illiir) [Tier II]

**Component:** Code of Honor (Flaw) (pg. 166)

**Category:** Base

**CTN:** 20

**Speed (Strain):** 2 (+3)

**Range:** Self

**Duration:** Scene

**Effect:** Once you cast this spell, you are able to utilize your righteousness to fuel your physical attacks. For the remainder of the Scene, you may now add your Charisma Passive Value to attack and damage rolls when performing any physical attack.

**Adaptation:** Increase the CTN by 3 to also add +1 to your Discipline for the remainder of the Scene.

**Adaptation:** Increase the CTN by 3 to also add +1 to your Fortitude for the remainder of the Scene.

## NATURE'S EMBRACE

**Tradition:** Deity (Saluwé) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+3)

**Range:** 30' (1 Target)

**Duration:** Scene (D) or until broken

**Defense:** Avoidance

**Effect:** In times of emergency, even the plants give succor to the priestesses of Saluwé. After successfully intoning this spell, the priestess must make an attack roll. If successful, the Target has been snared by countless of vines, roots and even

grasses that animate and attempt to wrest him to the ground. The Target's Clock is Pushed by 2.

Upon the Target's next action, they must perform an Athletics (Mi) Action Skill Roll (as a Speed 2 action) against the caster's Passive Arcanum Value. If the Target succeeds, the spell ends.

**Restriction:** This spell can only be enacted when the Target is on some sort of natural ground that would support the roots, vines, etc. If they are on an Altherian Sky Ship or in the water, but not near the ocean floor, for example, the spell will fail.

**Adaptation:** Increase the CTN by 4 and Speed by 2 to affect an additional Target within range.

## NEROTH'S EMBRACE

**Tradition:** Deity (Neroth) [Tier II], Heritage (val'Mordane) [Tier III]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 5 (+3)

**Range:** Melee (1 Target)

**Duration:** Scene (Permanent (D), See Effect)

**Defense:** Discipline (Fortitude, See Effect)

**Effect:** When laying your hand upon a living creature, you drain some of the vitality from that creature, reducing his Might die by one die size (For example, d8 to d6).

**Special:** A creature that is vanquished while under the effect of this spell is killed and will return as a zombie (Minion, same Tier as you) under your control in 1d4 days. You may release your hold on the corpse or give it specific orders that it will follow once it rises from the grave.

**Special:** A Target may only be affected by this spell once per Scene.

**Adaptation:** Increase the CTN by 6, speed 2, and strain by 2 to increase the potency of the spell.

If your attack also bypassed the Target's Fortitude, one of its appendages shrivels into a desiccated version of its former self. All Action Skill Rolls requiring the use of this appendage suffer a -3 penalty. If a leg is shriveled, the Target can no longer stand up. This additional effect has a permanent duration but may be dismissed or removed though the use of a Cure Affliction spell.

To determine which appendage is affected, roll a d4.

- |              |             |
|--------------|-------------|
| 1. Right arm | 2. Left arm |
| 3. Right leg | 4. Left leg |

**Adaptation:** Increase the CTN by 6 to also reduce the Target's Vigor die by one die type. (For example, d8 to d6)





## NIER'S MARTYRDOM

**Tradition:** Deity (Nier) [Tier IV]

**Category:** Advanced

**CTN:** 26

**Speed (Strain):** 4 (+10)

**Range:** Self (10' Radius)

**Defense:** Avoidance

*Calling out Nier's name, you erupt into flames, burning everything and everyone around you.*

**Effect:** When this spell is cast you must sacrifice at least 10 points of Stamina; you then deal 1d10 (Primary) fire damage with an additional d8 for each additional 10 points of Stamina you sacrificed.

Sacrificed Stamina may not be restored, redirected, or healed in any way until the end of the Scene.

**Adaptation:** Increase the CTN by 6 and sacrifice 1 wound to deal an additional d12 Stamina.

## NOT WHERE YOU THINK

**Tradition:** Illusion [Tier III]

**Category:** Advanced

**CTN:** 23

**Speed (Strain):** Push 6 (+5)

**Range:** Melee (1 target)

**Defense:** Discipline

**Effect:** You cast this spell in response to a successful attack by a spell with a range of Melee or a melee attack. If successful, your opponent misses his attack and you are instantly transported to a location of your choosing no farther than 10' away.

**Adaptation:** Increase the CTN and Speed by 1 to increase the distance you can be transported by 10'. This adaptation may be applied multiple times to a maximum of 60' away.

## OBTAIN SPELL

**Tradition:** Heritage (val'Mehan) [Tier IV]

**Category:** Advanced

**CTN:** 24

**Speed (Strain):** 6 (+2)

**Range:** Melee (1 Target)

**Duration:** Instant (Special, see Effect)

**Defense:** Discipline

*The master of the Arcane shall not be denied his gifts; with a mere touch you can learn any spell known by your target, and cast it with ease.*

**Effect:** This spell only works when cast upon someone with spell casting ability. Within the span of a few seconds you learn all the spells your target has learned.

Choose any one of these spells; you can now cast this spell utilizing your Arcanum (Meditation) skill as if it was new Psionic ability.

You retain this spell for the remainder of the day or until you attempt to obtain another spell at which time the spell you previously obtained ends and fades away.

**Adaptation:** Increase the CTN by 2 to retain the obtained spell for an additional day. This Adaptation may be applied multiple times.

## PATH OF THE DRAKE

**Tradition:** Animism, Deity (Fire Dragon) [Tier IV]

**Component:** Path of the Shadow Lion (Animism) (pg. 411)

**Category:** Base

**CTN:** 27

**Speed (Strain):** 6 (+10)

**Range:** Self

**Duration:** Scene (D)

With an earth-shattering roar you change into a huge drake!

**Effect:** You change into a common drake; you retain your Talents, Defenses, and Stamina while in drake form. You gain the drake's Claw and Bite attacks, Pace, Flight, Armor Rating, Powerful Attack (Claw) and Tail Swipe Talents, as well as the Drake's Might (2d8) and Quickness (d12) die but retain your Prowess and Vigor die.

While under the effects of this spell, all of your equipment melds into your new form (becoming unusable for the duration of this ability). You may not cast spells, but retain the ability to communicate.

**Special (Deity (Fire Dragon)):** Those dedicated to the Fire Dragon may cast both Breath of the Dragon (pg. 367) and Roar of the Dragon while in drake form.

**Adaptation:** Increase the CTN by 6 to also gain the Monstrous Charge (pg. 328) and Trample (pg. 329) Monstrous Talents while in drake form.

**Adaptation:** Increase the CTN by 4 to gain a +2 bonus on all Might Action Skill Rolls and damage rolls.

**Adaptation:** Increase the CTN by 4 to gain a +2 bonus on all Quickness Action Skill Rolls.





## PATH OF THE SHADOW LION

**Tradition:** Animism [Tier III]

**Component:** Path of the Winged Raptor (Animism) (pg. 411)

**Category:** Base

**CTN:** 23

**Speed (Strain):** 5 (+0)

**Range:** Self

**Duration:** Scene (D)

**Effect:** You change into a common shadow lion. You retain your Talents, Defenses, Stamina, and Prowess and Vigor die. You gain the shadow lion's attacks, Pace, Stealthy and Owl-Eyed Talents, as well as the Shadow Lion's Might and Quickness dice (d10).

While under the effects of this spell, all of your equipment melds into your new form (becoming unusable for the duration of this ability). You may not cast spells, or communicate while in lion form.

**Adaptation:** Increase the CTN by 6 to also gain the Powerful Attack (Claw) (pg. 328) and Ravenous (pg. 328) Monstrous Talents while in Shadow Lion form.

**Adaptation:** Increase the CTN by 4 to increase your Might die to d12.

**Adaptation:** Increase the CTN by 4 to increase your Quickness die to d12.

## PATH OF THE WINGED RAPTOR

**Tradition:** Animism [Tier II]

**Component:** Path of the Wolf (Animism) (pg. 411)

**Category:** Base

**CTN:** 20

**Speed (Strain):** 5 (+0)

**Range:** Self

**Duration:** Scene (D)

**Effect:** You change into a Winged Raptor. You retain your Talents, Defenses, and Stamina but may not speak or cast spells while in raptor form. You gain the raptor's attacks, Pace and movement modes, and use the raptor's Might and Quickness dice (d6), but retain your Prowess and Vigor dice. While in raptor form, you gain a +2 bonus to all sight-based Perception Action Skill Rolls. While under the effects of this spell, all of your equipment melds into your new form (becoming unusable for the duration of this ability). You may not communicate with any creatures unable to communicate with raptors.

**Adaptation:** Increase the CTN by 4 to increase your base Pace by 10 feet as long as you are in raptor form.

**Adaptation:** Increase the CTN by 4 to increase your bonus to sight-based Perception Action Skill Rolls by +2.

**Adaptation:** Increase the CTN by 4 to apply a Die Bump to your Quickness die. This Adaptation may be applied multiple times.

## PATH OF THE WOLF

**Tradition:** Animism [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 5 (+0)

**Range:** Self

**Duration:** Scene (D)

**Effect:** You change into a common alpha wolf; you retain your Talents, Defenses, and Stamina but may not speak or cast spells while in wolf form. You gain the wolf's attacks, Pace and use the wolf's Might and Quickness dice (d8), but retain your Prowess and Vigor dice. While in wolf form you gain a +1 bonus to all Tracking Action Skill Rolls. While under the effects of this spell, all of your equipment melds into your new form (becoming unusable for the duration of this ability).

**Adaptation:** If in an area where wolves are known to inhabit you may increase the CTN by 4 to summon a pack of wolves (4 Tier I Minions). These wolves appear 12 Ticks after the initial casting of the spell. These wolves fight by your side for the remainder of the Scene or until this spell ends. You cannot command these wolves, they will simply attack your Target or turn to attack anyone who has attacked you.

**Adaptation:** Increase the CTN by 4 to increase your base Pace by 10 feet as long as you are in wolf form.

**Adaptation:** Increase the CTN by 4 to apply a Die Bump to your Might die. This Adaptation may be applied multiple times.

## PERFECT HUMAN FORM

**Tradition:** Deity (Illir) [Tier III]

**Category:** Advanced

**CTN:** 22

**Speed (Strain):** 4 (+3)

**Range:** Self

**Duration:** Scene

*With this casting, Illir grants you the perfect human form.*





**Effect:** For the remainder of the Scene, all of your Attribute dice are increased to d12. You may not gain additional bonus to your Attribute Action Rolls or Action Skill Rolls due to increasing an Attribute die beyond d12, as the form you have taken is the perfect human form.

**Special:** This spell affects those of human blood (humans and Val) normally. Creatures that are only partially human (dark-kin and gnomes) are also affected by this spell. However, they lose access to all beneficial Racial Talents for the duration of this spell.

## PERSONAL ILLUSION

**Tradition:** Illusion [Tier I]

**Category:** Binding (D)

**CTN:** 17

**Speed (Strain):** 7 (+2)

**Range:** Self

*With this simple illusion, you may disguise your clothing and armor and even your appearance.*

**Effect:** You may change the look of any garb into any other garb (for example, a Sailor's garb into that of a Noble's garb). This includes specific styles of dress, including uniforms. You need to have some knowledge of the garb you wishes to portray. To copy a specific uniform or style of clothing, you can gain a bonus of +2 against detection if you have an actual example of the clothing at the time of casting.

You may also disguise your armor in the same way. Although the illusion is complete (covering touch, sight, and sound), you can only stay within the same armor category. You cannot make padded leather look like, feel, and sound like Andrean Plate. Armor disguised through illusion does not have any of its abilities changed. While active Runes may be disguised, they still remain active.

**Special (Detection):** Anyone meeting you with probable reason to be suspicious of your garb (for example, a Coryani character posing as a Coryani Noble would not raise alarm under normal circumstances, but that same Hero attempting to pass himself as a Altherian Noble would) gains a Perception Action Skill Roll against your Passive Arcanum Value to detect the illusion.

**Special (Disbelief):** Anyone physically interacting with a Personal Illusion has a chance to see the illusion for what it really is. The target may perform a Mettle: Perseverance (Re) or Perception (In) Action Skill Roll against your Passive Arcanum Value.

A target that sees through the illusion may grant his allies within line of sight (that have not physically interacted with the person/object) an additional Action Skill Roll with a +2 bonus by telling them there is an active illusion.

**Adaptation:** Increase the CTN by 3 and Speed by 2 to also change your physical appearance, allowing you to look like any ethnic group of your own race. This altered appearance is still subject to being detected as stated above.

**Adaptation:** Increase the CTN by 9 to disguise yourself as a member of another race. If you wish to disguise yourself as a specific ethnic subset of that race, you must also apply the above Adaptation.

**Adaptation:** Increase the CTN by 4 to change the spell's range to 20' (1 Target). The Target must be willing to have this spell cast upon them.

**Adaptation:** Increase the CTN by 3 to disguise your armor as any other kind of armor.

## PRECOGNITION

**Tradition:** Deity (Larissa), Heritage (val'Sheem) [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 4 (+20)

**Range:** Self

**Duration:** Until used (1 day)

**Effect:** Holy texts describe how Larissa's powers of precognition eventually transformed the Gentle Maiden into the Divine Harlot. By tapping into that power, those blessed with her sight have been able to escape ambush, death or worse.

Once this spell is cast, it stays in effect until the caster elects to use one of its gifts or until 24 hours has elapsed.

**Spring into Action:** Roll an additional 2 dice for your Initiative when entering combat.

**Avoid Ambush:** On any failed Perception Action Skill Roll to avoid surprise, you may re-roll your Perception roll.

**Avoid the Blow:** In response to an attack, before any attack roll is preformed, you may increase your Avoidance by 4 against that attack.

**Restriction:** Due to its high Strain, this spell will be almost impossible to cast during combat. Once the priestess elects to use one of the spell's effects, the spell is considered to have expired and must cast once more to call upon any of its effect.





## PROTECTION FROM FIRE

**Tradition:** Deity (Nier), Heritage (val'Emman, val'Viridan) [Tier I], Deity (Fire Dragon) [Tier II]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+2)

**Range:** Self

**Duration:** Scene (D)

**Effect:** This spell temporarily changes your skin to a burnished bronze color as it bestows upon you an additional AR: 2 to natural fire and heat.

**Restriction:** This AR is only used against fire or heat damage. It is not applied against other types of damage.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to increase the AR provided by 2. This Adaptation may be applied multiple times to a maximum addition of AR: 10.

**Adaptation:** Increase the CTN by 9 and Speed by 3 to change this spell's Range to 30' (1 Target).

## PUPPET MASTER

**Tradition:** Control [Tier III]

**Component:** Enemy of my Enemy (Control) (pg. 386)

**Category:** Sustained

**CTN:** 23

**Speed (Strain):** 7 (+10) / Special (See Effect)

**Range:** 60' (1 Target)

**Defense:** Discipline

*With this spell, you reach into your opponent's mind and twist his perceptions, causing him to confuse friend and foe.*

**Effect:** You issue mental commands to your Target, forcing him to attack a creature of your choice within range. Upon your Target's next action, he will attack that Target to the best of his ability using any and all resources at his disposal. This includes casting through any amount of strain without concern for his own wellbeing.

**Sustained Effect:** Unlike other Sustained spells, this spell's Sustained effect triggers at the beginning of your Target's next action and at the beginning of every action after that. If you fail to affect the Target, he instantly becomes free of your influence and may act in any way he deems fit.

**Special:** Once a Target is free of this spell, he gains a +3 bonus to Discipline for the remainder of the Scene against this spell, Enemy of my Enemy (pg. 386), or any Advanced spell containing either spell.

**Adaptation:** Increase the CTN by 6, to decrease Speed by 2.

*This hideous group which serves the Sorcerer King of Ymandragore has twisted the blessings of Nier to suit their own fiendish purposes.*





## PURIFICATION

**Tradition:** Deity [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 3 (+2)

**Range:** 0' (5' Radius)

**Duration:** Instant

**Effect:** This spell purifies all water, food, or items from all non-magical poison, disease or infestation. In addition, it will also make rotten food or stagnant water fresh once more. An area may also be "purified", assuming multiple uses of this spell are used if necessary, of vermin or insect infestations.

**Restriction:** Magical poisons and diseases such as those used by the Blight Bearers or Sarishan assassins will not be purified by this spell.

**Adaptation:** Increase the CTN by 2 and Strain by 1 to increase the spell's Radius by 5' to a maximum of 10'.

## PYROKINESIS

**Tradition:** Kinetics [Tier II]

**Category:** Base

**CTN:** 21

**Speed (Strain):** 5 (+2)

**Range:** 60' (1 Target)

**Duration:** Instant

**Defense:** Avoidance

For some unknown reason, some kineticists possess the ability to manipulate fire with their abilities.

**Effect:** When around open flames (or when cast by a val'Emman or val'Virdan), you may use this spell to do any of the following:

**Hurl Flame:** You may throw bolts of flame at a Target, dealing d8 (Stamina) upon a successful hit.

**Control Flame:** You may increase or decrease the intensity of any natural fire within 10'.

**Fire Shield:** You may pull a fire around you (**Range:** Self) to create an enveloping curtain of fire that wards off foes. The next foe that successfully attacks you in melee suffers (Primary) Fire damage, which bypasses any AR provided by worn armor.

**Adaptation (Hurl Flame):** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

**Adaptation (Hurl Flame):** Increase the CTN by 3 and Speed by 1 to change the spell's range to 60' (2 Targets)

**Adaptation (Fire Shield):** Increase the CTN by 3 and Speed by 1 to protect a single ally within range with a fire shield.

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

## QUICKEN STEP

**Tradition:** Battle [Tier I], Transmutation [Tier II]

**Category:** Advanced

**CTN:** 18

**Speed (Strain):** +2 (+3)

**Range:** Self

**Duration:** Instant

**Effect:** You gain a +15' bonus to your Pace. This spell is performed while moving, thus this spell's Speed cost is added to any actions you perform. For example, if you cast this spell and Charge, your action's total Speed cost would be 6+ weapon Speed (4 for Charge and 2 for the spell) Unlike other spells, Quicken Step cannot become an interruptible effect, as it is performed in conjunction with a movement based action.

**Adaptation:** Increase the CTN by 3 to increase the bonus Pace by 5'.

## RAISE REVENANT

**Tradition:** Heritage (val'Mordane) [Tier IV]

**Category:** Advanced

**CTN:** 26

**Speed (Strain):** 8 (+2)

**Range:** 60' (1 Target)

**Duration:** Scene

**Defense:** Discipline (Auto-Fail if desired)

*You pour the power of death into a body within range, raising it as one of the most feared Undead: A Revenant.*

**Effect:** This spell must be cast upon a dead body. At the spell's completion, the body raises as a Revenant. This Revenant follows your commands and fights to the best of its ability, with unyielding ruthlessness, killing any creature it Vanquishes.





At the end of the Scene you may simply end the spell or issue the Revenant one single command which must be achievable and violent in nature; suggesting to a Revenant that they should guard an individual or a door is liable to get you killed, but sending it to kill an assassin which has been following you would easily satisfy its violent nature.

**Special:** If this spell is cast upon the body of a fallen player, that player retains control of the risen Revenant for the remainder of the Scene.

## REBUKE LESSER

**Tradition:** Heritage (Val) [Tier II]

**Category:** Advanced

**CTN:** 20

**Speed (Strain):** 4 (+6) / 2

**Range:** Self (10' Radius)

**Defense:** Discipline

*Val can exert an inner strength that rebukes their lessers.*

**Effect:** Any humanoid of lesser Bloodrank who is affected by this spell's initial casting must move to the edge of the effect. As long as the spell is active, the affected creatures may not enter the spell's radius.

**Sustained Effect:** Creatures affected must remain outside of the spell's area.

**Pushing Through:** Normally, an effected entity will do all it can to stay away from the offending Val, but sometimes blood lust, rage, or pure hatred will allow it to overcome its fear. To attack, the creature must succeed in a Mettle: Perseverance (Re) Action Skill Roll against the caster's Passive Arcanum Value.

## RECALL THY PAIN

**Tradition:** Heritage (val'Inares) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+2)

**Range:** Melee (1)

**Duration:** Instant (Special, see Effect)

**Defense:** Discipline

*Though time heals all wounds, memories of their pain remain. With a touch you recall past injuries allowing you to hamper, hobble, or even injure a chosen foe.*

**Effect:** Choose one of the following effects.

- **Recall Battle Wound:** deals d4 (Primary) damage which bypasses all AR granted by worn armor or natural armor.
- **Recall Old Injury:** Target suffers a -1 penalty to all Action Skill Rolls that utilize a physical attribute for the remainder of the Scene.

- **Recall One's Greatest Pain:** Target's Clock is Pushed 3.

**Adaptation:** Increase the CTN by 4, Speed by 1 and Strain by 2 to combine any two of the effects above.

**Adaptation (Recall Old Injury):** Increase the CTN by 4 and Strain 1 to increase the penalty by an additional -1. This Adaptation can be applied multiple times to a maximum of -3.

**Adaptation (Recall Battle Wound):** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## REFRESH THE BODY

**Tradition:** Transmutation [Tier I] (Psionic Only)

**Category:** Base

**CTN:** 17

**Speed (Strain):** 4 (+4)

**Range:** Self

**Duration:** Instant

**Effect:** This spell heals the caster d4 (Primary) Stamina.

**Adaptation:** Increase the CTN by 9, Speed by 4, and Strain by 4 to heal 1 Wound.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the healing die. This Adaptation may be applied multiple times.

## REGENERATION

**Tradition:** Transmutation (Psionic) [Tier IV]

**Component:** Master Thy Self (Transmutation) (pg. 406)

**Category:** Sustained

**CTN:** 24

**Speed (Strain):** 3 (+5) / 3

**Range:** Self

*With a moment of deep concentration you set your mind to one task, empowering your body to heal yourself.*

**Effect:** With the casting of this spell you have a few options: you may restore d12 (Primary) Stamina, cleanse your body of a poison or toxin, heal a damaged limb or scar, or purge your body of a disease.

**Sustained Effect:** You may use any option from the spell's initial casting, as well as cure blindness, deafness, or heal a Wound.

**Adaptation:** Increase the CTN by 6 to lower the Sustain Speed to 2.





## REJUVENATION

**Tradition:** Corpus [Tier II]

**Component:** Diminish Fatigue (Corpus) (pg. 379)

**Category:** Sustained

**CTN:** 20

**Speed (Strain):** 5 (+6) / 3

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Fortitude (Auto-Fail if desired)

**Effect:** This spell allows you to channel life energy into your Target, restoring d8 (Primary) Stamina to the Target.

**Sustained Effect:** Target Creature is healed an additional d8 (Primary) Stamina.

**Adaptation:** Increase the CTN by 9 and Strain by 4 to affect an additional Target within range.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the healing die. This Adaptation may be applied multiple times.

## REMOVE CURSE

**Tradition:** Deity [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 6 (+4)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Special

**Effect:** Many Lesser Powers and some of the gods with a malicious side to them, at times allow their followers to channel a bit of destructive energy and curse a being, such as the Hex - Evil Eye (pg. 387). Many in both the Mother Church and the Milandric Church consider such curses to be Black Magic and will not abide their stench.

The priest must make a successful Arcanum Action Skill Roll against the Passive Arcanum Value of the caster who laid the curse. If successful, the curse is immediately lifted. Should he fail, he may not try and dispel the curse again until the following sunrise (usually 24 hour's time).

**Adaptation:** Increase the Speed by 3 to gain a +5 bonus to remove the curse. If this Adaptation is used, the curse and its effects are transferred to the priest, rather than lifting it.

## REPAIR THE PSYCHE

**Tradition:** Heritage (Val) [Tier IV]

**Category:** Advanced

**CTN:** 25

**Speed (Strain):** 6 (+5)

**Range:** Melee (1 Target)

**Duration:** Instant

*You may reach into the mind of an individual in an attempt to repair any psychological trauma they may have suffered.*

**Effect:** Once this spell is cast you may instantly remove any and all effects from a failed Horror Check. Although the Target still feels apprehensive about the event, they find that can deal with what they witnessed.

Alternately this spell may be used to remove the influence of any Control spell. Simply perform an Arcanum Action Skill Roll against the Passive Arcanum Value of the original caster. If successful, you remove the spell without harmful side effects.

## RESTORE SENSES

**Tradition:** Corpus [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+3)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Fortitude (If desired)

**Effect:** If the Target has been Blinded or Deafened by natural means, whether induced by magic or not, this spell will restore their sight or hearing just short of the regeneration of the organ. For example, the Hex Diminish Senses (pg. 380) directed at a Target's sight causes cataracts to rapidly form across the victim's eyes. The priest counters with this spell; the victim's sight is restored. However, should a red-hot poker put out the victim's eyes, than this spell is not powerful enough to regenerate the lost organ.





## RESURGENCE

**Tradition:** Corpus [Tier III], Heritage (val'Ishi) [Tier IV]

**Category:** Base

**CTN:** 22

**Speed (Strain):** 8 (+4)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Fortitude (Auto-Fail if desired)

**Effect:** When this spell is cast upon a Vanquished ally within range, that ally is healed d12 (Primary) Stamina. If they were Vanquished due to Wound damage, they are also healed a point of Wound damage.

**Adaptation:** Increase the CTN by 3, Speed and Strain by 2 to affect an additional Target within range.

## RETRIBUTION

**Tradition:** Deity (Hurrian) [Tier IV]

**Category:** Advanced

**CTN:** 24

**Speed (Strain):** Push 5 (+0)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Avoidance

*Hurrian, for all his compassion, is also the Lord of Revenge. Pay heed to the warnings, for the Reluctant Warrior rarely raises his blade first.*

**Effect:** You cast this spell in response to a successful melee attack. Though you still suffer any and all damage from the attack, you instantly gain a Free Strike against your attacker with a bonus to hit equal to your Passive Charisma Modifier. If you hit, you also deal d(Ch) extra damage.

**Special:** This spell may be combined with Smite Heretic (pg. 428), increasing the Push Speed of this spell by the final Speed cost of the Smite Heretic spell.

**Adaptation:** Increase the CTN by 6 to reduce the spell's Push Speed by 1.

**"I KNOW THE PAIN THAT DRIVES YOUR WAKEFUL TORMENT." WITH A GESTURE THE BELTINIAN SUNDERED THE LINK BETWEEN THIS LIFE AND THE NEXT, "KNOW PEACE GENTLE CHILD, YOUR TROUBLES ARE NO LONGER, YOUR FATHER IS AVENGED."**

## RETRIBUTIVE WARD

**Tradition:** Wards [Tier II], Battle [Tier III], Kinetics [Tier IV]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 3 (+3)

**Range:** Self

**Duration:** Scene or until triggered

*You encase yourself in a sheath of compacted kinetic energy that becomes an explosion of force when struck by an opponent.*

**Effect:** Once this Ward is erected, it remains wrapped around you until you are successfully struck by a melee attack. When triggered, the attacking creature suffers d4 (Primary) Stamina damage and is thrown back 10'. If the attacker is thrown into an object, both the attacker and the object suffer damage for falling the distance the attacker traveled.

**Adaptation:** Increase the CTN by 6, Speed and Strain by 2 to add an additional "charge" to the Ward, allowing it to be triggered twice before dispelled.

## RETURN TO THY REST

**Tradition:** Deity (Belisarda, Beltine, Neroth) [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 5 (+2)

**Range:** Self (10' Radius)

**Duration:** Instant

**Defense:** Fortitude

*This spell was developed to deal with particularly uncooperative Undead.*

**Effect:** All Undead within the spell's range suffer d6 (Primary) Stamina damage. Damage dealt by this spell bypasses all AR granted by worn armor.

**Special (Beltine):** If cast on Shades, this spell also Pushes their Clocks by 2.

**Special (Neroth):** If cast on corporeal Undead, this spell also Pushes their Clocks by 2.

**Special (Belisarda):** Any Undead you affect have their Clocks Pushed by 2.

**Adaptation:** Increase the CTN by 3, Speed and Strain by 2 to change the spell's range to 30' (10' Radius)

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.





## REVELATION

**Tradition:** Deity (Illidir) [Tier IV]

**Category:** Base

**CTN:** 25

**Speed (Strain):** 4 (+10)

**Range:** 10' Radius

**Duration:** Instant

*Whispering the secret words of creation you call forth a brilliant flash of light that dissipates illusion as the wind clears the mist, and breaks chains of enchantment freeing all souls bathed within your lord's brilliant embrace.*

**Effect:** When this spell is cast, it attempts to dispel any and all Illusion and Control spells within the spell's area. To do so you must succeed in an Arcanum Action Skill Roll against the Passive Arcanum Value of each spell (that is the Passive Arcanum Value of the original caster).

**Adaptation:** Increase the CTN by 6 to grant you a bonus to your Arcanum Action Skill Roll equal to your Passive Charisma Value.

## REVITALIZE

**Tradition:** Corpus, Deity (Belisarda) [Tier II]

**Component:** Diminish Fatigue (Corpus) (pg. 379)

**Category:** Base

**CTN:** 20

**Speed (Strain):** 7 (+3)

**Range:** Self (10' Radius)

**Duration:** Instant

**Defense:** Fortitude (Auto-Fail if desired)

**Effect:** This spell allows you to restore d8 (Primary) Stamina to all Targets within range.

**Adaptation:** Increase the CTN by 3 and Strain by 2 to change the range to 30' (10' Radius).

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the healing die. This Adaptation may be applied multiple times.

*"A pure heart drives men to greatness"*

– Felician val'Mehan

## RIDE THE PSYCHE

**Tradition:** Control (Psionic) [Tier IV]

**Category:** Binding (D)

**Speed (Strain):** 5 (+10)

**Range:** 30' (1 Target)

**Defense:** Discipline

*You set your body into a state of suspended animation as you bind your Psyche into that of your Target, allowing you to share its experiences.*

**Effect:** As this spell is cast, your body falls into a deep sleep as your psyche bonds into the psyche of another creature. This allows you to experience everything they experience, see, hear, smell, and feel, even allowing you to perform Perception Action Skill Rolls to notice things even your Target may have missed. You may retain this link as long as both you and your Target remain on the same plane.

For the duration of the spell, you are completely disconnected from your body. Although you are aware of your body's physical condition, you are not aware of your body's location or anything taking place around your body.

**Restrictions:** This spell only works against living creatures; as such Spirits, Undead, and Constructs are immune to this spell.

**Special (Mind Link):** Unlike other Binding spells, you may combine this spell with Mind Link (pg. 408) as if you were creating an Advanced spell. This allows you to telepathically communicate with your Target as long as this spell is active. While you ride your target you may not utilize any of your Psionic powers.

## RIGHTEOUS EDICT

**Tradition:** Anathema/Benedictions [Tier IV]

**Category:** Advanced

**CTN:** 26

**Speed (Strain):** 4 (+10)

**Range:** 10' Radius

**Duration:** Instant

**Defense:** Discipline

*With a cry to the heavens, you call down divine wrath upon the unfaithful. The potency of this spell is such that even those that share you own faiths are not immune to its power.*

**Effect:** All non-believers of the caster's particular sect within the spell's area suffer different effects, depending upon their Tier.





**Tier 1 Foes** - Are instantly killed by this spell; if you fail to affect a Target, that Target is still Deafened and Frightened for the 12 Ticks, suffering d12 damage and have their Clock Pushed d8 Ticks.

**Tier 2 Foes** - Suffer d12 (Primary) damage, Deafened for 12 Ticks, Stunned, and have their Clock Pushed d6 Ticks.

**Tier 3 Foes** - Suffer d12 (Primary) damage, are Stunned, and have their Clock Pushed d4 Ticks.

**Tier 4+ Foes** - Suffer d12 (Primary) damage and have their Clock Pushed d4 Ticks.

Members of the same sect of all Tiers - Suffer d4 (Primary).

The different sects include: The Mother Church of Corryan, the Milandric Church, the Church of the Dark Triumvirate, the worship of the Elemental Lords (such as that practiced by the Elorii and some human races in the Western Lands), any heretical cults that worship Infernals, the Khitani Church, Ssethric worshippers, the adherents of the Song of Pyrric, etc.

**Restriction:** While this spell will affect even atheists, the Target must be intelligent - thus this spell will not affect animals, Elementals, etc.

**Adaptation:** By increasing the CTN by 6, you can protect members of your same sect from harm, making them immune to this spell.

**Adaptation:** By increasing the CTN by 9 you can extend the effect this spell has upon Tier 1 threats to Tier 2 threats.

## RIGHTEOUS STRIKE

**Tradition:** Deity [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 6 (+2)

**Range:** 60' (1 Target)

**Duration:** Instant

**Defense:** Avoidance

*You call down the power of your god to strike down those who stand against you.*

**Effect:** This spell deals d10 (Primary) damage to a single Target within range.

**Adaptation:** Increase the CTN by 6 and Strain by 4 to infuse this spell with a special prayer to your god, adding an effect depending upon the particular god.

**Althares:** Grant all allies within 30' a +2 bonus to bypass any AR possessed by the Target for the remainder of the scene.

**Anshar:** The Target suffers intense pain. Push the target's Clock d4.

**Belisarda:** The Target feels the crushing force of gravity and has their Pace reduced by 10' for the next 12 Ticks.

**Beltine:** The Target feels their very soul being ripped asunder. If the Target is a living creature, it suffers an additional d6 in damage.

**Cadic:** The Target is assailed by the darkness of shadow. Their sight is limited as if by Shadowy Illumination and they suffer the corresponding -2 penalty to combat and Intuition rolls. If the lighting is already Shadowy, their personal shadows deepen to a total of a -4 penalty. In Darkness there is no additional effect. Targets who can see through magical darkness are immune to this additional effect.

**Fire Dragon:** The Target is set aflame! Change the spell's category to Sustained with a Sustained Speed of 4. Gain **Sustained effect:** Deal an additional d6 in damage. This damage bypasses AR provided by worn armor.

**Hurrian:** The roar of thunder heralds your strike, and your Target is Stunned.

**Illuir:** The righteousness of your lord assails your Target's mind, bestowing a -4 to their next Action Skill Roll.

**Larissa:** You bestow the scorn of your goddess upon your Target. They suffer a -4 penalty to their Defenses against the next attack aimed at them.

**Nier:** Your strike conjures a devastating explosion, dealing an additional d8 in fire damage. This extra damage bypasses AR provided by worn armor.

**Neroth:** You enshroud your spell with the unforgiving chill of the grave. Your Target has their Discipline reduced by 1 for the remainder of the Scene.

**Saluwé:** Your Target suddenly feels sluggish, as if they had not slept for days. They become Exhausted for the remainder of the Scene.

**Sarish:** Your Target is suddenly assailed with arcane energies that tear at his being. Your Target suffers an additional d8 damage that bypasses AR provided by worn armor.

**Yarris:** Your Target experiences the cold of the deepest sea. They suffer an additional d8 cold damage. This extra damage bypasses AR provided by worn armor.

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

*“Delusions of piety are wicked, they merely delay enlightenment.”*

– Becherek the Apostate





## RIGHTEOUSNESS

**Tradition:** Deity [Tier III]

**Component:** Benediction of the Gods (Anathema/Benedictions) (pg. 360)

**Category:** Advanced

**CTN:** 22

**Speed (Strain):** 3 (+10)

**Range:** Self

**Duration:** Scene

*You infuse yourself with unrelenting faith. You can then shake off wounds that would fell lesser men, strike down your foes with inhuman power, and move with unequal grace.*

**Effect:** You gain the benefits of Benediction on a Hero, Benediction on a Weapon, and Benediction on Armor. You may, at your discretion, replace one of the three benedictions above with your Deity's benedictions. See Benediction of the Gods for more information (pg. 360).

**Adaptation:** Increase the CTN by 6 and Strain by 2 to increase the bonuses provided by this spell by +1.

## RIP-TIDE

**Tradition:** Heritage (val'Ossan) [Tier III], Deity (Yarris), Elemental (Primal) [IV]

**Category:** Sustained

**CTN:** 22

**Speed (Strain):** 6 (+7) / 6

**Range:** 30' (10' Radius)

**Defense:** Fortitude

*Pulling forth water from the very air, you create a 2' deep cylinder of rushing, crushing waves.*

**Effect:** All those within the spell's area of effect suffer d8 (Primary) with a successful hit. Regardless, all within the spell's area must perform a Complex Athletics (Mi) Action Skill Rolls against your Passive Arcanum Value, or find themselves at the mercy of the waves, unable to escape.

Creatures within the spell's radius do enjoy some cover from outside attacks. They are considered to have Standard cover. Targets outside the spell's radius are considered to have Partial cover from those within.

**Special (Adaptation Talents):** Due to the nature of this spell, its radius cannot be altered through the use of the Adaptation (Alter Area) (pg.182). Creatures within the spell's radius but protected by its effects through the Adaptation (Selective Spell) Talent (pg. 184) still retain cover and suffer from cover as mentioned above, with Partial cover being granted to those attacking each other within the spell's radius.

**Adaptation (val'Ossan):** Increase the CTN by 6 to allow the spell to sustain itself for one Sustained action. In essence the spell continues for one more attack after you cease to sustain it. The val'Ossan cannot cast Riptide as long as a previous casting is still in existence.

**Adaptation:** Increase the CTN by 6 and Strain by 2 to change the spell's radius to 20'.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## ROT

**Tradition:** Transmutation (Elder) [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 5 (+2)

**Range:** Melee (1 target)

**Duration:** Instant

**Defense:** Fortitude

*You speed up the force of entropy within any living thing.*

**Effect:** This spell deals d4 (Primary) damage to the Target, bypassing any AR provided by worn armor. When cast on an inanimate object mostly made of materials susceptible to rot (such as wood), this spell deals an additional d12 damage.

**Adaptation:** Increase the CTN by 3 and Strain by 2 to change the range to 30' (1 target).

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## ROT THE FLESH

**Tradition:** Heritage (val'Mordane) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+1)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Avoidance







*Cross the wrong Nerothian and you might find your flesh rotting right off your bones.*

*You reach out grasping your chosen foe, instantly rotting his flesh.*

**Effect:** Upon a successful strike you deal d6 (Primary). The wounds caused by this attack are so incredibly painful that if you also bypass your Target's Fortitude, Push the Target's Clock by d4.

**Adaptation:** Increase the CTN by 4 and Strain by 2 to increase the Push to d6.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## RUNIC WARD

**Tradition:** Wards [Tier II]

**Category:** Binding (D)

**CTN:** 20

**Speed (Strain):** 3 (+5)

**Range:** Self

**Duration:** Scene

*You inscribe a symbol in the air; wrapping yourself in a protective ward.*

**Effect:** Choose an element (Earth, Air, Fire, or Water). You gain AR: 7 against that element for the remainder of the scene.

You may instead gain AR: 4 against one of the following specific types of damage: Slashing, Bludgeoning, Piercing, or Electrical damage.

**Restriction:** As with all AR, AR provided by this spell does not stack with that provided by armor. Combined with Natural Armor will increase the overall AR by 1 (see pg. 230).

**Adaptation:** Increase the CTN by 6 to gain an additional point of AR. This Adaptation may only be applied once.

**Adaptation:** Increase the CTN by 6 to protect yourself against a specific Tradition of Arcanum (for example, Elemental or Necromancy), gaining AR: 5 against spells of that Tradition (including Advanced and Exotic spells which share that Tradition).

**Adaptation:** Increase the CTN by 10 to protect yourself against two different damage sources.

## SACRED VOW

**Tradition:** Deity [Tier IV]

**Category:** Advanced

**CTN:** 26

**Speed (Strain):** 1 minute (+0)

**Duration:** 1 day per Tier

**Range:** Melee (1 Target)

*With lengthy prayer you bless the righteous path of a fellow believer, granting them strength few could muster.*

**Effect:** You may cast this spell upon yourself or a willing Target who must be a member of the same sect. (see Righteous Edict sect examples)

When this spell is cast, the caster or the Target swears to complete an achievable goal. Some examples would be "Defend my king", "Recover the Chalice of Midnight", "Seek out the killer of Giovoni Borda-Vinita". To qualify, the vow must be specific and achievable. For example, "Protect all humanity from harm" would not be an acceptable vow.

For the duration of the spell, any time the Hero is acting to achieve his goal, he gains a bonus Fate Point at the beginning of every Scene. This Fate Point must be used before the Scene is over or it is wasted.

**Special:** You may only have one Sacred Vow active at a time. If for any reason you cast another Sacred Vow, the previous one instantly ends.

**Adaptation:** Increase the CTN by 3 to extend the duration of this spell by a week. This Adaptation may be applied multiple times.

**Adaptation:** Increase the CTN by 6 to cast this spell upon a number of Targets equal to your Hero's Tier. All Targets must take the same vow. If for any reason one member of that group abandons the quest to comply with the stated goal, the spell ends for all concerned.





## SANCTIFY GROUND

**Tradition:** Anathema/Benediction [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 5 (+4)

**Range:** 0' (10' Radius)

**Duration:** Scene (D)

**Defense:** Discipline

**Effect:** While this spell's predominant usage is in consecrating an area before a temple is erected, its utility can extend to the creation of an area that is anathema to Infernals or Undead.

Should a priest, other than one of Beltine or Neroth, enact this spell, the area surrounding him (up to the range listed) becomes sanctified - meaning that Infernals or Undead suffer a -2 penalty to all action rolls while they are within the area.

Priests of Neroth or Beltine have additional options, depending on what aspect of the god or goddess they worship.

Nerothian priests who follow the aspect of Neroth as the Guardian of the Dead find that the use of the sacred fallen is blasphemous. As such, corporeal Undead suffer a -3 penalty to all Action Rolls. However, should the Nerothian priest follow the edicts of the Church of the Dark Triumvirate, his spell will grant any corporeal Undead under his control or with which he is allied a +3 to all Action Rolls.

Beltinian priests have the same options as those enjoyed by the Nerothians, save that their spells have a special effect on Shades (Incorporeal Undead).

**Restriction:** Sanctify Ground can only be cast on an area that is not already under an enchantment or spell. Should a Sanctify Ground be cast on an area already under the effect of the same spell, the two will cancel each other out.

## SANCTIFY WEAPON

**Tradition:** Anathema/Benedictions [Tier II], Blood [Tier III]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 1 hour (+0)

**Range:** Melee (A single weapon)

**Duration:** 24 hours

*You inscribe a weapon with a holy symbol of your deity, granting it the equivalent of a Fine weapon Rune.*

**Effect:** If you cast this spell on a weapon that has its entire Rune slots filled, you may override one Rune of your choice for the duration of the spell. You may add a Fine Sanctified Rune to your weapon. In addition, followers of each god possess the ability to infuse weapons with the equivalent of a particular Rune.

**Althares:** Fine Unassailable Rune

**Anshar:** Fine Relentless Rune

**Belisarda:** Fine Perseverance Rune

**Beltine:** Fine Spirit Bane Rune

**Cadic:** Fine Celerity Rune

**Fire Dragon:** Fine Fire Rune

**Hurrian:** Fine Lighting Rune

**Larissa:** Fine Celerity Rune

**Nier:** Fine Fire Rune

**Neroth:** Fine Hatred: Undead Rune

**Saluwé:** Fine Avalanche Rune

**Sarish:** Fine Sorcery Rune

**Yarris:** Fine Frost Rune

**Special:** You may only sanctify a single weapon, once every 24 hours.

**Adaptation:** Increase the CTN by 6 to cast this spell on an additional weapon.

**Adaptation:** Increase the CTN by 4 to add both the Fine Sanctified Rune and the Fine Rune associated with your god. You may override a second Rune of your choice for the duration of the spell.

**Adaptation:** Increase the CTN by 6 to increase the Quality of the Rune to the next level. This Adaptation may be taken more than once. (Fine to Exceptional, Exceptional to Legendary).

## SCALES OF THE DRAGON

**Tradition:** Deity (Fire Dragon) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 1 (+2)

**Range:** Self

**Duration:** Scene (D)

*This spell helps raise the survivability of the Fire Dragon's priestesses, who are not allowed to wear manufactured armor, by increasing the protection granted by their scales.*

**Effect:** This spell grants you a Natural AR: 3. If you already possess Natural AR 3 or higher, it is instead increased by 1.

**Adaptation:** Increase the CTN by 6 and Speed by 1 to raise your Natural AR by an additional 1 point.





## SCORCHING TOUCH

**Tradition:** Heritage (val'Viridan) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 5 (+1)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Avoidance

*With a mere touch you can set an opponent on fire.*

**Effect:** On a successful attack roll, deliver d8 (Primary) fire damage.

**Adaptation:** Increase the CTN by 3 and Strain by 1; if your attack is successful, the fire jumps to another Target within 10'. Roll an Arcanum attack roll against that Target's Avoidance. If successful, that Target suffers half damage.

**Adaptation:** Increase the CTN by 6 and the Speed by 2 to change the range to 30' (10' Radius).

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## SCRYING INSCRIPTION

**Tradition:** Hex [Tier II] Creation, Deity (Cadic), Illusion [Tier III]

**Category:** Advanced

**Speed (Strain):** 1 Hour (+0)

**CTN:** 20

**Range:** One object or stone

**Duration:** Permanent (D)

*With this spell, you may inscribe any chosen item with a small tracking Rune.*

**Effect:** This spell allows you to not only sense how close the item is (by performing a Challenging (TN: 20) Arcanum Action Skill Roll with an accuracy of 10') but track the item utilizing his Arcanum skill instead of the Tracking skill. The spell allows you to ignore all modifiers affected by environmental conditions.

You can continue to track the item as long as it is within 1 mile per Hero Tier. If you come within range of an item you have so enruned, you instantly know it is within range and which item it is.

**Special (Detection):** Anyone inspecting an item affected by a Scrying Inscription may locate the Rune with a Perception Action Skill Roll against your Passive Arcanum Value. Determining the purpose of the Rune would require a Challenging (TN: 20) Arcanum Action Skill Roll to determine the purpose of the Rune.

The Rune may also be detected through an Amazing (TN: 30) Arcanum (Sense Magic) Action Skill Roll or a successful casting of Discern Residue (pg. 380).

**Adaptation:** Increase the CTN by 6. You may grant someone else the ability to track a specific item you have enruned. You may utilize this option after creating an enruned item by casting this spell as if it had a range of Melee (1 Target).

**Adaptation:** Increase the CTN by 3 to allow you to see the area the item is carried into (as if you had cast the spell Clairvoyance, including possible detection). When applying this Adaptation, you may apply any of the Adaptations found under the Clairvoyance spell (pg. 373).

**Adaptation:** Increase the CTN by 8 to cast this spell on an item affected by a Scrying Inscription cast by another caster. You may now track the caster as if they themselves were affected by a Scrying Inscription. Unless you bypass the caster's Passive Arcanum Value, they are instantly aware of this casting and your ability to track them. You are not aware of the success or failure of this roll. At this point your Target might simply dismiss the effect, ending the spell. You must retain possession of the item to track your Target. This use of the spell does nothing to stop the original caster from using this spell to track the item.

**Adaptation:** Increase the CTN by 2 to raise the difficulty of detecting your spell's presence. For the purposes of this spell, your Passive Arcanum Value is increased by +2. This Adaptation may be applied multiple times to a maximum of +6.

**Adaptation:** Increase the CTN by 3 to raise the difficulty of detecting your spell's presence through Arcanum (Sense Magic) or Discern Residue by one Difficulty Rank (For example, raising the required Action Skill Roll from Amazing (TN: 30) to Astounding (TN: 40)). This Adaptation may be applied multiple times to a maximum of Astounding (TN: 40).





## SEAL PORTAL

**Tradition:** Wards [Tier I]

**Category:** Base

**CTN:** 16

**Speed (Strain):** 5 (+3)

**Range:** Touch

**Duration:** Scene (D)

*Sometimes you just need a moment for quiet contemplation without the worry of constant interruptions.*

**Effect:** Priests seeking such moments quickly learn how to ward a door shut, making it nigh impossible to open, short of breaking the door down.

Inscribing the necessary supplications to the gods, usually written where the portal and the jam meet, the priest completes the Ward by pressing his Holy Symbol against the portal. From that point on, until the Ward's duration runs out, the portal cannot be opened by any normal means. To open the portal requires actually smashing through; easier to do to a glass window than to a solid wood door.

**Breaking Through the Portal:** See rules for Attacking and Destroying Objects (pg. 338).

**Restriction:** This spell applies to one portal only. While one may seal a cask or chest, one may not seal an entire ship, as a boat has various points of egress.

**Adaptation:** Increase the CTN by 3, Speed and Strain by 2 to increase the AR of the portal's composition by 2.

## SEEING THE FLAME WITHIN

**Tradition:** Elemental (Exotic) [Tier II]

**Category:** Binding (D)

**CTN:** 20

**Speed (Strain):** 7 (+2)

**Range:** Self

*You gain the ability to see the heat within most living things, allowing you to see them, even in complete darkness.*

**Effect:** In darkness you can see the heat patterns in things out to a range of 30'. Undead and creatures such as Earth Elementals have no such heat patterns and are thus not visible. You may see heat patterns through magical and non-magical darkness and other vision impairing effects (such as heavy fog).

## SERPENT'S STRIKE

**Tradition:** Battle [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** Push 4 (+0)

**Range:** Self

**Duration:** Instant

**Effect:** You may perform a Free Strike with a +2 bonus to hit and damage.

**Special:** Unlike other spells, you may use this spell when under the effect of a Push. If you do so, simply add 4 to your remaining Push.

**Adaptation:** Increase the CTN by 6 and Push by 1 to increase the bonus provided by this spell by +2.

## SHADOW STRIDE

**Tradition:** Deity (Cadic), Heritage (val'Borda) [Tier IV]

**Category:** Base

**CTN:** 25

**Speed (Strain):** 2 (+5)

**Range:** Self

**Duration:** Instant

*Steadying yourself with a prayer, you step through a shadow into and through the land of shade, if only for a second, emerging from another shadow quite a distance away.*

**Effect:** To use this spell you must be in a Dark or Shadowy area; once cast, you instantly transport yourself to any other Dark or Shadowy area within 100'. You must be able to see or know of (maybe through the use Scrying Inscription (pg. 432) or Clairvoyance (pg. 373) the area to which you wish to "jump".

**Special (Strenuous):** Unlike most magic, Shadow Jump has a peculiar way of straining both the mind and body. Any caster may safely use this spell a number of times per scene equal to their Passive Vigor bonus. Thereafter, the caster suffers a cumulative -5 to all Action Skill Rolls for each additional use within the same Scene.

**Adaptation:** Increase the CTN by 3 to transport yourself an additional 100'. This Adaptation may be applied multiple times.





## SHADOW TWIN

**Tradition:** Heritage (val'Borda) [Tier III]

**Category:** Advanced

**CTN:** 23

**Speed (Strain):** 3 (+10)

**Range:** 30'

**Duration:** Scene

*You create a dark copy of yourself from your own shadow.*

**Effect:** You create a shadowy double of yourself which fights by your side and acts as an extension of your own will. At no time can your Shadow Twin move farther than 30' away from you. If forced farther than 30' away, it instantly dissipates, ending the spell. You and your Shadow Twin always act on the same Tick, advancing your Clock by the slowest action performed by you or your Shadow Twin.

Though your Shadow Twin possesses all your skills and talents, it may not cast spells or perform weapon tricks or combat maneuvers. Your Shadow Twin shares your stats, but only possesses half as much Stamina.

**Adaptation:** Increase the CTN by 6 and Speed by 2 to grant your Shadow Twin the use of any single weapon trick or combat maneuver of your choice.

**Adaptation:** Increase the CTN by 3 and Speed by 3 to increase the maximum distance you and your Shadow Twin can coexist by 10'. This Adaptation may be applied more than once.

## SHAPE CHANGE

**Tradition:** Transmutation (Psionic) [Tier III]

**Component:** Alter Appearance (Transmutation) (pg. 356)

**Category:** Binding (D)

**CTN:** 22

**Speed (Strain):** 5 (+8)

**Range:** Self

*You gain the ability to shift and change your body, allowing yourself to painfully modify your body in some extreme ways.*

**Effect:** As long as this spell is active, you may alter your body in a number of ways. You may only benefit from one of these modifications at any one time. At the time of casting, you may choose one modification, after which you may switch modifications as a Complex skill action.

**Extra Limb:** You can grow an extra limb. You can hold a shield, use a two-handed weapon as your main weapon when using two-weapon fighting, or perform actions with it (such as opening doors or picking up objects).

**Run on all Fours:** You can twist your arms and muscles in a way that allows you to run on all fours. You gain a +20' bonus to your Pace, though you can't have anything in your hands when you used this enhanced movement.

**Wings:** You can grow a pair of wings from your back. If you are wearing armor, it must be specially made to accommodate such wings (a simple modification costing 1 Gc). For as long as you have these wings, you gain Flight (clumsy) with a Pace of 20' (which may be reduced by Bulk).

**Natural Attacks:** You may either change your hands into claws or harden them, allowing you to perform d8 (Might) unarmed attacks.

**Gills:** You may breathe water as if you were born to it.

**Extendable Limbs:** You can stretch your limbs, allowing you to climb at 4 times your Pace, attack targets as if you possessed a melee range of 15', and perform tasks with your hands up to 15' away.

**Special:** This spell may be combined with Body of the Warrior (pg. 367) as if you were creating an Advanced spell, but the spell category remains Binding.

**Adaptation:** Increase the CTN by 6 to improve your Wings modification, providing Flight (good) with a Pace of 30'.

**Adaptation:** Increase the CTN by 3 to improve your Run on all Fours modification, increasing the Pace bonus to +30'.

## SHARE SENSES

**Tradition:** Control [Tier II]

**Category:** Binding (D)

**CTN:** 20

**Speed (Strain):** 2 (+5)

**Range:** Melee (1 Target) (100', see Effect)

**Defense:** Discipline

**Effect:** You perceive everything the creature sees, hears, tastes, touches and smells. At any moment you may focus on your target, requiring you to Sustain the spell as if it had a Sustain Speed of 4. You share your target's senses as long as you continue to sustain the spell.

**Adaptation:** You may combine this spell with Mind Link (pg. 408) as if it you were creating an Advanced spell, but the spell's category remains Binding.





## SHIELD OTHER

**Tradition:** Deity (Hurrian), Heritage (val'Tensen) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 2 (+3)

**Range:** 30' (1 Target)

**Duration:** Scene (D)

*As the protector of the defenseless, priests of Hurrian are given the ability to shield others at the cost of his own defenses.*

**Effect:** You create a divine shield upon another friendly Target within range. For the duration for this spell your chosen Target enjoys a +2 bonus to all Defenses while reducing your Defenses by 1.

**Restriction:** Both the Caster and the Target must stay within range of each other for this spell to continue, though they do not need to remain in line of sight or effect.

**Adaptation:** Increase the CTN by 3, Speed by 1, and Strain by 2 to increase the range by an additional 10' up to a maximum of an additional 30'.

**Adaptation:** Increase the CTN by 6 and Strain by 4 to affect an additional Target, with the caster suffers a -1 to all defenses for each additional target. This Adaptation may be applied twice, to a maximum of three Targets.

## SHROUD OF OBLIVION

**Tradition:** Deity (Secret) [Tier II]

**Category:** Advanced

**CTN:** 20

**Speed (Strain):** 6 (+4)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Fortitude

*You enwrap a body with your cloak, instantly accelerating its decomposition, and within seconds, nothing but dust remains.*

**Effect:** This spell can only be cast upon dead body or a Vanquished foe; if successful, the Target is reduced to nothing but dust, leaving any equipment untouched.

## SILENT NO LONGER

**Tradition:** Heritage (Val) [Tier I]

**Category:** Base

**CTN:** 16

**Speed (Strain) +1 (+4)**

**Range:** Self

**Duration:** Instant

*Even the deepest silence has no effect upon the cry of the righteous!*

**Effect:** If you are caught within a Nullify Arcanum Field or have been successfully Psi-locked you may combine this power with any other Psionic power to overcome these effects. Though you are creating an Advanced spell, just add the Speed and Strain listed above to the spell you wish to cast.

**Adaptation:** Increase the CTN by 4 and the Speed cost by 2 to cast this spell upon an ally within 30'. That ally may cast a spell upon his next action.

**Adaptation:** Increase the CTN by 9 and Speed by 3 to change the range to 10' Radius. All allies within the radius (including you) may cast a spell upon their next action.

*The Order of the Phoenix have a special relationship with their bonded mastiff*





## SKIN OF THORNS

**Tradition:** Deity (Anshar) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+2)

**Range:** Self

**Duration:** Scene (D)

*The Weeping Goddess grants protection to those who follow Her tenants, but even Her gifts come with a terrible price.*

**Effect:** This spell causes sharp thorns to erupt from your flesh, causing 5 points of Stamina damage that cannot be healed as long as this spell is in effect.

These thorns grant natural AR: 2 and a +2 bonus to all unarmed attack damage rolls.

Lastly, should you be engaged in a grapple, the thorns deal d8 damage to your opponent (no attack roll) every 3 Ticks you are grappled.

**Adaptation:** Increase the CTN by 4 and Strain by 2 to increase the natural AR provided by 1.

**Adaptation:** Increase the CTN by 6 and Strain by 3 to enhance the thorns with a deadly toxin (Use Arcanum (Vigor) for attack rolls, Dam: 1d8, Attack/Speed: 2 at 4 Ticks/4 Ticks)

## SKYWARD

**Tradition:** Deity (Hurrian) [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 2 (+3)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Discipline (Auto-Fail if desired)

*This spell propels one willing creature skyward at breathtaking speeds allowing them to glide softly to the ground*

**Effect:** During the Target's ascent, at pace 60' (Agile) the subject may take no actions, but he may act normally as he glides toward the ground at a pace of 30' (clumsy). The subject of this spell may not regain or maintain altitude with this spell; he must fly toward the ground.

The spell's recipient determines the distance ascended, to a maximum of 100 ft.

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied more than once.

**Adaptation:** Increase the CTN by 3, Speed and Strain by 1 to affect two Targets within 10' of each other.

**Adaptation:** Increase the CTN by 9 to cast this spell again during your decent; you may only perform this Adaptation once per Scene.

## SLASH THE SOUL

**Tradition:** Deity (Beltine) [Tier I], Heritage (val'Ishi) [Tier II]

**Category:** Sustained

**CTN:** 18

**Speed (Strain):** 5 (+2) / 5

**Range:** 30' (1 Target)

**Defense:** Avoidance

*The adherents and children of the Great Lady are often dreaded for their reputation as the harvesters of souls. This spell further strengthens their fearsome reputation.*

**Effect:** When this spell is successfully cast, a terrible grey scythe appears and swipes at the target. The scythe deals d12 damage that completely bypasses AR as the mystical scythe cuts through the material and strikes directly at the target's soul.

**Sustained Effect:** You continue to attack with the Scythe.

**Adaptation:** Increase the spell's CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

## SUP SIDWAYS

**Tradition:** Transmutation (Elder) [Tier I]

**Category:** Advanced

**Speed (Strain):** 1 (+0)

**Range:** Self

**Duration:** 6 ticks

*This complex spell literally slips the caster a fraction of a second out of sync with the surrounding area, allowing them to move freely with little fear of harm.*

**Effect:** For the next 6 Ticks the caster is immune to all damage, but he may not cast any spells, use any talent, attack, or affect anyone or anything else (For example he may not open a door, pick a lock, or heal himself with a spell or Talent). The caster is still visible to everyone in the normal time stream, but seems to shimmer with an almost vibrating glow.





## SMALL FAVORS

**Tradition:** Diabolism [Tier IV]

**Components:** Bindings of Sarish (pg. 362), Diabolical Pact (pg. 378), and Summon Sarish's Own (Diabolism) (pg. 432)

**Category:** Binding (D), Special

**CTN:** 24

**Speed (Strain):** 1 hour (+0)

**Range:** Self

**Duration:** Special (See Effect)

**Defense:** Discipline

*You summon forth a bound Infernal then proceed to strip it of one of its Infernal powers, taking it for you own.*

**Effect:** Choose any one Talent from any Infernal you are capable of summoning. As long as this spell is active, you may use that Talent as if it was one of your own.

**Restriction:** You may not choose weapon or armor proficiencies, or martial techniques. If you choose a Tiered Talent, regardless of the Tier possessed by your chosen Infernal, it is always acquired as a Tier I Talent.

**Special (Binding):** Unlike other Binding spells, you may maintain this and one other Binding spell without ending either effect.

**Adaptation:** Increase the CTN by 6 to acquire an additional Talent of your choice. Both Talents must come from the same Infernal.

## SMITE HERETIC

**Tradition:** Deity [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** +2 (+3)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Special (See Effect)

*While the gods of Arcanis do not endorse any one particular religious organization, the different Temples do advocate that their interpretation of gods is the 'correct' one.*

**Effect:** This spell is cast in conjunction with a melee or ranged attack (which may be a two-handed weapon, but not a spell). The spell's Speed is added to the weapon's Speed as the Strain is added to (and takes place after) any recovery time acquired.

The spell adds d6 damage to the attack, but it only deals this damage to non-believers of your particular sect.

Though this spell may be combined with basic martial maneuvers (changing them into an advanced maneuver), this spell may not be applied to basic attacks granted through Free Strikes or Talents such as Two-Weapon Fighting or the higher Tier options of Dedicated Defender.

The different sects include: The Mother Church of Corryan, the Milandric Church, the Church of the Dark Triumvirate, the worship of the Elemental Lords (such as that practiced by the Elorii and some human races in the Western Lands), any heretical cults that worship Infernals, the Khitani Church, Ssethric worshippers, the adherents of the Song of Pyrric, etc.

**Restriction:** While this spell will affect even atheists, the Target must be intelligent. Thus, this spell will not affect animals, Elementals, etc.

**Adaptation:** Increase the CTN by 4 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## SOLIDIFY WATER

**Tradition:** Deity (Yarris) [Tier I], Elemental [Tier II]

**Category:** Advanced

**CTN:** 18

**Speed (Strain):** 2 (+3)

**Range:** 30'

**Duration:** Scene (D)

Heroes who have mastered this spell are able to solidify mundane water so that it can be walked upon as if it were solid ground.

**Effect:** You may affect 15 contiguous 5' squares. To be clear, the water does not turn to ice, nor is it slippery. The water takes on a slightly spongy feel that gives slightly but will not crack or break.

Crafty casters may use this spell on a waterfall to create a shield or barrier, hurl someone underwater and then solidify the water so that targets are unable to get to the surface, or even as impromptu shackles. In such cases, the solid water has an AR: 8 and a Hardness of 1.

**Restriction:** There must be an existing source of water for this spell to work, even for those beings such as val'Ossan or Berokene Elorii who normally do not need to have a source of water.

**Adaptation:** Increase the CTN by 6 to increase the solidified water's AR to 12 and the Hardness to 2.





**Adaptation:** Increase the CTN by 6 to attempt to solidify the water within a living being. The spell's type changes to Sustained with a Speed of 4(+6)/3, which attacks the Target's Discipline. If successful, the Target is held Helpless. Any damage dealt to the Target automatically ends the spell.

## SPIRITUAL EXILE

**Tradition:** Hex [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 4 (+2)

**Range:** 60' (1 Target)

**Duration:** Scene

**Defense:** Discipline (Auto-Fail if desired)

*With this curse your Target becomes an affront to the spiritual world around him, as his own spirit seems to radiate an aura of corruption.*

**Effect:** For the remainder of the Scene, all natural beasts and Spirits (excluding Shades) suffer a -2 to hit the target, as they seem to recoil from the slightest contact. The Target also suffers from AR: 6 against all healing effects (including non-magical ones), and is immune to all magical effects that would allow the Target to ignore penalties from Wound damage.

Further, Shades seem to become attracted to those with this curse, thus gaining a +2 bonus to hit and damage when attacking a Target under the effects of a Spiritual Exile.

**Adaptation:** Increase the CTN by 6 to affect two Targets within range.

**Adaptation:** Increase the CTN by 9 to increase all numerical effects of this spell by 1.

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied more than once.

## SPONTANEOUS COMBUSTION

**Tradition:** Elemental [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 4 (+4)

**Range:** 60' (1 Target)

**Duration:** Instant

**Defense:** Fortitude

*With a few arcane words you set a Target alight.*

**Effect:** Any Target you successfully affect with this spell suffers d8 (Primary) fire damage.

**Adaptation:** Increase the CTN by 4, Speed and Strain by 2 to change the range to 40' (10' Radius).

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

**Adaptation:** Increase the CTN by 4, and Strain by 1 to add a d4 damage die. This Adaptation may be applied multiple times, each time applying a Die Bump to the damage die.

## STABILIZE

**Tradition:** Anathema/Benediction [Tier I], Corpus [Tier II]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 2 (+5)

**Range:** Melee (1 Target)

**Duration:** Instant

*Those who hover at the lip of the Cauldron can sometimes be pulled back by the faith and blessing of a priest.*

**Effect:** When Vanquished by Wounds, this spell will Stabilize the wounded compatriot and grant him 1 Wound, if cast before the Target dies (or the end of the Scene, whichever comes first).

**Adaptation:** Increase the CTN by 9 to heal 2 Wounds instead of 1.

## STAGNATE TIME

**Tradition:** Transmutation [Tier IV]

**Category:** Advanced

**CTN:** 23

**Speed (Strain):** 5\* (+2\*) (See Special)

**Range:** Self

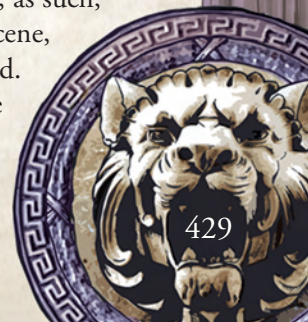
**Duration:** Instant

*You slip outside the reach of time, if just for a few seconds.*

**Effect:** Everything around you freezes in place as you slip outside the time stream for 12 Ticks. During these 12 Ticks you may move, cast spells with a range of Self, or perform Action Skill Rolls with a few limitations.

You cannot affect or move anything outside of yourself.

**Special:** This spell is exceedingly strenuous; as such, each time this spell is cast during the same Scene, the Speed and Strain for the spell is doubled. Thus, the second time you cast this spell the Speed becomes 10, then 20, then 40 and so on.





## STALWART PRESENCE

**Tradition:** Deity [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 4 (+2)

**Range:** 30 (all allies)

**Duration:** Scene

**Defense:** Discipline (Auto-Fail if desired)

*You inspire your allies to greater acts of heroism.*

**Effect:** For the remainder of the Scene, all of your allies within range gain a +2 against all Horror Checks. If, when this spell is cast, there are allies within range that have failed a Horror Check during the Scene, they may re-roll their Horror Check as a Push 4 action.

## STEAL CAPACITY

**Tradition:** Control (Elder), Heritage (val'Abebi) [Tier III]

**Components (Elder):** Halt (pg. 394) and Mental Block (Control) (pg. 407)

**Category:** Advanced

**CTN:** 23

**Speed (Strain):** 6 (+5)

**Range:** 60' (1 Target)

**Duration:** Scene

**Defense:** Discipline

**Effect:** Like Mental Block (pg. 407), you remove a Target's ability to call upon a specific spell, martial technique, or weapon trick for the remainder of the Scene. Unlike its weaker counterpart, you also gain the knowledge of that ability, allowing you to utilize it as if you had mastered it.

To steal a particular ability, you must have either had witnessed the Target using the ability at some point or must have learned the target's capabilities (through reports by others, research, or, in the case of creatures, appropriate Knowledge Action Skill Rolls).

As the spell is cast, you declare to the Chronicler which specific ability you wish to suppress. If successful, the Target simply forgets they possess the ability for the remainder of the Scene as you gain the ability to use it. If the ability stolen is a spell, you gain the ability to cast it as an Elder spell for the remainder of the Scene. A Target may only be affected by this spell once per Scene.

If, for any reason, you declare an ability the Target does not possess, the spell fails to work as if you had failed to successfully cast the spell.

**Special:** You must be physically able to perform a stolen ability. For example, a human would not be able to cast a Psionic spell or use Tail Swipe.

**Adaptation:** Increase the CTN by 2 to increase range by 10'.

## STEAL FATE

**Tradition:** Heritage (val'Sheem) [Tier IV]

**Category:** Advanced

**CTN:** 24

**Speed (Strain):** 5 (+2)

**Range:** 90' (1 Target)

**Duration:** Instant

**Defense:** Discipline

*The children of Larissa possess a particular gift, the ability to steal one's luck.*

**Effect:** With the successful casting of this spell you steal a single Fate Point from your chosen Target, which must be used upon before the end of your next action. If this fate point is not eminently used, it is instantly granted and used by your next attacker as your stolen luck is quickly turned against you.

**Adaptation (Fate Spinner Path Only):** Increase the CTN by 3 to grant this stolen Fate Point to an ally within range. They must spend the Fate Point before the end of their next action; if not both of you suffer as the next attackers against you and your ally gain a bonus Fate Point each.

## STEAL WATER

**Tradition:** Elemental (Primal) [Tier I], Blood, Heritage (val'Mordane) [Tier II]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 5 (+2)

**Range:** Self (10' Radius)

**Duration:** Instant

**Defense:** Fortitude

*All creatures have water, and your power shall never be denied.*

**Effect:** Creatures in the area suffer (Primary) Stamina as you pull blood and water out of their skin, which may be used as a source of water for Elemental spells.

**Special (Blood or Heritage (val'Mordane) Only):** You may use the water and blood drawn from your targets to cast any single Blood spell as if your Arcanum (Sorcery) skill was 3 ranks higher. All the blood acquired is expended through the casting of this spell.





**Special (Primal Only):** Water Elementals damaged by this spell suffer an additional d10 Stamina. The damage dealt by this spell bypasses AR granted by worn armor or natural armor.

**Special:** (Primal Only) This spell may be used on plants to draw water from them for Water Elemental spells. If you do so, you destroy all the plants within a 5' Radius area.

**Restriction:** This spell does not affect Spirits, Constructs, or Elementals (other than Water).

**Adaptation:** Increase the CTN by 4 and Strain by 1 to add a d4 damage die. This Adaptation may be applied multiple times, each time applying a Die Bump to the damage die.

## STORM OF KNIVES

**Tradition:** Creation [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 5 (+3)

**Range:** 0' (5' Radius)

**Duration:** Instant

**Defense:** Avoidance

*You create a storm of mystical knives which whirl cut and rip all those around you.*

**Effect:** All Targets you successfully strike suffer d4 (Primary) damage.

**Adaptation:** Increase the CTN by 3, Speed by 2 and Strain by 4 to change this spell into a Sustained spell with a Sustain Speed of 4. **Sustained Effect:** The spell's effect remains stationary, allowing you to attack anyone within or moving through the spell's area.

**Adaptation:** Increase the CTN by 3 and Strain by 2 to change the Range to Cone 15'.

## STRENGTH OF FALLEN FOES

**Tradition:** Blood, Necromancy [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 3 (+2)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Fortitude

*With an arcane word you rip the last breath from a fallen foe, refreshing your body and mind.*

**Effect:** You must cast this spell upon a living creature that has been vanquished within the last 12 Ticks. That creature is instantly killed and you recover d4 (Primary) Stamina.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the healing die. This Adaptation may be applied multiple times.

**Adaptation (Blood):** Increase the CTN by 3 and Speed by 1 to apply the healing provided by this spell to any ally within 30' instead of to yourself.

## STRIDE HER GATES

**Tradition:** Heritage (val'Inares) [Tier IV]

**Category:** Advanced

**CTN:** 25

**Speed (Strain):** 12 (+25)

**Range:** Self

**Duration:** Instant

*The pathways opened by your goddess are always open to you, no matter where you are.*

**Effect:** With this casting of this spell you may instantly transport yourself to any Ansharan Portal that you have attuned to or traveled through.

**Special:** Whenever this power is used it leaves behind a trail that can be sensed by an Ansharan utilizing Discern Residue (Requiring a Daunting (TN: 25) Arcanum Action Skill Roll). An Ansharan who has sensed the trail may use this spell to transport himself to the same portal, even if he has never attuned himself to that portal.

**Special:** If you also possess the Bloodline Talent Her Gates are Everywhere talent, change this spell's Range to: Self + 1 Target within melee range.

## SUFFOCATE

**Tradition:** Elemental [Tier III]

**Category:** Base

**CTN:** 23

**Speed (Strain):** 4 (+5)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Fortitude

*You reach up and pull the air out of your Target's lungs.*





**Effect:** Targets successfully affected by this spell suffer d8 (Primary) Stamina damage are Stunned and suffer Push 4. This Elemental spell is considered an Air spell.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## SULTRY WHISPERS

**Tradition:** Deity (Larissa) [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 4 (+2)

**Range:** 20' (1 Target)

**Duration:** Instant

**Defense:** Discipline

*For worshippers of Larissa, temptation is not just a skill, but an art. In this case, it becomes a magical weapon of confusion.*

**Effect:** With this spell, you whisper words of want and desire to the Target, invoking an overwhelming and often confusing sense of temptation. If successful, the Target is Stunned and Shaken.

**Adaptation:** Increase the CTN by 6 to affect an additional Target within range.

## SUMMON HIGH ELEMENTAL

**Tradition:** Elemental (Elder) [Tier III]

**Component:** Elemental Guardian (Elemental) (pg. 385)

**Category:** Binding (D)

**CTN:** 22

**Speed (Strain):** 10 (+5)

**Range:** 30'

*You open a portal to the Elemental Planes, drawing forth any Powerful Elemental to fight by your side.*

**Effect:** This spell summons any High Elemental which fights by your side, never moving farther than 30' away. You may communicate with your summoned creature, allowing you to command it to attack (or cease attacking) specific Targets or perform tasks.

**Adaptation:** Increase the CTN by 6 to grant your summoned Elemental a +3 bonus to all Defenses and attack rolls. This Adaptation may be applied multiple times.

**Adaptation:** Increase the CTN by 3 to increase the spell's range to 60'.

## SUMMON LESSER INFERNALS

**Tradition:** Diabolism [Tier I]

**Category:** Binding (D)

**CTN:** 16

**Speed (Strain):** 7 (+5)

**Range:** 20'

*Through pure force of will, you hastily prepare a summoning circle of pure arcane energy that rips a rift to the hells, pulling through a bound Lesser Infernal.*

**Effect:** You may summon any Tier I Common Infernal (Devil). This Infernal is bound to you and will follow your orders to the letter. You may command them to attack specific targets, not to attack, or perform tasks.

**Adaptation:** Increase the CTN by 4 and sacrifice 10 Stamina to summon an additional Infernal of the same type. This lost Stamina may not be recovered until this Binding Arcanum ends.

**Adaptation:** Increase the CTN by 6 to grant the summoned Infernal +3 bonus to all Defenses and attack rolls. This Adaptation may be applied multiple times.

## SUMMON SARISH'S OWN

**Tradition:** Blood, Diabolism [Tier III]

**Category:** Binding (D)

**CTN:** 22

**Speed (Strain):** 7 (+5)

**Range:** 20'

*Through pure force of will, you hastily prepare a summoning circle of pure arcane energy, ripping a rift to the hells and pulling through a marked Infernal to do your bidding!*

**Effect:** You summon any Tier 2 Elite Infernal (Devil) of your choice. This Infernal is, of course, bound by the contracts of Sarish and will follow your orders to the letter. You may command this Infernal to attack specific Targets, not to attack, or perform tasks.

**Adaptation:** Increase the CTN by 4 to grant the Infernal a +3 bonus to all Defenses and attack rolls. This Adaptation may be applied multiple times.







*“Come forth demon! Come forth and serve me!”*

## SUMMON STEED

**Tradition:** Battle, Creation [Tier II]

**Category:** Binding (D)

**CTN:** 20

**Speed (Strain):** 10 (+5)

**Range:** 20'

**Effect:** You summon forth a Light Warhorse (pg. 322) that is created from the memories of those around you and given form. Each person who looks upon the mount will find it seems familiar in some way, but they are unable to remember where they saw it or when.

If the summoned steed ever moves farther away than 20' from you, it instantly turns to mist, ending the spell. In all other ways it acts like a normal horse of its type.

**Adaptation:** Increase the CTN by 3 to summon a Heavy Warhorse instead.

**Adaptation:** Increase the CTN by 3 to summon the steed with light barding. You may increase the type of barding to medium or heavy barding by raising the CTN by an additional 6 or 9 respectively.

**Adaptation:** Increase the CTN by 6 to grant your mount a +3 bonus to all Defenses and attack rolls. This Adaptation may be applied multiple times.

## SUPPRESS PSIONICS

**Tradition:** Heritage (Val) [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** Push 3 (+0)

**Range:** 60' (1 Target)

**Defense:** Discipline

**Duration:** Instant

*You can make the casting of Psionic spells quite difficult, if you so wish.*

**Effect:** This spell is cast in response to an enemy casting a Psionic spell within range. Pushing your Clock by 3, you increase the Speed and Strain of your opponent's spell a number of Ticks equal to your primary casting Attribute's Passive Value. Remember, any spell with a Speed of 8+ becomes an Interruptible spell (pg. 345).

## SWARM OF LOCUSTS

**Tradition:** Animism, Deity (Saluwé) [Tier III]

**Category:** Sustained

**CTN:** 23

**Speed (Strain):** 7 (+6) / 4

**Range:** 60' (10' Radius)

**Defense:** None (See Effect)

*You summon forth a swarm of locusts that quickly ravage everything in their path.*

**Effect:** All creatures within the spell's radius suffer d8 damage (no attack roll necessary). This damage ignores any AR provided by worn armor. Also, the first time any creature of a lower Tier is damaged by this spell, they must perform a Horror Check against a Horror rating equal to your Passive Arcanum Value.

**Sustained:** You may move the spell's radius to any place within range (as if it had a Pace of 30"). Once the radius is stationary, the spell once again deals d8 damage to all Targets within the spell's area of effect.

**Special:** This swarm may be dispersed/Vanquished as if it was an Elite Murder of Insects with total Stamina equal to one half your Stamina and Defenses equal to your Tier x3.

**Adaptation:** Increase the CTN by 6 and sacrifice 10 Stamina to summon an additional swarm within range. When sustaining this spell, you may only move one of the two swarms.





**Adaptation:** Increase the CTN by 3 to summon additional insects. All creatures within the spell's radius suffer all the penalties for fighting in Shadowy conditions (suffering a -2 to all combat Action Rolls and a -2 on all Insight Attribute or Action Skill Rolls). Anyone attacking into the radius suffers a -1 to all combat Action Rolls. Powers that allow a creature to see through concealment do not work against this effect.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## SWAY BEASTS

**Tradition:** Animism [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 7 (+3)

**Range:** Self (10' Radius)

**Duration:** Scene

**Defense:** Discipline

**Effect:** With the casting of this spell you are able to instantly calm savage beasts. All Natural Beasts that you affect become docile and may actually show you affection (such as rubbing against you or licking your face). This does not extend to your allies, as they may still be considered a threat and may even be attacked. Lastly, swayed animals will not fight to protect you or put themselves in harm's way.

**Adaptation:** You may increase the CTN by 6 to affect Magical Beasts.

## SWEET NOTHINGS

**Tradition:** Heritage (val'Sheem) [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 7 (+3)

**Range:** 60' (1 Target)

**Duration:** Scene

**Defense:** Discipline

**Effect:** You are able to instantly calm a specific Humanoid Target of equal or lower Tier. They instantly lose all will to fight and may even act kindly toward you. A Target so affected will not take violent actions, but will defend themselves. If any aggressive action or damage is dealt to the Target, the spell immediately ends.

Every 6 Ticks after this spell is cast, the Target may attempt to shrug off this spell's effects by performing a Mettle: Stand Firm (Re) action Skill Roll against your Passive Arcanum Value.

**Adaptation:** Increase the CTN by 6 to change the area from 1 Target to 10' radius.

## SYNAPTIC SHOCK

**Tradition:** Control (Psionic) [Tier III]

**Category:** Base

**CTN:** 23

**Speed (Strain):** 5 (+3)

**Range:** 90' (1 Target)

**Duration:** Instant

**Defense:** Discipline

*You send concentrated shock through your Target's brain, causing them intolerable pain.*

**Effect:** With a successful attack, this spell deals d6 (Primary) damage that bypasses all AR.

**Restriction:** This power may not be used on Spirits, Shades, Undead, Constructs or Elementals.

**Adaptation:** Increase the CTN by 3 and the Strain by 2; any Target that also has its Fortitude surpassed has its Clock Pushed d4.

**Adaptation:** Increase the CTN by 3 and the Strain by 2; any Target that also has its Fortitude surpassed is Stunned.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## FEAR THE SOUL

**Tradition:** Deity (Beltine) [Tier IV]

**Component:** Slash the Soul (Deity: Beltine) (pg. 427)

**Category:** Advanced

**Speed (Strain):** 6 (+8)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Fortitude

*Of all the cants at a Beltinian's disposal, this is the most feared: for a moment your hand becomes a ghostlike claw allowing you to rip into the very soul of your opponent.*

**Effect:** With a successful attack you deal 2d6 (Primary) Stamina that completely bypasses AR. If you also surpass your Target's Discipline they are Stunned and suffer d6 Push.





**Restrictions:** This spell only works against creatures with a soul. Thus, Constructs and some undead are immune to this spell.

**Adaptation:** Increase the CTN by 6 and the strain by 2 to force your Target to perform a Horror Check against a TN equal to your Passive Arcanum Value.

## TELEKINESIS

**Tradition:** Kinetics [Tier I]

**Category:** Sustained

**CTN:** 18

**Speed (Strain):** 2 (+1) / 2

**Range:** 20' (1 Object)

**Effect:** You may move an object, causing it to float into the air by merely looking at it and extending your hand. The object may weigh no more than 30 lbs. and moves at a Pace of 20'. You may continue to hold the object aloft as a Sustained action.

**Adaptation:** Increase the CTN by 4, Speed and Strain by 2 to increase the maximum weight you may move by 30 lbs.

## TENDRILS OF WATER

**Tradition:** Heritage (val'Ossan) [Tier IV]

**Category:** Base

**CTN:** 26

**Speed (Strain):** 4 (+8)

**Range:** Self

**Duration:** Scene (D)

Pulling streams of water around you, they suddenly animate into large tentacles that slam and crush your enemies.

**Effect:** For the remainder of the Scene and as long as you remain stationary, these tentacles will attack anyone who comes within melee reach.

These tentacles possess their own stats and act on their own Clock. You possess no control over these mindless tentacles; they simply attack anyone else within reach, and although you and they share the same space, neither suffers any penalties for doing so.

### Watery Tentacles:

Type: Elemental, Base Die: (Primary), Defenses, all: 30, Stamina/Wounds: 30/1, AR: 5, Pace: 0', Attacks: Tentacle +20, Speed: 5, **Range:** Melee, Damage: d8 (Primary), Talents Ravenous, Crush. Weakness: Bestial Intellect.

**Special:** You must remain stationary for these tendrils to exist; if you, for whatever reason, move or are moved your tendrils simply dissipate into mist. Also, you may only have one Tendrils of Water spell active at any one time; if you attempt to recast the spell while it is active the spell simply fails.

**Adaptation:** Increase the CTN by 6 and Strain by 3 to grant your watery tendrils the ability to attack a Target with its Tentacle attack as a Push 5 action.

## THE BEAST WITHIN

**Tradition:** Heritage (val'Dellenov) [Tier III]

**Category:** Base

**CTN:** 23

**Speed (Strain):** 4 (+5)

**Range:** 30' (All Targets within range)

**Duration:** Scene

**Defense:** Discipline (Auto-Fail if desired)

*You tap into the primal nature of those around you, sending them into a bloodthirsty rage.*

**Effect:** For the remainder of the Scene, all creatures affected by this spell gain a +2 bonus to all melee damage rolls and Might Action Skill Rolls. However, they also suffer a -2 penalty to all Arcanum Action Skill Rolls and to both Avoidance and Discipline for the remainder of the spell.

**Special (val'Dellenov):** Unlike most other spells, a val'Dellenov may cast this spell while using the Form of the Predator Bloodline Talent.

**Adaptation:** Increase the CTN by 6, and Strain by 1 to decrease the penalty to Discipline and Avoidance by 1.

**Adaptation:** Increase the CTN by 6 and Strain by 1 to increase the spell's range to 60'.

## THE FINAL NOTE

**Tradition:** Heritage (val'Borda) [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 3 (+0)

**Range:** 30' (1 Target)

**Duration:** Instant (or for the remainder of Scene)

**Defense:** Discipline

*Famed by a group of assassins, this Psionic power causes those who hear it to lower their defenses, temporarily leaving them vulnerable to a killing blow.*





**Effect:** The next attack against your Target enjoys a +3 bonus to hit and bypasses 3 points of AR provided by worn armor.

**Adaptation:** Increase the CTN by 6, and Speed by 1 to increase the spell's potency. If the next attack succeeds in striking your Target, they suffer an additional (Primary) points of damage that bypass any AR provided by worn armor.

## THE HIGH BLADES

**Tradition:** Battle (Worshippers of the Human pantheon) [Tier IV]

**Category:** Binding (D)

**CTN:** 26

**Speed (Strain):** 3 (+8)

**Range:** Self

**Duration:** Scene (D)

*Finding yourself within a moment perfect clarity you recite the names of the first Soldier-Saints of Dagha to summon forth an echo's of their blessed blades. Their ghostlike images begin to slowly orbit around you, including the shattered sword of Lambertus the Avenger.*

**Effect:** Some items are so powerful, their magic seems to echo thought the fabric of reality, and a select few can actually call upon those echoes and bend them to their will.

Once this spell is cast, seven transparent ghostlike swords come into being slowly orbiting around the caster. At any time the caster may grasp any one or two of these swords as they suddenly gain a measure of solidity, allowing them to be wielded, they may also be released allowing the caster to change weapons as long as the spell is active. Each sword behaves as a Legendary Quality weapon possessing Runes closely resembling the powers of the real blades. These blades also seek to protect the caster, attacking those who dare strike him. Any creature which successfully strikes you in melee suffers d10 stamina damage.

Further, the blades can be utilized to deflect a single attack; in response to a successful attack the caster may end the spell, granting him AR equal to his Passive Arcanum Value, suffering Push 6 in the process. Of course the caster must be aware of this attack to use this option.

For reasons unknown, only six of the swords are available to the caster; one of them, the Sword of Lambertus the Avenger appears as a shattered blade, and has been appeared as such for about the last 50 years.

The Sword of...

St. Brigid the Zealot	Broad Sword with Fine Sanctified and Exceptional Relentless Runes
St. Niamoja the Wise	Scimitar with the Legendary Celerity Rune
St. Damaris the Righteous	Gladius with the Legendary Thunder Rune
St. Barabys the Confessor	Broad Sword with the Legendary Perseverance Rune
St. Surbotai the Merciful	Short Sword with the Legendary Sorcery (Arcanum: Theurgy) Rune
St. Solebac the True	Great Sword with the Exceptional Fire and Fire Avalanche Runes
St. Lambertus the Avenger	Bastard Sword remains shattered and may not be used

**Special (Duration):** You may have noticed that this Binding spell possess a duration of Scene (D), this is not a typo.

## THE SACRED BLADES

**Tradition:** Battle (Elorii or Elemental pantheon) [Tier IV]

**Category:** Binding (D)

**CTN:** 26

**Speed (Strain):** 3 (+8)

**Range:** Self

**Duration:** Scene (D)

*Finding yourself within a moment perfect clarity you reach into your inner being, calling forth the echoes of gods long past forging into four blades, one of each element; one of air and lighting, one of iron and stone, one of brilliant fire, and one of shifting ice.*

**Effect:** This spell acts in many ways as The High Blades and for a few syllables and a small gesture these spells are almost identical. This spell behaves exactly like The High Blades (pg. 436) except the blades summoned are those of pure elemental power, not tied to any specific form.

When grasped these blades form to the wishes of the caster, becoming any Legendary Quality balanced weapon of their choosing.

Blade of...

Earth possess both the Fine Strength and Exceptional Avalanche Runes

Air possesses the Legendary Celerity Rune.

Fire possesses the Legendary Fire Rune.

Water possesses the Legendary Frost Rune.





**Special (Ardakene):** As a Simple skill action an Ardakene may combine all four blades into The Blade of Life. This blade possesses the Legendary Hunter (Undead) Rune, and the Fine Sorcery Rune.

**Special (Duration):** You may have noticed that this Binding spell possess a duration of Scene (D), this is not a typo.

## THRALL

**Tradition:** Control [Tier IV]

**Components:** Enemy of my Enemy (pg. 386) and Puppet Master (Control) (pg. 413)

**Category:** Advanced

**CTN:** 25

**Speed (Strain):** 7 (+10)

**Range:** 20' (1 Target)

**Duration:** Scene (D)

**Defense:** Discipline

*You reach into a Target's mind, snapping his willpower, bending him completely to your will.*

**Effect:** For the remainder of the Scene your Target is completely under your control. You may issue mental commands to your Target (as a Simple skill action) that your Target must perform to the best of his ability.

You may only have a single Thrall at a time. If you attempt to cast this spell while another Target is under the effects of this spell, the first Target is instantly released.

**Special (Breaking the Hold):** Once per Scene, if the Target is forced to perform an act against its nature, it may instantly attempt a Mettle: Perseverance (Ch) Action Skill Roll against the caster's Passive Arcanum Value to break free of the spell.

**Special:** Once a Target is free of this spell's influence, he gains a +3 to Discipline for the remainder of the Scene against this particular spell and its components.

**Restrictions:** This spell only works against living creatures; as such Spirits, Undead, and Constructs are immune to this spell.

**Adaptation:** Increase the CTN by 6 to decrease Speed by 2.

## THUNDER

**Tradition:** Heritage (val'Tensen) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+5)

**Range:** 0' (5' Radius)

**Duration:** Instant

**Defense:** Fortitude

**Effect:** You call forth the sound of thunder, stunning those around you. Targets you affect suffer d4 Stamina and are Stunned. Damage dealt by this spell bypasses AR granted by worn armor or natural armor.

**Restriction:** Creatures without a sense of hearing are immune to this spell.

**Adaptation:** Increase the CTN by 6 and Strain by 3; if you also bypass your Target's Discipline they are Deafened for the remainder of the Scene.

**Adaptation:** Increase the CTN by 3, Speed and Strain by 2 to increase the spell's radius by 10' to a maximum 10' Radius.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## TOUCH OF MADNESS

**Tradition:** Heritage (val'Sheem) [Tier III], Hex [Tier IV]

**Category:** Base

**CTN:** 23

**Speed (Strain):** 4 (+4)

**Range:** Melee (1 Target)

**Duration:** Instant, Special (See Effect)

**Defense:** Discipline

*You flood your Target's mind with images of all their possible futures, lives, deaths, infinite possibilities crashing into a single point in time, pushing their mind to the breaking point.*

**Effect:** Any successfully affected Targets which are 3 Tiers below you become Helpless until the end of the Scene. Any Target that is 1 or 2 tiers below you are merely Terrified while any Target of equal or higher Tier is instead Frightened for 12 Ticks.

If this spell is successfully cast on any Target that is already Frightened, the Target becomes Terrified regardless of their Tier.

Effects that allow a Target to reroll a failed Horror Check allow them to perform a Logic Attribute Action Roll against your Passive Arcanum Value to shake off this spell's effects.

**Special (Val'Sheem, Fate Spinner Path):** Val'Sheem and Fate Spinners are immune to this spell. If cast on someone with the In Wine There is Truth Bloodline Talent (pg. 227), this spell might (at the Chronicler's discretion) trigger a vision of the future.

**Adaptation:** Increase the CTN by 6 and the Strain by 2 to change the spell's range to 30' (1 Target)





## TOUCH OF THE FIRST GIFT

**Tradition:** Heritage (val'Abebi) [Tier I]

**Category:** Base

**CTN:** 17

**Speed (Strain):** 4 (+1)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Avoidance

**Effect:** You reach out, grasping your chosen foe and sending a powerful shock through their body. Upon a successful strike you deal d6 (Primary) electrical damage. You gain a Tactical Edge against any foe wearing metal armor.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## TWIST OF FATE

**Tradition:** Deity (Larissa) [Tier IV]

**Category:** Advanced

**CTN:** 24

**Speed (Strain):** Push 4 (+0)

**Range:** 90' (1 Target)

**Duration:** Instant

**Defense:** Discipline

*Larissa is a fickle mistress, and with this cant her blessed can easily deny you of her good graces in your greatest moments of need.*

**Effect:** You cast this spell in response to a Target within range using a Fate Point. If you successfully bypass the Target's Discipline, they are denied the use of that Fate Point and may not use one for the next 12 Ticks.

**Adaptation (Fate Spinner Path Only):** Increase the CTN by 3 to steal the Fate Point your Target would have used and grant it to any ally within range. Your ally must use this Fate Point before the end of the Scene or it is lost.

*“They say fortune favors the bold. They are wrong, fortune is a fickle witch driven mad by possibilities – heroes make their own luck.”*



## UNENDING PAIN

**Tradition:** Deity (Anshar) [Tier II]

**Category:** Sustained

**CTN:** 20

**Speed (Strain):** 4 (+4) / 4

**Range:** 60' (1 Target)

**Duration:** Instant

**Defense:** Fortitude

*You fill a Target with nearly blinding waves of pain.*

**Effect:** Any Target you successfully affect suffers a -2 penalty to all Action Skill Rolls.

**Sustained Effect:** Target creature continues to suffer this penalty to Action Skill Rolls and suffers d4 damage that bypasses the AR granted by worn armor.

**Adaptation:** Increase the CTN by 4, Strain and Sustain Speed by 1 to increase the penalty applied to Action Skill Rolls to -3.

**Adaptation:** Increase the CTN by 2 to increase the spell's range by 30'. This Adaptation may be applied multiple times.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.

## UNMAKING

**Tradition:** Transmutation (Elder) [Tier IV]

**Component:** Matter Shift (Transmutation) (pg. 406)

**Category:** Advanced

**CTN:** 24

**Speed (Strain):** 5 (+6)

**Range:** 60' (1 Target)

**Duration:** Instant

**Defense:** Special (See Effect)

*With a few arcane words you realize and manipulate the very reality around your Target ripping it asunder.*

**Effect:** When you perform your attack roll, compare it to all three of your Target's defenses.

For each Defense you successfully bypass, you deal d8 Stamina damage.

If you bypass two of your Target's defenses you also deal (Primary) Stamina damage.

If you bypass all three of your Target's defenses, your Target suffers d4 Push.

**Adaptation:** Increase the CTN by 3, Speed by 1, and Strain by 1 to add an additional Target within range.





*The Ordainers of the Sorcerer King are masters at tearing down magical effects. The sorcerers of Onara are right to fear them.*

## UNRAVEL THE THREAD

**Tradition:** Universal [Tier I]

**Category:** Advanced

**CTN:** 18

**Speed (Strain):** 5 (+3)

**Range:** 60'

**Defense:** None (See Effect)

**Effect:** All spells, regardless of Tradition or source share one of the same elements, elements which every accomplished caster know how manipulate allowing them to dismantle them, pulling upon the right thread to unravel its power.

Target any active Tier I spell. If you successfully cast Unravel the Thread, perform an Arcanum Action Skill Roll against the Passive Arcanum Value of the creature that cast the spell. If you are successful the spell is dispelled.

**Adaptation:** Increase the CTN by 3 to increase the Tier of spells you may be able to affect. Thus, +3 CTN allows you to affect Tier II spells, +6 CTN allows you to affect Tier III spells, and so on.

## VAINOR'S WINGS

**Tradition:** Anathema/Benedictions, Heritage (Val) [Tier IV]

**Category:** Binding (D)

**CTN:** 26

**Speed (Strain):** 12 (+5)

**Range:** Self

*After a moment of deep concentration and prayer a pair of magnificent wings sprouts from your back.*

**Effect:** As long as this spell is active the Hero may use his wings to fly with Agile maneuverability as if he possessed a pace of 30', which may be reduced by Bulk.

These wings are large and for those not born with the gift a bit clumsy, thus the caster also suffers a -2 to Avoidance and has his Pace reduced by 5' when on the floor.

**Special (Armor):** Armor must be modified to accommodate the growth of wings (commonly costing 5gs). If the caster attempts to cast this spell in any armor that is not specially prepared, the spell simply fails.

**Adaptation:** Increase the CTN by 6 to improve your Pace while flying by 10'.

## VAMPIRIC TOUCH

**Tradition:** Deity (Neroth) [Tier I], Heritage (val'Mordane), Necromancy [Tier II]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 4 (+3)

**Range:** Melee (1 Target)

**Duration:** Instant

**Defense:** Avoidance

*One of the most dreaded gifts of the Death Lord, this spell allows you steal the life force of an individual and utilize it to enrich yourself.*

**Effect:** With a successful attack you deal d4 (Primary) points of Stamina damage and transfer those points back to you, thus healing yourself. Any excess points that would be transferred are lost to the void.

**Restriction:** The Target must be a living, corporeal entity for this spell to succeed. It cannot be used on Undead, Shades, Ghosts, Elementals, etc.

**Adaptation:** Increase the CTN by 4 and Speed by 2 to increase the spell's range to 30' (1 Target)

**Adaptation:** Increase the CTN by 3 and Strain by 1 to apply a Die Bump to the damage die. This Adaptation may be applied multiple times.





## VESTMENTS OF THE LADY

**Tradition:** Deity (Larissa) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+2)

**Range:** Self

**Duration:** Scene (D)

*Most Larissans who follow the Divine Harlot's hedonistic aspect are prone to wear little, if anything, as far as protective garments, which tend to make things difficult for them during a battle.*

**Effect:** This spell enchants any piece of garment that the priestess may wear, be it a gossamer tunic or as little as a gold chain around her waist, into granting the protection of donned armor. You gain the equivalent of natural AR: 3.

**Restriction:** For this spell to work, the priestess must be wearing something, whether it is a threadbare garment, sandals or even some sort of jewelry.

**Adaptation:** Increase the CTN by 4, Speed and Strain by 2 to increase the AR granted by 1.

## VINDICATION

**Tradition:** Anathema/Benedictions [Tier II]

**Category:** Base

**CTN:** 20

**Speed (Strain):** 2 (+\*)

**Range:** 60' (1 Target)

**Duration:** Instant

*You infuse an ally within range with energy, allowing them to recover from martial maneuvers with devastating efficiency.*

**Effect:** All Recovery suffered by your Target is removed, while you gain an equal amount of Strain.

**Adaptation:** Increase CTN by 3 to affect an additional Target within range.

**Adaptation:** Increase CTN by 6 to affect all allies within 30'.

*“The Mourners are not mere heretics, they are not merely apostates. Nay, they know the truth and pursue ruin and wickedness in return for fleeting power.”*

- Felician val'Mehan

## VIOLENT GROWTH

**Tradition:** Transmutation [Tier II]

**Category:** Sustained

**CTN:** 21

**Speed (Strain):** 6 (+4) / 6

**Range:** Melee (1 Target) (Special, see Effect)

**Duration:** Instant

**Defense:** Fortitude

*With a touch, you force a part of an opponent's body to quickly grow and twist out of control, causing your Target escalating pain.*

**Effect:** Your Target becomes Stunned and suffers (Primary) Stamina damage with an additional d4 damage if they are in heavy armor (as their growing flesh attempts to burst out of their armor). This damage bypasses all AR provided by worn armor.

**Sustained Effect:** The Target continues to suffer (Primary) Stamina damage and is Pushed 1. This damage bypasses all AR provided by worn armor. You need only be within 10' of your Target to sustain this spell.

**Restrictions:** This spell does not work on Spirits, Elementals, or Constructs.

**Adaptation:** Increase the CTN by 6 and Strain by 2 to increase the pain suffered by the Target. For as long as this spell is active, the Target suffers a -2 to all Action Skill Rolls.

## VOICE IN THE SILENCE

**Tradition:** Heritage (Val) [Tier I]

**Category:** Sustained

**CTN:** 18

**Speed (Strain):** 3 (+3) / +5\*

**Range:** Self (10' Radius)

**Effect:** You generate a Psionic buffer in the area around you filtering the “noise” created by specific Psionic creatures (such as Voiceless Ones). As long as this power is sustained, all allies within the spell's radius are free of any penalties the Psionic field might impart.

Unlike most Sustained spells, you may act while sustaining this power, but you are limited to physical attacks. The spell's Sustained cost is added to your weapon, trick, or maneuver Speed, although techniques and tricks with a recovery of 3 will still stop you from sustaining this spell.





## WALKING NIGHTMARE

**Tradition:** Illusion [Tier IV]

**Category:** Sustained

**Speed (Strain):** 5 (+4) / 4

**Range:** 60' (1 Target)

**Duration:** Instant

**Defense:** Discipline

*You read into your Target's mind, exposing his mind to his greatest nightmares.*

**Effect:** With a successful attack your Target suffers (Primary) Stamina damage that bypasses all AR and becomes Frightened.

**Sustained Effect:** Your Target suffers an additional (Primary) Stamina damage that bypasses all AR and remains Frightened.

## WALL OF BLADES

**Tradition:** Battle, Creation [Tier IV]

**Category:** Advanced

**CTN:** 26

**Speed (Strain):** 5 (+3)

**Range:** 30' (Special, see Effect)

**Duration:** Scene (D)

**Defense:** Avoidance (See Effect)

*With a wave of your hands, mystical semi-transparent swords appear in the air before you, creating a barrier of spinning deadly blades.*

**Effect:** You create a vertical 40' long, 5' wide, 20' high barrier of spinning blades. You may attack through the barrier but all Targets on the other side gain the advantage of Superior cover.

Creatures which pass through, are within the wall of blades at the time of casting, or stay within the wall for 5 continues Ticks are attacked by the spell for d12 (Primary). Lastly, though this spell does not affect structures, it does damage unattended objects for the same damage as creatures.

**Adaptation:** Increase the CTN by 3 and strain by 1 to increase the size of the wall by 10'. You may add this additional size vertically or horizontally.

**Adaptation:** Increase the CTN by 6 and strain by 3 to increase the width of this wall to 10'.

## WARD AGAINST THE UNNATURAL

**Tradition:** Wards, Blood [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+1)

**Range:** Self (10' Radius)

**Duration:** Scene (D)

**Defense:** Discipline

**Effect:** One of the most basic spells learned by priests is the warding of a space against certain types of "unnatural" creatures or beings, such as Undead, Shades (Spirits) or Infernals.

However, the Ward can only be used to protect a specific area of space. For example, the priest may ward a certain area of space, usually within a circle or may ward an opening or entryway, such as a doorway or window.

The priest may inscribe an area (usually with salt, but chalk, sand or even wax will do), and then quickly blesses it with his Holy Symbol to enact the Ward. Alternatively, the priest may Ward an opening using any of the above-mentioned materials and again seal it with his Holy Symbol.

When sealing the Ward, the priest infuses the Ward with his faith and specifies what type of unnatural entity the Ward is meant to stop. Once erected, the Ward acts as a barrier that will prevent any beings of the specified type from passing through or harming, in any way, anything on the other side of the ward, unless they are able to Push Through (see below).

Once established, the priest does not have to continue to concentrate on the Ward for it to remain effective.

However, if anything disturbs the inscription, such as wiping away the chalk line or sweeping away the salt so as to break the circle, the Ward is immediately rendered useless.

**Pushing Through:** Normally a Ward will keep its intended Target type from breaking through into the warded area, but there are some creature so stubborn (or powerful) that they may attempt to cross through the barrier through a simple act of Will.

To do so, the entity must succeed in Mettle: Perseverance (Re) Action Skill Roll against the caster's Passive Arcanum Value.

**Note:** Without Pushing Through, the entity warded against cannot do anything to disrupt the warded area, such as push a statue over the Ward to break the circle, etc.

**Restriction:** Should this Ward be used to trap a creature, the creature may not be attacked by anyone outside the Ward; doing so breaks the Ward and sets the entity free.





**Adaptation:** Increase CTN by 4, Speed and Strain by 1 to increase the Radius by 10'. This Adaptation may be applied twice, to a maximum of 30'.

**Adaptation:** Increase CTN by 6, Speed and Strain 3 to add an additional type of entity to ward against. If this increase then requires an Arcanum Action Skill Roll, an unsuccessful roll means that the Ward is ruined and the priest must start again from scratch.

**Adaptation:** Nerothian priests enjoy a +2 bonus to their Passive Arcanum Value for Wards against Undead; Beltinian priests a +2 against Shades (spirits); and Sarishan Sorcerer-priests a +2 against Infernals.

**Blood Tradition:** Sarishan Sorcerer-Priests may create a Ward against a specific person or creature if and only if they possess a few drops of blood from that being.

## WARD OF PRIVACY

**Tradition:** Illusion, Wards [Tier IV]

**Category:** Binding (D)

**CTN:** 26

**Speed (Strain):** 1 minute (+0)

**Range:** 10' Radius

*With a complex ritual you protect a small space from prying eyes.*

**Effect:** For as long as this spell is active, spells like Scrying Inscription (pg. 423) and Clairvoyance (pg. 373) cannot see into the warded area, although such an attempted intrusion can still be detected as per their respective descriptions.

**Adaptation:** Increase the CTN by 6 to increase the size of the warded area to a 40' x 40' area.

## WARD OF PROTECTION

**Tradition:** Wards [Tier I]

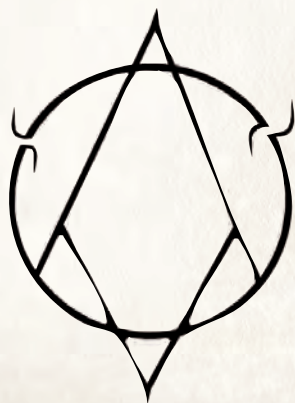
**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+1)

**Range:** 10' radius

**Duration:** Scene (D)



**Effect:** This spell creates a Ward that protects anyone within its circle from Tier I magical effects. As long as the person(s) within the circle do not break the plane of the warded circle, they are safe from spells, spells, Hexes, etc. but not from physical attacks. However, physical attacks that break the plane of the area do not destroy the Ward; only a physical disruption of whatever was used to inscribe the Ward will do that.

**Note:** A physical attack that is combined with a magical effect, such as a flaming sword, will only do the usual damage for a non-magical version of that type of weapon. The magical effect is instantly returned when the weapon or item is outside the warded area.

**Restriction:** While within the warded area, physical or magical attacks cannot be launched at Targets outside the area without negating the Ward. Magical effects, spells, spells, etc. may be cast normally on Targets within the warded area.

**Adaptation:** Increase the CTN by 4, Speed and Strain by 1 to increase the Ward to a 10' Radius.

**Adaptation:** Increase the CTN by 6 to protect those within the ward against Tier 2 magical effects.

## WARD OF SHIELDING

**Tradition:** Wards [Tier I], Kinetics [Tier II]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+1)

**Range:** Self

**Duration:** Scene (Or until maximum amount of damage is absorbed)

This Ward is similar to a Ward of Protection except that it may only protect you and the area you are standing in.

**Effect:** Once the Ward is erected, you may not move, but you are protected by the Ward, which will absorb 10 points of damage before it is destroyed. As an extra benefit, this ward will allow you to cast spells or make physical attacks without negating the Ward's defensive properties.

**Restriction:** This spell only works on you and may not be cast on any other Target under any circumstances.

**Adaptation:** Increase the CTN by 3 and Strain by 1 to add an additional 10 points of damage absorption to the Ward. This adaptation may be applied multiple times.





## WAVES OF EXHAUSTION

**Tradition:** Necromancy [Tier II], Deity (Belisarda) [Tier III]

**Category:** Base

**CTN:** 21

**Speed (Strain):** 4 (+2)

**Range:** Self (10' Radius)

**Duration:** Instant

**Defense:** Fortitude

*With a flick of your hand, a wave of dark energy sweeps out and washes over everyone around you, sapping your enemies' strength and adding to yours.*

**Effect:** Creatures that are affected by this spell are instantly Exhausted for the remainder of the Scene. You regain 2 points of Stamina for each Target successfully Exhausted. Creatures already Exhausted are not affected by this spell.

**Restriction:** This spell does not affect Spirits, Constructs, or Elementals.

**Adaptation:** Increase the CTN by 6 to change the spell's range to 30' (10' Radius).

**Adaptation:** Increase the CTN by 3 to change the spell's range to 15' Cone.

## WHIRLING BLADE

**Tradition:** Battle, Kinetics [Tier I]

**Category:** Advanced

**CTN:** 18

**Speed (Strain):** +2, (See Effect) (+1)

**Range:** 30' (1 Target)

**Duration:** Instant

**Defense:** Avoidance

**Effect:** You throw your weapon, using your arcane talents to guide it to your chosen Target and back to your hand. When you cast this spell, add the spell's Speed to your weapon's Speed, and attack by performing a Ranged: Thrown (Primary) attack roll. If you strike your Target, deal your weapon's die and primary casting die in damage as well as any weapon Runes (For example throwing a broadsword would deal d8 (Primary) damage).

You may also use this spell to throw an ally's weapon, returning it to their hand. If you do so, they gain Recovery: 2.

**Adaptation (Battle):** Increase the CTN by 3, Speed and Strain by 1 to add an additional Target within range. This Adaptation may be applied twice to a maximum of three Targets

**Adaptation (Psionic):** In response to a foe throwing a weapon within range you may Push your Clock 6 to redirect that attack to any foe of your choosing within range. You must be aware of the attack and have a clear line of sight between the attacker and your chosen Target.

## WHIRLWIND OF BLADES

**Tradition:** Deity (Hurrian) [Tier III]

**Category:** Advanced

**CTN:** 23

**Speed (Strain):** 4 (+6)

**Range:** 5' Radius

**Duration:** Instant

**Defense:** Avoidance

*With the casting of this spell, you release your broadsword into the air and it splits into 12 identical blades, striking everyone around you before reforming back in your outstretched hand.*

**Effect:** These blades attack all Targets around you, making no distinction between friend and foe. Each Target struck suffers d8 (Primary) + your passive might value and any additional damage granted through weapon Runes.

**Restriction:** This spell may only be performed with a broadsword.

**Adaptation:** Increase the CTN by 3 and the Strain by 2 to change the spell's range to 10' Radius.

**Adaptation:** Increase the CTN by 3, to ignore one Target within range. This Adaptation may be applied multiple times each time ignoring an additional Target.





## WITCH BLADE

**Tradition:** Creation (Elder) [Rank 2]

**Component:** Ebon Blade (Creation) (pg. 383)

**Category:** Advanced

**CTN:** 20

**Speed (Strain):** 1 (+5)

**Range:** Self

**Duration:** Scene

*You summon forth a blade of pure darkness.*

**Effect:** You summon a single Ebon Blade (as the spell, pg. 383). However, unlike its counterpart, your Witch Blade is more than a simple weapon, becoming a focus for your spells. As you acquire Strain you may, instead of suffering it, store up to 10 points of Strain in the blade as a Trivial skill action. Attempting to store more in the blade causes it to instantly shatter.

Alternately, you may use the blade to absorb any single spell cast directly at you (that is a spell without an area) by Pushing your Clock 5, instantly shattering the blade.

When your Witch Blade is shattered, you instantly suffer any Strain stored within the blade. If it was used to absorb a spell, you suffer an additional amount of Strain equal to the Speed of the spell absorbed.

**Adaptation:** Increase the spell's CTN by 6 and Strain by 5; the weapon you create may have the equivalent of any Tier I weapon Rune.

## WITCHLIGHT

**Tradition:** Universal [Tier I]

**Category:** Base

**CTN:** 16

**Speed (Strain):** 2 (+1)

**Range:** Self

**Duration:** 1 hour

**Effect:** You create a ball of light that orbits you at head-level. This orb sheds light equivalent to a lantern (pg. 251).

**Adaptation:** Increase the CTN by 3 to summon forth an additional ball of light that may move at your command. The ball of light has a pace of 60' and may move no farther than 30' from you.

**Adaptation:** Increase the CTN by 6 to summon forth 2 additional balls of light which may move as above, for a maximum of 3 balls of light.

## WORD OF COMMAND

**Tradition:** Deity (Illir) [Tier I]

**Category:** Base

**CTN:** 18

**Speed (Strain):** 3 (+3)

**Range:** 30' (1 Target)

**Duration:** Special (See Effect)

**Defense:** Discipline

*This powerful spell allows the priest to channel the raw power of Illir's presence through his voice.*

**Effect:** Once intoned, the priest issues forth an order consisting of no more than a short phrase that a Target must follow, assuming that the priest successfully overcame the Target's Discipline. If so, the Target must carry out the priest's Command to the best of his ability. This Command cannot be a complex order, but must instead be short and clear.

### Examples of some valid commands

- Open the door.
- These aren't the Dwarves you are looking for.
- Drop your weapon.
- Sound the trumpet.

### Examples of some invalid commands

- Jump off this bridge.
- Did you kill the girl?
- Go to the treasury, unlock the vault, grab the crown, then come back here and give it to me.

**Restriction:** The Target must be able to hear and understand what the priest is commanding the Target to do. Thus this spell will not affect deaf Targets or those who do not speak the language of the priest.

**Restriction:** This spell will not force someone to do something that would cause them bodily harm or likely result in their death. The Target's survival instinct will break the spell.

This spell will also not force someone to speak, only to act. Additionally, this spell cannot be used to make an offender confess to the offense, i.e. did you set the barn on fire, did you pay the assassin to kill the Duke, etc.

**Adaptation:** Increase the CTN by 5, Speed by 1 and Strain by 4 to affect an additional Target within range.





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HERO'S NAME: \_\_\_\_\_ FIER/RANK: \_\_\_\_\_  
 RACE: \_\_\_\_\_ ARCH/BACK: \_\_\_\_\_  
 NATION/REGION: \_\_\_\_\_  
 CHURCH/DENY: \_\_\_\_\_

A + + R I B U + + E S H E A L + + H

**M I P R Q U V I G H I N L O R E**  
 MIGHT PROWESS QUICKNESS VIGOR CHARISMA INSIGHT LOGIC RESOLVE

ATTRIBUTE SCORE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
PASSIVE VALUE DICE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

TOTAL CURRENT	<input type="text"/>
STAMINA	<input type="text"/>

CURRENT SCORE PACE INITIATIVE  
 BRASE CURRENT DICE POOL

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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TOTAL CURRENT	<input type="text"/>
WOUNDS	<input type="text"/>

D E F = B R S C E N S A R M O R R A T I N G S S A R B U L K E N C

**Avoidance:** DEFENSE = BRASE + SHIELD - BULK  
 PASSIVE PR + In + 12

**Fortitude:** PASSIVE U1 + MI + 12  
 SITUATIONAL MODIFIERS

**Discipline:** PASSIVE CH + RE + 12  
 SHIELD BONUS

ARMOR AIR BULK ENC  
 SHIELD SB SHI ENC  
 OTHER

**Weapons**

**Talents/Maneuvers**

WEAPON	SPEED	ATTACK BONUS (ATTRIBUTE DICE)	DAMAGE DICE (ATTRIBUTE DICE)	RANGE
WEAPON QUALITIES / TRICKS KNOWIN / SPECIAL QUALITIES				TYPE ENC
WEAPON	SPEED	ATTACK BONUS (ATTRIBUTE DICE)	DAMAGE DICE (ATTRIBUTE DICE)	RANGE
WEAPON QUALITIES / TRICKS KNOWIN / SPECIAL QUALITIES				TYPE ENC
WEAPON	SPEED	ATTACK BONUS (ATTRIBUTE DICE)	DAMAGE DICE (ATTRIBUTE DICE)	RANGE
WEAPON QUALITIES / TRICKS KNOWIN / SPECIAL QUALITIES				TYPE ENC

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**TRAINED SKILLS**

PASS. SKILL VALUE	TOTAL BONUS	Ranks	ADJ.	ADJ.
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<input type="text"/>	( )	<input type="text"/>	<input type="text"/>	<input type="text"/>
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<input type="text"/>	( )	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	( )	<input type="text"/>	<input type="text"/>	<input type="text"/>

**UNTRAINED PASSIVES**

<input type="checkbox"/>	PASSIVE (MI)
<input type="checkbox"/>	PASSIVE (PR)
<input type="checkbox"/>	PASSIVE (QU)
<input type="checkbox"/>	PASSIVE (UI)
<input type="checkbox"/>	PASSIVE (CH)
<input type="checkbox"/>	PASSIVE (IN)
<input type="checkbox"/>	PASSIVE (LO)
<input type="checkbox"/>	PASSIVE (RE)

**CONDITIONAL SKILL MODIFIERS**

**ADDITIONAL NOTES**

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HERO'S NAME: \_\_\_\_\_ PLAYER'S NAME: \_\_\_\_\_  
 ARCHETYPE: \_\_\_\_\_ CHMPAIGN: \_\_\_\_\_  
 BACKGROUND: \_\_\_\_\_ CHRONICLER: \_\_\_\_\_  
 PATHS TAKEN: \_\_\_\_\_  
 FLAWS: \_\_\_\_\_  
 ALLIANCES/SECRET SOCIETIES: \_\_\_\_\_  
 PHYSICAL DESCRIPTION: \_\_\_\_\_  
 AGE: \_\_\_\_\_ SEX: \_\_\_\_\_ HAIR: \_\_\_\_\_ EYES: \_\_\_\_\_  
 HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_

**A D D I T I O N A L T A L E N T S S P E L L S K N O W N / T E C H N I Q U E S**


GEAR	ENC

**Ε N C U M B R A N C Ε P H Y S I C A L S T R E N G T H**

ENC THRESHOLD	TOTAL ENC	TOTAL BULK
FOR: DFE		

Carrying Capacity  
 Light Enc: +1 Bulk  
 Moderate Enc: +2 Bulk  
 Heavy Enc: +3 Bulk  
 Overload: +4 Bulk  
 (Formula: Defense or Pass)

**R U N Ε S M A G I C I T E M S**

ARMOR	ITEM
TYPE/QUALITY	
RUNES (QUALITY)	

GEAR	ENC

**Ε N C U M B R A N C Ε P H Y S I C A L S T R E N G T H**

B A S E P U L L / D R A G L I F T X1.5	B A S E P U S H L I F T X2	B A S E L I F T X30

**R U N Ε S M A G I C I T E M S**

ARMOR	ITEM
TYPE/QUALITY	
RUNES (QUALITY)	

**L A N G U A G E S S P O K E N / N O T E S**


**U A L U A B L Ε S**

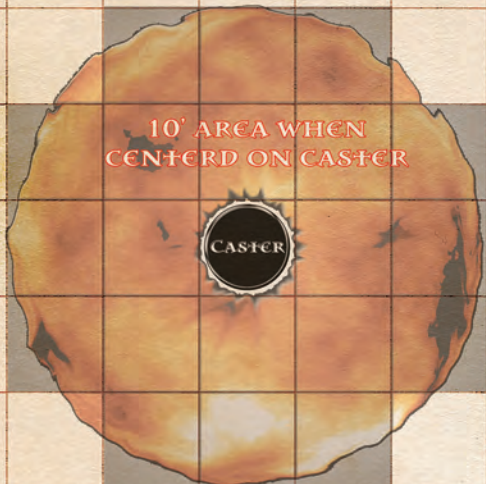
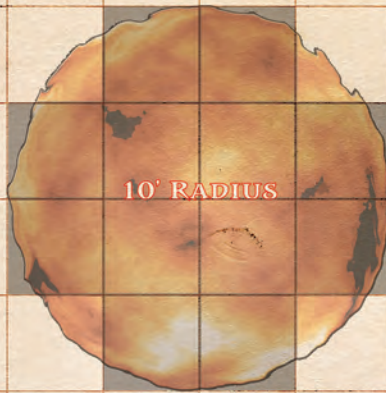
COPPER	SILVER	GOLD

**E X P E R I E N C E P O I N T S**




MAXIMUM NUMBER  
 OF WORN ITEMS









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