

# EARTH O DAWN



Tableau Infractus #9



# TABLEAU INFRACTUS

*“That’s too a sharp blade to be wielded by one of such an emaciated wit.”*

• Maleena •

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*This is a work by a fan for fans.*

*In short please don’t litigate against me.*

Volume #1 Issue #9 Earthdawn Tableau InfRACTUS



## AUTHOR'S CORNER

In TI #8 I put forth a contest to help celebrate the pending release of TI #9, an issue that would be notable because it equals the number of issues released by the longest running Earthdawn Fanzine, Earthdawn Journal which made it to Issue #9.

I know that some folks will disagree with me and say that The Book of Tomorrow is the longest running fanzine. Since there has not been a new issue in several years, which is a bummer because I have tried to get my readers to contribute to it, I have to assume it has fallen by the wayside.

So with out further ado, the winner of the contest from Issue #8 is...

# NOBODY

I am surprised that I received zero responses to the contest.

On to the issue I hope you enjoy.





## BREW EYES

*The following is from the interrogation of Rickar of the Stone Claw moot notorious enemies of the Firescales, our allies. It is my feeling that this individual, if released, could pose a large threat to the stability of that alliance.*

*-Dier'Drae' Holders of Trust Field Interrogator -*

My traveling companion and I, having spent the last few weeks eating road dust, came upon a hamlet in the wilds southwest of the Tylon Mountains. I call it a hamlet, but that's a vast exaggeration. It was three buildings and a water trough. But after weeks of road rations, random scavenging and sparse hunting it might as well have been Throat it was so beautiful.

Felix, (that has got to be the most common dwarf name, I mean every third dwarf I have ever met has been named Felix or some derivative of it), was a rather taciturn and friendly little fella'. He often spoke in half syllable sentences. Volumes of information transferred with a single half pronounced grunt. His mostly silent company was very welcome in our weeks of travel.

We had been on board an air ship, the Crow's Crown. We were taking part in a loot and pillage plan cooked up by the ship's captain, a Stone Claw troll with delusions of grandeur, when a fleet of air ships, (ok it could have been just two), ambushed us as we crested the Tylon Mountains. I don't know how they managed to get the drop on us, I blame the lookout.

It was a pretty impressive battle. Lots of trolls, like myself, howling and swinging wildly whatever they could get their hands on. Most times it was a weapon, although none too few oars were being put to fine use as very long bludgeons. The battle lasted only as long as the ship stayed in the air. As it turns out, that was

going to be a relatively short period of time.

I caught sight of a thin, rather scrawny really, name-giver in a robe at the rails of one of the other ships. I suppose it could have been an elf or even a human it was difficult to tell since I was also participating in the wild swinging of weapons and the delightful howling that goes along with a pitched battle. Out of the corner of my eye I see this ... person, do a herky-jerky jig and before I know it, a fire ball comes flying across the prow of the ship and slams directly into the base of the main mast.



Funny thing about wooden air ships, they are made with, well wood. Some Elemental wood, woven with Elemental Air, twisted and warped into the frame of a ship and then all



gussied up to make it a right attractive vessel to go raiding in. With all this Elemental Air, Elemental Wood and pent up magic just bursting at the seams, what better method of transport could there be to wage raids and vengeance from the skies?

Anyhow, this fireball engulfs the main mast and blows a massive hole in the deck of the ship. There is no denying the passions when you realize that your ship has just dumped you out and the on rushing ground is rapidly filling your vision. The drive to live is greatest in name-givers, and at that point no passion is greater than Garlen.

I road that ship down as long as I could, before leaping free and attempting to wind-catch myself down to the ground. The sound of the wind shredding the remaining sails combined with the smell of burning wood and charged air made my hairs stand on end. But I held, I waited, the crash was coming and I could see it. When I leapt it was for life, love and the pursuit of vengeance. I had never been knocked out of the sky before and I don't care for it.

I watched as the hull impacted the ground with a splintering crash. Wood shards, cinders and bits of burning everything ejected from the deck. In moments the plain where ship crashed on was ablaze with fire. Moments after my touchdown I was assaulted with the sounds of others that had not been as lucky or as skilled in their wind catching. A hail of trolls, gear and one lone dwarf assaulted the burning ground in a staccato beat of sickening crunches and thuds.

Latching on to what non-burning gear I could find, and the only other survivor, the dwarf Felix. (Did I mention that has got to be the most common dwarf name ever? I find myself wondering if they even name the girls that...) I beat an hasty retreat to a cops of trees I spotted in the distance during my fall. I swore to my ancestors that whoever had attacked us would pay. It didn't occur to me at the time I that had no idea who had attacked us or even why. I could only feel a burning and righteous vengeance building up in my guts. They would pay and that payment would be remembered

for generations.

Felix was in sorry shape, which should be expected from having survived an air ship crash. A few broken bones and some very heavy bleeding combined with what I took to be the symptoms of a massive concussion. His biggest worry? His liquid proof pack filled with Throalic Stout had been destroyed with the ship. Still he handled the entire event with a modicum of restraint that I have very rarely seen. That sullen eyed look that says, "I am ready, death take me now," or "Wonderful I lived through that only to have to face the future." I was not certain which of the two it could have been. I eventually found out, and I was not happy about it.

I used the last of the healing salve that I possessed to close up his wounds and help ease his pain. Once the survivors rush wore off, he passed out for several hours. I spent that time preparing for two situations. Camp, because a troll needs a place to sleep for the night, and a second assault from the sky. That assault never happened. I can only assume that they didn't believe anyone could have survived that fall and the burning wreckage. They were wrong, they should have investigated and I am fortunate that they didn't.



Sleep appeared to not agree with Felix. His constant twitching and grunting was bothersome but not life threatening. At one point he sat up, stared at the fire for about an hour, and then, without a word, he walked right into the flames. I could see a mixture of



fear and jubilation in his eyes. He stood there arms out stretched as if welcoming rain. I could smell the scent of burning hair, crisping skin, and charring bones. The sight of his blackening form was unsettling. From the soles of his feet to the top of his bald head the flames danced and charred their way with zest and zeal. I was too tired and dumbstruck to respond.

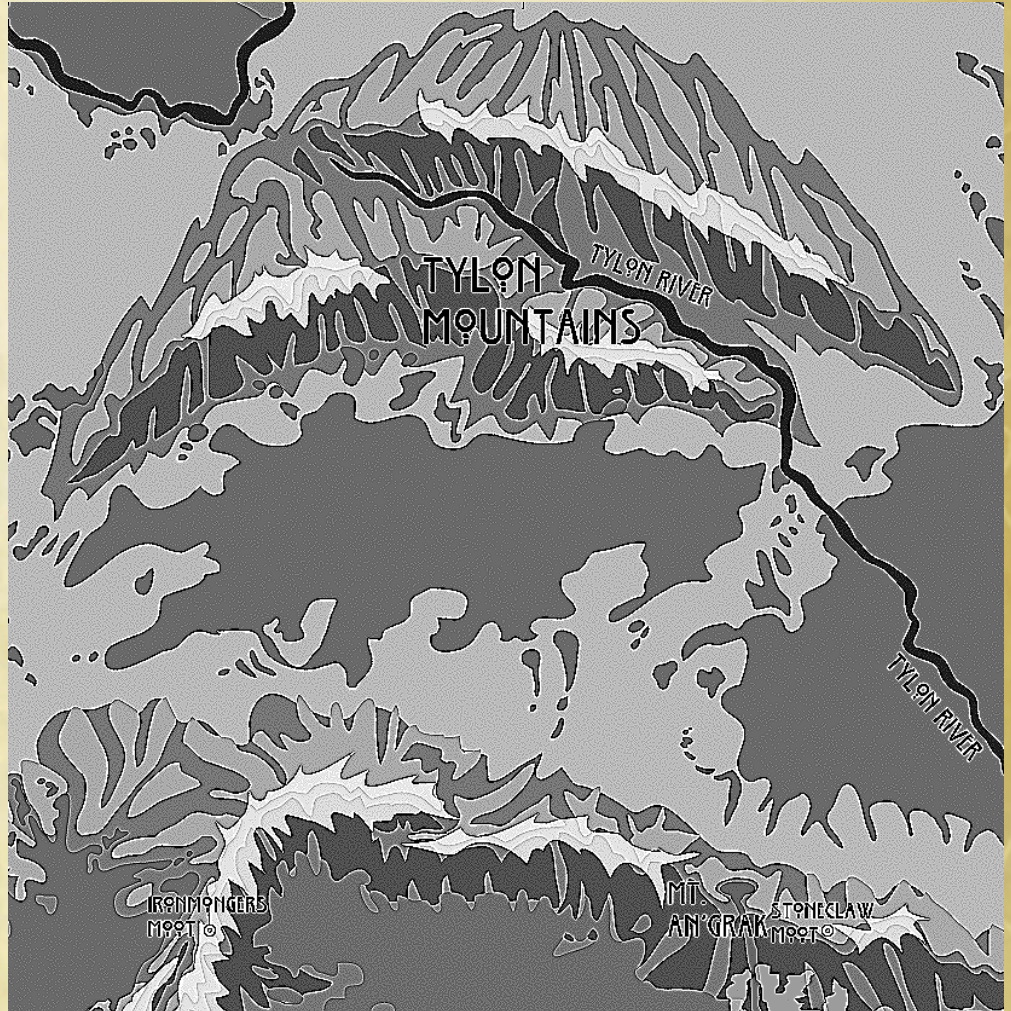
Not long after he walked into the fire he emerged again. His form blacked and puckered. He spent a few minutes scraping off the charred husk and freshly grown skin, albeit with new scars, was revealed. I had never seen anyone use fire healing before and I am not afraid to say, it was a little terrifying. Minutes after his exit from the flames and scraping of the charred flesh, he returned to sleep until well after sunrise.

The next day began the routine we would follow for several weeks. Hunting, walking, and camping all done mostly in silence. I could tell he was preoccupied with something and each day his eyes would become more hardened than the previous day. At one point in the night I woke to find him staring over me in my sleep. Combat raging in his eyes. After that incident I took to sleeping with my dagger in hand and my sword unsheathed. He didn't give any appearance of noticing, but I didn't find him watching over me again.

We agreed that our path would be to travel around the southern point of the Tylon Mountains and double back to our own territory. He never mentioned why he was on the air ship and I didn't ask. His secrets were his and I didn't want to know them if I didn't

have too. Still I did find it odd that a dwarven warrior-weaponsmith would be raiding with trolls. Life is strange and every name-giver makes their own path, his just seemed to me, to be very convoluted.

So there we are traveling down this road when we spy this fine establishment. Outside tied to the rail are several types of pack and



work animals. I look at him and he grunts at me. We have agreed to enter the place and see what we can see. Maybe even barter a bit of food and some drink.

Imagine our surprise when we find a party in full swing with a very generous barkeep. The place was awash in name-givers of all races. Drinking the local "Redbeer" and being quite a jolly lot. Felix took this opportunity to suck down several quarts of the local brew. It was at this point that I learned just who or more accurately what was sharing the skull of my traveling companion.



## DOLL RE-MAKER



I was reading [The Miniatures Page.com](http://TheMiniaturesPage.com) when I happened across a post from a miniature sculptor advertising that he had time available in his schedule. The comments section of the site was filled with praise about the quality and style of miniatures produced by this fellow. Being curious and somewhat impulsive I followed the link back to the creator's page.

The website is [www.blackcrabsculpting.com](http://www.blackcrabsculpting.com), The Sculptor is Aaron Brown and this interview is the result of my finding a single Earthdawn miniature in the archives of the site. As Icewing is Doll Maker I have dubbed Mr. Brown, Doll Re-maker.

**TI)** Mr. Brown I very recently stumbled across your website <http://www.blackcrabsculpting.com> and was very surprised to see the T'Skrang Magician that had been available from Redbrick for a short while. I was wondering if you had sculpted any of the other Earthdawn miniatures?

**Aaron)** Yes I did some Earthdawn figures around five years ago, they were a mixture of full figures and conversions of the original figures. The list is; 7 T'skrang figures, 3 Obsidimen figures 3 Windling conversions using existing figures 1 Zoak and converted Windling rider, 3 Ork Riders with weapon conversions, a Lions tail for the Griffin and a Jehuthra horror construct.

**TI)** How is it that you were selected to sculpt for the Redbrick miniatures line?

**Aaron)** I was contacted by Richard Vowles towards the end of 2005 and we started talking about the project.



**TI)** As a sculptor do you find it difficult to match styles with previously released miniature lines?

**Aaron)** No, I have to do it quite a lot so you get used to it. I get my client to send me examples of the current figures, then I take measurements from them and draw up a little scale skeleton to work from. This extra effort helps to keep all the figure sizes consistent.

**TI)** When re-sculpting miniatures for Earthdawn did you have access to the actual miniature or just photographic references?



**Aaron)** I was sent samples of the current figures to match or in the case of new work illustrations from the books. For figures like the Obsidimen and some of the T'skrang I made a new figure, cast it and then modified the castings into different figures, so some of the conversions are all done entirely by me. A bit of a side note I didn't make any new T'skrang heads, I always used the old ones as they were very well done.



**TI)** I am extremely impressed with your Jehuthra miniature, you managed to capture the feeling of Jeff Lubenstine's work very well. Was that a result of the artwork being so detailed or was it something else?

**Aaron)** It was good clear artwork that captured the feel of the figure. So this was probably the biggest factor, its easier to pick up something with a strong vibe.



**TI)** As a sculptor what is your preferred influence or reference to have around during the creation of a miniature?

**Aaron)** It's great to have a lot of quality artwork to look at to get the feel of the setting. As I mentioned it's also good to have some samples of the existing figures if you are adding to a range.



**TI)** What are the ork weapon swaps that you performed for Redbrick? I have never seen them were they actually put into production??

**Aaron)** I did 3 conversions of ork riders. I sent you photos of them (yes he did and they now grace this interview). I don't know what went into production.





**TI)** Did you sculpt all five of the Obsidimen miniatures that were original sculpts released by Redbrick?

**Aaron)** *I think I only did 3.*



(It appears as though the two remaining releases were variation on these 3 shifting around the shield)

**TI)** The Windling re-sculpts are miniatures that many players had been waiting for years to arrive because the originals were rather dull. Did you find them difficult to re-sculpt and make interesting?

**Aaron)** *I just converted the originals on these. I tried to make them more personal and give them something larger to sit or stand on to make them more obvious and stand out more. This also strengthens the fact that they are so small.*

**TI)** I have only ever seen 2 of the windling re-sculpts for Earthdawn, one is a caster on some books, the other is the wind rider, there were 2 windling sculpts that were referenced historically by Redbrick; a windling, male with sword and long cloak, and windling, perched on sword. Did you sculpt them??

**Aaron)** *Here are pictures of the miniatures I worked on. I did one sitting on some road marking stones, I don't know if this is your book one. It looks like I made 4, The rider on the chicken:), the female on the sword, the road marker male and male standing on a branch with a long cloak.*



*My new favorite windling miniature.*



*It is a Road Marker not a stack of books*



*"The rider on a chicken"*





A combination of armature and pre produced miniature conversions with new sculpted details

**TI)** Do you get to keep the Green Sculpt that you create?

*Aaron) No normally the client gets those. I do get castings of everything though.*

**TI)** Do you currently play Earthdawn, did you prior to sculpting the miniatures for Redbrick?

*Aaron) No I don't game at all.*

**TI)** Thank you for taking the time to be interviewed and sharing with us a little on the creation of the Earthdawn Miniatures commissioned by Redbrick and also for the photos you donated to this interview.

*Aaron) Thanks for asking.*

Aaron Brown is the owner and operator of [Black Crab Sculpting Studio](#). He produces everything from one of a kind sculpts to figures for mass-production. He specializes in small scale miniatures for the gaming and toy industries. Generally preferring to work in a range of scales from 1/64 (a 28mm figure) to 1/6 (30cm figure) and up to 1/3 scale busts.

The site has some very interesting [tutorials](#) and a [painted figures gallery](#) with some excellently painted miniatures and busts.





# DWARF MINIATURES GALLERY

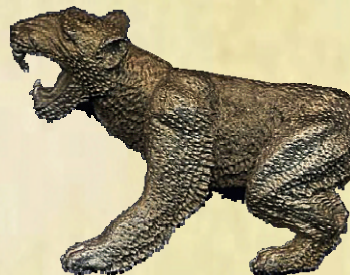
Like the Elf, the Dwarf is a staple of the fantasy miniatures genera. The least distinctive sculpts for Earthdawn were the dwarfs, which is strange considering that the dwarfs play such a huge role in the game. These figures were produced by Heartbreaker, but substituting any fantasy miniature company's line of dwarfs should fill the need quiet nicely.



Swordmaster

Warrior  
Heartbreaker ED-304

Wizard

Nethermancer  
Heartbreaker ED-341Beastmaster  
Heartbreaker ED-304Elementalist  
Heartbreaker ED-314Cavalryman  
Heartbreaker ED-342Dwarf mount, Troajin ( 2 parts)  
Heartbreaker ED-342Dwarf Weaponsmith  
Heartbreaker ED-330



# CREATING NPC SPIRITS

*Spirits are more than just the immaterial remains of entities of other planes. Spirits are the true form of name-givers and the material of the body is merely a focus to view the spheres and planes.*

•Zahquarry•

**A**s detailed in the **Gamemaster's Guide** (pg 210-

225), spirits are denizens of a realm other than the physical world. These realms can be Astral Space, any of the Elemental Planes, a Nether Realm, or even from Death's Realm. Spirits differ from undead in that they are actually "alive" in the realm that they are from. They maintain their own persona, motivations and will.

This section provides guidelines using the Spirits rules, (**Gamemaster's Guide** pg 210-225) and the Creature Creation rules, (**Gamemaster's Companion** pg 105-111), as a basis to help gamemasters create re-occurring spirit NPCs for their games.

To design an NPC spirit, follow these steps:

1. Determine Spirit Strength Rating
2. Determine Attributes
3. Determine Characteristics
4. Determine Powers
5. Determine Spells
6. Determine Traits
7. Determine Motivations
8. Determine Attitude
9. Write a Commentary

## Determine Spirit Strength Rating

**S**pirit strength is detailed in the **Gamemaster's Guide** on pg 210. This is the basis of all spirits. For a re-occurring spirit NPC this is determined only once at the first summoning. Their power will then increase by 25% of a spirit strength rating after each summoning.

This is different than the **Repeated Summoning** in the **Player's Guide** on pg 212. With this process a spirit can outclass an unwary adept quickly. Allowing the Spirit to become as much a danger to the adept and their party, as the threat the party may already be facing.

## Determine Attributes

**A**tribute steps for spirits are dependant on the Spirit Strength Rating in reference to the Spirit Type, found in the **Gamemaster's Guide** on pgs 216 - 225.

**Example:** An Air Spirit of Strength Rating 2

DEX: 6	STR: 5	TOU: 4
PER: 6	WIL: 5	CHA: 4

## Determine Characteristics

**S**ome characteristics for spirits are dependant on the Spirit Strength Rating in reference to the Spirit Type plus the spirit's default value, per the **Gamemaster's Guide** on pg 216.

**Example:** same Air Spirit from the previous example.

Attack: Base 6 + Spirit Strength Rating 2 = 8
Physical Defense: Base 6 + Spirit Strength Rating 2 = 8
Spell Defense: Base 6 + Spirit Strength Rating 2 = 8
Social Defense: Base 3 + Spirit Strength Rating 2 = 5
Mystic Armor: is the Spirit Strength Rating thus 2
Karma Points: Base 2 x Spirit Strength Rating 2 = 4
Karma Step: Base 3 + Spirit Strength Rating 2 = 5

All remaining Characteristics are the default value of their spirit type at the stated Spirit Strength Rating.

**Example:** same Air Spirit from the previous example.

Initiative: 6	Physical Armor: 4
Actions: 1	Recovery Tests: 2
Damage: See Powers	Knockdown: NA
Death: 28	Movement: 6/7*
Unconsciousness: 19	Wound Threshold: 7

\*The spirit's flying Movement while physically manifested.





First Circle: Air Armor  
Second Circle: Air Mattress

## Determine Traits

All Name-givers, Name-takers, and living spirits have their own attitude and consistent character traits. Select one trait to assign to the spirit when it is created. The list is located in the **Player's Guide** on pg 32.

**Example:** same Air Spirit from the previous example.

Trait: Humorless, the spirit can't take a joke and would not know what to do if one were made using it as the subject.

As the spirit grows in power it develops more personality depending on the treatment by the Summoner. Assign it a new trait every time the Spirit Strength Rating jumps a Rank and make certain that the trait is consistent with the behavior of the summoning character.

**Example:** An Air Spirit increases its Spirit Strength Rating from 4 to 5, and it gains a new trait. The Summoner has been abusive to the spirit during its development so the spirit gains:

Hateful: The spirit is unruly and hates being controlled.

## Determine Motivations

Why would a spirit help any name-giver that summoned it to the material plane? True motivations are tricky and sometimes easily hidden. Assign a motivation that would be consistent with the spirit's type. This motivation should not change over the life of the spirit.

**Example:** same Air Spirit with a 2 Spirit Strength Rating

Motivation: Gain access to rare gases.

Also, as with Traits, more motivating factors can be added to the spirit as it matures. Assign it a new motivation every time the Spirit Strength Rating jumps a Rank and make certain that the motivation is consistent with the demands placed on the spirit.

**Example:** An Air Spirit increases its Spirit Strength Rating from 4 to 5, and it gains a new motivation. The spirit has been used to fight many Horrors and it decides that it needs to learn more about them. It gains:

Secondary Motivation: Gain information on horrors.

## Determine Powers

All spirits have innate powers. These powers are listed in the **Gamemaster's Guide** pgs 213-216. What particular powers, and how many a spirit has, are based on the Spirit Strength Rating.

**Example:** same Air Spirit from the previous example has a Spirit Strength Rating of 2. The available powers are

Aid Summoner: Equal to the Spirit Strength Rating

Astral Sight (talent): PER plus Spirit Strength Rating

Detect True Elements: PER plus Spirit Strength Rating

Engulf: STR plus Spirit Strength Rating

Manifest: Equal to the Spirit Strength Rating

Manipulate Elements: WIL plus Spirit Strength Rating

Share Knowledge: Equal to the Spirit Strength Rating

Spear: Equal to the Spirit Strength Rating

Spell Casting (talent): PER plus Spirit Strength Rating

Because the Spirit Strength Rating is 2 only 2 powers may be selected. In this example we will select Engulf and Spell Casting. The notation is thus

Engulf: 5 + 2 = (7)

Spell Casting (talent): 6 + 2 = (8)

## Determine Spells

Spirits use the Spell Casting (talent) to allow them to use their powers that do not require an action, **Gamemaster's Guide** on pg 213. Still this is not the only spells that a NPC Spirit may have. There is plenty of good reason to allow the spirit access to the spell list of the discipline of the Summoner. The spirit should then receive one spell per circle per point of Spirit Strength Rating.

**Example:** same Air Spirit from the previous example has a Spirit Strength Rating of 2. The available spell list is Elementalist. Two spells may be selected from the spell list one for each circle and should be consistent with the element that comprises the spirit. .



## Determine Attitude

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**D**isposition of the spirit is the overall feeling it has toward the Summoner. The **Gamemaster's Guide** on pg 93 has the seven basic ranks of attitude. A spirit that has never interacted with the Summoner prior to its first summoning may not have a good attitude towards the Summoner. This is the basis of their relationship and will color the interactions between the Spirit and the Summoner.

### Example: Air Spirit with a 2 Spirit Strength Rating

Attitude: Neutral, the spirit will not go out of its way to accommodate the Summoner, but usually takes action if it sees someone violate the Summoner's right to live and let live. The spirit might help the Summoner to fight an immediate, obvious danger such as a mugging from a gang of thugs. The Spirit can be convinced to do small favors for the Summoner, but it will not take significant risks without the promise of equally significant rewards.

As the spirit grows in power it develops more understanding of its Summoner. This understanding will reflect the interactions that the Summoner has had with the spirit. Depending on those interactions assign it a new attitude every time the Spirit Strength Rating jumps a Rank. The attitude will never move more than one level each time the Spirit Strength Rating jumps a Rank.

**Example:** An Air Spirit increases its Spirit Strength Rating from 4 to 5, and it changes its attitude toward the Summoner. The Summoner has been abusive to the spirit during its development so the spirit's attitude changes from neutral to unfriendly.

Attitude: Unfriendly, The spirit holds a "live-and-let-die" attitude toward the Summoner. It will take advantage of the Summoner but without openly doing harm. It and will gladly deceive him. It may often act politely and feign friendliness to gain the Summoner's trust. The spirit cannot be persuaded to do even a small favor for the Summoner, unless it clearly gains from doing so. Convincing the spirit to take risks for the Summoner will prove extremely difficult, and it will weasel out of any commitment at the first opportunity.

## Write a Commentary

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**O**nce the spirit has been created write a commentary for it. This should be no more than a few short paragraphs to start with. The Commentary will grow over time as the spirit matures.



The commentary should include its name and physical appearance when it is on the material plane. The traits and motivations should be fleshed out with a little more detail.

Many of the questions that can be answered by a commentary are the same questions that make a good player character.

### Example:

Blink is a young air spirit with a serious disposition. It views the material world with a mixture of awe and uncertainty. Name-giver humor is a sore spot with it, mostly because it can not grasp the subtleties of words and actions.

Blink appears as a small whirling dust storm of about six feet in height and will periodically define a face when interacting with name-givers. Its face is vaguely of the same race as the individual who summoned it.

In its quest for knowledge Blink has developed a taste for various unusual vapors and gases which can be used as bargaining material by individuals that summon it from the plane of air.

## Create a NPC Sheet

---

**W**hat follows is an editable Spirit NPC Character Sheet.

By filling this out and keeping it updated a gamemaster can easily integrate multiple NPC spirits in to their game.



Spirit Strength Rating:

DEX:

STR:

TOU:

PER:

WIL:

CHA:

Initiative:

Physical Defense:

Actions:

Spell Defense:

Attack:

Social Defense:

Damage:

Physical Armor:

Mystic Armor:

Death:

Recovery Tests:

Unconsciousness:

Knockdown:

Wound Threshold:

Movement:

Karma Point:

Karma Step:

Powers & Spells:



Summoned

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## Spirit Interaction History

Traits

Attitude

Motivations

Notable Historic Interactions



# "Blink" Air Spirit

*Blink is a young air spirit with a serious disposition. It views the material world with a mixture of awe and uncertainty. Name-giver humor is a sore spot with it, mostly because it can not grasp the subtleties of words and actions.*

*Blink appears as a small whirling dust storm of about 6 feet in height and periodically will define a face when interacting with name-givers. This face will be vaguely of the same visage as the individual speaking to Blink.*

*In its quest for knowledge Blink has developed a taste for various unusual vapors and gases which can be used as bargaining material by individuals that summon it from the plane of air.*



**Spirit Strength Rating:** 2  
**DEX:** 6      **STR:** 5      **TOU:** 4  
**PER:** 6      **WIL:** 5      **CHA:** 4  
**Initiative:** 6      **Physical Defense:** 8  
**Actions:** 1      **Spell Defense:** 8  
**Attack:** 8      **Social Defense:** 5  
**Damage:** See Powers      **Physical Armor:** 4  
                                  **Mystic Armor:** 2  
**Death:** 28      **Recovery Tests:** 2  
**Unconsciousness:** 19      **Knockdown:** NA  
**Wound Threshold:** 7      **Movement:** 6/7\*  
**Karma Point:** 4      **Karma Step:** 5

## Summoned

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### Powers & Spells:

Engulf: (7), Spell Casting (talent): (8)

Air Armor, Air Mattress

\*The spirit's flying Movement while physically manifested.

## Spirit Interaction History

### Traits

Humorless, the spirit can't take a joke and would not know what to do if one were made using it as the subject.

### Attitude

Neutral, Blink will not go out of its way to accommodate the Summoner, but usually takes action if it sees someone violate the Summoner's right to live and let live. It might help the Summoner to fight an immediate, obvious danger such as a mugging from a gang of thugs. Blink can be convinced to do small favors for the Summoner, but it will not take significant risks without the promise of equally significant rewards

### Motivations

Gain access to rare gases and vapors.

### Notable Historic Interactions

Blink's first interaction was in astral space where it agreed to be summoned at a later instance.



# UNDER THE MALACHITE THRONE

Many have claimed that the Denairastas Family of Iopos are consummate magicians. Very few know why it is that Iopos is second only Great Thera in magical power. What follows is a description of the first family floor located under the palace that houses the seat of power in Iopos.

Hidden from the prying eyes of the world are several layers of tunnels, catacombs, family training facilities and living quarters that are only available to the Denairastas Family. When a new family member is born it is generally within the safety of the top most family floor, located just below the deepest of the dungeons. If these members display too much of their dragon-kin blood they are not killed, nor are they allowed to leave the safety of the family chambers.

If the family member is deemed to be acceptable they will be taken to the surface to be introduced to the world. These members of the family will see the first level once again when they reach the age of apprenticing. At that time they will be returned here to the family magician training facility and be assigned their discipline. They are not allowed to determine for themselves the first discipline they will be taught. That determination falls to Uhl Denairastas. His decision is finale.

The deformed children, depending on their aptitude, will be trained to perform many functions for the family as they age. Their duties include everything from house servants to secret military operations authorized by Uhl. They are Denairastas, and by nature a potentially powerful resource for the entire family.

Children born too deformed and too animalistic in nature, are nurtured in cells until such a time as they no longer require nurturing and can be sent to lower levels for experimentation.

## ➤ 1) **The Elevator**

The Elevator is an open air shaft roughly twenty feet on a side. Traffic up and down the shaft is controlled using Dragon Speech. On each of the family levels a white dragon statue is placed near the entrance of the shaft. An individual wishing to use the elevator touches the statue and with their mind calls out in to the Shaft. This communication method allows every family member in the shaft to know where every other member is located, what they are doing and the direction they are traveling.

The family member and any others that are in accompaniment are lifted via air elemental into the shaft and propelled to their place of destination. The dragon statues and Air Elementals only function for members of the family. Should someone attempt an unauthorized use a greater Air Elemental will be summoned and the offending individual will be hurled in to the shaft without the benefit of elemental safety and support.

The Elevator shaft stretches from the lowest point in the mountain to the lowest point of the dungeons above.

## ➤ 2) **The Main Floor**

Light Crystals provide varying levels of illumination through out this floor. Initially being the nursery and pediatric section of the family levels, this floor has various tables, chairs, birthing beds, and corrals for the small children that can not be taken to the surface. These are facilities arranged and rearranged depending on the tastes of the individuals using them.

The Main floor is open with minimal barriers except for the shaft which is surrounded by a wall and has only one entrance / exit. This open floor design allows for young children to run freely and play without hindrance or fear of falling down the shaft.



The main floor is monitored by elderly Denairastas Family that are too disfigured to be allowed in public and too intelligent to have been used as experimentation fodder. These individuals have only been taught the basics of a magician discipline and do not surpass second circle in their capabilities. They have free range of this floor and all of the lower floors except for the training and experimentation levels.

➤ **3) Sleeping Cubicles / Cells**

The children and elderly that populate this floor sleep in these cells. Each has a small chest of drawers, a simple yet comfortable bed and a chamber pot. The chamber pots are enchanted to reduce the stench.

However the observant individual will note that each of these cubicles is built in a manner that allows a single barred door to be dropped in place from the ceiling. Several of these barred cubicles will be occupied by small children that are too deformed to be allowed in public but not animalistic enough to justify magical experimentation.

➤ **4) Training Circles**

Each Denairastas Family child that has an aptitude for magic begins their training on this floor in one of these four training circles.

These circular rooms are separated in to two sections.

The first is a walkway about ten feet wide. This encompasses the entire circumference of the room and is around ten feet above the floor of the training circle. The training instructor will walk this path while explaining the magical theory to the initiates. This path is also used as an observation point when initiates are practicing their discipline. From this vantage point the instructor can discipline or praise an initiate without ever losing their air of authority and power.

The second section is the training floor. At forty feet across the training floor is the first, and sometimes only, life and death experience of a young Denairastas. The training circle is used to strengthen the advantages of an initiate while attempting to reduce or minimize their deficiencies.

Each training circle has four individual stalls. These stall are multi use locations. Sometimes they are used as a goal during contests between initiates. Other times they house dangerous and, depending on the initiate, possibly deadly beasts.

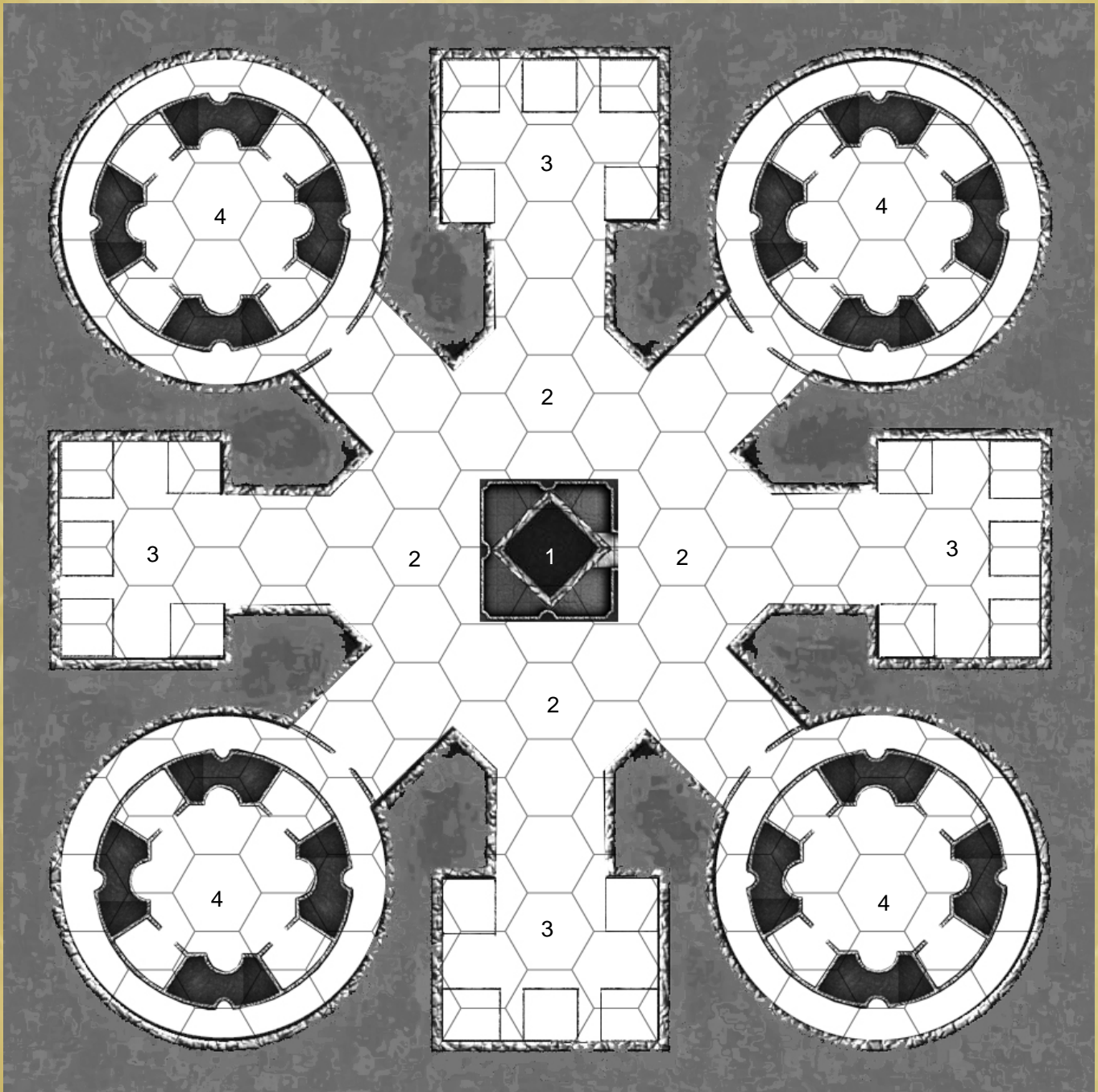
During these training sessions individual initiates are left to fend for themselves. The instructor has taken every precaution to teach the initiate what they will need to survive and they will either win or die. The remaining initiates are required to watch and if the initiate loses explain to the instructor why it is that the, now dead initiate, failed to win.

Initiates that are not required to live on this floor are free to leave the floor once their training is completed for the day. They may return home to their parents and are required to return the next day for their next series of lessons.

First and Second Circle training is available on this floor for Denairastas family members. Age is irrelevant, though the chances of a Denairastas child passing the age of apprenticeship and not having had a discipline selected for them are very unlikely.

Once an initiate has passed their ordeal for second circle they will be allowed to train on a different level depending on their particular magician discipline.





- 1) **The Elevator**
- 2) **The Main Floor**
- 3) **Sleeping Cubicles / Cells**
- 4) **Training Circles**