

EARTH DAWN

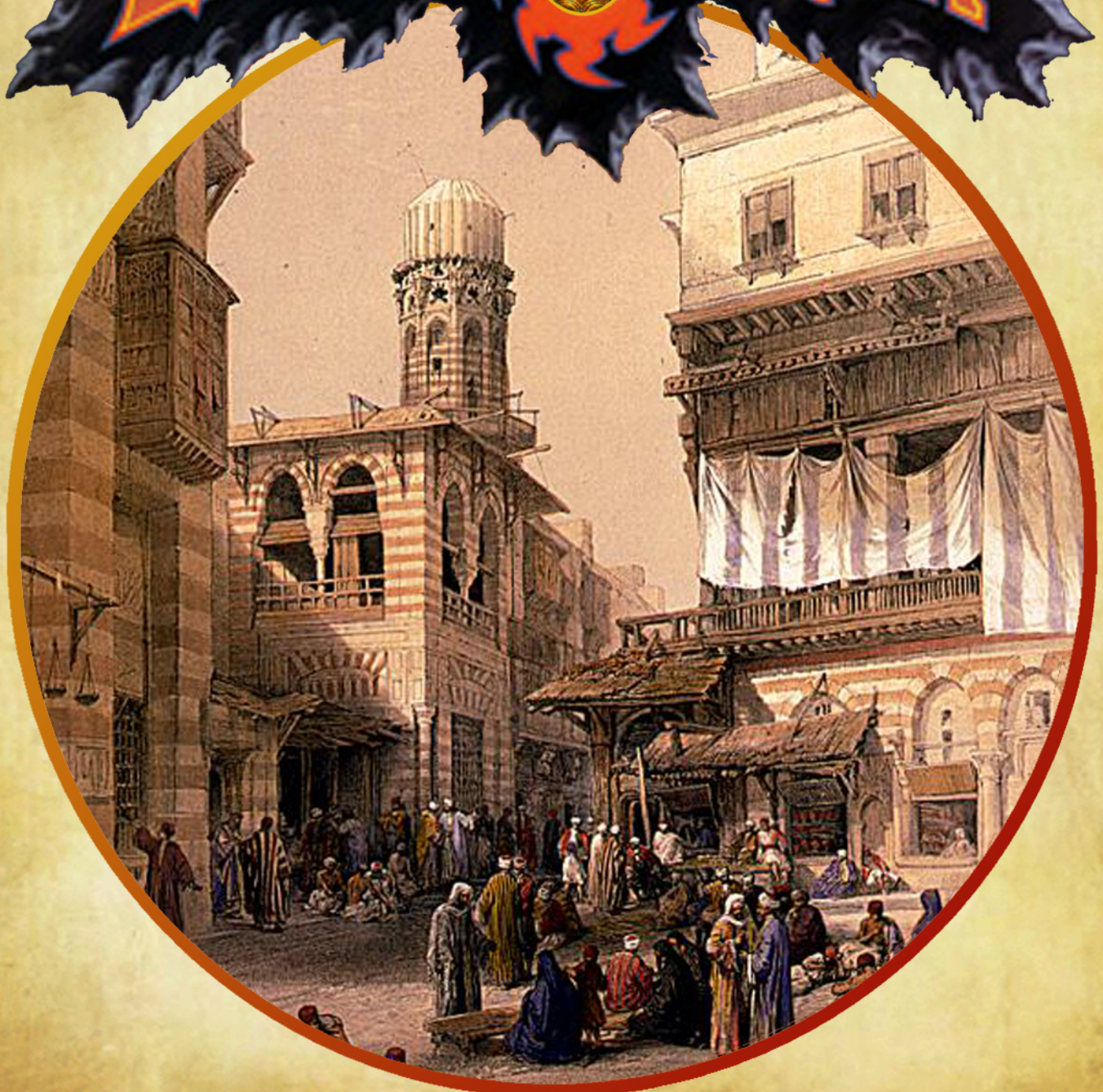


Tableau Infractus #13

TABLEAU INFRACTUS

"Everything is true, from a certain point of view."

• **Raymondo, poet of Iopos** •

CONTENTS

Issue 13, Spring 2012

Author's Corner	3
A look at the Format Changes for Earthdawn	
Iopan Philosophy of magic	8
Magic is a perceptual concept	
Alchemical Codex Preview	9
A sample of the contents of the forthcoming codex	
Shields of Iopos	15
Defenses with a distinctly Iopan feel	
Earthdawn Miniatures Gallery	18
Horrors and Constructs	



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All internal derivative artwork by Andrew Tobin.

All artwork derived from previously released

Earthdawn material and internet resources.

Some Miniature images culled from

www.groettum.ne, that archive is now off line, and

contributions provided by Elidis and Black Crab.

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This is a work by a fan for fans.

In short please don't litigate against me.

Volume #1 Issue #13 Earthdawn Tableau InfRACTUS

AUTHOR'S CORNER

Following the [interview](#) last issue, James Sutton posted a [State of the Brick](#) in which he has outlined changes to the Earthdawn line. Some of those changes were hinted at in the interview. Many of the players have had a negative response to the posting and a few have shown support for the changes that have been outlined.

In this article I am going to attempt to get my head around what I view to be the three major changes and what they actually mean to myself and the player base at large. This is an opinion piece and should be viewed as such.

1) Earthdawn new releases will not be available in stores, on Amazon.com, E-bay or other gaming sites. They will only be available on RedBrick's [online store](#) or on one of [One Book Shelf.com](#)'s affiliate sites.

To me) This means that without internet access, Earthdawn will no longer be available to me. It also means that if I want the latest release I will have to wait 10 to 20 business days after I have paid for it to see the finished product. Except for limited retail distribution some time in late 2013, Earthdawn will be an exclusively mail-order game. E-bay sales of the new books will be non-existent because the brick and mortar stores will not be ordering from RedBrick or from One Bookshelf.

2) No new, or re-print, product for Earthdawn 3rd edition, in the foreseeable future, though RedBrick has estimated a 3rd quarter release of the new reprint rulebooks.

To me) Combined with the online only availability, Earthdawn 3rd edition is effectively out of print, at least for the next 6 to 9 months. It also means that the latest releases of the game; Cara Fahd, and Crystal Raiders are becoming extremely difficult to purchase for something less than ridiculous. Last I looked [Cara Fahd](#) was on Amazon for \$350.

3) All future Earthdawn books will be released both in Hardcover and Softcover in the 6.14" x 9.21" format exclusively. (This format is also referred to as [Perfect](#)

[Bound in paperback](#).) The Gamemaster's Guide and Gamemaster's Companion will be re-combined as will the Player's Guide and Player's Companion similar to how they were in Earthdawn Classics.

To me) This is a serious mixed blessing. There are several reasons for this and I have tried to encapsulate each in their own paragraph for clarity.

Durability

On the one hand hardcover books last longer, store better and look nicer than softcovers. One of the biggest issues I have had with the re-prints from RedBrick has been the softcovers for the Nations series of books, especially after the very nice hardcover for Kratas. I mentioned this on the old forums back at the release of Nations of Barsaive Volume 1. So the option for a hardcover for every release is very appealing to me.

Dimensions

As for the 6.14" x 9.21" format... Let's consider [Occam's Razor](#) and that the only thing changing is the book size. If that is the case, the 6.14 x 9.21 is only 56.54% the size of an 8.5 x 11. Simple math says that a single 8.5 x 11 book with 152 double sided pages; the Game Masters Guide, will have 251 double sided pages in the 6.14 x 9.21 format. Combine both the Guide and the Companion in the 6.14 x 9.21 format and you have a single book of 486 double sided pages. This provides a relatively short and fat book, good for flipping through but a pain to set flat on a table and read without damaging the binding.

Printability

The printability of a 6.14 x 9.21 format e-file is limited to two options for the average person. Either they expand the undersized layout to fit the standard 8.5 x 11 sheet of paper or they print the page on an 8.5 x 11 sheet of paper leaving a large empty boarder around every sheet. This is a good thing if you want to make notes or bind your printout but not such a good thing for the amount of paper wasted. If you are not interested in either of these options finding paper for the 6.14" x 9.21" format might be a bit tricky.

Flexibility

Electronic files formatted for the 6.14 x 9.21 are excellent for electronic tablets, I-pads, E-readers and the various other small hand-held devices in use in the modern world today. They translate ok to smart phones with a relatively large screen. I can understand the desire of RedBrick to capture this market, particularly since it was often commented on in the old RedBrick forums. In the next 10 years this will probably become the standard for most online electronic documents.

Legibility

Text in an Earthdawn 8.5 x 11 book varies from a very easy to read 18 point font for heading to a 9.5 font for basic paragraphs. Very detailed information is often in 6 point font. If this remains the same in the 6.14 x 9.21 I will have no issue reading the books. Should this font scheme change to a smaller font to conserve pages I can see issues with attempting to read the book without the assistance of a magnifying glass.

Artwork and Aesthetics

I have arrived at what is often considered the crux of the 8.5 x 11 versus 6.14 x 9.21 issue. Many players are used to a large format, it can be easily read, and the artwork is usually generous in detail. Many older players find the 8.5 x 11 size to be comforting. For the smaller editions new artwork will, by necessity, need to be smaller. This artwork need not be less detailed, but let's face it, smaller pages will have smaller images, and smaller images will have less visible detail.

Price Point

What follows is all conjecture. First let me share with you the quote I received from One Book Shelf after using their [contact form](#).

*Re: OBS_Contact_Form
1 recipientsCC: recipientsYou More
BCC: recipientsYou Show Details FROM:Matt McElroy TO:tableau.infractus@yahoo.com Message flagged Sunday, March 11, 2012 3:40 PM Hello,*

Thanks for your interest in DriveThruRPG / RPGNow.

It would depend on whether the book was black & white or full color.

Also depending on where the customer who orders the book from our site lives, the book might be printed in the USA or in the UK and shipped to the customer from that print location.

Black & White

USA: 6.00 + .015 per page (US Dollar)

UK: 4.00 + .01 per page (UK Pound)

Color

USA: 6.00 + .09 per page (US Dollar)

UK: 4.00 + .06 per page (UK Pound)

Those are single copy quotes, as in when you have it listed on the site and a customer orders a single copy. Publishers can order books at cost and get a bulk discount if they order in quantities of 50 or more.

Regards,

Matt McElroy

On Sun, Mar 11, 2012 at 5:23 PM, <tableau.infractus@yahoo.com> wrote:

> Greetings,

> My name is Andrew and I am the author of a role-playing game system with a miniatures component.

> I was wondering what a 6.14 x 9.21 Hardcover book with 588 pages would run. I am currently looking at redesigning my publication for use with tablets and this is about what the page count would be for a book this size.

> I am not asking for a direct quote more of a ballpark figure so that I can make some decisions.

> Thanks

> Andrew

Armed with this quote, and the approximate count of 486 pages, I can get a general amount of the cost of the book. Remember this cost is different than the retail price, and my total price will most likely be off from the actual price presented by RedBrick.

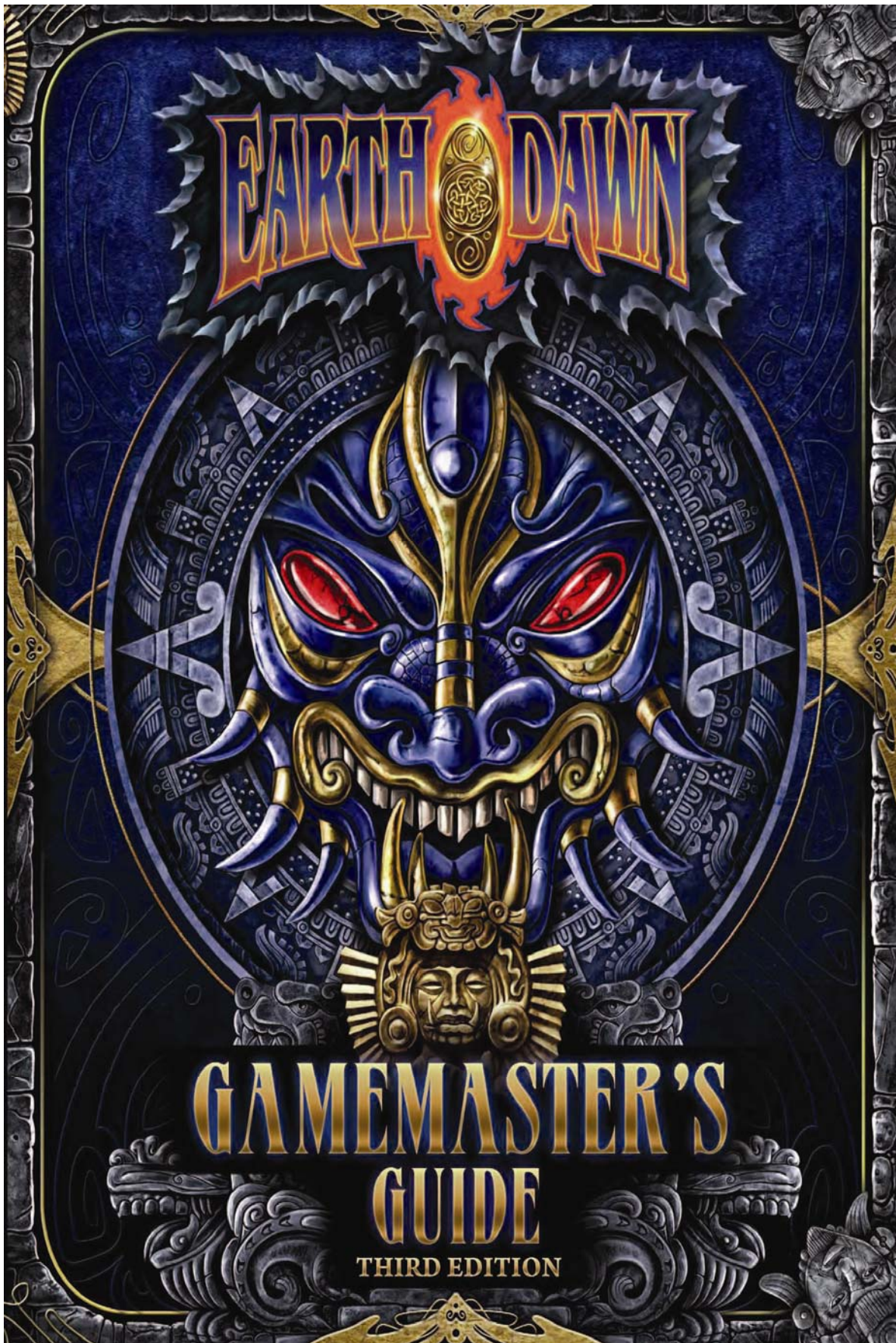
This assumption is for a single black and white hardcover Gamemaster's compendium 3rd edition revised, book of 486 pages.

Black & White (Hardcover)

USA: 6.00 + .015 per page (US Dollar)

486 pages x .015 = \$7.29

So base cost of the book before any of the game company's costs is 13.29, now include in this price the requirement of the game company to make a profit to pay all of its people, designers, writers, artists etcetera, ([Inkwell](#) has an excellent article on this subject.) If we go with the idea of 150% mark-up, not an unreasonable assumption considering the various other unknown details, the price falls in at 33.23. This appears to be a bit off from RedBrick's standard pricing so figure that the hardcover could be around \$34.99 USD.



The white area is the size of the space that would not be used when printing a 6.14 x 9.21 file on an 8.5 x 11 sheet of paper. It leaves lots of extra space to allow for the writing of notes.



The washed out image is the 8.5 x 11 book.

The small darker image is the 6.14 x 9.21 book.

Photoshop was used to get the scale correct on the ratios of the 8.5 x 11 to the 6.14 x 9.21 format.

When printing the PDFs the 6.14 x 9.21 will require expanding to 8.5 x 11 or there will be a border of 1.18 inches on each side and .88 of an inch on the top and bottom.

Shipping

Let me be clear, I never purchased the Classic edition books because of shipping fees. The price point was steep all alone, add to that the shipping fees and they were ridiculously prohibitive. Unless these new books can retain a price point of around \$40.00USD, including shipping, I can't see new players plunking down to buy them. I bought the 3rd edition books because I liked the look, the feel and the fact that they were on store shelves. I wrote about this on the old forums as well. Shipping adds extra cost to any book and rankles the customer base.

Customer Base

I realize that I am not part of the target customer base for these new rulebook editions. New players and those brought in by the Savage Worlds and Pathfinder versions are the target group. It is likely the [Pathfinder Adventure Paths 1-6](#) for Earthdawn's Parlainth will also be 8.5 x 11 because [Paizo](#) is very keen on consistency in their game line and all Pathfinder books are 8.5 x 11. Pathfinder players may not adapt well to the 6.14 x 9.21 without the usual reluctance. Savage Worlds players however are used to the game books varying wildly in size, content, and quality. I see very little issue getting some of them to buy into the new edition books, other than the previously mentioned price point issues.

My Final Realization

I had originally intended to do some research for this article strictly to back up my "I Freaking Hate 6.14 x 9.21" rant that had been fuming in my brain since the announcement. As I wrote the article though, and as I did more and more looking into the format I realized that my issue has more to do with change. My personal preference of book styles, what I like in a book and how I am serviced by a game manufacture all had to be re-evaluated.

I still do not care for the 6.14 x 9.21 format though I can see why RedBrick and many other game companies are switching to it. The costs to produce the books are lower. The Print on Demand business model, ([Toyota Manufacturing Model](#)), has proven to be very successful in many other manufacturing environments, so in theory it should work well in game distribution.

Personally I would like for RedBrick to continue produce 8.5 x 11 books for store shelves. I know they will not and there is nothing I can do about it, the game world is changing and with it my favorite game.

I can not see how having both formats available would be a bad business choice for Redbrick. It allows the flexibility for servicing all of the players without alienating any of them. I know that James has to have considered this and decided against it. Just producing this fanzine I know that formatting is a pain in the keister and doing it twice for every book would be relatively expensive for RedBrick. Such an expense would of course have to be added to the price charged to the customer to satisfy the bottom line.

So will I be buying the new edition books? Yes and no. I'll buy the new releases that are not reprints of the third edition books I already own in hardcover. I will however be buying the new releases for Earthdawn Pathfinder if for no other reason than it is a version of Earthdawn that my lady and I can play together (she detests Earthdawn's crunch factor more than I detest Pathfinders laziness / D&D-ishness factor).

What is the future of Tableau Infractus?

I produce a fanzine that I would like to read, with content that I feel other folks can use or at least, might find interesting. Currently up for debate is if I should start including conversions for the variant rule systems that are going to be receiving an Earthdawn translation.

I was tempted to bring the fanzine in line with the size of the new releases by switching to the 6.14 x 9.21 format. It would be much easier to fill a 20 page booklet of that size than it is to fill a 20 page fanzine of 8.5 x 11, as it would require only about half the material. I tossed the idea. Tableau Infractus will remain an 8.5 x 11 publication, though it is about due for a design change.

Plans for this year's releases are:

The Alchemists Codex; A big, and I do mean big, book about alchemy, the Alchemist discipline, potions, and recipes. I know, I have been working on this for a while but I think when it is finished it will surprise you.

Nether Denizens; A book on sentient beings that are from beyond the physical world but are not strictly horrors.

"Lots of Luck" A gambler's web shard that includes various "mini games" to use in your adventures.

Every month I'll attempt to provide a new Earthdawn forum Q-n-A & Clarifications archive alternated with an issue of Tableau Infractus.

You keep reading and I'll keep writing. On to the issue.

IOPAN

PHILOSOPHY OF MAGIC

The Iopan understanding of magic is second only to that of Thera and it is taught to every novice magician. It is not just a matter of what a magician thinks it is a matter of how the thoughts are formed.

• **Dai'nus Denairastas Master Wizard, instructor for the Holders of Trust**•

IOPAN PHILOSOPHY OF MAGIC

Reality is the method used by name-givers to interface with the omniverse. The veils of the omniverse are too many to be understood by any single name-giver. Even dragons have difficulty in understanding more than the three veils of Time, Astral Space and Reality.

Name-givers require senses to enable the perception of a veil and the tools with which to manipulate it. All name-givers have the six senses of; sight, sound, smell, taste, touch and time. Some have astral senses, allowing them to perceive the astral veil. What can be perceived can be altered, or at least the perception of it can be altered.

There are four laws to the Iopan Philosophy of Magic. Each law has three immutable tenets. The laws are; Natural Law, Veil Law, Spell Law, and Discipline Law. As with any law they may be broken. In doing so the result is always an unfortunate calamity for the offender, and often times the surrounding area.

NATURAL LAW

Name-givers, all living things and all material objects are subject to the natural laws. To violate these laws is to undo the very nature of the spell caster.

Tenet of Singularity: Only living beings are unique and have no opposites.

Tenet of Patterns: A pattern once created can never be un-created.

Tenet of Purity: All materials can be broken down to their most basic parts.

VEIL LAW

The three veils of Time, Astral Space, and Reality can be manipulated. These manipulations are limited to the ability of name-givers to perceive them.

Tenet of Location: Veils are perceived and can be distorted but not dislocated.

Tenet of Divination: Information from one veil to another veil is skewed by the perceiver.

Tenet of Interaction: Effects on one veil are shadowed on another veil.

SPELL LAW

Spells are the enacting of an occurrence on a subject. Spells have a subject as their focus. All magical power used for a spell is consumed at its casting.

Tenet of Energy: A spell is affected by the source of its power.

Tenet of Continuance: A spell in motion remains in motion until enacted upon by its design.

Tenet of Injunction: A spell collision results in nullification of the colliding spells.

DISCIPLINE LAW

Disciplines are the method by which name-givers may apply the Natural Law, Veil Law and Spell Law to their reality. Through disciplines, magic is channeled and influenced. Violation of this law can result in a loss of the ability to wield magic in any form.

Tenet of Contradiction: Through great effort a discipline may mimic another discipline.

Tenet of Inclusion: Multiple disciplines in a casting influence exclusive occurrences.

Tenet of Care: Discipline manipulation of magic can be interrupted until the magic is released.

In October of 2011 on the RedBrick Earthdawn Forums before the move to the new forums, Jkuibu, posted a reference to the Wandering Alchemist. This initiated a conversation that has lead to the full scale development of the Alchemical Codex.

The following is a preview from the Alchemist's Codex, an original production based on Earthdawn using references from all the Earthdawn Third Edition releases. The all of the content functions differently than the original published material, some variations are minimal some are completely new.

The following is a selection of 20 potions in the format in which all potions in the codex will be presented.

Enjoy, and if you have comments or questions feel free to e-mail tableau.infractus@yahoo.com with Alchemy in the subject line.

ADEPT'S BLOOD

Type: Hallucinogen **Onset:** 30 Minutes **SD:** 6
Weight: 1 / 1 / 2 / 2 / 3 **Duration:** Hours **Step:** 8
EDN: 6 / 9 / 10 / 12 / 15 **LDN:** 9 / 14 / 16 / 19 / 24

Description:

Adept's Blood is often used when a name-giver wishes to embark on a vision quest. It will cause the name-giver to have hyper-realistic and vivid visions. Some claim these visions lead to a greater understanding of the world others claim the visions predict the future.



Game Mechanics:

A single dose of Adept's Blood will cause the name-giver to hallucinate, and deprive them of rest for 24 hours. For the duration of the potion their Spell Defense is reduced to 3 when interacting with illusions and illusionary spells. Their Perception is reduced to 3 for all disbelieve tests.

Make a Potion Effect Test against the Spell Defense of the name-giver. An average success will cause the effect to last 4 hours, every success level over average adds 4 hours to the potions duration.

The name-giver will receive a -1 step to all Recovery Tests the following day.

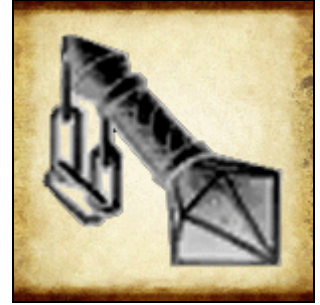
Reference: Gamemaster's Companion pg20

ALOE

Type: Additive **Onset:** 1 Round **SD:** 3
Weight: 1 / 1 / 2 / 2 / 3 **Duration:** Instant **Step:** NA
EDN: 3 / 5 / 5 / 6 / 8 **LDN:** 5 / 7 / 8 / 9 / 12

Description:

Aloe is a stem-less succulent plant with thick fleshed green to grey-green leaves edged with small white thorns. The flowers are pendulous, with a yellow tubular crown of petals. Often Aloe is used as an additive to other potions to provide additional properties.



Game Mechanics:

A single dose of Aloe may be added to a healing concoction, no roll is required. When this combined Healing and Aloe concoction is used for treating burns and skin irritations, double the result of all Recovery Tests. Reduce the number of Recovery Tests required to heal Burn Wounds from 2 to 1.

Aloe may be combined with other concoctions to provide stabilization of gels, pastes, and oils. When combined in this manner the resulting concoction will be more readily absorbed into the skin, increase the Success of these concoctions when applied to name-givers and living beings, by one success level.

Reference: Gamemaster's Companion pg20

ANTI'SPORIFIC

Type: Counter / Additive **Onset:** 1 Round **SD:** NA
Weight: 1 / 1 / 2 / 2 / 3 **Duration:** 4 Hours **Step:** NA
EDN: 13 / 20 / 22 / 26 / 33 **LDN:** 21 / 31 / 35 / 41 / 51

Description:

Many Anti-Sporific concoctions are effective when used as a general defense against molds spores, and fungus. A particular Anti-Sporific almost always relieves suffering from its corresponding mold, spore or fungus.



Game Mechanics:

Anti-Sporific concoctions are always effective at providing temporary immunity to particular spores. However, if the spores are not the exact type that corresponds to the Anti-Sporific, the name-giver will only gain a +4 Step bonus to any Tests made to resist the effects of a general spore-based attack for the duration of the Anti-Sporific.

An Anti-Sporific may be combined with other concoctions to provide additional soporific resistances. When added to a healing concoction double the result of all Recovery Tests dealing with spore based afflictions.

Reference: Player's Guide pg 265

ANTI'VENOM

Type: Counter / Additive **Onset:** 1 Round **SD:** NA
Weight: 1 / 1 / 2 / 2 / 3 **Duration:** 12 Hours **Step:** NA
EDN: 7 / 10 / 11 / 13 / 17 **LDN:** 11 / 17 / 19 / 22 / 28

Description:

For an Anti-Venom to be most effective it is best if used on the particular venom for which it is developed. Still, there are enough commonalities between most venoms that a generalized Anti-Venom has been developed in Barsaive.



Game Mechanics:

Anti-Venom concoctions are always effective at neutralizing a particular Venom. However, if the venom is not the exact type that corresponds to the Anti-Venom, the name-giver will only gain a +3 Step bonus to any Tests made to resist the effects of a venom based attack for the duration of the Anti-Venom.

An Anti-Venom may be combined with other concoctions to provide additional venom resistances. Any Anti-Venom added to a healing concoction is treated as a general Anti-Venom. All Recovery tests granted by a combined Anti-Venom and healing connection are at a +2 step bonus for name-givers that have been the victim of a venom based damage in the last 12 hours.

Reference:

AZONTU'S FEVER

Type: Debilitating
Weight: 2 / 2 / 3 / 5 / 7
EDN: 6 / 9 / 10 / 12 / 15
Onset: 1 hour
Duration: Days
LDN: 9 / 14 / 16 / 19 / 24
SD: 6
Step: 6

Description:

Derived from the common field mouse of Barsaive's jungles and southern plains, Azontu's Fever is a mild poison used mostly for the hunting of small prey. Though its other uses have gained it a reputation for a quick and cheap solution to minor annoyances.



Game Mechanics:

Compare the poison's Effect Test result to the Toughness of the name-giver infected with Azontu's Fever. If the Effect Test is greater, the affected name-giver suffers a -1 step penalty to all actions for the duration of the poison. If the result of the Effect Test is less, then the name-giver suffers no effect.

The duration of Azontu's Fever is equivalent to 1 day per success level, beginning with a poor success being 1 day. Multiple successful doses of Azontu's Fever stack and increase the duration by 1 day each after the initial successful dose.

Reference: Nations of Barsaive Volume 2 Serpent River Pg 93

BLACK MERCY

Type: Paralytic / Hallucinogen
Weight: 2 / 2 / 3 / 5 / 7
EDN: 11 / 17 / 19 / 22 / 28
Onset: Instant
Duration: Hours
LDN: 17 / 26 / 30 / 35 / 43
SD: 8
Step: 11

Description:

This derivative of the Black Mercy blossom induces an overwhelming sense of ecstasy and peace in name-givers. Addicts of Black Mercy describe visions of beauty and clarity that they claim is far richer than reality. An inability to move has been a noted side effect.



Game Mechanics:

Compare the poison's Effect Test result to the Toughness of the name-giver succumbing to Black Mercy. If the Effect Test is less, then the name-giver suffers no effect. If the Effect Test is greater, the affected name-giver receives a graduated result for the duration of the poison.

Average Success -1 Step to all Action Tests.
Good Success -2 Steps to all Action Tests.
Excellent Success -3 Steps to all Action Tests.
Extraordinary Success paralyzes the victim.

The number of hours is equal to the Effect Test result.

Reference: Gamemaster's Guide pg124

BLACK BRINE

Type: Debilitating
Weight: 2 / 2 / 3 / 5 / 7
EDN: 9 / 14 / 15 / 18 / 23
Onset: 2 Rounds
Duration: Hours
LDN: 14 / 21 / 24 / 28 / 36
SD: 6
Step: 9

Description:

Black Brine attacks the muscles in a name-giver or living creature, causing severe aches, pain, and stiffness. All physical activity is slowed a level that is consistent with the individual's pain threshold. Used often as a hunting poison, Black Brine remains potent for hours after application.



Game Mechanics:

Compare the poison's Effect Test result to the Toughness of the name-giver suffering from Black Brine. If the Effect Test is greater, the affected name-giver suffers a -1 step penalty to all actions for the duration of the poison. If the result of the Effect Test is less, then the name-giver suffers no effect.

The duration of Black Brine is equivalent to 1 Hour per success level, beginning with an average success being 1 hour.

Black Brine will remain stable and potent for up to 8 hours after the application of a dose to a physical object such as a sword, dart, or arrow.

Reference: Gamemaster's Guide pg124

BLESSING OF THE ROOSTER

Type: Healing / Additive
Weight: 1 / 1 / 2 / 2 / 3
EDN: 13 / 20 / 22 / 26 / 33
Onset: Instant
Duration: Hours
LDN: 21 / 31 / 35 / 41 / 51
SD: NA
Step: NA

Description:

A from distant Cathay, Blessing of the Rooster, this potion has a luminescent iridescence and foul odor. Diseases of various types have been cured using this potion alone, and it has an increased effect when combined with other potions of the healing arts.



Game Mechanics:

Blessing of the Rooster strengthens a name-giver's immunity to various types of disease. When used alone the result is a +3 step bonus to resistance tests versus disease for 24 hours.

When combined with another potion of the healing type it confers an additional +3 step bonus to the other potions effect as well, for 12 hours.

Reference: Cathay Player's Guide pg140

BLISTERING BALM

Type: Attribute Adjustment **Onset:** 30 Minutes **SD:** 6
Weight: 2 / 2 / 3 / 5 / 7 **Duration:** See Mechanics **Step:** 4
EDN: 6 / 9 / 10 / 12 / 15 **LDN:** 9 / 14 / 16 / 19 / 24

Description:

Blistering forms small bubbles under the skin that swell and burst draining away the body's moisture. This extremely painful occurrence takes place over a period of hours. If left untreated the victim will become sluggish and eventually die in an agonizing and sloppy wet puddle of their body's own liquid.



Game Mechanics:

No Toughness Test is required, merely exposure to the Blistering Balm.

Double all Strain and apply a -1 step penalty to all Fatigue Tests or Strength-based Action Tests. Every half hour the victim suffers Step 4 damage. If any single Damage Test exceeds the character's Wound Threshold he suffers an additional Blistering effect.

If the victim has not received treatment within two hours of exposure to Blistering Balm, they will suffer from severe blistering. Every additional half hour the victim receives a Wound and must be healed magically if the character is to survive.

Reference: Gamemaster's Guide pg118

BLOOD ALGAE'S BERTH

Type: Damage / Death **Onset:** Instant **SD:** 10
Weight: 2 / 2 / 3 / 5 / 7 **Duration:** 1 Day **Step:** 7
EDN: 10 / 15 / 17 / 20 / 25 **LDN:** 16 / 24 / 27 / 32 / 40

Description:

The use of Blood Algae as a source for a series of poisons has created an unusual demand for such an unpleasant spore. Blood Algae's Berth is as much a joke in poor taste as it is a vile poison.



Game Mechanics:

The Blood Algae's Berth Effect Test result is the amount of damage the victim will receive when exposed to the poison. Armor will not prevent this damage. If the poison causes a wound the victim will become infected as though they had consumed water from a pool inhabited by a Blood Algae construct.

If the victim survives the initial exposure with out taking a wound then the algae did not survive and failed to bloom. The victim will suffer no further effect.

Reference: Nations of Barsaive Volume #2 The Serpent River pg103

BLOOD OAK'S GRASP

Type: Paralytic / Sleep **Onset:** Instant **SD:** 8
Weight: 2 / 2 / 3 / 5 / 7 **Duration:** Hours **Step:** 8
EDN: 8 / 12 / 14 / 16 / 20 **LDN:** 13 / 19 / 21 / 25 / 32

Description:

Created originally by the Blood Warders of the Bloodwood, Blood Oak's Grasp is a thin translucent liquid derived from the roots of the Blood Oak. Used initially as an hunting aid, this substance has become a lucrative black market product.



Game Mechanics:

Compare Blood Oak's Grasp's Effect Test to the victims Spell Defense. The poison requires an Average result or better to take effect.

Average Success: -1 Step to all Action Tests.

Good Success -2 Steps to all Action Tests.

Excellent Success paralyzes the victim, treat them as though they had fallen below their Unconscious value.

The poisons duration is equal to the Effect Test in hours. The Victim will suffer from the effects of the poison for the full duration of the poison.

Reference: Gamemaster's Guide pg158

BLOODWORT

Type: Healing / Additive **Onset:** Instant **SD:** NA
Weight: 1 / 1 / 2 / 2 / 3 **Duration:** Instant **Step:** 2
EDN: 6 / 9 / 10 / 12 / 15 **LDN:** 9 / 14 / 16 / 19 / 24

Description:

Blood Wort is very common weed with wide green leaves and raised vibrant red nodules. Used alone Bloodwort has healing properties. It may be combined with other healing agents to reinforce their curative aspects.



Game Mechanics:

A single dose of Bloodwort concoction provides a bonus of +2 Steps to the recipient's next Recovery Test when healing open wounds. Only one dose at a time is effective, multiple applications do not have a cumulative effect.

When combined with another healing type concoction the Blood Wort will provide an additional, immediate Recovery Test, at the recipient's current recovery step.

Reference: Gamemaster's Companion pg20

BOG MOSS PRESS

Type: Healing / Additive **Onset:** Instant **SD:** NA
Weight: 1 / 1 / 2 / 2 / 3 **Duration:** 24 hours **Step:** NA
EDN: 3 / 5 / 5 / 6 / 8 **LDN:** 5 / 7 / 8 / 9 / 12

Description:

Commonly found on the banks of the Serpent River, Bog Moss is often the first ingredient that young Alchemists are tasked to acquire and prepare. A compress of dried Bog Moss helps with the healing of lesions, sores and bleeding. In its liquid state it may be easily added to other potions for various effects.



Game Mechanics:

A single dose of Bog Moss Press allows the consuming name-giver a single additional recovery test in a 24 hour period. This effect is not cumulative.

Bog Moss Press, when added to other concoctions can enhance them in one of several ways. If it is a poison it will reduce the onset time by half, unless that time is in "Instant" or "Rounds".

When added to a "Healing" potion it will grant an additional "instant" recovery test using that "Healing" potion's effect test.

Reference: Gamemaster's Companion pg20

BOOSTER

Type: Healing / Additive **Onset:** Instant **SD:** NA
Weight: 2 / 2 / 3 / 5 / 7 **Duration:** 24 Hours **Step:** NA
EDN: 11 / 17 / 19 / 22 / 28 **LDN:** 17 / 26 / 30 / 35 / 43

Description:

Booster is a general term for a series of potions and additives that have an effect of their own, but when combined with other potions "boost" their results. Originally in Barasive it was known as Booster Potion, but has since become so much more than just a single potion.



Game Mechanics:

A booster improves the effectiveness of a single stated process when it is created. This process can be any of the "Type" classifications applied to concoctions. When it is consumed the effect will be applied only once in the 24 hour window of effectiveness.

When used alone, "Booster" will improve the effectiveness of the basic test by a 2 step bonus. Ex: a character performing a Strength Test, consumes a Strength Booster and gains a 2 step bonus to his dice pool.

When a booster is combined with any other concoction, it will increase the effect step by 2. For example, a Bone Plague Brittle Poison's Effect Test is normally step 9, with a Poison Booster it becomes a step 11.

Reference: Player's Guide pg265

BONE PLAGUE BRITTLE

Type: Disease **Onset:** Hours **SD:** 6
Weight: 3 / 3 / 5 / 7 / 10 **Duration:** Weeks **Step:** 9
EDN: 9 / 14 / 15 / 18 / 23 **LDN:** 14 / 21 / 24 / 28 / 36

Description:

This poison alone is not fatal and its effects will pass in a few weeks. The victim's bones become extremely brittle. A victim that stands, once this poison has taken full hold, can easily break their own bones with the stress applied by their muscles. Some victims have broken their jaws by eating.



Game Mechanics:

Within the first hour after exposure make a Poison Effect Test against the character's Toughness Step to determine the duration of the poison. An Average Result causes the poison to pass within a week; a Good Result, 2 weeks, an Excellent or above Result will allow the poison to remain for 3 weeks.

Each day that a character is poisoned, make a Poison Effect Test against the character's Toughness Step. If the poison is successful, the victim suffers a cumulative -1 step penalty to all physical Action Tests for the full duration of the poison. If this penalty becomes greater than the victim's Strength or Dexterity step, they become unable to support their own weight and must be assisted in every activity. The victim will recover a +1 step per day after the poison's duration ends.

Reference: Gamemaster's Guide pg 118

BREW OF THE BERSERKERS

Type: Attribute Adjustment **Onset:** Instant **SD:** NA
Weight: 1 / 1 / 2 / 2 / 3 **Duration:** 10 Rounds **Step:** NA
EDN: 19 / 29 / 32 / 38 / 48 **LDN:** 30 / 45 / 51 / 60 / 75

Description:

This Vorstian concoction, first developed during the scourge as a defense against horrors, has since become widely used among ork scorchers and troll raiders. Being highly addictive, the Brew of the Berserkers is viewed with some trepidation in most cities and civilized towns in Barsaive.



Game Mechanics:

An imbibor of Brew of the Berserkers suffers from a loss of Willpower, Spell Defense and Physical Defense. Any test requiring Willpower, Spell Defense or Physical Defense will suffer a -3 step penalty while under the influence of the Brew of the Berserkers.

For 10 rounds the imbibor gains a +3 step bonus to close combat Attack and Damage Tests.

Reference: Namegivers of Barsaive pg 231

BUG REPELLENT

Type:Counter **Onset:**Instant **SD:**11
Weight: 3 / 3 / 5 / 7 / 10 **Duration:**4 Hours **Step:** NA
EDN: 11 / 17 / 19 / 22 / 28 **LDN:** 17 / 26 / 30 / 35 / 43

Description:

A foul smelling oily substance created by the Cathan tribes in their pestiferous jungle. Most name-givers find it to be almost as repellent as the insects. The colors of the Bug Repellent vary but the stink is always the same and can last for a very long time when applied to hides or leather.



Game Mechanics:

To be effective it must be exposed to the air. A single dose of Bug Repellent will prevent common insects from pestering an area with a 1 hex radius around the source.

Giant insects, or Insect Spirits must make a Willpower Test versus the Spell Defense of the Bug Repellent in order to just approach an hex where a single dose of Bug Repellent is in use. For every interaction of the insect tries to perform it must pass a willpower test first. A single failed Willpower Test will drive the insect out of the range of the repellent until it passes a Willpower Test to return.

Except Cathans, Name-givers do not much care for Bug Repellent. All Charisma based tests are at a -2 step penalty for the duration.

Reference: Namegivers of Barsaive pg232

BULL SCORPION VENOM

Type:Damage **Onset:** Instant **SD:**12
Weight: 2 / 2 / 3 / 5 / 7 **Duration:**1 Round / Special **Step:** 5
EDN: 3 / 5 / 5 / 6 / 8 **LDN:** 5 / 7 / 8 / 9 / 12

Description:

A derivative of the venom of the Bull Scorpion, this poison is often used to coat melee weapons. A single dose can last for a week if the weapon remains in a scabbard or the quiver is sealed. Arrows treated with Bull Scorpion Venom are less effective at transferring a full dose to the victim.



Game Mechanics:

Bladed melee weapons coated with Bull Scorpion Venom do an additional +5 steps of damage when the blow is Armor Defeating.

Arrows coated with Bull Scorpion Venom do an additional +2 steps of damage though the blow need not be armor defeating.

A coated weapon that is left in the quiver or scabbard will remain effective for seven days or until used.

Reference: Cathay The Five Kingdoms Gamemaster's Guide pg86

GATHAN GIANT VIPER VENOM

Type:Paralyses **Onset:**2 Rounds **SD:**7
Weight: 2 / 2 / 3 / 5 / 7 **Duration:** Hours **Step:**7
EDN: 7 / 11 / 12 / 14 / 18 **LDN:** 11 / 17 / 19 / 22 / 28

Description:

Giant Vipers of the Cathan Jungle provide the venom that is the basis of this poison. More concentrated and deadly than the naturally occurring venom, this poison has been known to shut down the bodily functions of weaker name-givers and some horse sized animals.



Game Mechanics:

The turn after exposure compare the poison's Effect Test result against the target's Spell Defense. The result will determine the effect on the victim and the duration of the effect.

Average Result: a -1 step penalty to all tests for 8 hours.

Good Result: a -3 step penalty to all tests for 16 hours.

Excellent Result: Victim become paralysed for 24 hours..

Extraordinary Result: The victim's body suffers catastrophic neurological poisoning. All bodily functions cease and the victim requires magical healing to recover or they will die in 3 minutes time.

Reference: Shards Collection Volume #1 pg35

CHIMERA'S MILK

Type: Damage / Additive **Onset:** 1 Round **SD:** 9
Weight: 2 / 2 / 3 / 5 / 7 **Duration:** 9 Rounds **Step:** 9
EDN: 9 / 14 / 15 / 18 / 23 **LDN:** 14 / 21 / 24 / 28 / 36

Description:

Chimera venom must be harvested from a living specimen. There are several methods of milking these creatures and none of them are very safe. The poison alone is vile and deadly, when combined with other concoctions the poison will become dormant until the primary effects subside.



Game Mechanics:

The victim must make a Toughness Test versus the Chimera's Milk Effect Test. If the victim fails to achieve a Good success, or better result, then they will receive damage equal to the Chimera's Milk Effect Test. Every subsequent round repeat this process reducing the Effect Step of the poison by -1 Step.

If Chimera's Milk is added to any other type of concoction it will remain dormant until the other concoction's primary effect is either passed from the victims system or its effects have been successfully resisted. Once the primary effect is finished the Chimera's Milk will take effect.

Reference: Gamemaster's Companion pg#113

THE SHIELDS OF IOPPOS

DEFENSES OF THE INDIVIDUAL

In the times before the scourge Iopos was defended primarily by her common citizenry. Often they were armed and armored by local merchants. These citizens were the first and last defense against raiders and up-start wood-be "kings". Everything changed when Thera arrived and brought their war knowledge.

- S'flint Senior Scribe of The Library of Enlightenment -

Selected content from *City Defense: A field guide for the Theran Officer*, archived under the heading "Theories" in The Library of Enlightenment.

The shield is the first basic defense of any name-giver. Its use is so instinctual that a name-giver will unconsciously place anything available between themselves and danger in an effort to avoid being wounded. Understanding this natural motivation is paramount when defending a city, town or outpost. You, as an officer, should know that the non-military inhabitants will wish to hide behind whatever they perceive will shield them the best from danger. Therefore, most of the locals will willingly learn how to defend themselves using shields. Weapons are out of the question unless the local Theran Governor deems otherwise. Simply hiding and avoiding combat should be their biggest concern.

Shield use as a primary defense is what you will teach the local population. How to turn a weapon, deflect a blow, and block or redirect an incoming projectile. Instruct them on how to deflect and dodge, allowing them to escape their attackers. All of these tactics are part of the training program. Reinforcing idea that Thera will defend them with all of her strength and power, while they are allowed to flee from danger, will ingratiate the local population to Thera's military. Their good will makes every occupation easier and less costly in manpower and materials.

Initially conscription is to be avoided, and only implemented if the local population is reluctant to provide voluntary individuals to be trained. Under no circumstances should the local population come to believe that they may be oppressed, subjugated, or ignored by Thera.

To this end all of the available local craftsmen will be contracted to create all necessary equipment for training and armoring the local population. Funds for these craftsmen have been set aside and are considered additional incentives for the local population. Having the locals create the defenses which they will use builds a sense of community and shared strength. The presence of your command in the instructional role provides a focal point of gratitude for the local population. They will be actively contributing to their communal defense and thanking you for the knowledge. Any citizen that has worked in conjunction with their peers to create a community defenses is less likely to foment an uprising.

Theran Defense Policy states that every dwelling will require a minimum of one shield for every four able bodied name-givers. A settlement able to survive an attack by untrained and undisciplined troops is the goal. If one out of four is slain while the rest can manage an escape that is an acceptable loss. A loss many name-givers find oddly acceptable.

Do not over train them. Should any of the locals appear to be of a martial adept capability they are to be tested, and then sent to the nearest regional command for training.

For an effective defense the population must be willing to flee and return when they believe it is safe. Providing the training in the basic use of a shield and by providing that shield your military presence represents the benevolent power of Thera.

The Shields of Iopos

The Shields of Iopos were a group of name-givers trained in the basics of shield defense by the Theran army during its initial occupation of pre-scourge Iopos. Three styles of shield were introduced by Thera and manufactured by local artisans producing a unique Iopan appearance to the Theran designs. Over the centuries prior to the scourge these shields were often handed down family in lines from one parent to a chosen child.

During the scourge, when mining was limited, a vast number of these shields became a source of recycled metal. Very few of these shields still exist. Parties interested in acquiring them include; Iopan adepts, Holders of Trust, Thera, Throal, collectors, and various treasure hunters.

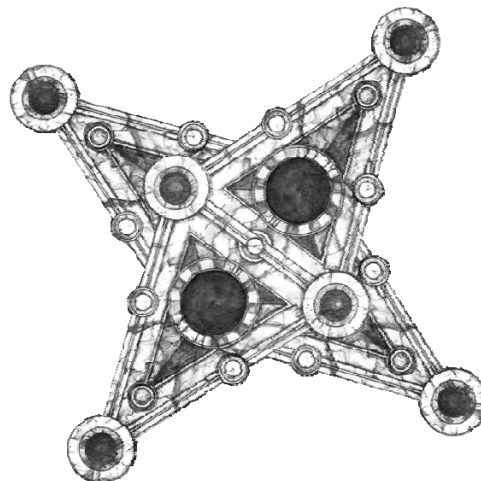
Three styles of Iopan Shields exist, the Servant Shield, the Standard Shield and the Heavy Shield. Each variation was designed for a particular race to wield, depending on social status and physical capability.

The Servant Shield

Slaves were not allowed weapons but were still trained in the use of the shield. The Iopan Servant Shield is designed to be turned at a rapid speed, thereby redirecting incoming blows. The lack of bulk required less material and therefore more slaves could be provided this protection, at a lower cost to their owner. The Servant Shield is the only Iopan shield lacking edge blades.

More than a few modern orks have commented that this shield was typical of their

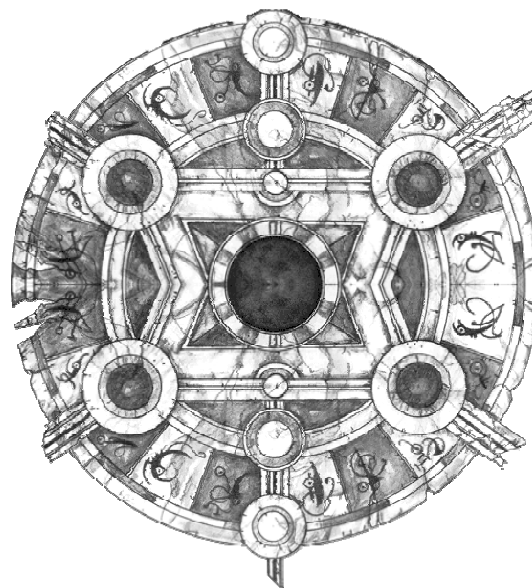
treatment throughout history. In their view it was cheap, unsuitable for the task at hand, and probably cost as many lives as it saved. This is also the least common shield variant as so many were repurposed during the scourge.



*Iopan Ork Shield with lock points.
Used primarily by pre-scourge Iopan orks.*

The Iopan Standard Shield

This is the most commonly found variant of the Iopan Shield. With six minor blades around the circumference of the shield a skilled shield bearer could fend off multiple attackers while still managing a few offensive strikes. This shield became the choice of many a criminal required face a trial by combat. It also inspired the uniquely Iopan sport of the Shield Duel during the scourge.

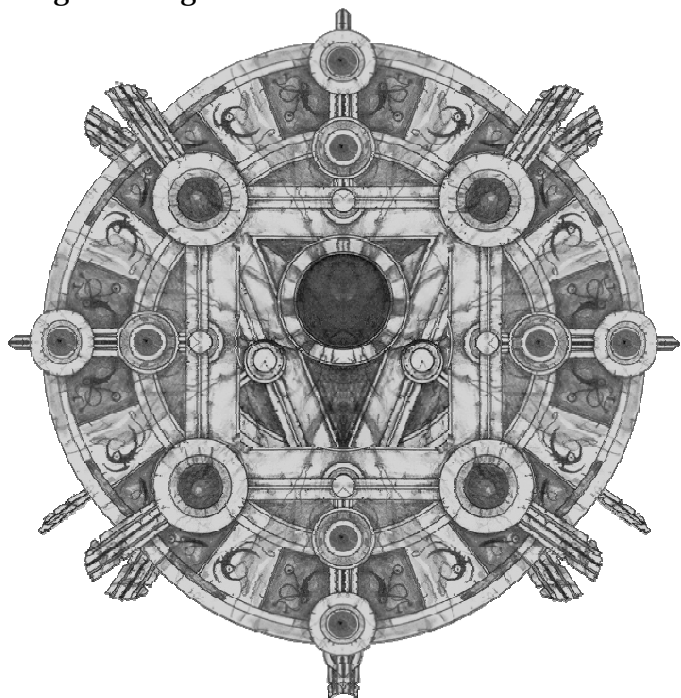


*Iopan Standard Shield with lock points and edge blades.
Used primarily by pre-scourge humans and elves.*

The Iopan Heavy Shield

Troll and Obsidiman defenders were provided a shield that would take advantage of their size and relative strength. This variant of the Iopan Shield is ringed with multiple edge blades and fitted with many lock points to intercept and twist incoming weapons.

There are rumors that at least one of these shields has been given to the Firescale Moot as a sign of the goodwill.



Iopan Heavy Shield with lock points and edge blades. Used primarily by pre-scourge trolls and obsidimen.

Using the Shields of Iopos

All of the basic rules for shields apply (**Player's Guide 3rd ed pg 254-256**) when using a Shield of Iopos.

No special rules are required for the use of these shields. They are provided to add flavor to an Iopos campaign. Consider when using the Shields of Iopos that they are a cultural treasure to the people of that city. An Iopan citizen may react negatively if a dwarf of obvious Throalic decent were seen wandering the streets with one.

Optional Rules for Shields of Iopos

As previously stated these shields do not require any additional rules. However to gain the full feel of the shields a gamemaster may wish to use the following rules suggestions. Feel free to tweak them as your game requires.

Lock-points are areas on the shield that are designed to catch a pointed weapon and direct it to a reinforced section of the shield. When used by a skilled shield bearer, the shield can turn even the most punishing blows. The lock-points on a shield bind the weapon and prevent it from twisting or sliding, thereby forcing the weapon's wielder to withdraw it. An adept using a shield with Lock-points Forces the attacker to withdraw on a parry result of excellent or better, this withdrawal forces the attacker to lose one attack the next round.

Edge Blades were not part of the original Theran design. They were incorporated when the general populace of Iopos realized that weapons were not going to be issued. The blades provided a weapon to the skilled shield bearer, though not as effective as a sword. An edge blade can optionally be used in a thrust or slice with the shield. In this case treat the blade as though it were a weapon the size of the shield but with a damage step of 2.

Shield Duels are a sport developed using the Standard Shields of Iopos, although the Heavy Shields may be used as well. In the duel both participants, are bereft of armor and weapons except for the shield and short breaches. The combatants may use any talents that they possess in the duel. The combat generally takes place in a public location and spectators are encouraged to wager on their chosen champion. The contestant that falls unconscious is deemed the loser. Deaths during shield duels are not unheard of though in modern Iopos they are investigated. During the scourge shield duels were used as a method of trial by combat with deadly consequences.

Shields of Iopos Table

Shield	Physical Armor	Mystic Armor	Initiative Penalty	Deflection Bonus	Shatter Threshold	EDN	Weight
Servant	2	0	1	+1/+1	13	10	5
Standard	3	0	1	+2/+1	19	12	10
Heavy	5	0	2	+4/+0	20	14	15

HORRORS & CONSTRUCTS MINIATURE GALLERY

Earthdawn's horrors are a strong flavor component of the setting. Unfortunately most of the miniatures produced for the horrors were uninspiring, being the same size or smaller than name-givers. Of the five produced only the Despairthought is impressive in detail and size. It bears a very strong resemblance to the horror illustrated in *The Longing Ring*.

The Jehuthra horror construct is a daunting 12 part model that is well worth the effort to find. The detail on this miniature is astounding. Each set of legs is sculpted separately they are not just the same leg reproduced eight times.

The Thornmen, constructs of the bloodelves, are possibly the worst sculpts of the entire Earthdawn line.



Thornmen x3
Heartbreaker ED ED335



Horrors x 2
Heartbreaker ED 311

Wormskulls x2
Heartbreaker ED ED328



Despairthought
Heartbreaker ED 331



Jehuthra
(12 parts; Head/thorax, Anterior Abdomen, Posterior Abdomen, Stinger,
2x Forelegs, 2x secondary forelegs, 2x Tertiary legs, 2x Hind legs)
RedBrick RHO-1