



BOOK OF TOMORROW

ISSUE 7

THEME: HORRORS

NEW DISCIPLINE: PRAETOR,

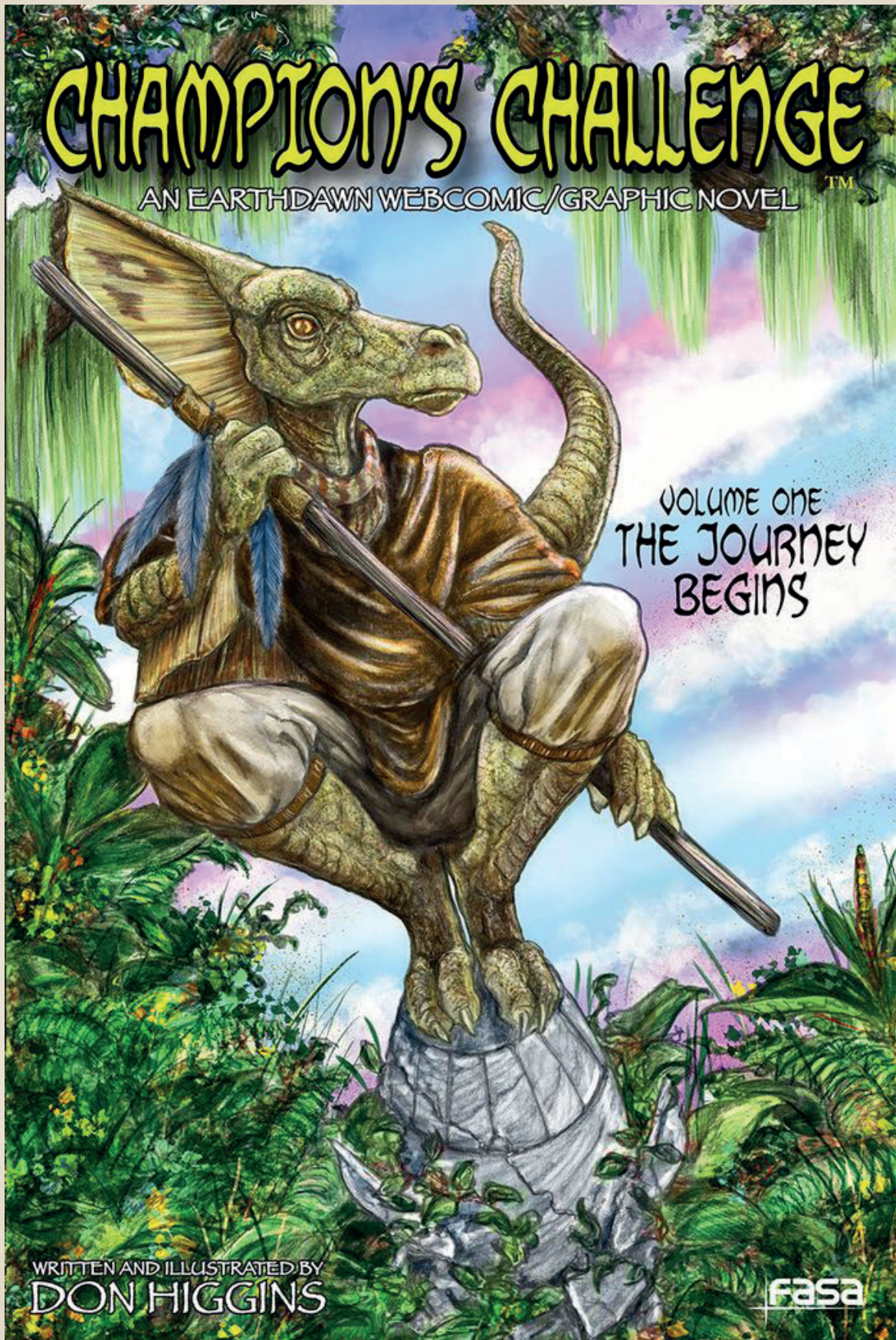
NEW BLOOD MAGIC VARIANT: CANNIBALISM,

**HORRORS, CREATURES, MAGICAL ITEMS, PLAYING
OGRES & SANITY RULES**

FREE

**PARENTAL
ADVISORY
EXPLICIT CONTENT**

AN UNOFFICIAL EARTHDAWN FANZINE





WELCOME BACK!

Yepp we're back... at last...

Earthdawn always have had some sort of magazine or a fanzine in some way, from the early beginning it started with the The Earthdawn Journal, where fans could post their ideas, adventures, new horrors, disciplines etc, and see them in print. Giving other ideas and stuff to enlarge their game world and game experience. As I started to sort and put back my own and others old stuff I had on a computer from the old EDPT days, I see there's no such forum anymore on the web. Fasa don't have any support or encouragement for this. The facebook group Earthdawn Guild, is the closest you have for what EDPT was in the early 2000s, but it lacked this contribution kind of think where hobby/fan authors could post their ideas and give it some more proper attention.

We have pulled back up our old webpage edpt.org and we also have a facebook forumpage for the creators/writers/ artist who wanna contribute more homebrew stuff to the game. Simply calling the page for Earthdawn Trusts Homebrew Guild. Here you get a picture and overview over what we're doing. And feel free to join and contribute with art, text and other Earthdawn related game ideas yourself too.

EDPT had many fan publications in pdf, and an own magazine we released regularly. When I posted that we're back, I have received a lot of art and material

that was planned for the 7th never published issue of Book of Tomorrow, actually much for the next issue as well. So remember that some material is written with Classic, 2nd, 3rd or 4th edition rules.

Anyway easy to convert to the edition you use, if you wanna use some of the stuff here. The theme where Horror Tainted stuff... So that's the theme for this issue. Due to some content inside, we needed to put on some PA stamp on the cover.

The first editors of the magazine where people that worked with the earlier Earthdawn magazines so they carried the torch forward, since we be gone, there has been another fanzine that published regularly when Earthdawn 3rd edition was on its heights. More info in the Earthdawn Fanzine History article.

Read an enjoy, if you have material you think we could include in the next issue, feel free to post them in the Earthdawn Trusts Homebrew Guilds "BOT Issue 8" thread, or post them on email to one of the editors, simply contact us here on EDPT, facebook or our discord group.

Svenn Tore Mauseth
(aka Jollum/Kin etc...)



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NEW LEGENDS OF BARSATIVE



HORROR TAINTED ITEMS

by Paul Robertson

A man wearing battle proven chain mail armor walked into T'Kellick's shop and stood just inside the doorway for a few moments waiting for his eyes to adjust to the darkened atmosphere. The pale blue skinned T'Skrang looked up from the dusty tome that he was reading behind the counter and acknowledged the customer with a simple nod of his head. T'Kellick pondered the man in front of him for a moment, rubbing his clawed hand over the smooth fin that crowned the back of his head. He did this to gain a few precious moments while he formed an opinion about the man before him, trying to figure out what he could, and maybe couldn't sell to him. The short hair told T'Kellick that this human was either a traveler, or maybe possibly in an armed force of some sort. Might be a mercenary, adventurer, or quite possibly even one of Torgak's own men. The man wore a dark green cloak and the dull chain mail that was beneath it showed numerous signs of damage and repair. The sword at his side was sheathed in a very plain scabbard but the delicate features and scroll work on the pommel bespoke either a custom blade, or one found during his travels. The man's face was marked by a few scars, all but one healed and lost the red coloring that humans seemed to get after healing such wounds.

«Good morrow sir.» said T'Kellick, greeting the customer.

«Good morrow T'Kellick.» responded the man.

«Ahhhh. My name is known to you. Mayhaps I ask how you know about me?»

«I am told by many people that you are the one to talk to about dangerous artifacts.»

«Dangerous you say? Well that could mean many things human. Before we continue this conversation may I perhaps ask what your name might be?»

«Certainly sir. My name is Derek, although I am known more famously as The Lucky Hunter. Perhaps you have heard of me?»

«Hmmm. Lucky Hunter? Sorry, can't say that I have heard of you.» said the T'Skrang as he came out from behind the counter.

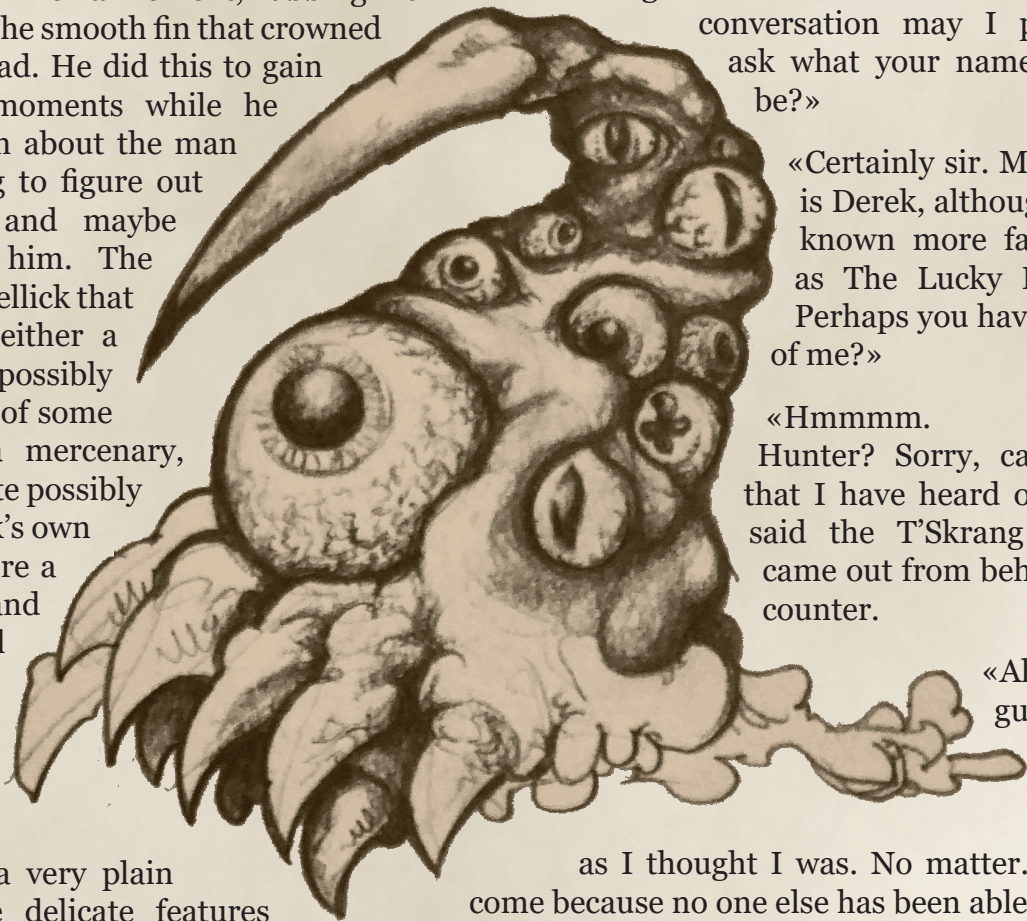
«Ah well, I guess I'm not as well known

as I thought I was. No matter. I have come because no one else has been able to help me and you are next on my list.» replied Derek.

«Next on your list? I'll see if I can help. So what can I do for you?»

Derek reached into his worn belt pouch at his side. After a few moments of fishing around for something, Derek brought out a dull, tan colored ring. Holding

it in the palm of his hand he presented it to



T’Kellick so that he might take it and look at it. «I came across this ring while traveling the ruins of Parlainth. Me and my companions Twists. We ventured a look into it and came across an untouched store room. We took a few minutes to work our way past the locked door and were surprised at what we found. The store room had a single shelf with three small boxes on it. My two other companions wanted for us to each pick a box, I agreed with them and we played a couple rounds of Rock, Parchment, Fire to determine who picked first. After we each picked a box and opened them, we looked inside at what each other had picked. My friend Korrin, our Theif, had an amulet with a Geometric Theran Symbol on it. My cousin Tora, a Troubador, had a broach made from Green Crystal that looked like a small tree. And in mine I had this ring.»

«At first glance your ring seems very plain, but I am guessing that if this was simply the case you would not be here.»

«No, of course not. The following night Korrin put on his amulet while we all sat round the fire at the Restless Troll. Come morning we found him missing, and after a couple of questions to various people, Tora and I found out that in the

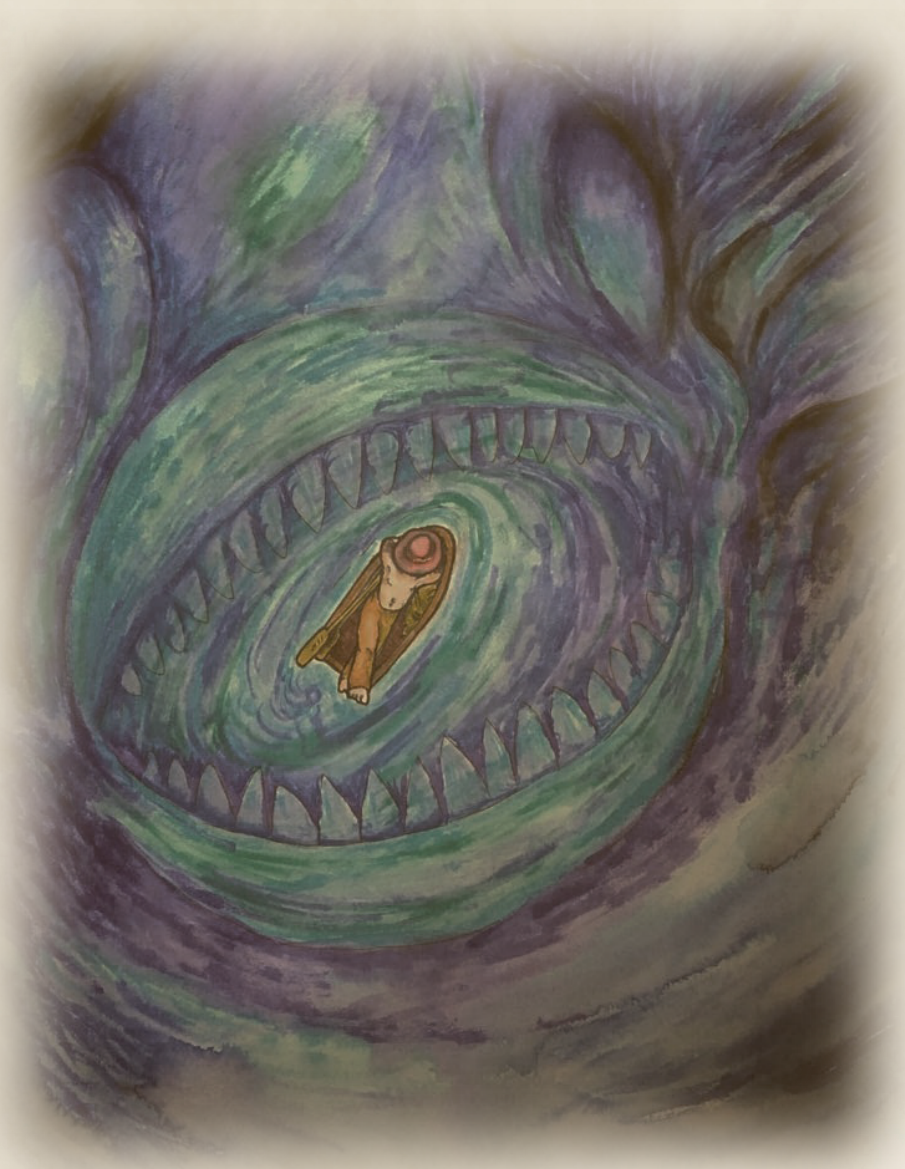
middle of the night Korrin went off by himself into the ruins. Definitely strange and we both knew that even if we went in to look for him, the chances of finding him were small. We wished Korrin luck and went about our day, hoping that some day we would get the chance to ask him why he ran off.

«The next night Tora was to preform the Tale of Questions to an audience at the inn. While prepping for her performance she fastened the

broach onto the folds of her cloak. It looked good there. Almost as if it belonged there. Her performance was excellent, one of her best, but by the end of her performance there was a slight waver to her voice. When she was finished she didn’t stick around to have a drink or two at the bar like she usually did. Instead she went up to her room, explaining to me that she just wasn’t feeling that well. That was three months ago, and she still has

yet to leave her room since that performance.

«And so I bring you this. One of the three items that was found, two of which, I suspect, has caused something to happen to it’s user. Can



you take a look at this and tell me if it is horror marked at all?» questioned Derek.

«Looks like I will be able to help you after all. What are you wanting to know? What kind of powers it has?»

«Something like that. If you could tell me what it's exact capabilities are and if it is horror marked. If the latter, any info you can glean about it as well.»

«You realize that if this is horror marked, then you put me at great risk?» asked T'Kellick.

«Yes I realize that, and I can assure you the monetary gain will be worth your efforts.»

«Fine, my standard fee in dealing with such an item is five thousand silver to start, payable upon receipt of information. If I require anything else to help me in my information gathering, then the price will be adjusted accordingly. Agreed?»

«Five thousand? Awfully steep eh? Then again you obviously know what you are doing and don't underestimate the risk involved.» said Derek as he ponders the proposal for a second. «Agreed.» he said offering out his hand to finalize the deal.

«Great,» Said T'Kellick, grasping Derrick's hand and shaking quickly and formally. «Come back in a weeks time and I will see what information I have been able to find out.»

* * * * *

«Good afternoon Derek.» said T'Kellick as the Lucky Hunter entered the lizard folk's store on a dark and rainy afternoon.

« A f t e r n o o n T'Kellick. Wonderful weather eh?»

«You know how we T'Skrang like it. The wetter the better. So I guess you are back to see what I have found out about your ring?»

«Yes of course. I know it's been a little more than a week but figured the extra time wouldn't hurt. Oh and here is your five thousand silver» said Derek as he reaches for the pouch on the side of his hip.

«Ahh. Thank you. Nice to meet someone that I don't have to remind to look

after their debts.»

«Not a problem. So what have you found out?»

«Well what do you know about Tainted items?» questioned T'Kellick.





«Horror-Tainted? Not much. Haven't had much, if any, experience with them. Are you saying that my ring is Horror-Touched?»

«Yes, but before you storm out of here I need to explain to you a little bit about Tainted items.»

«I wasn't going to storm out.» said Derek with a grin on his face. «What do you want to tell me?» «Tainted items come in all sorts of shapes and sizes. The most common are normal, everyday items, that have been left in the presence of corrupted space, or a horror, for lengths of time. The effect of this long-term exposure usually results in an item that will influence a name-giver's thoughts and actions the longer they are exposed to it. Good examples of these are gold, silver, and gems from the ruins

of Parlainth. The ambient astral taint there can affect much of the aforementioned items. When someone has one of these tainted objects, they will find themselves with increasing urges to do things that they normally wouldn't. A devoted mother and wife might suddenly start to have feelings of hate towards her family, even possibly extending to very brutal acts of violence. A very shy and timid man might start to become ever more outspoken and brash. It all depends on the person. This kind of corruption is relatively easy to deal with. A magic users ability to Dispel Magic, or a Questor of Garlen should be able to remove this sort of taint from a person, depending on how strong the person is affected.»

«Other items are ones that are specifically linked to a particular horror. These generally come in

two forms. The first is what I call basic horror items. These are very similar to the items I just described with the exception that instead of being a general corruption, they are targeted to a specific horror instead. These items generally require a little effort by the wielder and effort on the horrors behalf. What this generally means is that a name-giver will only start to be corrupted if they perform certain actions that the horror is linked to, or enjoys. An example would be this one Dwarf Lady I had contact with a few years ago. She came into possession of of a very ornate silver mirror. Every time she looked into it her opinion of herself grew and grew until she believed herself to be more beautiful than anything an elven woman could achieve. Don't get me wrong she wasn't ugly, but you know how Dwarf women are. At any rate it was found out that this Horror fed off vanity, not the typical pain and suffering we grew up believing Horrors fed on. Most horrors will mark their targets through these items so that they can feed off of the target, or use it's own abilities on the target, to torment the name-giver. And same as above I just mentioned, a good Dispel Magic, or Questor of Garlen can usually rid the affected target of their corruption.»

«Now the most powerful of the horror-tainted items. These are the ones that a Horror has created with a specific purpose in mind, generally total corruption and enslavement to the horror itself. These particular items are very similar to the common Thread items and uncommon Legendary Items. They require the adept (as only adepts can weave into these items) to weave into the pattern of the item. Of course if the adept didn't realize it was a corrupted item, then the chances that the adept will be «lost» are quite good. Most of these items appear innocuous

at first, almost lulling the adepts into a false sense of security. Not until they have invested their time and energy into unlocking a tainted item's secrets that they usually realize their predicament and that it's too late. Once an adept is woven to a tainted-item it's only a matter of time before they will be called upon by the horror to do it's dirty work, worst case being the horror taking over, or corrupting, the name-giver itself. If someone is infected in this way, the only cure for their corruption is the horrors destruction.»

«Interesting, so what's the deal with my ring?» asked Derick.

«Well this ring was made from the ivory of a horror itself. The only other information that I could gather from it was it's name: The Ring of the Betrayer.» said T'Kellick as he pulled the ring from his pouch and handed it over to Derick.

«Would I be able to use this to track down the horror that made it?»

«I should imagine so. However be careful not to invest yourself too much into the ring. I have heard of adepts just using the barest of abilities from a tainted item in order to track it to it's source, but remember the risk is great.»

«Not a problem T'Kellick. Many thanks and if you don't hear from me again, try and remember The Lucky Hunter and his quest to release him and his friends from The Betrayer's influence.»

«I will do what I can, but I never said your friends were affected by the same horror.»

«I know but somehow it just feels right. Till next our paths cross under the sun T'Kellick.»

«And you Derick, The Lucky Hunter. May you find all the luck you need.»





LADY BENITA TORVALLI

by Forest Bosley

Lady Torvalli has proven to be a frightening opponent to many young adepts. She is not a wielder of swords but her tongue is sharper as any blade, and pierces deeper than any arrow.

Personality: Lady Benita Torvalli is outwardly a kind and patient woman. She is much loved by all those around her, save those that have done business with her. Her reputation as a cold and ruthless businessperson is overshadowed only by her philanthropy.

She uses her wealth and numerous contacts to entrap young and naive adepts into forfeiting many gains and magical treasures. In conversations, she quickly takes control like a master tactician and leads people to their own conclusions, in her best interest.

Out of all the contacts, she has none of them belong to any major trade house and make up a huge network of hundreds of small, family businesses all over Barsaive. She uses this network to gather information and create profile targets for her research.

GM- She hides it well but Lady Torvalli is obsessed with magic, steaming from a lack of ability to use it herself. She spent many years in training and in dangerous experiments to 'force' some form of adept awakening, but to date it has all failed.

Motive: She dabbles in a variety of fields, from purchasing magical relics and funding research, to investing in farms and labor groups. Detailed investigations have shown her machinations are far reaching and often times deeply convoluted.

GM- Her motive, while simple, has tendrils

out of control as her broken obsession has been fundamental in all her dealings. She seeks to find a way to make herself an adept.



History: Lady Benita has spent her entire life attempting to 'jump start' the adept process. For some reason, even with her wealth, and access to some of the best scholars both Throal and Thera have for sale, there is no answer to why no attempts to awaken have worked.

Game Information (4th)

Dex: 4 **Str:** 3 **Tou:** 4

Per: 5 **Wil:** 4 **Cha:** 6

Initiative: 8

Phys.Def: 8

Spell Def: 7

Soc.Def: 9

Phys.Arm :18

Myst.Arm: 16

Move: 12

Uncon: 18

Death: 22

Wound: 6

Knockdown: 5

Recovery Tests: 2

Skills: Awareness (12), Bribery (10), Conversation (12), Haggle (12), Research (15), Slough Blame (10), Engaging Banter (12), Distract (12), Danger Sense (7), Taunt (8)

Special: Cheat Death Charm, Garlen Stone

GM- Near endless access to funds and many secret contacts. If you ever needed a reason, why that small family run no-adept artisan had the resources to purchase relics or had the information to lead the unwitting adepts into a dangerous, but fortune ripe, ruin they are likely part of Lady Benita's network.



NEW ENTRIES TO THE GREAT LIBRARY OF THROAL



THE HORROR KNOWN AS DARKSTRIKE

by Paul Robertson

The Following is a breif account of the Legendary Troll Skyraider Rastor Crytslhelm, sole survivor of the Crystalspire Moot of the Twilight Peaks.

My first encounter with Darkstrike was upon my return to my home in the Thunder Mountains. I had been away for a few months training on my own and exploring the regions around my home. I was doing this to gain an apreciation for the land which I had sailed over all my life, but never explored with my own two feet. I returned to my kaer (after we opened our doors to the world, our elders decided to remain i n the Kaer, something familiar.) exhausted and foot sore for I had stretched my body to limits I had not reached before. When I walked into my home I was shocked at the devastation that surrounded me. I won't go into too much detail but I will tell you that all of the inhabitants were dead with various parts of their bodies strewn around in hap-hazard fashion. The signs of battle were everywhere, makeshift barricades made from doors, barrels, and rubble of ruined buildings lined the streets, behind each were the remains of at least half a dozen Trolls. Men, women, children, Mothers, Blacksmiths, Elders. All had fought whatever had done this to them.

As I made my way to the Village Centre I said many silent prayers to the Passion

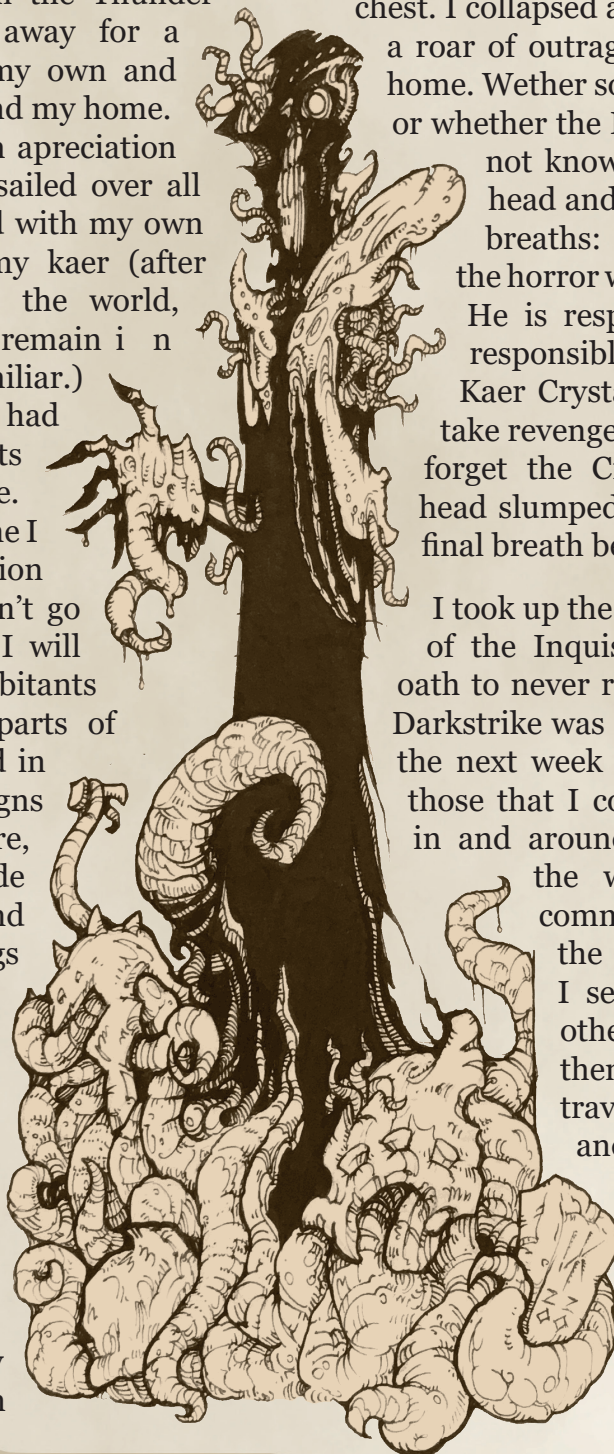
Thystonnius, praying that all my friends and family died valiently and not humiliated. When I reached the village centre I saw that the Elder Tarnik had been tied to the Inquisition Pole and killed by his own Crystal Spear driven into his chest. I collapsed at the elder's feet and let out

a roar of outrage at the desacration of my home. Wether some passion had pity on me, or whether the Elder was not dead yet, I do

not know, however Tarnik lifted his head and said to me with his last few breaths: «Rastor, this is the work of the horror who calls himself Darkstrike.

He is responsible for all this. He is responsible for the the destruction of Kaer Crystalspire. Take my spear and take revenge from him, so that none will forget the Crystalspire Clan.» Tarnik's head slumped forward and gave one last final breath before passing on.

I took up the spear and there, at the base of the Inquisition poke, made a blood oath to never rest until the Horror named Darkstrike was put to rest for good. I spent the next week gathering up the bodies of those that I could find and placing them in and around the village aquare. I set the whole square alight in a communal pyre and left, blocking the entrance on my way out. I set up a way marker telling others what happened here and then set out on my way. I have travelled many, many years, and crossed the length and breadth of both Barsaive and Thera. And yes I have encountered Darkstrike during my Travels but alass I have not yet fulfilled my oath. However I have come close once or twice.



When I travelled to Throal I discovered a cult that called an old temple of Upandal home. Me and a group of the Hunters of Throal got wind of the cult after a foiled assassination attempt on an official from a major merchant house. We made our way into the temple and fought many constructs that resembled house cats, but comprised of writhing masses of worms instead of normal flesh and blood. We made our way into the inner reaches and confronted the cult leader, who had traded his own arm for one made out of worms, very much like those cat creatures. The leader was an Elementalist and managed to wound a T'Skrang Troubador who was with us with a pretty nasty Ice Spear before succumbing to our combat efforts. We went over his body and looked through his notes which were strewn about. On the back of the leader's normal hand was a black stylized S tatoo. This tatoo and the notes pointed to a Cult of the Worm who worshipped someone known as The Father of the Wormskulls. The notes didn't tell us what the cult's goals were but there was plenty of information on the cult's beliefs and at least a couple referrences to Darkstrike.

We brought this information to King Valarus III and with his permission I proceeded to investigate further into this cult. mainly to see what I could learn regarding

Darkstrike. I researched many long hours and gathered as much information as I could from all sources I could find, the Library, influential questors, even possible cult members. My research took me to numerous places around the province, where I encountered many residual effects of both Darkstrike's and this new Worm-cult's actions. I never caught up to Darkstrike directly druing this time, but I was able to learn more information from the many Worm Cult members that I had the pleasure of sending to Death's domain. On what would be my last information expedition I came across a familiar scent of corruption that I had become familiar with over the proceeding months. I picked up this scient in a small rugged mountain escarpment. I had been



following Darkstrike and Cult member's for so long that I was sure I could sense one of them was in the area. I followed my instincts and happened to come to a small outcropping of rock. There, below me, was a cloaked figure leaning against a wind-stunted tree, conversing with three name-givers. An Elf, T'Skrang, and a Human. I watched from above for a few minutes until the figure made a dash past the name-givers to reach something directly below me. As the figure moved his cloak flew back from his arms and legs, revealing him for the Wormskull that he was. The three adepts (for that's what they were) made an attempt to attack the horror as he struggled to keep something open. It was during this brief exchange that I noticed that they were fairly inexperienced adepts and were barely even scratching the loathsome creature. I drew my crystal sword and jumped down to the outcropping below, yelling a battle shout to the Passion Thystonius as I tried to strike the Wormskull while I was landing.

I severed both of its arms, allowing the massive stone disk, that it was trying to keep wedged open, to finish closing. My attack left it stunned for a second so I took out Tarnik's Spear and with all my strength, impaled the Wormskull through the chest, pinning it to the ground. I took a moment to look around while the

wormskull tried to free itself and apart from the small tree, the stone disk/door, and the three fellow adepts, there was nothing else. The three adepts looked at me, and the Wormskull, with shock and awe. One of them gathered up a bit of courage and approached me to give thanks. I told him we didn't have time for that and went over to the tree and threw a rope around it. I proceeded to throw the excess off the precipice into the forest a couple hundred feet below and then quickly urged the adepts down while I kept an eye on the horror. Once they had reached the safety of the forest canopy, I untied the rope and let it drop below. Having done this I turned my attention to the wounded foulness, who was now just pulling itself free from my spear, and engaged it in a life or death struggle. We battled for many

minutes and both of us were almost thrown over the precipice on more than one occasion. We both spent almost all of our energy fighting and with both of us lying exhausted on the ground, the horror said to me «My name is Darkstrike, destroyer of Kaer Crystalspire, befouler of the Village Warnell. I mark you worthy adversary and look forward to the day I come to destroy you.» With the completion of his words he left, fading into astral space. I layed there for what felt like many hours, however only a couple had passed before I recovered enough strength to get up. I took a moment to look around and approached the stone disk for a closer look. The inscriptions chiseled upon it confirmed my suspicions: It was the entrance to a kaer. Those three adepts were probably its exploratory force sent out to see if the horrors were gone. I decided to go and ease their fears and jumped off the cliff, gliding into the forest below. I caught up to them sometime after nightfall and approached their campfire after making sure that they knew who I was so I wouldn't scare them. I talked with them for a few hours telling them about myself and the horror that they had the unfortunate luck to encounter so soon after emerging from their kaer. They seemed sceptical of my words so I told them to head for Throal to learn more and confirm what I had told them. I gave them directions and then headed back out into the wilderness to find my own place of rest.

As I spent the next day recovering I thought more about the words that Darkstrike spoke and the fact that he had a Theran accent mixed in with the snakelike words. The next day I decided to head to Thera and learn what I could from there. It took me a few weeks to reach the magnificent island as I had to track down a trading vessel that would carry me all the way to Thera and then only managed to do so after paying a sizable sum for accommodations. Once I was in Thera I immediately started to work. I enrolled in the Theran Constabulary Force and learned the Laws of Thera along with the strange customs so different of my own. On my down time I spent as much time as I could in the Eternal Library and druing my many long hours of research

I befriended an Elven Praetor who was just starting out at with the Praetori. We became quick friends and helped each other with things each of us couldn't do because of our rank within our respective employers. I spent a few years there and didn't manage to find out much more than I already had before I came to Thera. The one significant thing I did learn, however, was the location of the Village of Warnell.

The village of Warnell was located on along the coast of Indrisia. I made preparations and left the service of the Constabularies to head to Warnell. My Praetori friend, Doran, also said that he would accompany me and looked forward to travelling off the Island for the first time. We took a transport to one of the major fishing villages a couple days away from Warnell. We travelled along the coast on foot and hacked our way through the dense jungle that surrounded this area of Indrisia for many miles in all three directions. The closer we came to Warnell, the less animal and nature sounds we heard. This caused us to travel even more cautiously and we always kept our weapons drawn at all times. When we finally reached Warnell, we were greeted with a visage that was very similar to that I first encountered in my home village. The main difference here was that the desecration was done long before even my own home's destruction, that and the fact there wasn't very much left of the fallen people's bodies, mainly due to the ravages of both time and animals. We explored all the outer buildings one at a time, being very thorough so as not to leave any surprises for us. We found nothing. We searched what would have been the town hall building last, after we looked into everything else, and we were both surprised by the constructs inhabiting this building.

They were very similar to the cat-like constructs I encountered years before except for a couple of minor differences. First these ones were bigger, closer to the size of bull mastifs. The second was that a few of the creatures seemed to be corrupted jungle animals, larger than their normal relatives and with worm-like things attached over their bodies. Doran and I fought for awhile. Everytime



we thought we had taken care of all of them, another handful would appear from somewhere. It took us a great many hours to cleanse them all from the town hall and we were very tired.

Before setting up camp for the night, we did a sweep of the debris and came across a diary. We picked it up and dusted it off and Doran took the time to learn the unfamiliar language later that night. While we sat around the campfire we built in the most secure building, Doran translated and read out of the diary. «There are only a handful of us left now. We have fought Darkstrike and his minions for many days now. He kept demanding that we give up Death's Scion, I wonder if he means the staff we have held since before our village was founded. Doesn't matter as he will get whatever he wants after he's finished us off anyways. I doubt we will last longer than another day or two. To any who find this please give meaning to our deaths. He comes now and I will seal this book with my own blood to preserve the words within, may they help whoever comes across this.» The following morning we packed

up and headed back to Thera.

When we got back to Thera we tried to dig up information regarding Death's Scion, however without much success. To this day we still don't know what is meant by Death's Scion but we guess that this scion is something both Darkstrike and the Cult of the Worm are looking for. For the time being both Doran and I search for any info and thwart the Worm Cult at any chance we can. Perhaps I will tell you about my experiences of Theraian Life, and the misunderstandings we Barsaivians have of them, at some other time. I still have yet to run into Darkstrike again, but not from my lack of trying. I have set traps to lure him, even offered myself to him alone but nothing has worked. Is it possible I have scarred him? Or is he just toying with me waiting till I die so he can re-animate my corpse? My guess is the latter however that is not going to stop me from trying to take him down. Now how about you buy me another ale to ease my aging bones before I head back out to continue my seemingly futile task? And if you see any of the Cult Members, or even happen to stumble upon Darkstrike yourself, Passions forbid, tell them that Rastor Crystalhelm is looking for them and that they should watch their backs.



Darkstrike, Named Wormskull Horror (1st ed.)

Dex: 13 **Str:** 12 **Tou:** 14
Per: 14 **Wil:** 15 **Cha:** 12
Initiative: 13
Phy.Def: 17 **Actions:** 2
Spell Def: 18 **Attack:** (6)19
Soc.Def: 21
Damage: **Phys.Arm :**18
 Unarmed: (13)25 **Myst.Arm:** 16
Death: 157 **Recvoery Tests:** 6
Wound: 19 **Knockdown:** 12
Uncon: 140
Combat Move: 90 **Full Move:** 180
Karma: 20 **Step:** 10
Powers:
Animate Dead (16)31, Displace(7)20,
Durability(10), Regeneration(4)18, Skin
Shift(5)20, Spellcasting(8)22, Thread
Weaving(Illusionism)(7)21, Terror(13)25,
Vital Strike(talent)(5)19, Create
Wormling(8)22, Corrupt Form(6)20
Spells: All Illusionist up to circle Seven
Legend Points: (4) 24,160

Create Wormling (New Horror Power)

Step Number: Rank + Willpower

Action: Yes

This Horror power is typical of powerful Wormskulls, however there have been cases of other horrors having a simliar power to this one.

The Horror takes a piece of itself and places it on the ground. It then makes a Create Wormling test against it's own Spell deffence. If the test succeeds, then the piece of the horror grows, mutates and expands until fully formed. The result of the Create Wormling test determines what type/how big of a Wormling is made. A Good result creates a Small Wormling, an Excellent Success creates a Small or Medium Wormling of the horrors choice, and an Extrodinary result creates a Small, Medium, or Large Wormling of the Horrors choice.

The effects of Create Wormling lasts for a year and a day after which the Wormling will curl up and die, unless the horror wishes to spend a point of blood magic to extend the duration for another year and a day.

Corrupt Form (New Horror Power)

Step Number: Rank + Willpower

Action: Yes

This Horror power allows the Horror to imbue a target with part of it's own life essences. Each use of this power causes 10 strain and one point of blood magic damage.

The Horror makes a Worm Corruption test vs. the target's spell deffence while grasping it's victim. If sucessful the target undergoes immense pain over the course of 24 hours as their body writhes, twists, and grows. After the day the target resembles it's original form, however it's generally larger and contains some sort of aspect of the Horror that created it.

Ie: Wormlike appendages if created from a Wormskull, bloated body parts if created by a Bloatform etc.

In-game effects are as follows:

+4 steps to Strength,

+3 Steps to Toughness,

-2 steps to Charisma,

+2 to Spell and Social Deffence,

+2 to Physical and Mystic Armour.

This power can only target flesh and blood creatures, animals, and name-givers.

Small Wormling (1st ed.)

Dex: 7

Str: 7

Tou: 6

Per: 4

Wil: 5

Cha: 3

Initiative: 8

Phy.Def: 11

Actions: 1

Spell Def: 9

Attack: (2)9

Soc.Def: 10

Damage:

Phys.Arm :3

Unarmed: (2)9

Myst.Arm: 5

Death: 36

Recvoery Tests: 3

Wound: 10

Knockdown: 8

Uncon: 28

Combat Move: 55

Full Move: 110

Powers:

Climbing (3)10, Surprise Attack: (2)

Legend Points: 125

Commentary:

Small wormlings range in size from that of a small cat to that of a large dog and are usually a crude mockery of such quadrupeds.

Their physical body resembles the horror that made them so ones created by a Wormskull would look like a mass of black, snake-like worms.

Created by horrors to usually track down targets, they are also very cunning and prefer to ambush their targets rather than confront them in the open.

Rules:

Small wormlings are very cunning and agile.

They usually travel in packs of 2-8 depending on the task they are given from the Horror who created them.

They prefer to ambush their targets and as they are adept climbers, they usually climb walls or trees and drop down from above surprising their targets.

Medium Wormling (1st ed.)

Dex: 8 **Str:** 10 **Tou:** 8
Per: 6 **Wil:** 7 **Cha:** 4
Initiative: 9
Phy.Def: 10 **Actions:** 2
Spell Def: 12 **Attack:** (3)11
Soc.Def: 15
Damage: **Phys.Arm :**5
Unarmed: (4)14 **Myst.Arm:** 8
Death: 50 **Recvoery Tests:** 3
Wound: 14 **Knockdown:** 8
Uncon: 43
Combat Move: 43 **Full Move:** 86
Powers:
Magic Drain (3)10 (pg. 276 of Players Compendium)
Legend Points: 500

Large Wormling (1st ed.)

Dex: 6 **Str:** 16 **Tou:** 13
Per: 6 **Wil:** 7 **Cha:** 4
Initiative: 6
Phy.Def: 8 **Actions:** 1
Spell Def: 6 **Attack:** (4)10
Soc.Def: 12
Damage: **Phys.Arm :**10
Unarmed: (2)18 **Myst.Arm:** 6
Death: 70 **Recvoery Tests:** 6
Wound: 20 **Knockdown:** 12
Uncon: 63
Combat Move: 30 **Full Move:** 60
Powers:
Regeneration (2)15
Legend Points: 1000

Commentary:

Medium wormlings are generally bipedal creations resebling the basic form of Name-Givers and their physical bodies are made up the same as the Small Wormlings.

Horrors usually create medium Wormlings as assassins due to their semi-sentience and innate powers of draining Magic. Perfect for hunting adepts.

Rules:

Medium Wormlings are somewhat sentient. While they can't talk, they have been

known to done cloaks to track down Adepts in towns and villages.

They prefer to attack their mark when they are alone, and spend numerous days bidding their time for the right moment to strike. They always start a fight by draining magic and maintianing the effect at all times. Even though they are somewhat concious, a Medium Wormling will never retreat and will always fight to the death.

Commentary:

Large Wormlings look like the Small and Medium Wormlings. They take on the form of both biped and quadriped forms with the bipeds being very similar to Trolls in size and shape. Quadripedal Large Wormlings resemble really Large bears or Thundra beasts. All of which are mainly used for muscles, providing a Horror with extra support when attempting to breach a Kaer or taking on powerful adepts.

Rules:

Large Wormlings attack like a beast. Their limited intelligence means that they will never run away from a fight and will fight to the death and their power to regenerate means that it is usually resistant to succumbing, even under the most rigorous attacks. They don't use stealth, or surprise when the attack preferring the simple «beat em up and ask questions later» approach.



TŌQERASUS, THE UNCLEAN ŌNE

by Alisa Joaquin

The following is an excerpt from a diary found in Kaer Aeldus. The kaer was breached by a horror known only as 'The Unclean One', who apparently breached several kaers in that area. Although the kaer residents used the Theran Calendar, they chose to use the dates which represented the time since the closing of their Kaer. The entry which follows, ends with many spots of blood which could be seen on its final pages.

Eighth week, third day, ninety-seventh year G.C. Today I had an odd conversation with Merkus. He swore he had seen a beautiful girl, one who's beauty was beyond his imagination; his comments were just plain odd seen as how Merkus has never commented on the other inhabitants before in all the time that I have known him. Our conversation went something like this.

"The air smells so sweet. Where is that pleasant aroma coming from?" "Aroma? I don't smell anything. Are you sure you haven't been taking any of that questor's herbs lately.?" "Sorry, what?... No I have never taken any herbs unless I've actually needed them. Did you see that girl that just brushed past me?" "What girl, I didn't see any girl. Are you sure you're all right?" "You're telling me that you didn't see that girl? The one with the flowing dark brown hair that fell halfway down her back? The one with the liquid honey eyes? It must be her. She faintly smelled of Jasmine and something else that I can't quite put my finger on. Are you sure you didn't see her? She

just brushed against me as she passed?" "You must be losing it.. I didn't see anyone" «No I didn't imagine it. I'm just going to have to find out who she is.»

Eighth week, fifth day, ninety-seventh year G.C. I saw Merkus today. He didn't look very well. I watched in horror as he passed across the street. Blotches had appeared on my friend's skin and sheen of sweat could be seen even in the dull lighting of the Kaer. Everyone moved away from him as he passed, afraid of what was up with him. Funny thing was that he looked tired even though he was smiling. I caught up to him a little later in the day and he asked me if I smelled Jasmine flowers and then told me that he wished he wasn't so sick so that he could go and find out who was growing them.

Ninth week, second day, ninety-seventh year



G.C. I saw them herd a disheveled, man dressed in rags, towards the kaer wall this morning. The mob circled around him, hefting their stones and throwing them in the mans direction. I wasn't close enough to see who it was but it seemed that everytime the figure opened up his mouth to speak, a gush of blood folowed closley behind. When I aproached closer to get a better look I could see that sores covered his body, and his face looked like wet rock. I did not recognize him but when he looked up and saw me, his face split in a smile. Minuted after that he was dead by the hands of the kaer residents and throwing stones. As the mob started to dispurse I asked one of the Stoners who the man was and the woman, whose name is Shayna, told me it was the baker Merkus. Sadly I will miss Merkus but at least he isn't suffering anymore.

Tenth week, second day, ninety-seventh year G.C. A week has gone by since Merkus' death and everything appears to be returning to normal, if you could call living in a Kaer normal. I have heard rumors of more deaths from the south parts of the Kaer. It's strange, these rumours are of people who are sick. Each disease seems to be different, yet the same. They sicken over the course of a few dies, and either die in suffering, or are stoned Just like Merkus. Where is this sickness coming from and how can we cure it?

Thirteenth week, fifth day, ninety-seventh year G.C. . . . Several weeks have passed and more deaths are occurring with greater regularity. Our healers do not understand what is happening and no medicine seems to alleviate or cure it. The healers pleaded with the Governor the other day to give a group permission to leave the Kaer and search for herbs to try to find a cure. Their request was denied and all the Govenor could say was that the Horrors will get in and we must make do with what we have. I keep hearing one story over and over. A girl? Or was it was a man? Beautiful beyond compare, long flowing hair and eyes like liquid honey. A voice that sang sweetly, and the smell of jasmine perfume. Oh no..... the scent of Jasmine. It is coming for me this time. I must kill it! I must warn others! I can't let it touch

me! I cannot let it escape! I must let everyone know! Whatever you do, stay away! Do not enter the Kaer! Do not enter the Kaer!

Game Information

Toquerasus is a fetid Horror of disease and pestilence who thrives on the fear that his own diseases cause amongst name-givers. His true aparence is that of a gangly human which is the size of a troll and covered in small osres and pustules. These sores ooze a grayish fluid that carries the sickly-sweet smell of decay. Through some twist of the horror's magic, or even physical make-up, this decay smell is barely perceptible due to the continous aroma of Jasmine that the horror somehow gives off to cover the smell of death. In order to use it's powers on a name-giver, who hasn't been horror marked, Toquerasus has to make physical contact with it. All that is needed is a siple touch of the hand, however, due to it's twisted sense of humour, Toquerasus mainly infects namegivers through a kiss. It's prefered choice of name-givers are Dwarf, Human, Elf, and Windling. This is because it's charms don't seem to work on the T'Skrang and Obsidiman races, and it finds the courtship formalities of the Orks and Trolls to be too phisical for it's liking. Toquerasus is definately a social chameleon being able to take on the form of both male and femal name-givers in it's quest to lure others and spread disease. When Toquerasus succesfully marks a victim it is able to use it's Infect Pattern Power to cause a disease of it's choice to manifest in the name-giver. Once a namegiver is infected with a disease of Toquerasus' creation, the target can now infect other name-givers. Anytime a name-giver comes into physical contact with an infected target Toquerasus is able to spread it's disease. The horror makes an Infect Pattern test each time a name-giver comes into contact with an infected person. If the test is succesful, then the new target becomes infected as well. Due to it's nature, Toquerasus often infects the first person with a disease that leaves no visible symptoms, making the first target the epicenter of Toquerasus influence. It likes to target those who would be the most unlikely suspects, ie.

Healers, questors of Garlen, Town leaders, ect. Typically those that fearful people would go to for comfort or answers to the spreading epidemic. Once Toquerasus has infected a town, it will feed on the fear until all inhabitants are dead and then move on to the next town.

New Horror Power: Infect Pattern

Step Number: Rank + Perception

Action: Yes

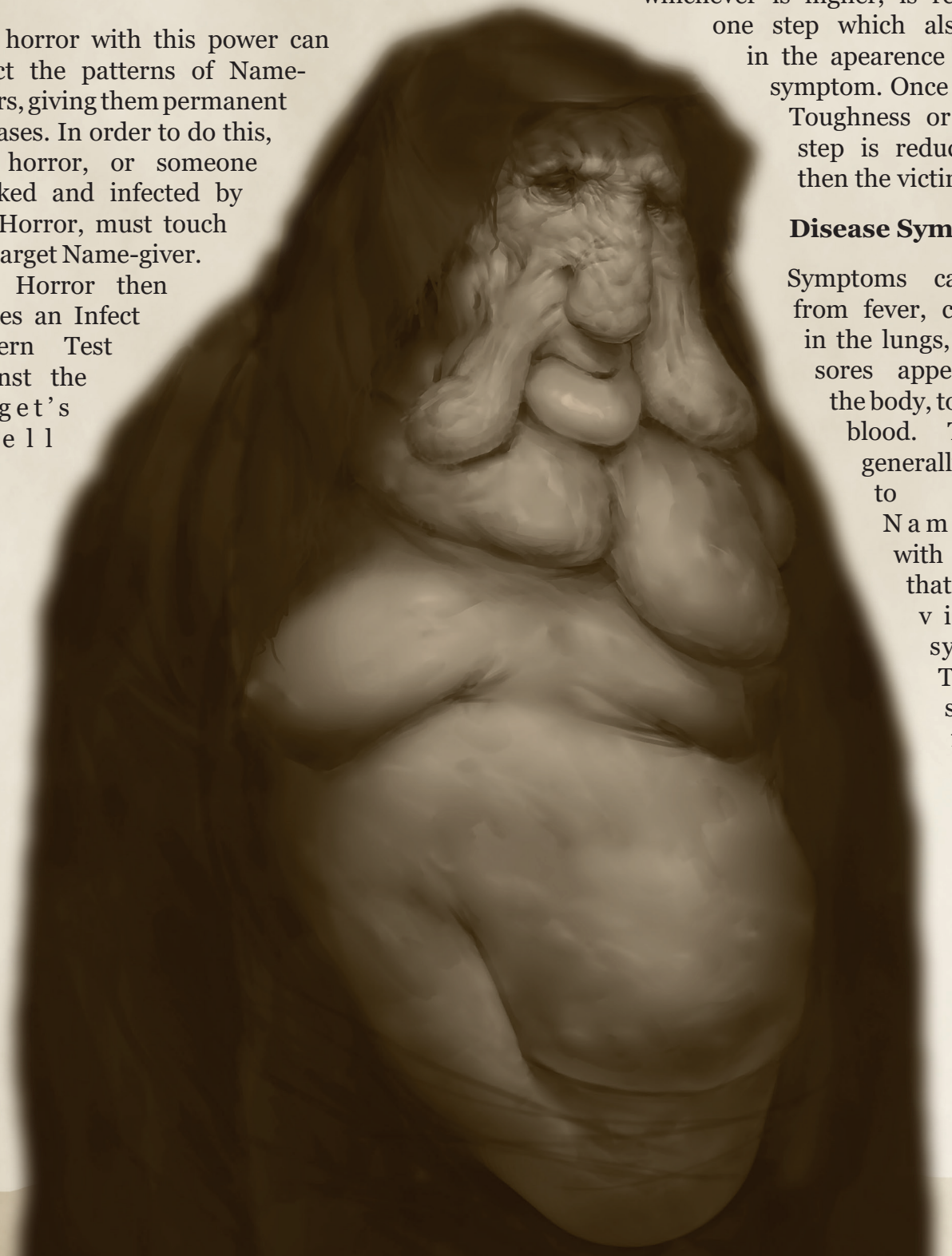
The horror with this power can infect the patterns of Name-givers, giving them permanent diseases. In order to do this, the horror, or someone marked and infected by the Horror, must touch the target Name-giver.

The Horror then makes an Infect Pattern Test against the target's
S p e l l

Defense. If succesful the the target is infected with a disease of it's choice, or even it's own creation. Once infected, the only cure for the disease is the destruction of the horror whith which it originated. Once infected, the Name-giver must make a Toughness Test once a day vs. the result of the Infect Pattern Test. If the vitim succeeds then the characters' condition remains unchanged. However if they fail the test, the characters' Toughness or Strength, whichever is higher, is reduced by one step which also results in the apearence of a new symptom. Once a victims' Toughness or Strength step is reduced to 0, then the victim dies.

Disease Symptoms

Symptoms can range from fever, congestion in the lungs, delirium, sores appearing on the body, to vomiting blood. Toquerasus generally likes to infect Namegivers with diseases that have visible symptoms. This spreads fear and loathing through the



community as the epidemic spreads. On occasion, Toqerasus will infect a Namegiver with a disease that has no visible symptoms. These plague bearers are usually people that the Horror has Horror Marked; unknown even to themselves, Toqerasus uses these Name-givers to infect others so the Horror doesn't have to risk exposing itself.

Special Herbs Special herbs can be used to help abate the disease. These herbs depend upon the actual disease that the character has been infected with and the game-master is encouraged to introduce herbs to characters that have been infected. Some of the more common types of herbs that will aid a character are Feverfew, Balm of Gilean, Elder, Shepherd's Purse, Marshmallow, Myrrh.

Using Toqerasus the Unclean One Characters may encounter Toqerasus in small rural communities. Occasional, Toqerasus may start an epidemic in a large city to feed of the mayhem, but the Horror usually avoids risking physical combat. Player characters will often discover a village that has been infected by Toqerasus and be asked to help find a cure. Toqerasus will attempt to have one of the characters touched just to follow the characters to the next village, where the Horror will make the characters the

Toqerasus the Unclean One (1st ed.)

| | | |
|--|------------------------------|----------------|
| Dex: 12 | Str: 12 | Tou: 12 |
| Per: 16 | Wil: 13 | Cha: 15 |
| Initiative: 13 | | |
| Phy.Def: 16 | Actions: 1 | |
| Spell Def: 21 | Attack: (5)17 | |
| Soc.Def: 20 | Spells: 3 | |
| Damage: | Spellcasting: (10) 26 | |
| Unarmed: (6)18 | Phys.Arm : 10 | |
| Death: 107 | Myst.Arm: 10 | |
| Wound: 18 | Recvoery Tests: 6 | |
| Uncon: 95 | Knockdown: 12 | |
| Combat Move: 75 | Full Move: 150 | |
| Karma: 20 | Step: 15 | |
| Powers: | | |
| Horror Mark (5) 21, Infect Pattern (8) 24, Unnatural Life (5) 18, Durability (5) | | |

Spells: Circle 6 Illusionist
Legend Points: (4) 62 040

source of the infection. The characters not only have to find the Horror to end the infection, but also deal with a group of angry villagers that may not want the character's help.





THE GREY ARTIST

by Andy Hemming

“and that, my pupils, is why the Great Dragons guard their True Names.”

The elderly dwarf sat back in his chair and surveyed his three students, the next generation of the Overland Trading Company.

Only J’Krol, the youngest, was paying any attention, and that was because this lesson concerned Dragons. His elder brother, Aaron, was doodling on his parchment and Isabella, normally so attentive, was staring vacantly into space. Not for the first time he cursed the withered leg that had ended his Travelling Scholar path so abruptly.

J’Krol spoke eagerly, “But Master, you didn’t answer my question. Why are there no true to life pictures of the Great Dragons?”

“Ah, my young pupil, do you mean you are unaware of the Horror known as ‘The Grey Artist?’”

* * *

The Grey Artist is a Horror that preys upon Namegiver vanity.

It appears as a non-descript Human, dressed in clothes, that whilst are good quality, that are in muted colours, and inserts itself into a social

group. It’s preferred targets are well off members of Society where it can display its painting talents. It is particularly attracted to the merchant classes and minor nobility. It slowly builds a reputation as a good portrait painter and hunts out the vainest and most shallow of Namegivers then flatters and cajoles them into letting it paint their picture. It always insists in a minimum of three separate sittings, with the final one under a full moon (“to get the lighting just right to capture your beauty”).

Once the painting is finished, the subject is doomed.

As the subject is painted, their Pattern slowly becomes entwined within the painting until the painting is their Pattern. Whilst this process is taking place,

the subject become more obsessed with themselves and their appearance, becoming distant and vacant to everything and everyone else around them.

Once the Horror has taken the victim’s Pattern, it begins to influence and corrupt them. Opening them up to their inter desires and unlocking their self-control. Victims typically descend into debauched and cruel behaviour. Each act, each high, giving them less and less pleasure and forcing them to go further, crueller and more extreme. An interesting point in this is that the Horror does not trick or force the victim to do



any of these acts. Instead, it extracts its pleasure from watching a Namegiver destroy themselves and everyone they ever loved in search of unattainable pleasure.

Whilst the Painting is in existence, the Horror preserves the victim. All damage, illness, disease and aging does not touch the victim. Instead, it shows on the painting. Even the acts of cruelty and malice are shown on the facial expressions of the victim. The victim themselves remain a perfect picture of how they were when they were painted.

It is impossible to kill the victim. Whatever damage (even death and dismemberment) heals overnight. The only way to release a victim is to destroy the picture.

“and there are rumours that The Grey Artist himself is only a victim of the Horror, a conduit that allows this monster to work its will upon the world.”

This time when he sat back, he was pleased to see that both boys were paying rapt attention. To his annoyance, Isabella however, was examining her fingernails. He opened his mouth to admonish a stern reprimand when there was a knock the door and a maid entered.

“Begging your pardon, Master Scholar, but Miss Isabella’s portrait painter is here.”

Isabella jumped to her feet; her face alight with interest for the first time that day. As she rushed out the door, he overheard her speaking to the maid, “Thank you Betsy. He is a drab little fellow, but can you believe he wants to paint me tonight under the full moon. He said it’s the light . . .”

Game Notes

The Entity known as The Grey Artist is not a Horror. It is the Horror’s first victim. A skilled and talented artist, he believed himself to be the best painter in the land. Rejected and mocked by wealthy society and frustrated that he could never capture a true, living likeness, he eventually he made a deal with the Horror to learn how to

achieve this. His first painting was a self-portrait.

The Horror has a unique way of Marking its victims. The act of painting forms a ritual that clones and steals the subjects Pattern. This ritual takes a minimum of three separate sittings, although more can be done. The first creates a Minor Pattern Item, the second sitting turns the picture into a Major Pattern Item. The third and final sitting creates a clone of the subjects Pattern. Whilst the Horror has access to this painting, its powers bypass the paintings subject’s Mystic Defences.

Once the victim has been Marked, the Horror uses Unnatural Life to preserve the Victim. Any and all damage taken by the victim is healed overnight and revealed on the picture. Should



the painting be destroyed, the link to the victim if separated and the Horror Mark is destroyed. All the accumulated damage and time is instantly transferred to the victim. This will almost always kill them outright.

Game Statistics The Grey Artist

A human that appears to be middle-aged and of average appearance. Typically wears good quality clothes, in muted colours. He is not an adept and anyone successfully Astral Sensing him will see a mundane pattern. 2 or more successes will reveal that his pattern appears faint and slightly muted.

If asked to complete an artisan test, he will not show up as Horror Marked. He is normally unarmoured and carries a plain short sword.

The Gray Artist (4th ed.)

| | | |
|--|------------------------|---------------|
| Dex: 5 | Str: 5 | Tou: 5 |
| Per: 6 | Wil: 5 | Cha: 8 |
| Initiative: 5 | Uncon: | 24 |
| Phy.Def: 7 | Death: | 29* |
| Myst. Def: 8 | Wound: | 8 |
| Soc.Def: 11 | Knockdown: | 5 |
| Phys.Arm : 0 | Recvoery Tests: | Un* |
| Myst.Arm: 2 | | |
| Move: 12 | | |
| Actions: 1; Melee 10 (9); Unarmed 9 (5) | | |

Powers:

Artist (18): As per the skill. Disguise (13): as per the skill. Etiquette (13): as per the skill. Forgery (13): as per the skill.

Unnatural Life: Unlimited recovery tests. If his Death Rating is exceeded, he returns to life fully healed the next morning. Missing body parts are regrown. Wounds heal at a rate of 1 per 10 minutes once current damage is at 0.

Cursed Painting: Should his painting be destroyed; the Grey Artist will die.

The Grey Muse

There is no record of the name of this Horror. The only rumour of its existence refer to it as The Grey

Artist's Muse, or simply, The Grey Muse.

It exists purely in Astral Space. To enter It's realm, you need to travel to The Grey Artist's Gallery, a former temple to Astendar located in the Badlands. There he stores and displays all of his paintings in a large domed building. They are arranged facing the central point of the temple which corresponds to the Astral Location of the Horror. The use of any spells or talents that open into Astral Space (such as Bone Circle) will open portal into the Muse's Astral home. The Horror can also chose to open a portal and this will allow it to interact and attack Namegivers in the real world.

The Muse itself looks like a bloated mass of oily jelly, suspended in Astral Space. A multitude of faces and limbs constantly press against skin, like they are trying to force their way out, before being sucked back into the entity. Anyone observing the faces who has seen the portraits of the victims will soon recognise them as being one the same. Dozens of pulsing threads stretch out from the body of the entity, each linked to a portrait.

There are two ways to defeat The Grey Muse. The first is to enter Astral Space and engage it face to face. The second it to destroy all the portraits. Should any Namegivers start destroying Portraits, it will open an Astral Portal and attack once the third Portrait is destroyed, or if they threat the portrait of The Grey Artist.

The Gray Muse (4th ed.)

Dex: 5 **Str:** 10 **Tou:** 15
Per: 13 **Wil:** 16 **Cha:** 10
Initiative: 8 **Uncon:** 24
Phy.Def: 14 **Death:** 29*
Myst. Def: 18 **Wound:** 8
Soc.Def: 16 **Knockdown:** 5
Phys.Arm : 0 **Recvoery Tests:** Un*
Myst.Arm: 10
Move: 8

Actions: 4; Tentacles: 22 (18) – range of up to 10 yards from the Horror’s body mass.

Powers:

Astral Portal (22, Sustained): Opens a Portal linking Astral Space to the Real World. It is big enough for Troll sized objects to move through and the Horror can cast spells, use powers and attack with up three tentacles a round through the portal (note: the tentacles detach and fade away after one attack if reaching into the Real World. This does not harm the Horror and it can produce more at will).

Corrupt Compromise (10, Standard) – Special version: There is no need to spend Karma, and the Horror does not suggest an action. Instead, it suppresses the targets reasons not to do an action. Over time this causes the target to self corrupt.

Corrupt Karma (22, Standard)

Cursed Luck (22, Free)

Harvest Energy (22, Standard): In addition, if the harvested emotion is smugness or superiority, the Horror gains an additional Karma point.

Horror Mark (22, Standard): Instant success if the Painting Ritual has been successfully completed. Resist Pain (2)

Spell Casting (22): as the Talent.

Spells: Disaster; Encrypt; Ephemeral Bolt; True Ephemeral Bolt; Unseen Voices; Blindness; Mind Fog; Fog of Jeer; Stop Right There; Suffocation.

Unnatural Life (22, Standard).

Plot Hook ideas

- The players are hired by a painter dressed in grey who wishes them to steal a painting he has done, but not been paid for. The artist is The Grey Artist and wishes to secure his most recent painting and take it to his gallery.
- A player or one of their friends is approached about sitting for a portrait by a fashionable new painter.
- In a recent haul, the players have come across an old painting of a dwarf nobleman, although twisted and evil looking. A week later their base is raided and only the painting is stolen.
- Whilst travelling in the Bad Lands, the party come across an old ruined temple. What is inside?





HOUSE OF RULES



THE WAYS OF PROTECTION

by Paul Robertson

My name is Wingtail, and I am a Western Dragon who houses his lair in the Tylon Mountains. At the time of writing this, some very interesting events have happened in Barsaive, some of which I figured would happen, while others have surprised me. But that is a tale for another time. I write this because of the knowledge that the other cultures of our magnificent world put to use during the Scourge. While the Therans brought their scrolls of protection to their known world, many other cultures did not have this benefit. Or perhaps I might say that they did have the benefit, as they did not have to put up with the demands of a greedy nation.

First I'll start on my own thoughts of the Therans and their Rites of Protection. During that time I was but a hatchling, but that doesn't discredit what I say. My sire was the Great Dragon known to you as Vasdenjas, and he taught me many

things. There was great talk amongst my kin when Messiah discovered the Books of Harrow. We all thought that the time had come for the young races to really make something of themselves. We knew of the impending devastation as we still had lingering memories of the last scourge. Many name-givers survived the previous scourge due to our own intervention, and the Rites of Protection that Messiah and his followers recovered, were derived from our own insights. I do not remember the name of the author of the Books of Harrow, only that it was a magician of some renown. But for this essay's sake I will call her Harrow, due to the book's title and all. Harrow wrote the books sometime during the early years of their Scourge, mainly to be a testament of what was done to protect them, and how they had failed. For you see, Harrow's kaer was breached unbeknownst to them, very early in fact.

This horror didn't kill his prey like so many others of



his kind. His preference was to manipulate from the shadows and feed off of the suspicion, or fear, that was the result of his astral whisperings. Being the most powerful magician of the kaer, Harrow was affected the most and slowly, over the course of her writing, she was slowly consumed by the silent, everpresent whispering in her ear. She did manage to finish her books but by the end she was so mad, that the majority of her work was entangled in horror taint. As proof was seen by the demise of Messiah many years later after his attempt to translate the works. Her work described how the kaer that they had used, was built. She also managed to include how the choice to lock oneself up underground was very risky. All but the oldest texts make reference to this. What better way for a horror to make an easy living than to simply break into a hole in the ground and feed at leisure amongst the trapped victims? Sure if the wards were created by strong enough magicians, they could repel almost all but the most powerful horror attacks. But in all honesty it takes the skill, if not the power, of the like of my own kin, to make almost impenetrable defences. I do not mean this to offend. Just to simply state that such powerful magicians were as few and far between then, as they are now.

So back to the Therans. Their young nation was growing and their knowledge was increasing at

an alarming rate. Due in part to their discovery, they developed a sense of Guardianship over the other nations. They felt that they had to protect the other nations and that the best way to do this was to conquer them and unite them under one ruler. And so they set off on their mission and greatly succeeded. As our scourge started to approach, the Therans now knew that it was time to show the rest of the people what needed to be done. They wandered around to the nations and cities, selling (of all dispicable things) the Rites of Protection. Something that should have been given freely for the greater good, was reduced to nothing more than a way for the Theran Empire to get richer. It was because of this greed that I, and a few others of my kind, felt compassion and took poorer villages into our care. (The way that we make our lairs is very similar to the way that you young ones built your kaers. The only thing really different was the level of skill and power employed.) Some of my kin frowned upon us as they felt that the name-givers had the knowledge, this time around, that they didn't possess the last time. Others thought we did the right thing as our lack of action doomed many to their deaths at the hands of the horrors.

So for the hundreds of years that the scourge went on for, I watched silently over those I chose to protect. For the most part I left them



alone and only made my presence known if it was absolutely necessary. After the magic levels reached the state that they are now, I opened the doors for my «children» and left them for many, many years. I took it upon myself to travel the world and see how the other nations, and my other kin, fared during that trying time. What I learned has enlightened me and has eased any doubts as to the fate of your young races. What surprised me the most about your young races, was the variety of ways that you learned to weather the scourge, and for the most part, all on your own. Some were particularly successful, while others were very risky. What follows is my account of what I have seen, and my thoughts on such practices. I will start with the ones that are most familiar to what you may have heard about. Then I will go into the other Ways of Protection based on the success of each method versus the vulgarity of the practices.

Translocation

The easiest way to describe the first method is by the word Translocation. In essence a wall was built around a village, town, or city, and the area between the walls was translocated into an astral realm safe from the Horrors. The basics of this method are very similar to that which was employed at Parlainth, however the forgetfulness charm that was employed, due to the Theran's extreme paranoia, wasn't used at any of the other places I visited. The walls were inscribed with particular runes that hid the wall from those in our world, and at the same time translocated that which was in the borders. Usually a way marker was

left outside to tell others how to bring them back. The requirements of such were usually along the lines of having to accomplish some monumental task that would be impossible for a Horror to accomplish. I was fortunate enough to encounter one of these way markers and it was my privilege to undergo the task that was set out. It seemed simple enough, go into the mountains a few days walk away (minutes for me), and recover a rune engraved staff and insert it into the marked spot on the waystone. The mountains were easy enough, however there was quite a bit of taint in them. I would guess that some horrors tried to claim the staff and the result was the tainted astral space. I managed to find a cave that I thought would contain the staff, and much to my surprise, the astral space was clean! Despite all the taint around the cave, the interior was free from corruption. I entered the cave, expecting it to be riddled with traps of all imaginable sort, but this was not the case. The cave stretched for a couple of miles and at the end there was a pedestal with the staff resting on it. The pedestal chamber was lit with a solitary



light crystal and apart from that, there were no inscriptions or markings, except for the runes on the staff. Now I do admit to thinking that it couldn't be this easy to get the staff, otherwise the horrors would have taken it long ago. I reached out my hand to take the staff, after ensuring to ward myself from various things, and after my hand (yes hand, I was in name-giver form) grasped the staff, I was flooded with all the pleasant memories of the inhabitants of the Hidden City. Ingenious. Of course it was so

simple. As the memories of children's births, marriages, accomplishments, and the like, flooded past my eyes I realized that no Horror would be able to bear so much love and joy and happiness. Especially not to an entity of evil, hate, pain, jealousy, ect.

The visions subsided after a half hour or so, and during this time I couldn't even move because I was so awestruck. After I regained my senses I took the staff back to the village and did what the marker showed to be done. The air in front of the marker began to wave and shimmer, as if it was a mirage. After a couple of minutes of making out plain buildings and storehouses and such, a rather loud popping sound echoed across the valley as the village appeared before me. Standing there was the whole village. I found out later that they knew I was going to be there and I was told that after I grasped the staff a trumpet sounded in their village. I was greeted with much happiness and rejoice, and lots of questions. They showed me to their village square and I

was surprised to find a replica statue of myself in my true form. The villagers then told me that the statue remained formless until I picked up the staff. I spent many days there teaching and helping as I could, and to this day they still remember me in name and deed for bringing them back.

Bottled Cities

There is a high powerful spell that few magic users know. City in a bottle. The premise of this spell is to capture a city, or area of land, inside a bottle. The advantage? Nothing can penetrate into the bottle, not even the most powerful magic. The disadvantage is that nothing can get out either. So if a horror is trapped inside with a city, then it must be killed as soon as possible otherwise everyone will most likely succumb to it. On my travels there were a few places that used this method to weather out the scourge. For the most part there was a type of vault, guarded with wards, and traps, with a pedestal or shelf at the end with the protected city. Now as time didn't



stop for those in the bottle, there was usually a form of light source to mimick the daily cycles, if not a form of skylight shining directly on it. The most extravagant one I encountered was in the far east.

I came upon a group of adventurers who were camped out in front of an old temple, and judging by the state of the campsite, they had been there for a little while. I was granted hospitality with them and we spent the night sharing our adventures and such. When the subject was broached as to why they were camped out there, they informed me that in the temple below, there was a vault that held a vast amount of treasure and knowledge. Their Wizard had been working on deciphering some runes that were inscribed on a large, slab-like door, and that he had worked on them for the previous week without much success. Sure he had made some progress, but if he continued at the same rate, then they would be there for many months yet. I offered my services to help, as I claimed to them that I had extensive knowledge on ancient runes. I didn't go into too many details but when I looked at the runes I knew right away what needed to be done. I could read it as surely as you can read this now.

However I wasn't just going to give it to them straight up. I made a couple of comparisons that helped the wizard significantly and over the next couple of days I helped guide his hand where needed. I'll not bore you with the details, or the result of trying to get to the vault, except for the fact that it was fairly difficult for the adventuring

group. When we entered the vault I could tell that the skylight above had been capped with a plug of elemental air.

Right below the skylight were five pedestals, each with a bottle resting on it. All but the Wizard expressed their dismay at the obvious lack of treasure, and it wasn't until the Wizard explained the immense value of the bottles that the hearts of the adventurers were lightened. I helped them remove the bottles and the adventurers gave me one to do with as I pleased. After such we parted



ways, and as far as I know, they proceeded to find the original sites of the cities and figured out how to restore them. As for mine? Well let's just say that I have it in my safe keeping.

Castles and Pyramids

Castles and Pyramids are two incarnations of a similar method. They are versions of the Citadels that many of you name-givers used for the really large cities during the scourge. The main difference is that the Pyramids and Castles usually didn't hold as many people. First with the pyramids. These structures are very similar to the ones that can be seen in Parlainth, or Thera.

The exception is that they were usually larger, and multi-levelled. Their construction was made out of elemental earth and was capped by a living crystal capstone that allowed natural light into the Pyramid, while at the same time providing a type of window to the outside world. Each Pyramid usually contained enough room and supplies to handle around a thousand name-givers. Not really much else to say because these were so similar to the Citadels that I feel most people will know what I am talking about.

Castles were constructed around many places. Some elegant, while others merely functional. Usually constructed from elemental earth blocks, and then covered with a cover of elemental air. Similar to citadels, but instead of many structures housed inside a form of dome, the castle was the only structure, with the castle walls themselves acting as the barrier. Many portals lined the interior walls and lead to a central courtyard where the dwellers would gather. On the outside walls a single, large gate made of very thick elemental wood, served as the entrance. Usually behind this gate was a steel portucullis lined with orichalcum., Basically this was the last line of defence in case of a breach. There was usually enough room in most castles for around five hundred or so name-givers, however during my travels I did hear tell of an exceptionally large castle, but despite everything I was never able to locate it in the short amount of time I spent trying.

Nomadic

The least protective of all the forms of protection was the one of constant movement. Various people used this method for various reasons. The most common was because the Therans never came to them with the scrolls of protection. These nomadic people, left

with little other choice, knew that if they stayed put that they would become sitting ducks for the Horrors. They then figured that they would keep moving around and hope that Horrors wouldn't find them, or that they wouldn't find the Horrors. While some of these people managed to survive relatively unscathed, the vast majority of name-givers who resorted to this method were killed or corrupted during the scourge. The lack of any magical protection was the main reason for this. While there were definite magic users in these tribes, and talented warriors, they were still no match for the sheer power, or quantity of Horrors.

Some of the more notable success stories are the various Troll moots that moved from mountain to mountain, some Jungle T'skrang who didn't have the resources or civility to make a well defended agropogai, various tribes of humans, and a few Orc Scorcher bands. In the rest of the world there were many others that used this method but the largest concentration was from a tribal people that claimed the lands to the far west, over the oceans. I also know of many Nomads that decided to take shelter well after the Scourge was in full force. These ones seemed to come

to some sort of sense and realized that they weren't going to make it. Some like the Pale Ones managed to make it into safe



places through cracks and crevices, while others actually gained entrance to kaers and citadels, with great risk to those places I might ad.

Guardian Spirits

This is a broad category because of the nature of all the different forces that can be called upon. Passions, Elementals, Spirits, Horrors (yes Horrors), and a couple of other things unknown to us here in our part of the world. Some villages and towns didn't have the resources to call upon to build a kaer or citadel, and, some were simply too far away from others to join up in a team effort. Each of these town usually had a magic user of some sort, some very powerful, others simply gifted, or in the case of Passion protection, a faithful questor. The whole town would take part in the protection ritual which would summon a spirit of some power. If they were successful than the desired spirit would form and the summoner would negotiate a deal. If terms were agreed upon, there was usually a statue made in the likeness of the Spirit by a talented craftsman. Upon completion the town would set up the statue in the centre of town and do the summoning ritual again to call on the same spirit. If the spirit was satisfied by the Statue, or another form of agreement depending, then the spirit would usually imbue the statue with a part of it's essence. As near as I can tell these rituals are the only case that a Passion has been summoned specifically, but then again it simply could be that the Passion knew all along of their intent and by appearing at the end of the ritual, showed that they approved.

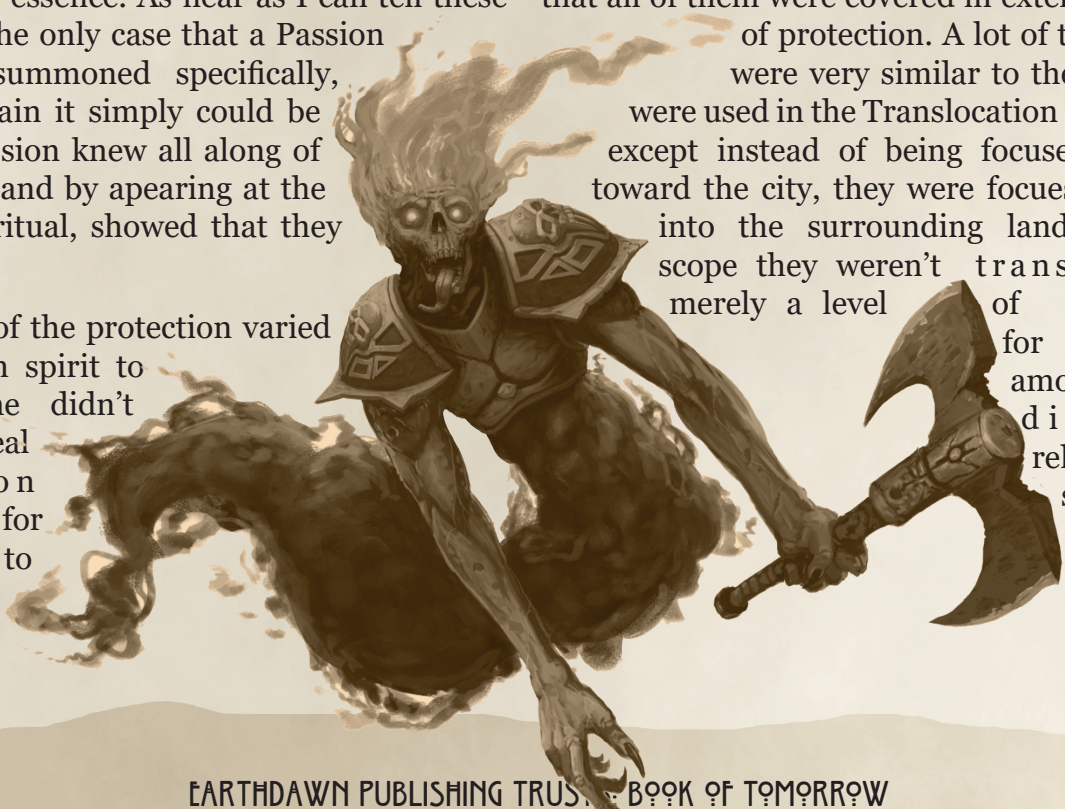
The effects of the protection varied greatly from spirit to spirit. Some didn't offer any real protection except for appearing to get rid of a particular

problem or horror. Others imbued a sort of magical protection preventing horrors from coming near. Some even said that their particular «patron» passion simply hid the village from view by all outside forces. Perhaps the most disturbing of these practices was the summoning of a Horror. Some did it unknowingly, figuring that the Horror was a spirit. In these cases most of the inhabitants died fairly early, or led extremely tormented existences. Others called on a Horror specifically and agreed, that as long as the Horror kept other Horrors away, and it didn't corrupt it's citizens, then they could feed freely off of whatever emotions it enjoyed. Very derranged I know, but while these towns usually regretted their desicion, there is at least one case I know of where the Horror somehow developed compassion towards name-givers and realized that there is a way that it could live in a form of symbiotic relationship with name-givers.

Henges

Henges is the word used to describe a cluster, or grouping of monolithic type objects. The most common of these are made out of stone, but others I encountered were made out of wood, or metal, or bone. The common factor in each of these henges was that they were usually arranged into a form of Geometric symetry. That, and the fact that all of them were covered in extensive runes of protection. A lot of these runes were very similar to the ones that were used in the Translocation Protection, except instead of being focused inwards toward the city, they were focuses outwards into the surrounding land. On this scope they weren't translocated, merely a level of protection for a variable amount of distance, relative to size.

I came upon a large



valley that had used these henges for protection. There were half a dozen settlements in this valley, and each one of them had a henge located in the village centre. Looking into Astral Space showed that the valley was clean, much to my surprise. When I walked from town to town, in name-giver form of course, I learned of the history of the valley from one place to the other. One of the prominent Druids, a type of magic user specific to the area, had a vision of the oncoming destruction, and in this vision he saw a safe haven that was to become the valley. He gathered up the local villages and led them here to his valley. They set up henges in a specific order to mimic one of their constellations and upon finishing, they could all feel a presence of well being in the area. During the Scourge they could see, and sometimes hear, the destruction that was wrought on the unprotected areas. Some of the residents of the valley did become Horror touched, but they were discovered fairly quickly and dealt with in an appropriate manner.

Blood Sacrifice

Blood Sacrifice was probably the most barbaric, albeit the most successful form of protection that I came across. When we think of blood sacrifice for protection, we automatically think of the

abomination of the Wurm Wood and the naive Queen Alachia. However the blood sacrifice I am talking about isn't nearly so corrupting, but it definately is more barbaric. There is one culture that I came across that used blood magic to the greatest extent possible. They had select people who volunteered to be ritually sacrificed in order to maintain the protective wards

placed around a village. Most of these villages were relatively small, around only a couple hundred people, and once every twenty years, someone would volunteer to give their life to maintain the wards.

This was usually done during the summer equinox.

All the village would gather around the village square where a special pedestal and basin were constructed. The village would spend the day in rythmic dance and chanting with the ritual culminating at sunset. Upon the sunset, the sacrifice would cut their own throat and lean over the basin to allow their blood to be collected. After the sacrifice layed

in death, the village leader would take the basin and take it around the village, to marked pylons, and paint them in the sacrifice's blood. This act renewed the protection for another twenty years or so. If a sacrifice failed to perform the ritual themself's, then the victim was exiled out of the village boundries and if that person was ever seen again, then they would be





killed on site. If the sacrifice failed to do the act, then the village waited till the next equinox to try again. This wasn't such a bad thing though because the wards still had more than enough power to protect them for the additional time, it was just the village didn't want to take any risks in waiting longer. Of all the places I visited that had resorted to this method, only those that failed to maintain the sacrifice were the ones to actually succumb to the ravages of the Horrors.

Horror Entrapment

This particular method is by far the scariest method of protection that I encountered. This method involved the actual summoning of a powerful Horror, against their will, and followed with the incredible feat of entrapping it within some form of vessel. These vessels ranged in the way that they were produced, from colossal elemental earth statues, extremely large living crystals, to spheres of elemental air. The reason why I feel that this method is perhaps the scariest of them all is from the simple fact that there was always the looming threat of the Horror escaping, and laying waste, or corrupting the entire village.

The way that this method actually worked was by a couple of ways. First was the simple awe factor. To other Horrors who came across the village, the sight of seeing one of their kin entrapped would give them serious pause before proceeding. They would probably figure that if one of them had become entrapped, then what would stop the

village from entrapping another one. Second was that a lot of Horrors feared that the entrapped Horror had claim over the village or town, and that by feeding off the populace would be the same as invading another's territory. I did happen to come across a village where the Horror hadn't escaped, but the Elemental Wooden Cage had developed a sizable crack. The entire population had become marked and corrupted beyond any hope of salvation. I decided that it was my duty to lay waste to the entire village using my dragon breath, being incredibly careful not to damage the cage any further. After I had disposed of the village I set up warning markers in all the languages that I knew, warning others of the danger in the cage.

Well I believe that sums up my experiences nicely, without delving into the unnecessary details that would bore all but the most ambitious scholars. I do hope I managed to cover all the facts that most people desire, and the seeding of future adventures for the extremely ambitious adventurers. If any of you readers have your own experiences to share regarding the Ways of Protection, then please write them down and forward them to the Library of Throal, care of Wingtail, and I can assure you that they will end up in my claws eventually. Good day young ones, till next our paths cross under the sun.

-Wingtail

Game Information

The following is game information pertaining to the spells or rituals that were used for the various ways of protection.

City in a Bottle

This spell functions just like the 15th circle Wizard spell except that the duration has been extended, either with extreme blood sacrifice, or the continual renewal of the spell from someone within the bottle itself. Or the magician simply naming the spell by naming the bottle (that may cost the magician a tremendous level of Legend

Points to manage, but possible with help from others)

Summon Guardian (Elementalist, Nethermancer, Shaman)

Threads: 6(ritual; see text)

Weaving Difficulty: 15/30

Range: 2 miles

Duration: Rank hours (see text)

Effect: Summons a particular spirit or elemental, possibly even a Horror.

Casting Difficulty: Spell Deffence of Target

The Summon Guardian spell was used before the Scourge to summon an entity to enable to caster to negotiate with the entity, on a particular matter, usually protection. All those to benefit from the entity's specific request must take part in the ritual. Each hour the magician must weave a thread to the spell while the ritual members maintain a specific action. Meditating, chanting, dancing, something along those lines. After all the threads have been woven, the spellcaster makes a spellcasting test against the target spirit's

spell defense. If this test is successful, then the desired spirit is summoned and the spell caster can negotiate and/or talk with the entity for a number of hours equal to the magicians Thread Weaving Rank.

If the entity agrees to the request of the magician, usually with some sort of quest or devotional act, the entity leaves. After fulfilling the task set out by the entity, the magician, and supporters, have to summon the entity again, using the same method as above. If the entity returns, and is pleased with their specified task, then more often than not, the entity will enter into a Blood oath with the magician and supporters, declaring any specifics during the oath, such as length of the oath and required measures of protection ect. This act causes 5 points of permanent damage to the entity and magician, and 1 point of permanent damage to each of the supporters. This damage can be healed a year and a day after the contract/oath expires. The breaking on the oath, on either side, employs the same consequences as a normal breaking of a Blood Oath.

A curios effect of this spell is that the protection applies to all decendants of the original caster and supporters, providing they each take the 1



point of permanent damage, and they are withing range of the original casting point, and the Oath is still in effect. The exact specifics on what the entity is to perform varies depending on what was initially set with the oath. Some entities are summoned at the merest threat, while others have simply offered a general area ward-like protection. The stronger of the spirit summoned, the greater the effect.

The type of entity summoned depends on type of magician used to cast the spell. Elementalists summon Elementals, Nethermancers summon Sprits, Shamans summon Earth Spirits, and Horrors are summoned by either a horror touched person, or with a pathetic result on the spellcasting test (magician screws up so bad that they attracted the attention of a Horror)

Create Henge (Elementalist)

Threads: Varies(ritual; see text)

Weaving Difficulty: 18/34

Range: Sight/Rank Miles(see text)

Duration: Rank years(see text)

Effect: Creates a Protective Aura in an area that acts as a protective Ward vs. Horrors and their constructs

Casting Difficulty: Spell Deffence of Material of Henge

This spell imbues a particular object with the power to repel Horrors and their constructs. Before this spell can be cast, all the required peices of the Henge has to be manufactured, and installed in the centre of where the spells effect is to originate. For each Henge (a couple of small objects, or one large object), the caster spends one week inscribing the henge with protective runes and symbols. At the end of each week, the Elementalist makes a spell casting test vs. the spell deffence of the henge material. If sucessful

the henge is imbued with the prtective magics. After all the henges of a formation are enchanted, the Elementalist then makes a spell casting test, spending up to a number of Karma points equal to his thread weaving rank, the Elementalist then reduses his Karma Max Total by an equal amount.

If the elementalist wishes he can instead switch Karma for permanent damage on a one to one basis, the resulting damage can never be healed. After making the spellcasting test, the result of this test becomes the difficulty that a Horror or Cunstruct must make on a Willpower roll, in order to enter, or attempt to horror mark someone, withing the bounds of the spells effects and the range of the effect is equal to an equivelt diameter, in miles, equal to the Elementalist's rank in thread weaving.

The duration of the spell is a number of years equal to the Elementalists rank in Threadweaving. At the time of the durations expiration, the original Elementalist may make a spellcasting test vs. the henge material. If the test succeeds then the enchantment is renewed for anoth number of years. If the original Elementalist is deceased or missing, then another Elementalist can take on the Enchantments burden by making the spell casting test vs. the Henge material (as above), and taking a number of permanent damage points equal to the amount of original damge and/or max karma taken at the spells casting.

If the strength of the enchantment needs to be increased at a futur time, usually because of the specific attentions of a powerful horror, then an Elementalist can re-attune the enchanment by following the original damage/karma costs, and making a new test. This does have it's drawbacks however due to the fact that the test result becomes the new protection difficulty, even if it is lower. This method is generally only used in times of great need, like the emminent breach of the protections.

Blood Protection (Anyone?)

Threads: 0 (see text)

Weaving Difficulty: Nil

Range: Touch

Duration: Twenty+ years(see text)

Effect: Sacrifice of Blood fuels enchanted wards around a certain area

Casting Difficulty: Nil

While not really a spell, it's effects are best described as a spell. In order for a blood sacrifice to imbue protection to an area, the victim has to die willingly. If the victim is forced, the effect of the magic is greatly diminished. The sacrifice usually slits their throat over a bowl or basin at the end of a day's long ritual. The leader of the ritual then takes the sacrificed blood and paints it on a type of pylon which then provides protection very similar to that of the Henges created with the Create Henge spell.

The actual effectiveness of the Sacrifice is dependent on a few factors. When the ritual was performed, who the sacrifice is, and how long it has been since the previous sacrifice. During the year there are certain times that the natural magic energies reach either peaks, or low points. When they are at their peak, the ritual is stronger than when they are done during low points. The age of the sacrifice is another factor. The closer the sacrifices age is to the prime of their life (around 20-25 years of age in humans), the longer the enchantment lasts. Early attempts showed them that the protection usually lasted 20-25 years from someone in their prime, while only lasting 5-10 years if the sacrifice was a child or elderly. The effectiveness also was influenced by when the sacrifice was last performed. If the time frame is not nearing close to the original expiration of the protection, then the ne sacrifice loses its effectiveness comparing to the same loos as if the sacrifice was a child or elderly.

Any Horrors wishing to enter a protected area must make a Willpower test vs. the amount of people who participated in the protection ritual when it was cast. The more people who aided the chanting or singing, ect, the more effective the ward.

Horror Entrapment

I am not going to list the rules regarding this because I think that the means to facilitate this method of protection will have been lost, or misplaced due to various reasons.

Editors note:

You may find some information and inspiration on this matter in the Marac chapter in the Theran Empire sourcebook too. The Sufiks there managed to use this technique.

And in Indrisia they had Gurus meditating spreading positive thoughts during the whole time of the scourge, also a nice technique.

Vasgothians had passions fighting for them, but did they really sacrifice themselves for their beleivers?

What they did in the Slithering Wastes, Arachia, Thul and other strange places may come up in future stuff we publish here, or Fasa come with.

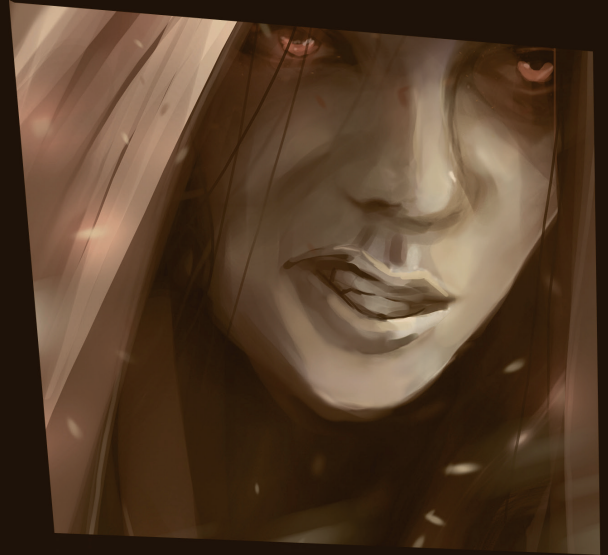
Keep in mind with the new Mask rules in 4th ed Companion p333 Corrupted, regular creatures, spirits and namegivers may have these corrupted abilities more frequent than in earlier games. Maybe use the mechanisms when players are flirting with horrors, tainted and corrupted items etc. They pattern may alter and get a layer of corruption too....

Rumors also tell about a secret Path that the Nethermancer deepens into this field is following, they're called Horrologs...



SANITY, INSANITY, UNSANE & LUNACY

by Svenn Tore Mauseth and Brian Keith



To determine a character's Sanity Rating, use Willpower (instead of Toughness) to determine their

Mental Fortitude (Wound Threshold)

Identity Cohesion (Unc. Rating) and

Catatonic Rating (Death Rating)

Mental Health Dice (Recovery Dice)

Schizm (Wound)

Unsanity (Permanent Mental Wound)

by replacing the quotents inside the parentheses with the ones outside.

At any point during the game, the character may be forced to make a Sanity Check when faced with a situation outside the norms of what they feel is safe to them. To do this, a creature needs to be given a Sanity Threat Rating, which should be a number from 1 (Seeing a zombie for the first time) to 20 (Direct contact with a major Named Horror), optional base the target number on the monsters Charisma step. If the character succeeds in the Sanity Check, then things progress as normal. The character accrues no Mental Damage, and the character, having proven resilient to the particular threat to their Sanity, gains immunity from having to make a Sanity check for the same thing at a later date.

In other words, if a character succeeds in a Sanity Check after hearing Druistadt's Song, then he doesn't need to make another Sanity Check if he is unfortunate enough to hear the Song again (Passions Forbid!)

If however, they fail, then the G.M. has to look at what happens. To do this, the G.M. must take the difference between the Opposing Creature's Sanity Rating and the Character's Willpower Step, treating any negative number as «1». This is the Mental Damage Step that the character will receive. Mental Damage is treated the same way as physical damage in every respect. When the character receives Mental Damage that surpasses his Mental Fortitude Rating, then they gain a Schizm, the mental equivalent to a Wound. Schizms, like Physical Wounds, can only be healed through the use of a Recovery Test,

only after all other Mental Damage is healed. The amount of Schizms are taken away from the Recovery Test when rolling to heal Mental Damage as well. Schizms also have physical signs as well, depending on the amount of them the character has. A character with

1-2 Schizms would have slightly shaking hands or a nervous tic, goosebumps, easier to spook.

3-4 Schizms would cause the character to be very skitish or develop odd habits.

5-6 Schizms would cause the character to hallucinate or talk to themselves.



Losing More than 5 Schizm damage in a round, may give the character some extra everlasting effect on his appearance: White Hair-stripe, Small Shaking, Gusty Skin, New eye colour, Horns starts to bow another direction, fangs get bowed and so on. Showing a sign of derangement, players also get 1 mark of Unsanity. That they may not

heal back up fully, showing that they may be a loose canon in the adventurer party.

Players loose -1 Steps on all actions they do, after they have taken their second Schizm (same way as the wounds). An optional; ordinary Wounds only reduce the players actions based on his DEX, STR and TOU only, and Schizm on his CHA, WIL and PER only.

When the Character's Mental Damage surpasses his Identity Cohesion Rating, then the character may gain a psychosis or mania. These are uncontrollable physical or mental disabilities

that would interfere with the character's general interaction with others. Therefore the GM should use caution when afflicting the character with one of these neuroses. Also, in the spirit of gameplay, it should be related to the manner in which the character received the Mental Damage. If the character lost his Sanity in a kaer, he may become Claustrophobic as a result. If Aazhvät is the catalyst, the sight of a reflective surface may drive him to the point of hysteria. An option for the GM is to use the bellow insanity table.

Once the character exceeds his Catatonic Rating, his mind simply shuts down. When this happens, the character does not regain consciousness until all of his Mental Damage, including Schizms, is healed.

Catatonic Rating cannot be raised as an ability, but can be raised by raising Willpower. Also, any Talents or spells that raise Willpower will likewise raise the Catatonic Rating score (i.e. Willforce). When loosing Catatonic damage it's allowed to deduct the characters Mystical Armor, before taking the Catatonic Rating damage.

-Mental Recovery Dice & Mental Recovery Tests per day: This healing is allowed to do as long the character is under none pressure (non combat), or if he is under pressure he must roll a WIL Step test against the Mental Health lost and roll a good or better to heal. The character can not do nothing else for 10 rounds when healing his Mental Health. For example, if a character is going insane in a dungeon beset by Aazhvät the Many-Eyed, then he must be away from the

dungeon (and any reflective surfaces if he has been marked!) in order to gain back any lost Mental Health points, if he don't manage to do his Willpower test.

You also have Mental Recovery Dice for healing your catatonic rating. When figuring out your numbers in mental health you use the same tables as the wound threshold and so on (see rulebook p42), but base it on the characters Willpower attribute instead.. Your character need to spend a Mental Recovery test and escape (or defeat)



from the source of why he loosed the Catatonic Ratings. In critical situations may the character roll his WIL Step (or Willforce Step) against the number of Mental Health lost, if an poor: the character come under control within 1 hour, average: 1 minute, good: 6 rounds, excellent 3 rounds, extraordinary 1 round and make a Mental Recovery at once.

-Identity Cohesion: Do you loose more mental health than your Identity Cohesion rating, you are temporary insane until your mental health is

risen back above your Identity Cohesion rating limit. Character need to stay in rest for one day and a night, and use all his Mental Recoveries that day and night. The type of insanity decides what your character doing under this condition, some times may the GM rule and decide what the character is doing until he is healed above the Mental Health Rating.

Loosing more than 1 schizm above 1 reduce the characters step by 1 in tests regarding: Charisma, Perception and Willpower. Similar to the Step

loss when you loosing more than 1 wound! These insanity points may be healed after all mental health is risen back to total and the character healing one schizm per day after all Catatonic Rating is healed up first. Each time the character takes 1 schizm, he reduce his original Catatonic Rating by 1. The character don't suffer nothing from the rank loss, but he can not rise his total Catatonic rating up to his ordinary total. Example: your character have 36 in catatonic rating, and got 2 schizms, now he may not rise it up to more than 34.

Things that could heals Schizms are: Lightbearer that have the Heal Any Ability or meeting the passion Garlen herself, drinking from Shrines of Garlen. And different spells.

When defeating a horror that have caused loss to the character he is allowed to make an additional recovery after the horror is defeated.

Racial benefits:

When figure out your characters mental health points some races have benefits and disadvantages.

Troll and Orcs may add +3 to their Willpower attribute before figuring out the above numbers

Obsidimen may add +2 to their Willpower attribute before figuring out the above numbers

Ogres may add +5 to their Willpower attribute before figuring out the above numbers

T'skrangs and Elves is more sensitive races and have a -1 to their Willpower attribute, the exception is the Blood Elves who are immune to Lunacies and Insanities. (They may already be mad!)

When must the tests be made?

Any time the character meeting a creature with the Fear Power (mostly Dragons) and Horrors with Terror Power their rank number in these powers are the number your character must roll his Willpower Step (or Willforce Step) against. If your character managed the test, he loose none mental health. If he fails he loose mental health equal to the result of the monsters or horrors power step.

There also other situations your character must roll tests. Different spell (especially Nethermancer spells) like Deaths Head, where the result on the effect are the target number on your mental health test roll.

Other situations also may the character also roll a tests, that decided by the GM. The GM should use discretion when using this optional rule.

He should not force the characters to make a Sanity Check when they see a corpse or zombie, but should if the characters witness the Ceremony of Nebis or hear the Song of Druidstadt. It is one thing to know that Chantrel's Horror exists, but it is another to see it in front of you, flaying the skin off of your first-born child! That demands a Mental Health Roll.



Horrors have a Sanity Target number, equal to their Willpower Step Rank. Size and how unnatural look they have may also alter this target number up and down. Some may live lighter and temporary lunacies, horror marks and other horror powers may give players temporary and sometime lasting permanent Lunacies and/or Insanities.

Torture and suffering from such may also give the players some temporary mental issues described under the Lunacies bellow.

Lunacies

The temporary and less severe mental damages are described here. They should be picked by gm to determined by the circumstances and the situation the character is in.

Fainting

Flee (Add the characters STR Step to the movement)

Hysteric (Character starts to laughter, babble, cry, etc)

Paralyzed (Character is peeing in his pants if he not roll his TOU Step equal or above the Mental Health lost)

Paralyzed (Character shit in his pants if not he not roll his TOU Step equal or above the Mental Health lost)

Phobia Light

Screaming in panic

Insanities

These is the more severe mental issues, if characters have suffered higher mental loss Schizms. They should be picked by gm to determined by the circumstances and the situation the character is in.

Amnesia

Catatonia (Character goes in fetal position and is impossible to communicate with)

Compulsive (Never step on stones, say a type of word etc)

Delusions

Echolalia (Repeating what others say)

Fetish

Grey Hair Stripe

Hallucinations

Homicidal

Paranoia (Character thinks all around him (also his fellow adventures) is his enemy and try to kill them)

Paranoia Light (Character thinks all around him is his enemy and try to protect himself against them)

Phobia Severe (See object everywhere)

Psychosomatic Blindness

Psychosomatic Deafness

Strange Eating Desire

Stupor

Suicidal

Visions



Psychic Protection Spells

There also been made some spells to protect the characters against the insanity.

Mental Armor (Wizard; 5th circle)

Spell that gives them that get effected by the spell and Mental Armor they may deduct from the Mental Health damage taken (like ordinary armor). The armor equals to the effect rolled by the wizard.

Threads: 2

Weaving Difficulty: 14

Reattunement Difficulty: 22

Casting Difficulty: Targets Spell Defence

Range: Touch

Duration: Rank Hours

Effect: Willforce+5

Psychological Immunity (Nethermancer; 3rd circle)

Gives the target immunity to mental health losses from the monster or horror the nethermancer is casting the spell on. The horrors or monsters step is reduced with numbers equal to the Nethermancers effect result.

Threads: -

Weaving Difficulty: 12

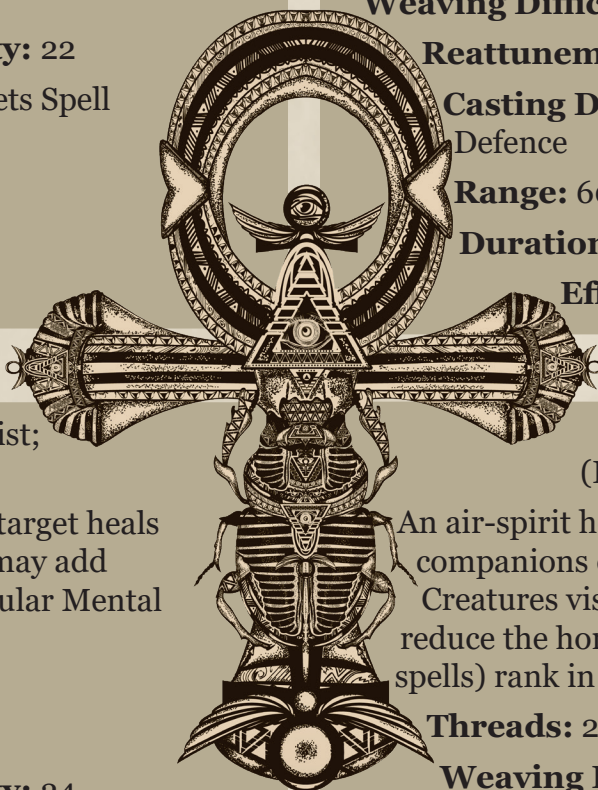
Reattunement Difficulty: 18

Casting Difficulty: Targets Spell Defence

Range: 60 Yards

Duration: Rank Rounds

Effect: Willforce+7



Just a Dream (Illusionist; 6th circle)

This is a healing spell, the target heals in his next dream. Target may add effect result to his next regular Mental Recovery test.

Threads: 3

Weaving Difficulty: 18

Reattunement Difficulty: 24

Casting Difficulty: Targets Spell Defence

Range: 6 yards

Duration: Instant

Effect: Willforce+3

Circle of Spirits (Elementalist; 4th circle)

An air-spirit helps the caster and companions change the Horrors or Creatures visible appearance. The effect reduce the horrors or creatures (or other spells) rank in terror or fear.

Threads: 2

Weaving Difficulty: 16

Reattunement Difficulty: 22

Casting Difficulty: Air Spirits Spell Defence

Range: -

Duration: Rank Days

Effect: Willforce



Tartaros

An unpleasant astral dimension you easier reach in Rugaria, a nasty place where some may end up. (more to come in the Rugarian sourcebook!)

Potions & Other Treatment

Regular healing potions don't heal mental wounds. Troubadours may use Emotion Song, and other Charisma based talents that calming a person helps healing a lunatic person. Insane person only temporary depend on the success level made. Average an hour, Good a day, Excellent a month, Extraordinary a year and a day.

Garlens Tears

Water from Garlens shrines or cleansed by a Garlen Questor (spent a karma or devotion point, creating cleansed gallons of water equal to questor rank), drinking this water gives the drinker 2 additional Mental Health Recoveries and add 5 Steps to his Mental Health Recovery Dice.

Afterword:

With these new optional rules the Horrors become even more fearful to meet, and the players have to fight their sanity as well. These rules only works on name-giver races. As an advice use them temporary than permanent, as a flavor to describe the horrible situations the players may stumble upon.



CURSED ITEMS

by Svenn Tore Mauseth

So how to flavor your game with not just only marked and tainted items? Some may be cursed too... not all thing you find is cool, glimmering and supermagical. Bringing bad luck to a proper person, race, or peoples of certain disciplines. These items are not regular magical items, but created by using the blood magic type: Curses. To break the curse the user must exceed and extraordinary success or better on his dispel test towards the cursers circle + spell defense.

As GM have in mind when creating them that the creator had some kind of hatred, towards that kind of people. And maybe create a deed that must be done to breake the curse.

When describing them, describe them as normal regular magical items. They don't have any dark foggy horror threads or anything similar, they look and appear as regular magical items. Not needing to weave threads to. (Maybe mage them as thread items later on.)

Cursed Items are easy created, also able to make by non-adepts. Non adepts may not give the cursed item more than +/- 1 rank, adepts up to +/- 5 in ranks, depending on their own Circle. When Cursing the Curser spend his whole Karma pool. Every 5th Karma spent this way rise the strength of the curse with +1.

Sacrificing Curses is an even stronger form of Curses. Here the items are permanent, more difficult to dispel, and their powers is even more potent than these described.

Here is some samples you easy can put into your adventures:

BANED ITEMS RACE SPECIFIC:

Dwarven Bane Hammers, these hammers ignite lightning when hitting targets and gives +1 to opponents and +5 damage to dwarven opponents. Hammers also give 5 damage even to dwarfs when they touch its hammerhead. Not the handle.

Ring of Thruth, these rings gives the wearer +2 to his social defense, -1 to his spell and physical defense. No other penalties to other races than humans, that also loose their Versatility talent when wearing the ring.

Elven Baneblades, these daggers have scabbards that venoms the daggers that has been in them, last for 5 rounds. Venom gives +2 poison damage to opponents, and +5 poison damage to elven opponents.

Ustrectian Crystal Banecclubs, these clubs works as torches when held by an user, if the user is a Troll he loose the karma effect from his Karma Dice when rolling even numbers. If used more than a day, all the Trolls tests are halved instead. This last until he finds out that it's the club that giving him this effect.

Orkish Bane Leashes, these leashes where used by the Therans to easier submit the Orks. -1 to wearers social/spell/physical defense when worn, and -5 if the wearer is an ork.



NAMED CURSED ITEMS:

Cursed rings of flying, this ring make the wearer able to fly (as the Wizard spell: Solo Flight), but he also appear as an torched cairn astrally, attracting horrors nearby the users attention... If the user knows the ringsmiths name, he or she will appear as a semi-transparent sparkling cloud when wearing it, astrally a sparkling black cloud. And will be in this form for a day.

Duke's Necklace, a gemed necklace gives the wearer +1 to his Social Defense and +1 to his social interaction tests, +1 for each additional week when wearing it, the payment is that the users spell defense also reduces with -1 for each additional week wearing it. Royals, rulers and "blue blooded" persons with the Leadership talent, the effect exceed in hours instead. Reducing spelldefense to 0 (Zero) the wearer faints, and don't awake before the necklace is taken of him. These necklaces are often found in royal graves and tombs....

CURSED DISIPLINE ITEMS:

Bloodbows, these bows made of rosewood, having thorns that gives the user -2 in blood damage when using them. User gain +3 to his missile tests when using the Bloodbows. Archers using these bows on the other hand, takes -5 in blood damage, thorns sharpens, becomes poisonous and cut deeper into the archers palm. Archers don't get any benefits, only a permanent wound that will not heal for days equal to the Archers circle.



Rugarian War Helmets, these helmets shrinks and suits the users head perfectly when user put them on. Needing a STR test against helmets grip strength (+1 for each hour wearing it on) that is also equal to the armor rating it gives the user wearing it. Exceeding the wearers wound threshold, the helmet gives the wearer one wound as it tightens and tightens its grip on the users head. Warriors using these helmets the time for bonuses last for rounds instead of hours.

Cloversaddles, engraved with clovers these saddles gives the rider using them +3 bonuses to his related riding and mount tests. If the rider is a Cavalryman, the straps magically loosen up when the mount has reached its maximum speed. Cavalrymen need to do a normal riding test against the mounts movement speed rank +5. Else falling of and taking damage equal to the mounts full movement speed rank.



BLOOD MAGIC: CANNIBALISM

by Sverren Tore Mauseth

A secret knowledge only known by some higher circled Nethermancers who practice Blood Magic, is that this is the safest magic genre of all the genres to do in the Wastes, they who hold this knowledge don't mention to you this willingly, but some use it in this land. Cannibalism, a sub version of the Sacrificial magic art, eating raw

flesh, body parts and organs, raw. May often enhance the eater with abilities and enlarge his or her attributes. The potency is even stronger if the eater, eating these parts from a person of his or her same name giver race.

Bellow table gives gm a figure how more potent the organs is. **When eaten Raw!**

| Potence -> | Benefit | Beasts | Other | Same | Horrors ² | Dragons ⁵ |
|--------------------|---------------------|--------|----------------------------------|------------------------------|----------------------|-----------------------|
| Organ | Duration Time | A Day | Namegiver ¹ A Week | Race ¹ A Month | A Year and a day | A Decade and a day |
| Kidneys | DEX | +1 | +3 | +5 | +8 | +1 |
| Testicles | STR | +1 | +2 | +4 | +6 | +1 |
| Heart ³ | TOU | +1 | +2 | +4 | +6 | +1 |
| Eye | PER | +1 | +3 | +5 | +8 | +1 |
| Liver | WILL | +1 | +2 | +4 | +6 | +1 |
| Lungs ⁶ | Karma Step | - | +1 | +3 | - | +3 |
| Blood ³ | CHA | +1 | +3 | +5 | +8 | +1 |
| Tounge | Social Defense | - | +1 | +2 | -4 | +2 |
| Hide | Spell Defense | - | +1 | +2 | -2 | +5 |
| Brain ⁷ | Physical Defense | - | +1 | +2 | -4 | +3 |
| Legs | Movement | - | +1 | +2 | +2 | +4 |
| Arms | Artisan Skill Bonus | - | +2 | +4 | -10 | - |
| Nose | Scent Bonus | - | +1 | +2 | +3 | +5 |
| Ears | Listen Bonus | - | +1 | +2 | -2 | +5 |
| Flesh | Duration | - | +1 | +3 | +5 | +2 |
| Brain | Astral Sense | +1 | +2 | +4 | +10 | +5 |
| Fetus ⁴ | Aging | x2 | x4 | x12 | x12 | x12 |

¹Eating another namegiver or meat from one of your same race, player must roll some tests to manage to go this over the edge path:

- First an excellent roll on a WILL test towards

his own Spell Defense to manage to eat it at all

-Second a good or better TOU test towards his own Physical Defense to not throw up the food he has eaten

-Third and last an average PER test against his own Social Defence to not get “deranged” insane for the same period as the benefits gives. (His bonuses applies, and he may not reduce his spelldefence etc)

Eating the next body, you simply lower the difficulty level with one step each time. Same race this is not lowered the first CHA step times.

Using the sanity rules, also give the player 1 rank in Unsanity, showing that his mental health is deranging mentaly.

dies, they devour the dead dragons remains.

²GM roll Horror’s Last Will Test, its Willpower against eaters Spell Defence, on a excellent success it can spend rest of his karma pool to give the eater one of its horror powers, on a extraordinary two of its powers. If no Karma left, its powers won’t be transferred.

³Also called Vamprism, drinking fresh blood may be the most common form of Cannibalism, practiced by the Lords of Coalcrax and the Blood Warders of the Blood Wood. A side effect of



Only exeptions from these rules are the races and tribes who practice Cannibalism, that be the Ogre Tribes of the Wastes and Poison Forest, the Velos T’skrang tribe in Servos Jungle, Dragons, some bloodwarders of the Bloodwood drinks blood to prolong their lives, the Lords of the Coalcrax Towers (who mainly drinking blood, and eating fetuses, to keep a kind of eternal life), and some other foreign tribes. The insane Theran Dragonhunter group “The Dragonsodomizers” also have learned the knowledge by eating the dragons they hunt. Happy for them they have an Elementalist among them that could purify the dragons poisonous meat. This is the reason Dragons having a gathering when a fellow dragon

holding younger appearance, the practioners life also prolongs. Combinate with eating a pumping living heart, cut out of the chest prolongs the effect one column to the right. Aging effect also stops under this period.

⁴Eating an unborn life (a fetus) is the strongest form of Cannibalism, here you multiply the number of days etc, you keep your Attributes as a “20 years old” person again. On T’Skrangs and Dragons its regarding their Eggs.

⁵Dragons are poisonous, boil or steak its meat take away the poison but also the potence, some casting the purify spell ot the meat before they

devour it. Must be a good or better Willforce test against the Dragons Poison Step roll.

⁶Lungs, in Thül they have a ritual where the tribe leader takes the life of another tribe leader, he do the Ritual of the Blood Eagle. Cutting up the former leaders back, when still alive, dragging out his lungs, then slit his throat and a hole in the lungs, dragging in his last air out of his lungs. This magically send over some of the former leaders magic, mostly the new leaders karma rises, other times he also receives some of the former leaders memories. For beasts and horrors, he only receives their memories. Memories can be brought back through meditation, or when doing a karma ritual.

⁷Brains, devourer also get flashbacks and visions from the eatens former life, when the brain is eaten raw. Also visions over moments from the persons secret life. A side effect occurs doing this. The eater get some of the eatens personality for the day the brain process through the eaters body.

A GM Tipp: it can be a good tool for to rise up the strength of your NPCs and give them some benefits, if you feel they're too weak.

Eating multiple pieces of same organs, reduce duration time with one level less for the next and so on.

When eating cooked, steaked or boiled, the potency bonus lasts one less level Duration time. (If last a month, it will only last a week etc) The potency also reduce with one level for each day the meat is not devoured.

The Ogre Chapters and these Cannibalism rules is a preview from the new Wastes Sourcebook. Covers appears in this issue is the first draft and may change in the final version!

Also look for the campaign set in and around the Wastes: "The Return..."



Tony Szczudlo:

«That piece was from 1987. It was a oil painting school project when I was at the American Academy of Art in Chicago. The project was anything to do with food!!

He [the teacher] asked me if I was on any medication the school should know about!!

The next project was a multi-medium of our choosing and anything that may happen in the morning, but it had to have a figure in it. So I did 'Dew Drop'.»



FRIGHTEN EXPANDED

by Sverren Tore Mauseth

What more can you do with this cool but not that much used Talent? That both Nethermancers and Illusionist have in their repertoire? But used in distinct different ways.

Rolling a better success level (or a bonus for every +5 in 4th edition) Normal/ Average success you get the benefits described in the rulebook, each time you go up in success level you also add +2 to your the Frighten step when targets roll his

those disciplines could pick or roll on, to gain the proper disciplines signature more.

Are you kind with your players maybe take a look in the Sanity chapter in this issue, maybe introduce the rules in your game as well.

I created 6 different variants in each table, in case some wanna make a random happening, just roll 1D6

Frightening bonus effects:

1. Prolong the effect with 1 extra round for each success level
2. Target get a grey hair stripe
3. Target pee in his pants
4. Target don't dare encounter closer to the person who frightens him (also in melee combat)
5. Target screams in horror for one round
6. Target is so afraid that he hold for his eyes, don't dare look, and therefore considered blinded for the effects duration, per blindness rules

Horrific bonus effects:

1. Target screams in panic, and only wanna sprint away for one round (target move twice his full movement and strains 1 the next round only)
2. This was too much.... Target Faints
3. Target get paralyzed, cannot move, only defend himself, per paralyzed rules
4. You literary scared the shit out of the target, target finds poo in his pants after the incident



willpower test to not get affected of the discipline.

On a good or +5 you could choose one of the bonus benefits bellow, on an excellent or +10 success you pick two, on an extraordinary or twice the targets Mystic Defense you can also chose from the Horrific bonus table instead. There also one unique Illusionist and Nethermancer table,

5. Rotten Loosing a limb, target believe the nose, teeth's, an arm, some fingers or an ear etc, that falling of his body, maggots crawling out of the wound.
6. Fear, target is affected in Terror, as per the Fear dragon power rules GM4Ep426

Illusionist Unique Frightful Bonus Effects:

1. Hunter, target believe the Frightful starts to chasing him, he wants his prey....
2. Pick a poo... in a instant the frightful stays behind the target, picking on the targets shoulder
3. Quicksand, the target cannot move, his legs are stucked in quicksand
4. Ghostly, a scary ghost flies around the target, begging for mercy, don't hurt me, don't hurt me, target considered harried
5. Flying, target believe he starts to uncontrollably fly, loosing grip of the ground, he won't fly to the moon, and never come back, grasping after thing that can hold him to the ground
6. Swap Place, target looking at himself from

the Frighteners eye point. Confusing the target who now are not sure if he is going to wound herself or not.

Nethermancer Fearful Bonus Effects:

1. Skinless, the Fearer ripp of his skin, and get an extra scare bonus, asking to skin the target too
2. A construct, the fearer looks like a horror construct (he has seen)
3. Decapitator, with a big meat axe target believe the Fearer chopping of limbs of the target
4. Consumer, target believe the Fearer is a cannibal and wanna eat him alive
5. Whispers, voices suggesting the target should wound himself to get out of this nightmare.
6. Terror, target is affected as per the Terror horror power rules GM4Ep466

Two first tables could also been used for the talent knack Frightening that is available for the talents: Battle Shout and Fearsome Charge at rank 6.





ARTIFACTS AND RELICS FROM LOST AGES



CLAWS OF THE BEAST

by Stanley Brown

Claws of the Beast are a set of ashen bones claws attached to a hardened leather vambrace. The legend of the item is not well known, and has been distorted over time. One Scythan legend tells of a hero who was chosen by Jaspree, half beast and half man. He wore bone claws and fought the horrors at the coming of the scourge. Scribes little heed to these stories as there are no writings of such an account. Strapped to the forearm, the wearer can make attacks with the claws. Without a thread attached Claws of the beast does step 2 damage.

Maximum Threads: 1

Spell Defense: 17

Thread Ranks

Rank 1

Cost: 100

Key Knowledge: The wielder must learn the name of the claws is the Claws of the Beast.

Effect: The wearer gains +1 step to Claw Shape talent, if the wearer does not have this talent he gains Claw Shape at rank 1. The step 2 damage of the claws is added to the Claw Shape talent.

Curse: Once a thread is woven to the Claws of the Beast, the vambrace merges with the wearers arm becoming part of him. The wearer cannot remove the claws as long as he has a thread woven to them. If the thread is removed, the wearer can remove the Claws of the Beast by physically ripping them off his arm and causing

3 Damage Points that can never be healed.

Rank 2

Cost: 200

Effect: The wearer gains +1 step to Claw Frenzy talent, if the wearer does not have this talent he gains Claw Frenzy at rank 1.

Curse: The Claws of the Beast start taking over its host, slowly growing up the arm as corded raw muscles. Calcium deposit start breaking through the musculature oozing fresh blood when the wearer moves.

Rank 3

Cost: 300

Key Knowledge: The wielder must learn the name of the creature the bones came from to create the Claws of the Beast.

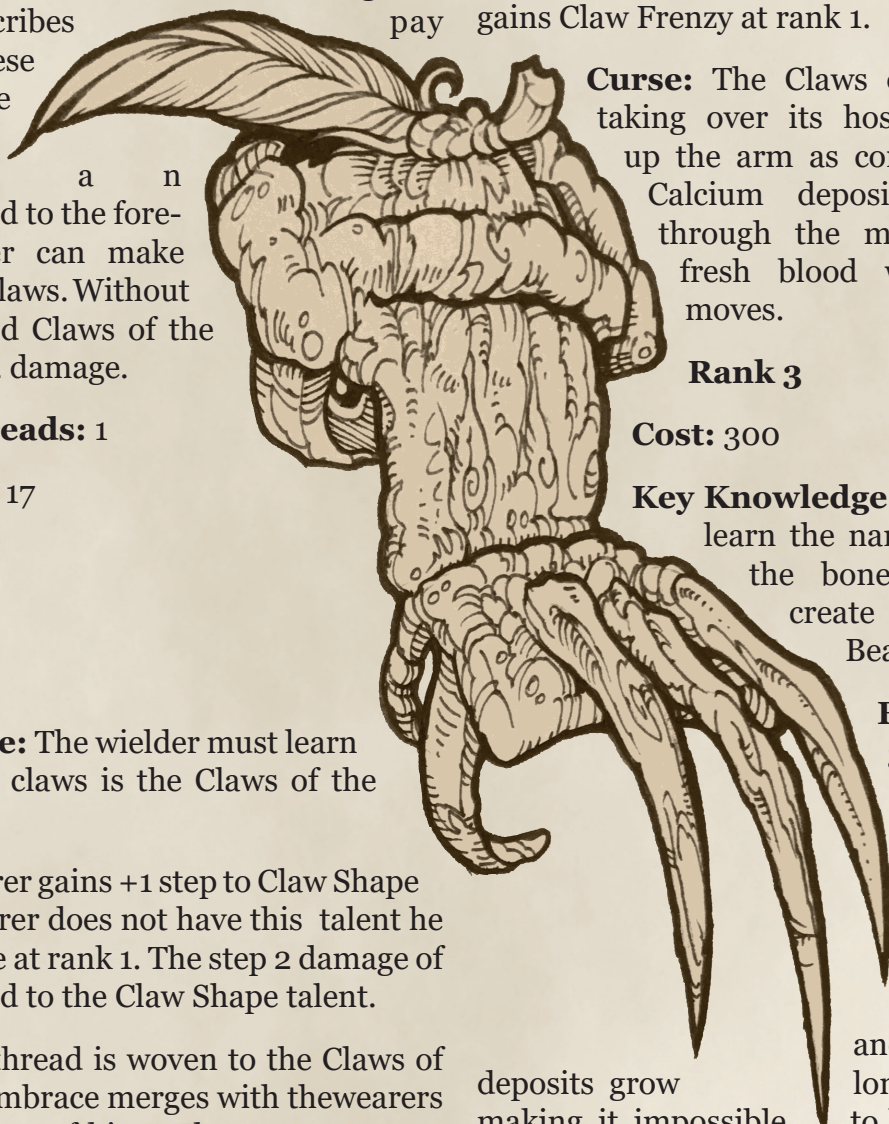
Effect: The wearer gains +2 steps Claw Shape and Claw Frenzy talents.

Curse: The Claws of the Beast spreads to the wears torso and neck. The calcium longer and sharper, to hide with anything

deposits grow making it impossible but a large cloak.

Rank 4

Cost: 500



Effect: The wearer gains the Pounce ability. To use this ability, the wear makes a Pounce test against his opponent's Physical Defense. For every success higher than average, the wear gains +1 step to his next Damage Test. This ability can be used every other round.

Curse: The Claws of the Beast have grown down the legs twisting them into a bestial form. With new musculature added, the wear can make powerful jumps, but walks at a loping gait similar to wild animals.

Rank 5

Key Knowledge:

The wielder must learn the name of the Horror that original claws came from is Chaktula, the Beast.

Cost: 800

Effect: The wearer gains +3 steps Claw Shape and Claw Frenzy talents.

Curse: The wearer's visage begins changing, with an elongated snout, sharpened teeth, and large ears. The wears spine becomes bent causing him to walk hunched over. His appearance is that of skinned hound with boney spikes protruding from his skin. Although he can walk on two legs, it becomes more comfortable to walk on all four.

Rank 6

Deed: The wearer must break off spikes from his own body and fashion a new set of claws. This deed is worth no legend points.

Cost: 1300

Effect: The wearer gains +4 steps Claw Shape and Claw Frenzy talents, he gains +2 steps to his pounce ability, and gains the Astral Scent ability. To use Astral Sent the character

makes an Astral Scent Test against the targets Spell Defense. If successful the wearer now

has the target's astral scent and can track the target as long as the target has been within 500 yards of the area in the last number of days equal to the thread rank woven to the Claws of the Beast.

Curse: The wear has sealed his fate with Chaktula, having created a new set of Claws of the Beast.

Every month, the wearer must make Will-power Test against the target number equal two the item's Spell Defense plus the thread rank woven to it. If the wearer fails, he, irrevocable, becomes a Horror construct.



Plot Hooks:

A beast has been terrorizing a small farming community. The villagers hire the characters to hunt down and slay this foul beast. When confronted, the grisly beast, looking sullen and mournful, offers the characters a set of magical claws.



THE RING OF THE BETRAYER

by Paul Robertson

Max Threads: 1

Spell Deffence: 18

The RING of the Betrayer is a simple ivory band that is made from the horn of a horror. Without any threads attached, the ring appears to be a weathered peice of animal ivory, with a fair bit of brownish oxidization on it.

Rank 1: 200

Key Knowledge: The adept must learn that the name of the ring is The RING of the Betrayer. Effect: Four spines protrude from the inside of the ring, into the adepts finger causing one point of permanent damage. The ring grants the wearer +3 steps to all damage tests that the wearer makes. The only way the ring can now be removes is by severing the finger that it is on.

Rank 2: 500

Deed: The wearer has a risk of being marked by The Betrayer. Make a Supress Horror Mark (Step 18) test vs. wearers spell deffence. If sucessful then the target has been marked by the betrayer and it starts talking to the wearer, encouraging the character to kill an innocent for no aparent reason. If the wearer gives in to the request he/she gains 800 legend points for the act. Effect: Wearers gains a +2 bonus to their Surprise Strike talent, or if they don't have the talent then they get it at rank 2.

Rank 3: 800

Key Knowledge: Wearer must learn that the ring was created by the Horror known as The Betrayer. Effect: Voices of the Betrayer are constant unless the wearer kills an innocent, in which case the voices will disappear for a week. Wearer gets +4 to damage tests and +3 to their Surprise strike Talent.

Rank 4: 1300

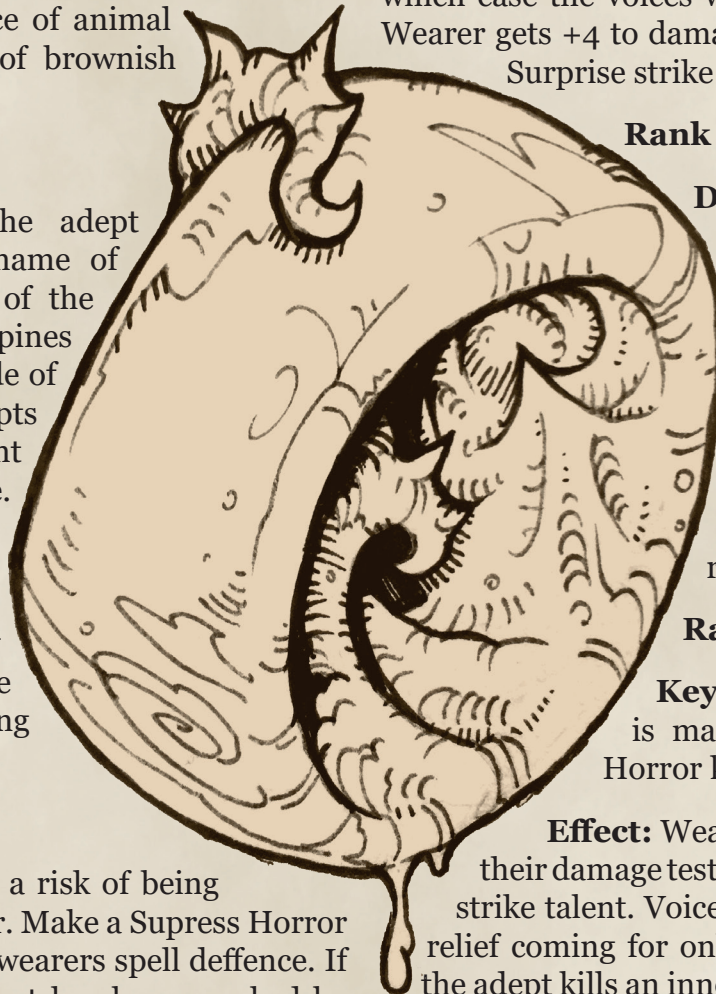
Deed: The wearer must kill an innocent family of at least four members. This deed is worth 2,100 legend points.

Effect: Wearers gains the Horror Power: Cursed Luck using their base Willpower step to roll it's effects.

Rank 5: 2,100

Key Knowldege: The ring is made from a horn of the Horror known as the Betrayer.

Effect: Wearer recieves +5 bonus to their damage tests and +4 to their Surprise strike talent. Voices are now constant with relief coming for only a day after each time the adept kills an innocent. At this stage, after each kill the adept makes, the adept makes a Willpower(12) test. If the wearer succeeds, nothing happens. If the wearer fails, they will start to become a shadow. With each failed test, the Betrayer gains a stronger, and stronger foothold in the wearer's pattern. After 4 failed tests, the wearer is now completely corrupted by The Betrayer and must obey it's every command.





THE LONELY CLOAK

by Kevin Hallock

The Lonely Cloak is a rather simple, slightly wrinkled, black cloak. If looked at astrally, the cloak is obviously magical and anybody who puts it on feels a little less noticeable. Even without any thread attached, the cloak provides a +1 Step bonus to all attempts to go unnoticed, including Silent Walk. The cloak is cursed, but all attempts to notice the curse require two additional Levels of Success. The horror that tainted it feeds off the fear of isolation and loneliness. All attempts to unravel or remove any threads woven to the Lonely Cloak require an additional Level of Success, and even after the threads are unwoven the effects of the curse are only reduced by one Rank. Any effect that suppresses the curse also suppresses the bonuses provided by the cloak. The curse cannot be removed from the Lonely Cloak. Killing the horror that tainted the cloak is the only guaranteed way of ending the curse. Of course, finding the horror could be difficult since the cloak's powers were inspired by its own innate abilities.

Maximum Threads: 1

Spell Defense: 15

Thread Ranks

Rank 1

Cost: 100

Key Knowledge: The wielder must learn the Name of the cloak is the Lonely Cloak.

Effect: -1 Step to all Attack rolls against the wielder; attackers seem distracted.

Rank 2

Cost: 200

Effect: +2 Step bonus to all attempts to go unnoticed.

Curse: Casual acquaintances have a hard time remembering the wielder.

Rank 3

Cost: 300

Effect: -2 Step to all Attack rolls against the wielder; attackers will preferentially attack other targets if any are available

Curse: Name-givers the wielder has not interacted within a year and a day will initially have only the vaguest recollection of the wielder, although the memories will come back if the wielder reminds them.

Rank 4

Cost: 500

Effect: +3 Steps to all attempts to go unnoticed.

Curse: Casual acquaintances and Name-givers the wielder has not interacted with in the past year and a day have no memory of the character. Name-givers the wielder has not interacted within the past month will initially have only the vaguest recollection of the wielder,



although the memories will come back if the wielder reminds them.

Rank 5

Cost: 800

Effect: +4 Steps to all attempts to go unnoticed. -4 Steps to all Attack rolls against the wielder; attackers will ignore the character if any other targets are available and the wielder has not attacked in the past minute. They know that the wielder is there, but treat him as a harmless

person as long as he remains out of combat.

Curse: Name-givers the wielder has not interacted within the past month will have no memory of the character. Name-givers the wielder has not interacted with in the past day will initially have only the vaguest recollection of the wielder, although the memories will come back if the wielder reminds them. The magic

of the cloak allows the wielder to earn Legend Points normally despite everybody's loss of memory, but if the wielder severs his connection with the cloak, he loses half of the LP he's earned since reaching Rank 5.

Rank 6

Cost: 1300

Effect: +3 Steps to the character's Gain Surprise Talent. If the character does not have Gain Surprise, he learns it at Rank 3. Regardless of Discipline, the character treats Gain Surprise as a Discipline Talent.

Curse: Name-givers the wielder has not interacted within the past

day will have no memory of the character. Most Name-givers find the isolation caused by the cloak maddening and many become bloodthirsty criminals since nobody remembers them after a day.





SERVITOR SWORD

by Kevin Hallock

Servitor Swords are generally, large broadswords carved from obsidian. Their origin was lost in the scourge, but many scribes believe the Black Blood troll moot forged them, who were known to wield obsidian swords in combat. Legend tells that the Black Bloods sold themselves into the servitude of Horror when their kaer was breached, but the Black Bloods' kaer was never found after the scourge. The tainted Servitor Swords bestow a boon on those who fight Name-givers, spreading the sword's curse of wanton death across Barsaive. Without a thread, the Servitor Sword does step 9 damage.

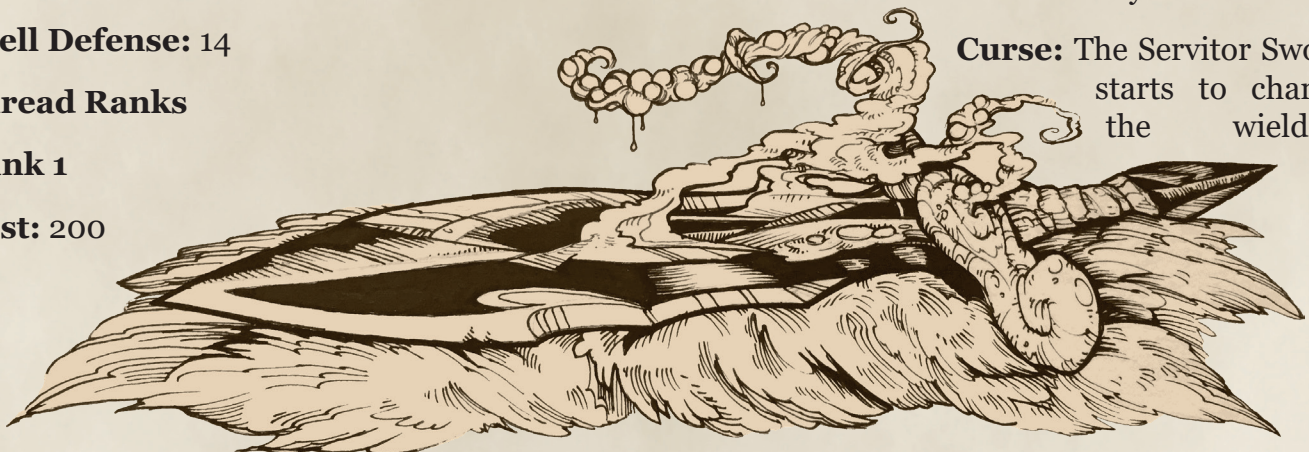
Maximum Threads: 2

Spell Defense: 14

Thread Ranks

Rank 1

Cost: 200



Key Knowledge: The wielder must learn the Name of the sword is the Servitor Sword.

Effect: The Servitor Sword now does step 10 damage.

Curse: The Servitor Sword requires the soul of a Name-giver to power its magic. The wielder must kill a number Name-givers per month, equal to the thread rank woven to it, or the Servitor Sword tricks the name-giver into believing that he is being attacked by a nearby Name-giver. The wielder is unaware of what happens and can only recall that he blacked out. If the wielder has not killed a number of Name-givers equal to the

thread rank woven, he must make Will-power Test equal to the Servitors Sword's Spell Defense plus the thread rank woven, or he will perceive a nearby Name-giver as attacking him.

Rank 2

Cost: 300

Effect: The Servitor Sword acts as a desperate blow blood charm, for 3 Damage Points the Servitor Sword grants its wielder +6 Steps to his next Attack and Damage Tests. The wielder can heal this damage normally, but cannot use this ability until all Damage Points have been healed since he last used the ability.

Curse: The Servitor Sword starts to change the wielders

perception of Name-givers, making him believe that there are threats where none exists. It nurtures the wielder's blood lust, granting its wielder power when he slays a Name-giver. Use of the desperate blow ability causes the wielder to enter a blood lust which he is does not gain a Willpower Test to resist. If the wielder is not fighting a Name-giver, he must choose a Namegiver to attack.

Rank 3

Cost: 500

Key Knowledge: The wielder must learn the

Plot Hooks

A group of the Grim Legion has found a number of Servitor Swords in their adventures. After several months the swords have slowly warped the minds of this small band. Renaming themselves the Black Legion, the group has been putting entire villages to the sword in name of Horror slaying.

name of the troll moot that created the swords is the Black Blood troll moot.

Effect: The Servitor Sword now does step 12 damage.

Curse: The Servitor Sword's hold of its wielder is greater allowing it to fill its wielder with blood lust that is harder to resist. The wielder must make an additional Success Level to resist any effects of the Servitor Sword's curse.

Rank 4

Cost: 800

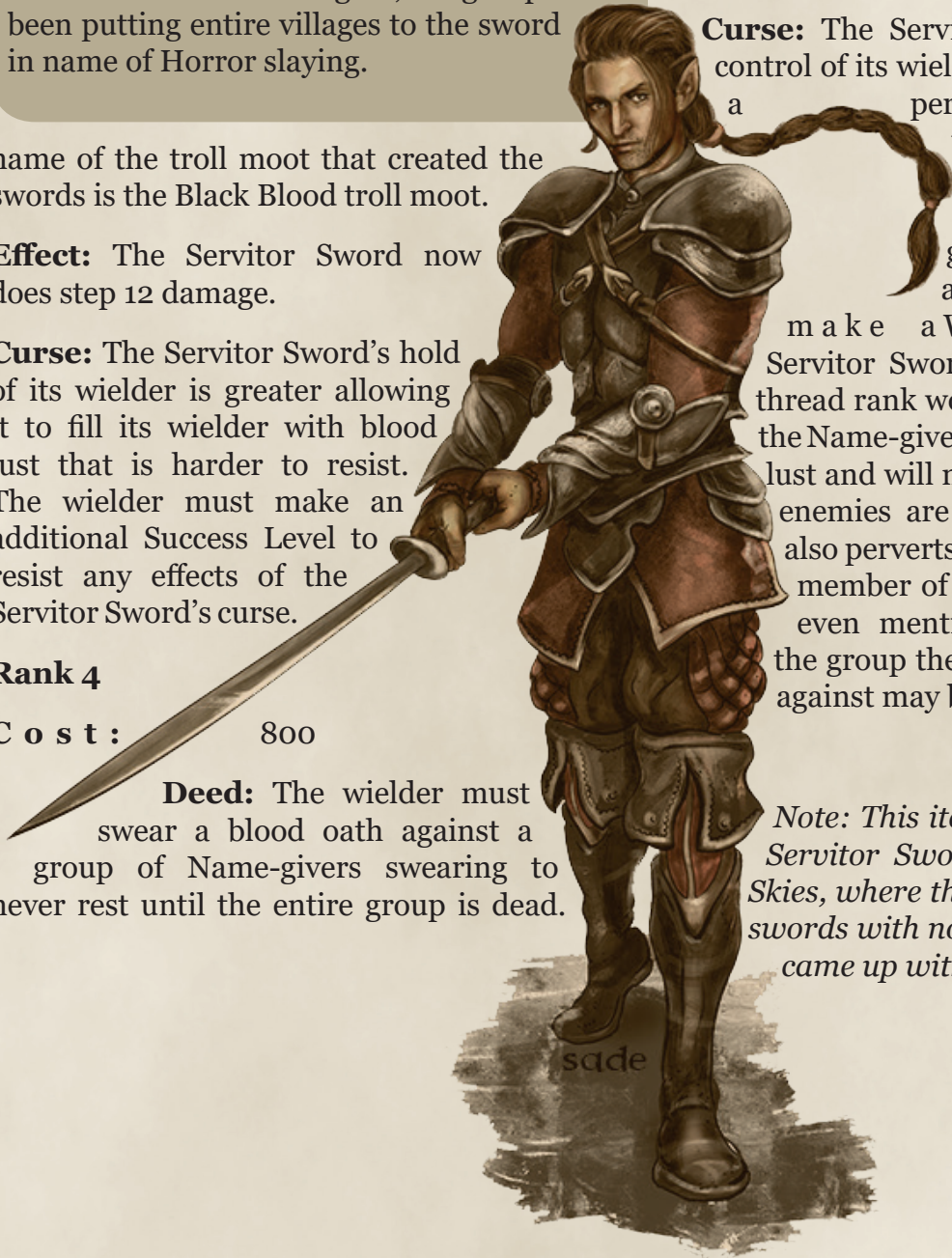
Deed: The wielder must swear a blood oath against a group of Name-givers swearing to never rest until the entire group is dead.

This deed is worth no legend points.

Effect: The Servitor Sword now does step 14 damage. If the wielder is fighting against a Name-giver with whom he swore the oath against, the wielder gains a +3 step bonus to Attack and Damage Tests.

Curse: The Servitor Sword is able to take control of its wielder whenever he recognizes a person from whom he swore the oath against. If the wielder learns that a Name-giver is a member of the group the wielder has sworn an oath against, he must make a Will-power Test equal to the Servitor Sword's Spell Defense plus the thread rank woven to it to resist attacking the Name-giver. The wielder enters a blood lust and will not stop fighting until all his enemies are dead. The Servitor Sword also perverts this oath by twisting who is member of the group; any person that even mentions having dealings with the group the wielder has sworn an oath against may be subject to his blood lust.

Note: This item was patterned after the Servitor Sword found in Terror in the Skies, where the author's players used the swords with no ill-effects (at least until he came up with this).





CHILDREN OF JASPREE



LIRILLA

by Forest Bosley



Lirilla (4th ed.)

Dex: 8 **Str:** 11 **Tou:** 10
Per: 13 **Wil:** 16 **Cha:** -
Initiative: 10 **Uncon:** 40
Phy.Def: 10 **Death:** 50
Myst. Def: 9 **Wound:** 12
Soc.Def: 12 **Knockdown:** 13
Phys.Arm : 6 **Recvoery Tests:** 3
Myst.Arm: 3
Move: 12 (Climbing 12)
Actions: 1; Unarmed: 15 (15), Bite: 14 (16),
 Thrown (10, 20): 12 (13)
Powers:
Great Leap (12)
Battle Shout (10)

Charge (12)

Willful (4)

Frenzy: If a member of the squad becomes wounded, the animal targets the opponent who caused the Wound exclusively, gaining an additional Action and a +4 bonus to Attack, Damage.

Special Maneuvers:

Provoke (Opponent, Close Combat)

Squeeze the Life (Lirilla, Close Combat)

Pounce (Lirilla)

Opening (Lirilla) (See *Silverback Ape* – GM255)



DURUMBAR DOG

by Sade and Lars Gottlieb

The following was submitted to the Throal Library in a battered and broken scroll case, which had obviously been exposed to both water and the teeth of a predator.

To: Merrox, Great Library of Throal.

From: Durum Durumbar, Traveled Scholar, currently in the employ of said library.

I have, in my recent travels, come across several things that would be of high interest the readers, and thus should be catalogued by the Library. So with no further ado, I present you:

These are a breed of wild dogs that inhabit the plains south of Urupa. They live and hunt in packs, and hunt with an audacity uncommon for creatures their size, not hesitating to take on a group of much larger creatures. They might even, as happened to us, attempt to single out

a member of a caravan. They're not very large dogs, coming not much higher than the waist of a well-grown dwarf like myself, and are fairly unassuming to look at. They are camouflaged to melt into the grass, colours ranging from cream to a ruddy brown, and striped, much in the way of a tiger. The male seems to be smaller and darker in colour than the females.

This is not very unusual; however they have an unusual technique when hunting: They employ a certain limited illusion, enabling them to produce a number of images of themselves, which can act completely independently of the «real» dog. This can be highly confusing when you're surrounded by a pack 30-40 yipping, baying and biting dogs. The pack that attacked my group used this confusion to cunningly split us up, singling out one of the pack mules which all the real dogs then pounced at once. Poor old



Daisy didn't stand a chance; before we realized what was going on, they'd already downed her and were dragging her away. By the time we got to her there was little we could do but end her pain.

One of the rather grumpy local shepherds later told us that they're a major nuisance. he was using a group of 5 dogs to fight them off; it seems a common dog can somehow discern between the images and the real predators. He said noone had successfully tamed the dogs, as they're highly cunning in employing their images to escape capture.

Durumbar Dog (1st ed.)

| | | |
|--------------------------|--------------------------|---------------|
| Dex: 5 | Str: 5 | Tou: 4 |
| Per: 7 | Wil: 3 | Cha: 3 |
| Initiative: 5 | | |
| Phy.Def: 7 | Actions: 1 | |
| Spell Def: 9 | Attack: 5 | |
| Soc.Def: 5 | Spells: 1 | |
| Damage: | Spellcasting: 7 | |
| Bite: 5 | Phys.Arm : 4 | |
| Death: 28 | Myst.Arm: 0 | |
| Wound: 7 | Recvoery Tests: 2 | |
| Uncon: 19 | Knockdown: 5 | |
| Combat Move: 35 | Full Move: 70 | |
| Legend Points: 60 | | |

Loot: The pelt of the dogs is decent quality, and could sell for as much as 10-20s at a market. The whole dog, properly Preserved or alive, would be of interest to an illusionist.

Some beastmasters have these as friends and only one Windling Cavalryman has been observed with a Durumbar Dog as a mount.

Special rules: Each dog can, once per round, as a free action, produce Step 4 illusory images of itself, making a spellcasting test vs 2 to make them appear. Each images can move completely independently, and can produce the same barking sounds as the real dog. They have no scent, enabling the dogs themselves, and anyone with a keen sense of smell, to tell who's what. The illusions last 15 minutes unless the dog cancels the image. They can be cancelled and recast independently, but each dog cannot control more images than initially rolled. If cornered, they use the illusions to distract opposition while making good their escape. The illusions have no substance, and as such any physical attack on them will pass right through, and any attempt to target a spell on an image will fail; however they cannot be disbelieved like normal illusions.

Adventure Ideas:

- One illusionist ask from the party catch one living creature for her.
- One village had been attacked by these dogs..because of one Beastmaster, who want take a revenge...
- The caravan route crossing their hunting place..



NEW DENIZENS OF EARTHDAWN



WASTES TEASER: OGRES

by Svenn Tore Mauseth

From the forthcoming Wastes sourcebook, published by EDPT.

Ogre are more frequent in the Wastes, and the villages of their tribes can be found in the Northern Poison Forest; those villages being bigger than those in the rest of Barsaive. They eat whatever edible... even dead ogres and dead Horrors. You will smell their tribe villages long before you enter their territory.

They have the same rules as the normal Ogres described in the rulebooks, there been a long discussion about if they're a Ork variant or an own name-giver race, this definition won't be determined here either. Tho the Waste version may have an extra random Horror construct power as a ability. Due to their strange diet. Meat is meat, cannibalism is common, especially other namegiver races could often be put on the days menu. (still fresh!)

Due to their strange diet, many of them are «gifted» with Horror powers too. These Ogres huntings mostly in the north eastern Wastes, and the Poison Forest and towards the Liaj Jungle. As

the first encounter for them who came from the north and the Iopos area. They hunt them who is smaller than themselves. The local skyraider tribe using them sometimes as an extra eye, and doing guarding/mercenary jobs in the area they are settled. Payment in plenty food is ok deal for these always hungry Ogres.

A fence of entrails, guts and other non-eatable internal organs, often hangs in the trees around the Ogre villages in Poison Forest. Alluring carnivores with good scen, to come have a easy snack. These animals and horrors is Ogres mainly prey and foodsource. Their meat get boiled in giant hotpots making nutritious stews.

Their most used meleeweapon is giant cleavers and giant spiked clubs, their Warrior adepts also have the melee weapon knack Amputation. Ogre also use bola's as a throwing weapon when hunting out in the fields.

Their society is rounded around the villages best chef (a Troubadour variant). She who provide the village with good food and stories. Sometimes namegivers get caught, they are easy to reason

with, but with violence and intimidations they often became the next meal instead. A good bargain for an Ogre is food of anykind, against some scrap they use to have in a big piles mostly (non eatable items from former visitors).

The leaders in the villages are always female Ogres, the Chef or in their tounge Chief and the Witch. Female's have always right to eat first, and the leaders get the best body parts from the preys the villagers take.

Beasts hearts, testicles and eyes is always eaten raw by one of the three female leaders. The eyes gives insight and cleverness, heart courage and bravery, testicles super strength and hardness to skin.

This heavy diet makes these girls bigger, extreme muscular, brighter, smarter and up to two heads taller than the other Ogres in their tribe, easy mistaken as female trolls, without horns.

So these intimidating girls are fair leaders and have good control over their tribes. The special diet these girls have also make them more potent and their fermones goes wild when their mautirity period is on, and are then the tribes males mate. You may experience queue of males infront of their leaders huts. Mating all males, makes also a feeling of unity and a special tribal union, that makes all wanna protect the tribes younglings with all cost. No fights are normal because of partnership contests, fighting mostly goes for the

food. One of the two leaders is always pregnant with a sizeable belly. The unpregnant taking care of the Tribes business in the last part of the others pregnancy.

An ogre Secret is that all are passionate about something, extremely passionate. Over the top passionate... this passion they have is called their **Shahid**.

Having this Shahid is an unique racial positive variant, of the Orkish brothers Gahad where endorphins rush through the Ogres body when something pleasant happens him or her. The trigger differs and is unique from Ogre to Ogre. This may also show that Ogre race is somehow related to the Ork race in one or another way through emotions. Instead of rage they get this positive rush!



When triggered his Shahid the Ogre feel a rush of luck, lust, love and happiness. Wanna please, kiss, and make them around him or her feeling the same kind of happiness.

This rush influence the others around the Ogre and is influenced if the Ogre exceed his Charisma test against others social defense on an average or better success. (Karma dice allowed to use!) Them who are influenced also share the happiness and jump in and celebrate with the

| Race | Dex | Str | Tou | Per | Wil | Cha | Description |
|-------------|-----|-----|-----|-----|-----|-----|---------------------------|
| Ogre | -1 | +4 | +4 | -3 | 1 | -2 | Shahid, Cannibal benefits |
| Waste Ogres | -1 | +3 | +4 | -2 | 0 | -1 | Shahid, Cannibal benefits |

Ogre. "Life is too short to dwell in miserableness" are most Ogres life motto.

What triggers a Shahid can be a hug, getting a coin, the favorite piece of meat, praised for an action, tasting a kind of food or a drink, a kiss, pinch on the ass and much more. A happy moment from Ogres childhood are the most common trigger. GMs should make a note on the players Shahid.

Them who get influenced gains bonuses to their

Social defenses +1 for each success level the Ogre get on this test. Lasting in minutes equal to the result rolled.

Another side effect is that all influenced also get back karma equal to the gained SD bonus. Not a bad thing to have joined into a party!

Due to strange diet many local ogre tribes, develop green skin. Reason behind this strange phenomena is yet unknown.

AN OGRE ENCOUNTER

From the Travelling Journal "On how to gather the best ingredients for Barsaives National cousins" – by Author Souper Chef Jollum Trixter

Some decades after Throal opened its Kaern, when I was still

a young and novice dwarf. Me and my friends started to tucket around in Barsaive gathering information, my job as Scholar was to gather local recepies around in Barsaive. As I was working on my third volume and on my third journey through Barsaive, gathering, tasting and trying out among new wild fruits and berries, I stumbled upon a rumor about a berry that was used in many tucket in the area around Jerris, large instances of the berries could be found in the northern parts of Poison Forest, I was told so by the local chefs in Jerris. It was told that these berries gave this effect of vividity, making men hold out longer and their women more happy.

Myself and my two travelling comrades Torleif Sharptounge a human swordmaster and Tobias Snakefinger dwarven merchant. We followed the road from Jerris some weeks northward before we entered the forest where the locals told us where the berry bushes was growing.

On the third day into the wood we all got this pitch in our neck telling us that we where watched. As we walked more carefully further into the forest the smell became more and more pungent, Torleif had to puke when he walked into some old rotten entrails hanging in between the trees. Not long after also my other travelling companion Tobias started to feel sick, and then we saw between the guts and entrails the



bushes with red berries. When I stretch my hands after the first berries, we all got overrumped, surprised, from nowhere 4 gigantic Ogres captured us. Hold us in check and unweaponed us, pretty easy and they bound our arms behind and then lifted us up. Hanging us on a long pole between two of these big ogres. Helpless without weapons or anything they brought us further into the woods. The kidnapers didn't talk, more guts and entrails, fresher was hanging around us, looking like we were in a gigantic slaughterhouse.

After a while we came to a clearance in the woods where some huts made of stones and wood, where build up in a big circle. In the center of the circle was a fireplace, and timber and stubs staying around. And more Ogres where there, many. And we could hear they celebrate, singing in a strange dialect, fresh flesh was one of the words I could hear. We were all put in a pile in front of a rusty gigantic iron pot, couldn't have been cleaned for decades I thought. "Food, food, food" they chanted, waiting to die I see their chief coming out of one of the bigger and better uck. More muscular and two heads taller than the others, this female ogre walked towards us.

"Hello small fellows, what where you doin' in our woods?"

"Hunting on ogre-flesh" snapped it out of Torleifs mouth with a taunting tone (no no! this I have heard before I told myself)

"REALLY" and then deadlike silence, the chief put one of the big stubs in front of him, picked up her cleaver from it. "So who have Ogres on their menu?" she asked Torleif, carried him up with one tight arm. We saw he pied on himself, making all the Ogres

around start to laughter.

"Plugg him and quartering him up" another Ogres said, "were hungry, fire up the hotpot" and he went to put wood under the hotpot and torched a fire.

"Nooo, please, save his life" came out of my mouth... Oh shit, all faces turned towards me. "I do whatever you want, please don't kill us"

"Whatever I want?" the chief said and looked towards me, licking her lips.

"Yes, just please let us live, we will leave this place and never return, I promise" my heart pumped really fast, tasting the blood in my mouth.

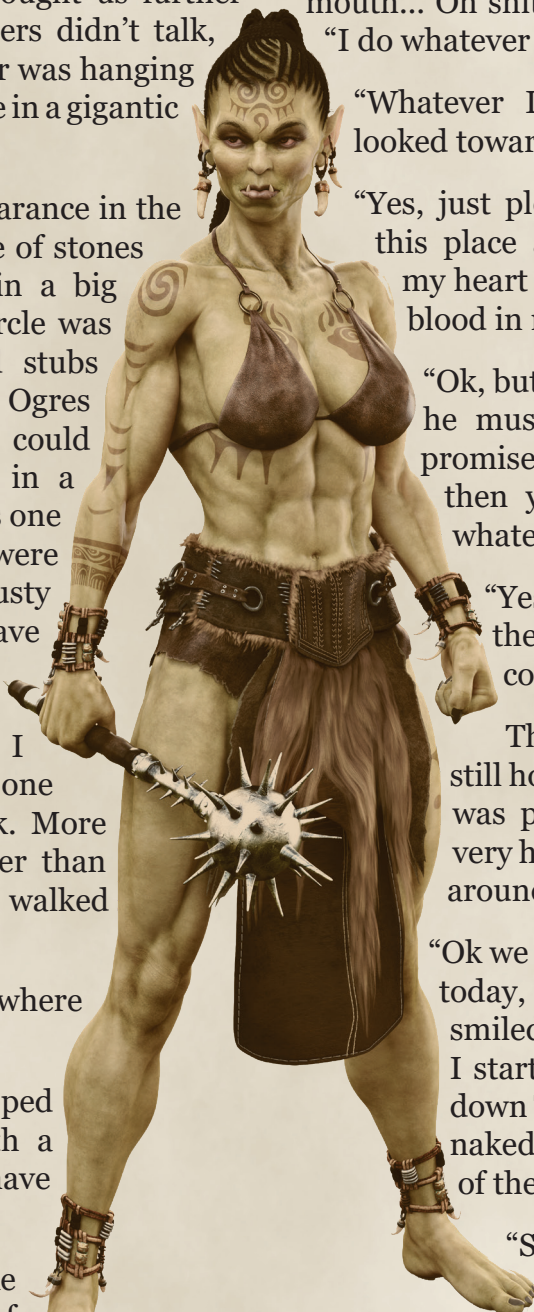
"Ok, but this bigmouth, needs a ucket, he must be ucket m" she said, "I promise we won't kill any of you, but then you mister dwarf have to do whatever I want"

"Yes, yes I do" I replied, feeling the silence, all listeing to our conversation.

The bloodveins in her arm that still holding Torleif up from his neck, was pumping, I could see she was very healthy for what the ucket ment around us could say.

"Ok we caught a few Molgrims earlier today, so today is your lucky day" she smiled "but I need a starter before I start prepare for dinner" dragging down Torleifs pants down, made him naked from belly and bellow, in front of the whole crowd. He cried.

"So, so, I promise, I won't kill you" she looked at his face, "I promised your fellow Dwarf here" and with a short fast sharp small cut on his balls skin, she made an opening to pick out the testicles inside, dangling out from their strings. "Tho castration, may be your ucket today, never ever talk like that to an Ogre again" and then she



but his testicles in her mouth biting them off with a snap.

Poor Torleif fainted in his first scream of pain.

I looked in disgust, Tobias hid his face in his arms. (Now I must just shut up, so I don't say anything more stupid)

"Delicious" the lady ogre said, putted Torleif back on the ground, and then started to sharpen her cleaver again. The chup and quartering up the Molgrims that had been brought, in chunkable

pieces, then threw them up
into the
n o w

boiling hotpot.

We were left for ourselves, sitting on one of the limbers. Torleif still knocked out, Tobias still really scared. It was me she started to talk to "you know, we Ogres loves food, we can't get enough of it, we know what is the nutritious parts of the forest around you" while she putting the internal organs of the Molgrims into a ucket, "here go hang up" she told one of the younger Ogres. "We use the guts smell to attract predators that we hunt on, easier to catch and taste as good as the meat your people eat" Then she sucked out and eat the molgrims eyeballs, she start to talk with the food in her mouth, "balls, eyes and heart, is always the best part of a slaughtered animal". "As fresher and jucier it is, the more power you gain from it, I gift of the pray to the hunter"

"Well I'm a chef too" I said, "I see you are good with your artisan skill, perfect pieces of the meat, I understand that your Tribe loves you"

"Thanks, today, you will dine with us, she smiled for the first time, you know as a Chef you don't know much"

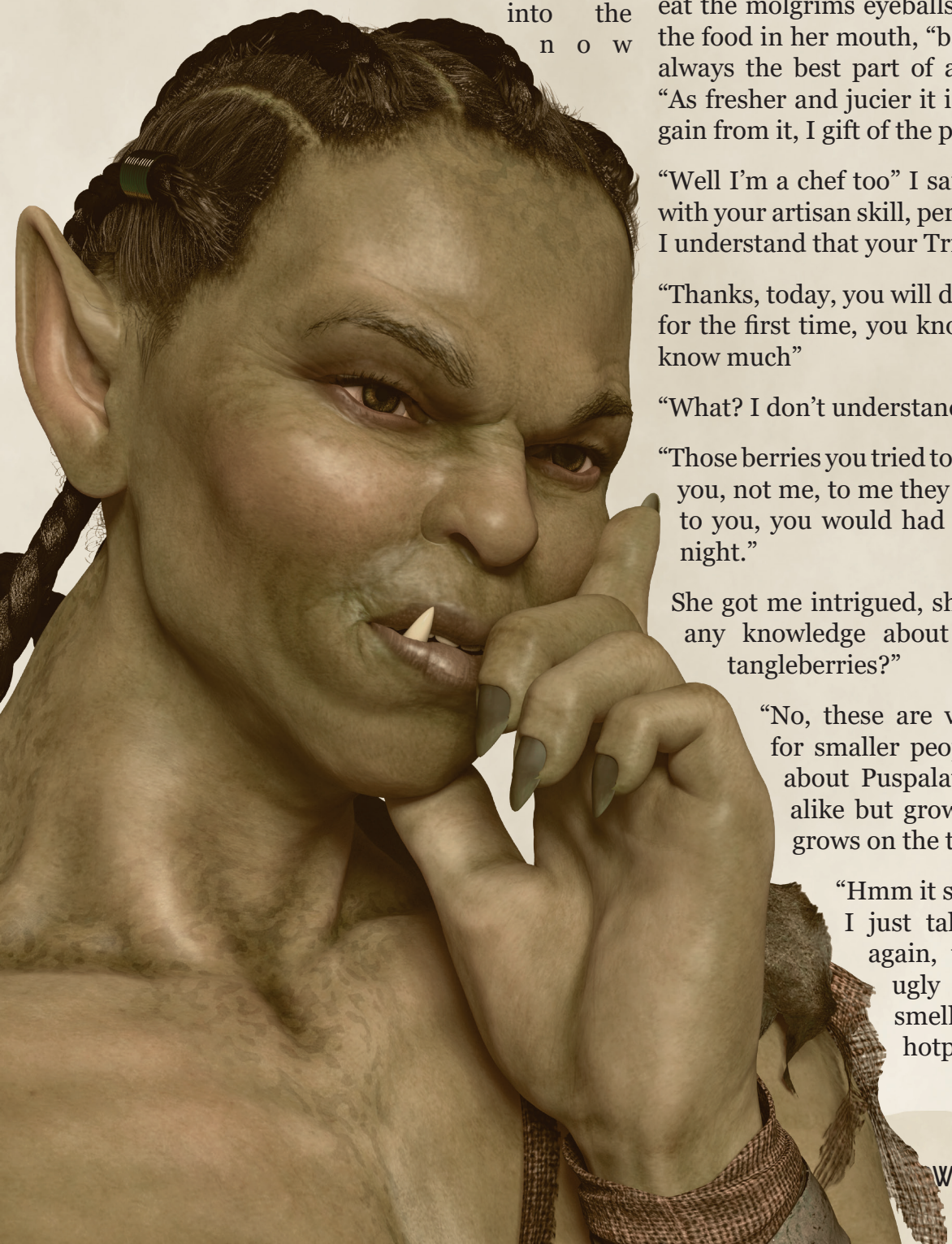
"What? I don't understand"

"Those berries you tried to pick, would have killed you, not me, to me they give a good booze, but to you, you would had be dead after the first night."

She got me intrigued, she knew stuff I haven't any knowledge about "So this is not the tangleberries?"

"No, these are venomous and potent, for smaller people and kids, you talk about Puspalatas Puppils, they look alike but grow on those plants who grows on the trees limbers."

"Hmm it smells good" opps, now I just talked without thinking again, who wanna eat these ugly Molgrims? But it smelled delicious from the hotpot.



“Yes, for you to taste tonight”

The other Ogres also smell the magic food from the hotpot, they gather with their bowls and stand in row after their rank in the tribe. “My name is Chef Myma by the way” she looked at me, hungry.

“Jollum, Jollum Trixter” I tried to smile back.

With her pouring ladle she fill up all the tribes person bowls, her own, and then fill up 3 bowls and put them by us. (Her hospitality is very generous, please I say anything more stupid) I tell myself again. I pick up the bowl and smell on it, my other comrades one still sleeping and the other hiding in his hands, I have to show that I appreciate her generosity, put a spoon of the meat stew in my mouth.

She looks at me and smiles, “well”

Smatt, smatt, yumm, yumm, I take another spoon, and chew again, “wow this is amazing, what have you put in the stew, except for the molgrims? What herbs? What veggies? I need to know?”

“I the chefs secret recepie” she replied and smiled. “I may tell you, if you make me happy tonight”

Gulp, my stomach crunched inwards, (what did she say?)

“You told me you would do anything, Jollum, I want you to stay with me in my hut tonight”

The blood rushed up into my head, and I felt my

heart pumped faster than it ever has pumped.

The other Ogres around us started to smile as well, and some laughter and talk started between them all start to bable.

“You can put your friends in that hut tonight” and she nod towards a small empty hut on the other side of the fireplace. Eating another spoonful from her own meal.

I gently eat up my bowl, and say Im already full, when she offer med the second round. But I couldn’t resist, even better this round. (I was a belt slimmer around my waste in those days. Jollum note)

“I thank you for the hospitality and the delicious food” then I raised up and brought my friends to the hut she had nodded to.

“Are you insane?” Tobias looks into my eyes

“What other options did we have, tomorrow we’re gone from this nightmare”

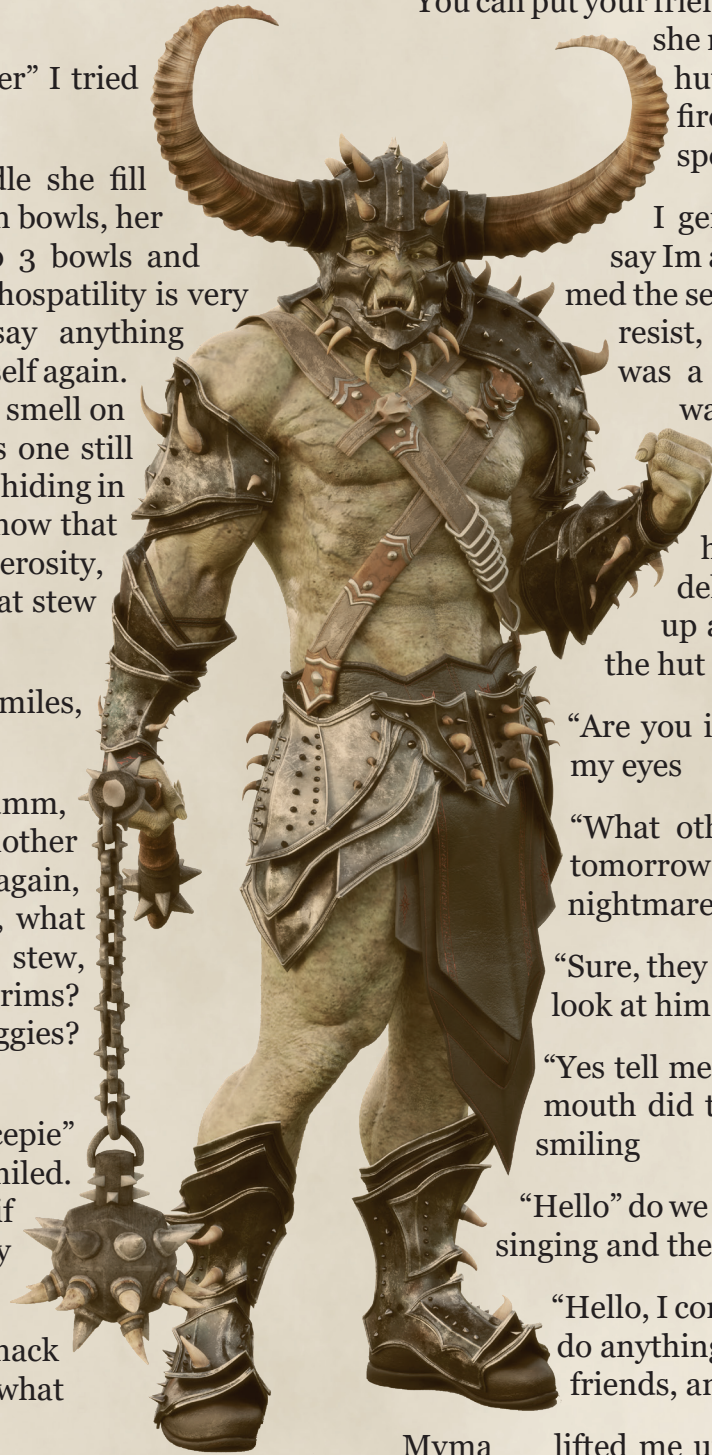
“Sure, they all will eat us, poor Torleif, look at him”

“Yes tell me what we could do, his big mouth did that, look we’re still alive” smiling

“Hello” do we hear from outside, we hear singing and the ogres are in good mood.

“Hello, I coming” I replied, “now don’t do anything stupid” I said back to my friends, and walked out of the hut.

Myma lifted me up like I was a small baby, walked with me on her arm back to the fireplace. We listened to some Ogre songs, and drinking some strong brew, they were drinking, it numbed me fast, so I sipped small sips to not get knocked



out of it. We talked, a lot, on recipes, secret chef tricks, she was genuine interested and she learned me a lot too. Finding some with same passion for food under these circumstances was weird to think about.

Again she picked me up and carried me back to her hut.

“Here eat these” she gave me some dried berries, looked like raisins. I ate them, tasted sour sweet.

“What are this?” I asked.

“Dried version the same berries you tried to pick earlier today”

“But, but, you told...”

“It’s ok, their stones is gone, they do good stuff for you, you really need them” she unclothed me.

I felt I somehow trusted her.

“Now if I’m not happy tonight, you will be smashed like a nut, between these legs sometime from now and to early tomorrow morning” she said han picked of her cloths.

Her smell made me so animalistic, back to the instinct. Seeing this Ogre naked, made me so lustfull. And what the heck, I’ve always had these fantasies about these Troll ladies.

CENCORED (sorry folks, some stuff must stay private, this is for my private diary, and for mine eyes only!)

Next day:
I’m alive, I

survived, I haven’t slept much, It had been the best night in my entire life, and yes those dried berries worked, all night, for several days, and my magic fingertrixes, she loved them too...

I am in love, she is my moonshine, my sun and all the stars you can see on a cloudless night, I knew I became a new man this night. Looking at her, I haven’t met anymore beautiful than this on this earth. She is the apex patriarc eats namegivers flesh, but something inside me says it’s ok. They are allowed to be so, forbidden love is strange and non-reasonable.

As a morning bird I am, I went up and out to the fireplace outside, they boiled some black hot tea in the hot pot now, the ogre by the fire lifted a cup towards me. All Ogres smiled, nodded to me, and clapped me on my head moon covered with a juicy combover “you made her loudy and happy, good kid” – his smile says he had accepted me!

After an hour or so, my love came out, happy and smiling, coming towards me throwing me high up in the air, and on my way down our mouths hit in a great long kiss. Folk cheared around, I knew, I had to stay here, at least for a while, I needed to learn her magical kitchen secrets. And tell her about all mine food experiences too, and how much I love her. I wanted to stay there be together with her and also together with all the other Ogres in her tribe they called The Reek of Putrefaction.





And I did, for a year I was her favourite toy, she even came visiting me a decade after I had left, in my then still a new establishment “Jollum’s Inn & Steakhouse” in Bartertown. Handing over a handsome boy, my son Billi Bam Trixter, she thought I also had some skills to learn him so he could have a good life here in Barsaive.

We followed my traveling comrades, who cried and told me “we wanna go home” to the border of the forest, where I took farewell with the boys. And, yes, she let both them and me stay alive.

I learned a lot about the namegivers in the Wastes the year I stayed with them. Of course I tried to convince them to not eat other namegivers, but they honor the dead by feasting the last meal of his meat, it’s a honor

thing – so them I asked lifted on their shoulders (stupid questions I guess), it’s a recourse in their strange kind of view on something. Also the other tribes and the lands around them, cannot accept them as namegivers since they eat their own kind.

This story continues in my next cookbook. – Jollum Trixter



NEW ADEPT WAYS



THE DUTY OF THE PRAETOR

by Paul Robertson



I first encountered a Praetor when I was travelling through a Theran village. Their way of thinking intrigued and fascinated me. What surprised me more was that a good portion of Praetors are adepts, specialised in the workings of the law. To illustrate this way of thinking I have included a couple pages from a Praetor's Diary that came into my possession. Also an excerpt from a meeting with a Troll Praetor that gives insight into the appeal of a Praetor's Life.
-Merrox, Master of the Hall of Records, TA 1502.

On the Daily Life of the Praetor

The 7th of Charassa, TA 1472 I have been tracking

Alken for the last week, ever since I discovered he was responsible for the murder of the head of the Merchant Guild in Travar. I knew him fairly well and that is one of the main reasons I have taken it upon myself to bring him to justice. I don't want Alken to be treated unfairly, which would be a great possibility if someone else brought him in. Today he led me through a forest and across a couple of rivers in an attempt to try and lose me. He obviously has no idea of my capabilities, that, or he has no idea he is being followed. He seems to be headed towards Farram, if I fail to catch up to him then I will surge ahead and meet up with him there.

The 10th of Charassa, TA 1472 I almost caught up to him today. I came across the still smouldering campfire of the previous night and in his haste he seems to have forgotten his bedroll. He doesn't realize that he's made my job a whole lot easier. I laughed to myself upon the thought that he won't be sleeping as easily tonight. Even though I was almost on him, Alken somehow managed to elude me and now I fear I have lost his trail. How he has managed this I don't know but by some sort of luck, or even skill, I fear he has got the better of me. Tommorow I will head straight for Farram and head him off at the pass.

The 12th of Charassa, TA 1472 I came upon Farram today and quickly aquired a place to stay that gave me a clear view of a butcher shop. I know one of Alken's associates uses the shop for his business. I made haste for the last two days and slept very little. I believe myself to have arrived in Farram a full day ahead of Alken and eagerly await for his arival. When I came to this town I immediately checked in with the authoritave group that maintains order here in Farram. I told them why I was here and what my intentions were, hoping that they would stay out of my way and leave the fate of Alken in my hands. Thankfully they agreed to do so.

The 13th of Charassa, TA 1473

I watched Alken walk down the main thourough-fair of Farram. He seemed to be a little cautious and looked over his shoulder every once in awhile. I followed him through the streets for an hour or

so whie Alken meandered through the streets, in a very indirect route, to the butcher shop of his friend. After I saw Alken enter I waited nearby to see how long he spent there. A quarter of an hour later he left, followed by his associate. They walked towards the town centre and I followed them to Alken's friend's residence. Figuring that Alken would spend the night here I made a plan to come visit tonight.

The 14th of Charassa, TA 1473 Sucess. As

I sit and write this, I travel by wagon on my way to Travar. Beside me sits Alken, hands and feet bound and attached with a lead to my waist. Last night I climbed the outside of Alken's friend's house and crept silently in through an open window, which I suspected was the guest room. As my eyes adjusted to the gloom, I could hear the steady breathing of someone sleeping in the bed. I crept closer, being as silently as I could. When I reached the bed,

Alken's stylized beard confirmed that it was him. I went over to the washstand and lit a candle and then went over to wake Alken. After he was roused he was a little surprised and had I not told him to be quiet from the start, I am sure he would have made a lot of noise. I told him his conviction and he confessed without any need to use my talents. I got him to write a letter to his friend and I tied his arms and we left to find a way back to Travar. Now we sit and wait until we reach Travar, at which time I will lock him in a holding cell until the Magister can see him.

The 16th of Charassa, TA 1473 Alken's trial was



today. We went before the Magister of Travar just after lunch. I presented my case to him, along with a narrative of my journey to capture Alken. After my case was stated Alken gave his response as to his actions. To sum it up Alken said the the head of the Merchant guild was having an affair with Alken's wife, and in a fit of rage he killed him. I give Alken credit though. He didn't try to talk his way out of it, he accepted his fate, and as to his reason for running to his friend in Farram? Well he just wanted to tell his friend what he had done and why. That way he wouldn't hear the exaggerated rumours of Alken and his wife. Fair enough to me. After both cases were presented I had a quiet word with the Magister before he made his call. I simply said that Alken hadn't tried to avoid capture, just simply eluded me, and once I had him in my custody, he made no attempts to escape, or pleading for me to let him go. The magister then told the court that he would make his call the following day.

The 17th of Charassa, TA 1473 I sat in on Alken's calling. The magister came in, addressed the court and then Alken. He gave Alken two options. The first was to suffer the pain of death in one of the arenas, (a match that would be him against unsurmountable odds), or to be shipped to the Island of Thera to become a slave in the open market. Alken thought about it for a moment and then decided to be sent as a slave to Thera. I was thankful for his decision because I know that at least as Alken being a slave, he has the chance to make something of himself, albeit with extreme difficulty, in a different place. Alken was lead away by the Magister's guards and as Alken got my eye I gave him a nod to show that I wished him luck. Tomorrow I will resume my usual duties, paperwork and investigating, and carry on with the monotony of city life.

On a Life of Honour and Duty

The following is an excerpt from a meeting with a Troll praetor who went by the name of Gorlan Rockhorn. I met him to discuss something about a current case he was working on but I felt that this excerpt explained some of the things that appeal

to name-givers to follow the life of a Praetor.

-Thom Edrull, Archivist and Scribe of the Hall of Records

You scoff and the mention of Honour in my line of work? Figures. Well tell me this then little Dwarf. Is it honourable to chase down a thief in the streets and then him from behind? Or shoot him in the back? If I was to do that then I would not garner the respect that I do. In the example of the thief, the honourable way to deal with it is a series of procedures that ensure I have the right person responsible for the crime.

First I would take immediate step to take the thief into custody. For if he is a likely suspect I wouldn't wish to try and locate him after I have found the truth. And besides it's always easier to let someone go and apologize, than to spend many hours, if not days, tracking down the person responsible when you had them to begin with. After I had the culprit in custody I would then listen to both sides of the story. The Merchant or Victim who has had something stolen from them, and the accused themselves. Usually you can tell just from this whether the Thief is guilty or not. Sometimes you can tell when it is nothing more than the accused being framed for something they didn't do, but more often than not it's a justifiably claim. If listening to both stories still doesn't give an answer then I would go out and talk to others, if any, who saw the crime take place. After I have learned all that I can I would then take the case to a Magister, and let them determine the course of action after all information has been given to them. Sometimes this means that a trial has to be done with interrogation techniques being used to glean any falsehood or deceit. Sometimes a Praetor is so experienced that he is capable of creating an illusion of the whole event in question. This being done to help aid the Magister in what happened. After the Magister makes his decision, an appropriate punishment is issued. Usually the guilty person is given two options that they can choose from, enabling them to feel that there is some sort of fairness in

the whole procedure.

Your look tells me that you are wondering how lawful procedure is honourable, based on what I just told you? Well if I told any falsehoods then my reliability would be at risk. And if my reliability became questionable, then my word would become discreditable. And if I became discreditable, then my chosen vocation would mean a whole boat load of Thundra droppings. Credibility and respect are the Praetor's words for honour. I would rather become a consort to a horror than to give a false statement, or stab someone in the back.

You ask me about my duty in this case. Well my duty is towards Throal, first and foremost. To serve justice to those that require it, and ensure those that deserve it, receive it. While this seems a noble idea, the actual means of justice can, too often, be very monotonous and boring. Sure I have heard of those that wander the country as a sort of Travelling Magister, but the vast majority of Praetor's are just like me.

As for my daily duty, which shares a large similarity with my normal duties outside of this case. I mainly spend the bulk of my time going over paperwork and talking to those that have any shred of information pertaining to this case. Sometimes with other cases, my information gathering can be broken up with a chase, or brawl, and even the occasional «man-hunt» that leads

from city to city. But for the most part I simply content myself doing monotonous work, with my reward being the justice that is meted out to those that deserve it.

GAME INFORMATION

Praetor's are the lawmakers and the law enforcers. Most spend their time gathering information pertaining to crimes and broken laws.

Others spend their time wandering the countryside, going from town to town and village to village, acting as a sort of traveling Judge, Jury and Executioner.

There are even some that have taken their profession in a different way and became a sort of Bounty Hunter, tracking someone down and bringing them in for justice.

Important Attributes: Charisma, Perception

Racial Restrictions: Windling, Ork

Karma Ritual: The Praetor sits somewhere of Lawful influence or justice. A library, town hall, jail, sacrificial stone, ect. While sitting, the Praetor reflects on the local laws and customs, running over each one that the Praetor knows about. The ritual is complete after the Praetor has completed the list.

Artisan Skills: Illumination (The Art of Decorating Pages of Books), Writing, Runic Carving

Praetor Talents

First Circle: Astral Sight*, Melee Weapons, Evidence Analysis*, Speak Language, Detect Weapon* Avoid Blow

Second Circle: Durability(6/4), Read and Write Language, Etiquette*

Third Circle: Unarmed Combat, Streetwise*

Fourth Circle: Thread Weaving*,



Detect Falsehood*

Fifth Circle: First Impression, Disarm, Ritual of the Ghost Master*

Sixth Circle: Tracking, Force Truth*

Seventh Circle: Conceal Weapon, Steely Stare

Eighth Circle: Sense Danger, Leadership, Lion Heart

Ninth Circle: Memorize Image, Truth Skit

Tenth Circle: Lip Reading, Safe Thought*

Eleventh Circle: Lion Spirit, Defense

Twelvth Circle: Chameleon, Orbiting Spy

Thirteenth Circle: Talent Pattern, Blood Guilt Weapon*, Sense Poison

Fourteenth Circle: Detect Influence*, Ethereal Weapon

Fifteenth Circle: Attribute Pattern, Quickblade, Second Chance

Bonuses

Fourth Circle: Karma on Perception

Fifth Circle: +1 Social Deffense, +1 to initiative Step

Sixth Circle: Karma on Willpower, +1 Spell Deffense

Seventh Circle: +1 Recovery Test, +1 Physical Deffense

Eighth Circle: 1 permanent Damage-At cost of 2 strain, Praetor gains +3 steps to all tests that involve influencing people

Ninth Circle: +2 Social Deffense, Karma on Recovery Test

Tenth Circle: +1 to Initiative Step, +1 Physical Deffense

Eleventh Circle: Karma on Dex, Cost of 2

premanent damage- For 2 Strain Target can't tell any lies/deception for 24 hours, if successful Force Truth Test was made

Twelvth Circle: +1 Social Deffense, +1 Spell Deffense

Thirteenth Circle: +1 Recovery Test, +1 Social Deffense, +25 to Max Karma

Fourteenth Circle: Cost of 3 permanent Damage- +5 steps to Truth Skit tests for an extra 3 strain

Fifteenth Circle: +1 Recovery Test, +1 to Initiative Step

Half-Magic

A Praetor can make Half Magic tests on anything pertaining to laws and lawmaking, and to all forms of



investigation, along with deduction and interrogation techniques.

Force Truth (New Talent)

Step Number: Rank + Willpower

Action: Yes

Karma: Yes

Strain: 0

The Praetor touches a target and makes a Force Truth Test vs. target's Spell Defense. If successful, then target must tell the truth for a number of minutes equal to the Praetors rank in Force Truth. Note: Force Truth does not force a target to talk, only that when they do talk that they can only speak the truth as they know it.

Roleplaying Hints

Praetors are the Judges and Law Enforcers of most major cities. Their life is very strict compared to many other disciplines due to most Praetor's inability to do anything against the law. In their eyes almost all Theives are the stereotypical version, stealing and killing to make a buck. As such they very rarely see things «In the Grey», but more so either black or white, good or evil, Horror Touched or Clean. And in part due to these beliefs, they usually don't trust anyone unless they have earned it in the Praetor's eyes.

Praetors can't stand by and watch a crime of any sort go un-noticed. They want to interfere for the good of the city and rarely think twice of what can happen. «If the law is being broken then it must be enforced» is a very common saying amongst the Praetors. Their knowledge of the law is uncanny and most Praetors can recite the laws of their city as if reading it straight from a book. They also have a good general understanding of the laws of the area they live in.

A Praetor also holds fast to his duty, and when he/she is on a case there is generally very little that can distract them from it, unless it happens to be something more important. It has not been unheard of a Praetor tracking a criminal for months just to bring them to justice for a small

crime.

Possible Discipline Violations

The Praetors violations are perhaps the easiest to know. A minor violation is along the lines of letting a petty crime go «un-noticed» when it is clear a crime has been committed, or in the case of being mentally controlled, when the Praetor themselves commits a string of petty crimes, or a major crime. This penalty from mental control is to represent the Praetor trying to deal with their own actions as opposed to doing something bad. A major violation is letting a major crime, like a murder, go «un-noticed» or for the Praetor to willingly commit a petty crime. Another possible major violation is when a Praetor willingly ignores the possibility of bringing a criminal to justice when the opportunity presents itself. A heinous violation is one where a Praetor willingly commits a major crime, or lets the actions of a serial criminal go «un-noticed».

Rituals of Advancement

There are no real rituals of advancement amongst the Praetors, only the recognition that one has attained their next circle by their actual use of Circle relevant Talents.

Recruitment

While there are numerous non-adept Praetors, only those who wish to take an active role in law enforcement seek out those with their special abilities. When a prospect seeks out a Praetor, the Praetor sends the prospect on a set of tests to see if they have the drive to be a Praetor, more so than the potential.

Advancement

When a Praetor reaches their next circle of advancement, they usually tell their superiors of their accomplishment. After reporting, the Praetor's superior will make a note in their file if the need for their abilities ever arises.



NEW PATH



DUSKBRINGERS

by Svenn Tore Mauseth

This is an idea for the future Phantom Paths and Disciplines sourcebook. **GM only** paths and disciplines, not available for the players, if you don't wanna run a villain campaign. These are meant for new arch enemies and new kind of boss monsters you could put into the adventure. Never give your players access to these abilities. (Other drafts in this series are: Harbringers, Orichalcium Elementalists, Ursurpers, Dragon Tyrants and Eternal Counts.

From the Doomed Library of Alexium, Creana, translated from an Arancian scholars travelling notes:

Autors note, this poem I come upon scribed on a dead mans corpse back:

By slaughtering my cohort of oathtakers, I gift you access to the patterns secrets, I turn the dawn to dusk.

By slitting a fellow bringers throat, I start to walk the Apprentices path, I turn the dawn to dusk.

By killing my master, I rise to master and can take apprentices myself, I turn the dawn to dusk.

By beheading a master bringer, I'm able to turn the dawn to dusk.

By annihilate the bringers of light, I'm able to turn the World from Dawn to Dusk.

So we awakening the World of Dusk.



An old Theran Legend tells about the Lightbearers that have turned over to the horrors side, songs and tales about them also call them for Nightbringers, Duskspreaders, Duskwalkers, Phantombed, Duskers, Darkbringers, all are names on these Lightbearers who have turned their path to the darkness.

Using the opposite variants, the anti node of the mana in the Great Pattern that powers up the powers the Lightbearers are gifted with.

Duskbringers always operates in 2, one apprentice and one master. The apprentices always recruited in the ranks among the Lightbearers.

To be recruited and get accepted in the Circle of Dusk, the prospect apprentice must have taken the life of another Lightbearer. A hard thing to do, since all are incognito and have sworn not to reveal their true identity.

The trick have always been using a Dusksprite, look and appear as a normal lightsprite. Calling

out a Lightbearer for help.

The apprentices learns a new “dusk side” knack for the abilities they already have learned.

The Duskbringers still have the same Lightbringer abilities intact, these knacks are bonus benefits they get and can trigger at will.

The head of this minicult and creator behind the Duskbringers are still unknown.

Duskbringer

Knacks and new abilities:

Rank 1:

Light Symbol: **Dusk Mark**

Allows the Duskbringers to mark them who touch his light symbol. A thread that tell what direction and distance the marked are located

Shimmer: **Phantom Mask**

Work as the Shimmer but using dusk and shadows to disguise the appearance. +2 to the disguise tests when indoor.

Rank 2:

Light Sprite: **Dusksprite**

Same but have +3 to tests convincing target to “help”. Dusksprites also help the user in ambush tests, blinding targets face as it’s last action before it resolves. Make the target considered blinded the next round. Dusksprites are only possible to summon in the hour of dusk.

Steel Beleiver: **Steel Doubter**

May mark the Beleivers if the ability are successful made. Dawnbringer may then plant doubts in the persons he has marked this way during the same period. You may also send messages through these thoughts.

Rank 3:

Radiant Circle: **Radiant Blade**

The Dawnbringer may use the same ability on his

blade, adding his Lightbearer rank on top on the blades normal damage step. Blade glows radiant when it’s powered this way.

Radiant Fingers

Same as radiant blade, but no weapon benefits. Must touch the target to trigger the benefits.

Rank 4:

Heal Beleiver: **Phantom Healing**

Works same but is an illusion, if target discovers it’s a illusion wounds opens again.

Healing hands

Heal target from diseases and poisons, give target your rank to their recovery tests.

Rank 5:



Karma Transfer: **Karma Drink**

The Duskbringer can use the same power to drain living targets by touching them. Normal rank + will (will force) test against touched targets spelldefense. Draw karma equal to the difference above made in a successful test.

Karma Boost

For every second strain the Dawnbringer takes, he may rise his Karma step by +1

Rank 6:

Ease Wounds: **Hurten Wounds**

Make the pain from wounds, hurt even more. double the penalty from targets wounds. Target must be touched to make this ability, duration rank minutes.

Phantom Pain

For each Karma spent. Make targets former wound start to hurt again, 1 penalty for each karma spent. Use normal wound rules to decide the penalties.

Rank 7:

Edge of Light: **Edge of Dusk**

This damage bonus works on all within the circle, not just horrors.

Dusk Circle

A temporary circle that works per Bone Circle rules. Using Dawnbringers rank as step in the required tests. Duration are rounds equal to Dawnbringers rank.

Rank 8:

Refuse Horror: **Seal the Contract**

Work same, but now the Horror is bound and



must obey the Duskbringer, as the Duskbringer have marked the Horror. Works the same way as normal horror mark power rules, but now is the horror that is the target.

Horror Promise

Same as above, on top you can command the bound horror to do one action only, the command must be obeyed 100%, before it is released again.

Rank 9:

Lesser Incarnation: **Phantom**

Use this ability to your Apprentice instead of another Lightbearer. Also the abilities in the Karma Transfer on top.

Breath of Life: **Breath of Dusk**

The Duskbringer may spend more karma to prolong this ability. And the Oathtakers may

continue to fight, til their Death Rating reaching bellow equal to a negative wound threshold. Oathtakers have the opportunity to heal back up over their normal death rating before the effect goes out. If they still have any recovery tests left. Doing so cost a karma point for each test.

Rank 10:

Avoid Horror Magic: **Transfer Horror Magic**

The Duskbringers can retarget the horror power to another target, even the horror.

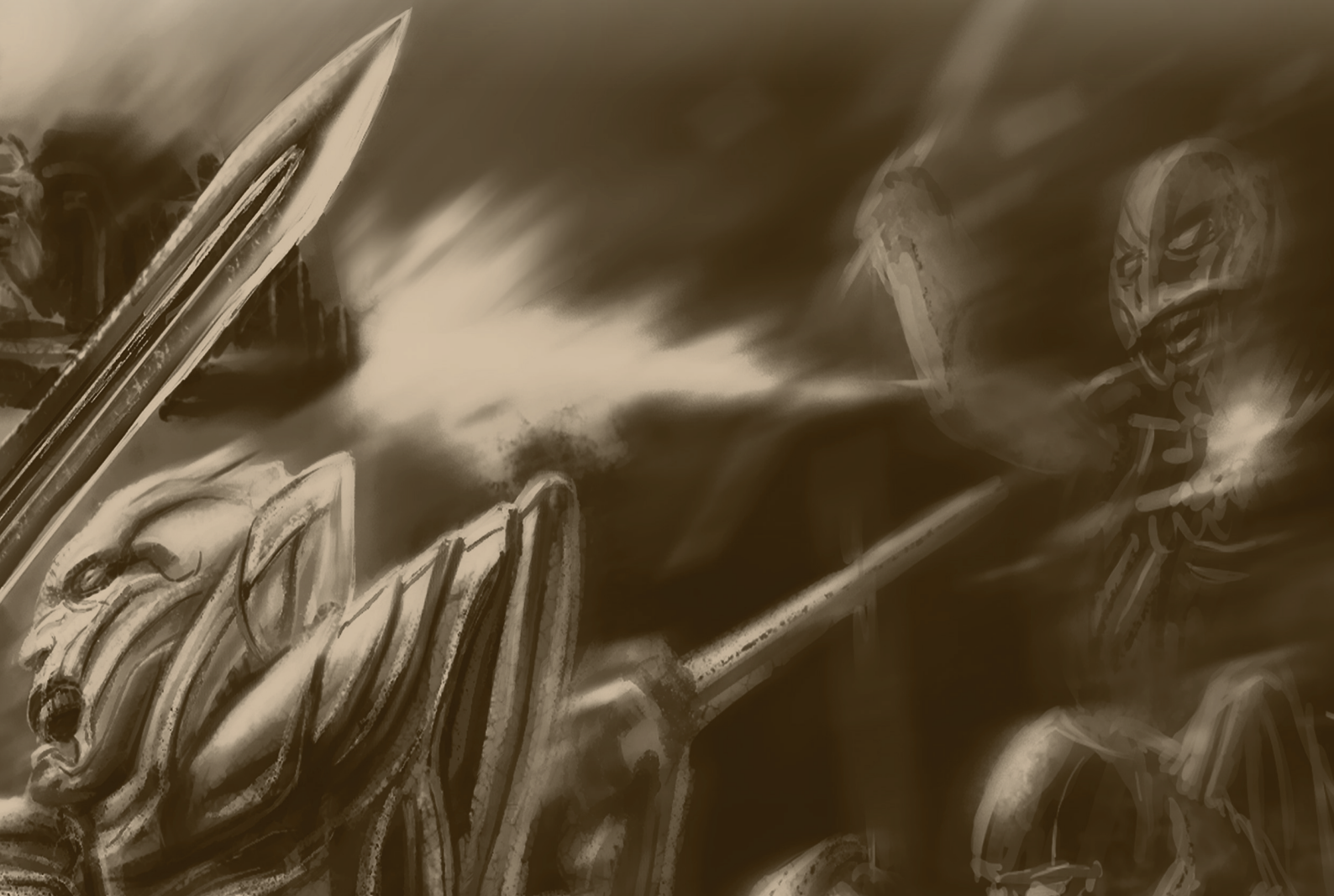
Rank 11:

Armor of Light: **Armor of Dusk**

Spending 1 Karma Duskbringer may also increase the physical defense for the same duration.

Rank 12:

Heal Other: **Resurrection**



May spend the this ability on recent deceased dead persons, also them who have died beyond recovery and healing.

The dead have same personality the first con step the first day, then reduce all their ranks in talents etc by -1 daily, due to he starts to decompose, rotting away. After two weeks the target now is considered as a cadaverman.

Rank 13:

Drain the Great Pattern

Duskbringer may daily drain the Great Pattern

of Karma equal to their full Karma Pool. On top the Duskbringer get extra recovery tests equal to his rank.

Rank any:

Drinking the Horror

Duskbringer gains one of the slaughtered horrors powers, by drinking it's blood. Power rank equals the bringer rank. Dawnbringer may add an additional Horror power for every second rank in his ability.



Adventure Hook:

Introduce this plot after one of your players have chosen the path of Lightbearers, and have played for a while with his path. (Info in older edition sourcebooks, and also an updated 4th ed sourcebook coming soon by the EDPT group.)

Early evening in the hour of dusk, a lightsprite comes flying towards the groups Lightbearer. Knowing some is need of help the Lightbearer and his oath takers.

This sprite is of course a Dawn Sprite, inviting the players into an ambush...

Roll a D4, or pick and choose what's going to happen:

1. What happened prior to the ambush attempt, the Duskbringer who sent the dusksprite, got interrupted by a band of outcast bandits in the woods nearby where she planned to do her ambush. She got plundered for all properties, and binded to an old oak, nude all naked. When player's arrive, she is the one in need of help, so she proponed her earlier ambush plans, instead she plays the victim and try to gain the players trust. Now knowing their identity, she can continue her original plans another day.

2. She rented a gang of outlaws to help her with her ambush plans, she only want them knocked out unconcious,

she wanna slitt their troaths herself. If the tide of the battle turns to the players favor, the duskbringer will flee, again she may come back later now knowing the players identity.

3. If the ambush go successful. The party are prisoned and she will sacrifice the adventures one by one, to a horror who have promised her some new powers in exchange. But first she will kill of the outlaws that witnessing her actions (this could create some turmoil and escape for the players), the best sollution is that the Lightbearer in the group may send out a lightsprite for help.

4. If the players manage to campure the Duskbringer, she will never reveal her true identity. (Now if she use some of her powers, players could figure it out.) She would prefer death, instead of tell any secrets.

If the Lightbearer in the group kills her, she gives him the gift of the apprentice. (not giving the players any of the abilities, since he don't have any master, an apprentice without a master don't get any of the abilities) But this could be his path to the villanious side. At her moment of death, a dusksprite flies away towards her master, to inform him about his apprentices death.

This duskbringer should be at the same rank as the Lightbearer in the group.



OTHER STRANGE RECORDS FROM THE GREAT LIBRARY



EARTHDOWN REVIEWS

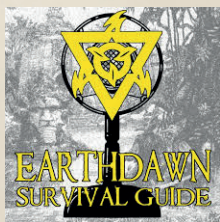
by Sverren Tore Mauseth

Earthdawn Podcasts... yepp Earthdawn now have four podcasts you can find on the web, frequency of the new episodes may vary.



The first podcast is called **Legends of Earthdawn – An Earthdawn RPG Actual Play Podcast**. It's made by the Shadowcast network boys (some boys and girls who have many different Shadowrun related Podcasts) and since Earthdawn in its early days was in an earlier age of the Shadowrun universe, the people there felt Earthdawn stuff also could be put under that same umbrella.

The show is with Josh (the 4th ed editor of Earthdawn) and the regular people at Shadowcast Network, playing Earthdawn. The story takes the adventures through Barsaive where they meet the regular dangers on the way. You can pick up many nice ideas and you also get clarifications on how Earthdawn 4th edition works. The show is worth a listen, even when the soundquality is poor now and then. The people there don't talk into eachothers mouths. The recent episodes the party have been treasure hunting in Parlainth, the archenemy Parlatrix thread (old Theran prescrouge nethermancer) is an inspiring good idea, worth exploring more, and maybe put flavor into your own setting. 36 episodes so far, the last episode I guess is over a year old, so they sit on a lot of material, if they still playing together.



The second podcast is called **Earthdawn Survival Guide**, this is a rule question and Earthdawn lore podcast. Here you meet the 4th editor and line developer Josh Harrison and Dan Boice, answering letters and questions. And they also go deeper into the disciplines, races, behind the scenes insights and other setting lore

of the Earthdawn world. 31 episodes has been posted so war, and had a weekly frequense the past months. Each episode having a theme for the show, Thief/T'Skrangs etc.

Both shows are absolutely worth a listen to. Try to download a few episodes and play it on your carstereo or listen to it on your way to work or school. Both can be found on the Anchor and available through: Apples and Googles: Podcast, Spotify, Breaker, Overcast, Pocket casts, Radio Public and Copy RSS.



There's two more podcasts reach my nose, those I haven had time to listen to yet, so a review will come in an future issue of Book of Tomorrow.



As I undertand both **The Circle of the Dawn** and **Namegivers of Barsaive** are recordings of people actually playing Earthdawn, both are pretty new and don't have many episodes recorded yet. I know also that The Circle of Dawn also have a Twitch and a Youtube canal, recording their plays live.

On top of this **Far Scholar** also have started to make an Earthdawn lore series on Youtube, also worth looking at.

Else if you're into the sistergames of Earthdawn (Shadowrun, 1879 or Equinox) you also find a lot of stuff on (at least) the most popular of them Shadowrun, in their own Youtube canal and Podcast station: **Shadowcast Network**.

Iopos: Lair of Deceit (FAS14205P)

pdf: \$19.49/physical \$31.99

To be clear, I personally have bought the book myself, not been bribed with any free copy to write nice about the book. It has just been

released on a PDF June 2020, the kick starter went successful in the beginning of May 2020.

With earlier experiences I don't expect to see the physical copy before after x-mas sometime. It should be the first true setting book for a loooooong time Iopos.

Earlier books Fasa has released for 4th edition so far, has been new rules and updated / rewritten sourcebooks. Only new setting material so far has been the Elven Nation and Travar: Merchant City sourcebooks (both books originally written for the 3rd edition) Iopos is the first pure 4th edition sourcebook.

Its gives you the background you need to run a campaign in the next new big heel force after the Therans was thrown out of Barsaive: the city Iopos and the Denairastas family. To not spoil anything, I will just tell what you will get in this tome. First a History of Iopos on 20 pages, fun reading and many cool ideas you can put into your campaign. Then 20 or so pages about today's Iops, how the grip is hold around population, making them gasping for air. Then 50 or so pages describing the different parts of the city, but no city maps are included. I know it's difficult to draw a city map over a city that are in many levels upward and downward. Maybe a horizontal map could have done the trick? Some drawings give you a little picture on how some parts of the city is looking. (Until they come with some maps, you have citymap in Tableau Infractus #5 you could use.

The next 20-30 pages is about the rulers of the city Holders of the Trust and their different Branches. All build upon loyalty to the eternal living family and Uhl the forever ruler. Next 20 pages is about the Iopos relation to the other nations in Barsaive. Here you find a lot of fun and interesting reading. Next 10 or so pages is about Passions and how they are devoted to in Iopos. Then 15 or so pages about adventuring and how running your campaign there, there's also a lot of adventure hooks throughout the book that also is worth reading and maybe worth putting into your campaign there.



Last 60 or so pages you find the game related stuff: magic items, denairastas secrets (dragon abilities). And the "Frankenstein" Alter Life/Abombination stuff. Would love this more explored than putting in the creatures and horror constructs there.

On top you get 3 new masks, a game mechanic that got introduced in the Adept's Journey sourcebook. Feeling some of them are kind of misplaced in the book, like the Aquatic one. I see you can put

these mask over your abominations. But where is the sea or at least the river? I would had put the adventure hooks (that is related to this setting) in the book instead. You can find them hidden somewhere in Fasa blog on their homepage.

Over all I like the book. It's much new stuff about Iopos and the ruling Denairitas family you never have found in earlier published books.

Actually, much of the stuff I missed when I ran the assassination chapter in Prelude to War as gm, I now find here. And yes the material is Earthdawn-worthy canon.

Though I feel many times I see similarities and references to GRRM's Game of Thrones (not a copy or a rip-off – more like thematic and the horrible and dark cultural backstabbing way that GOT have a lot of in the books). The masks, the family, and so on, this is not a bad thing by all means. But now when I see so much of it in the book already, I would had given the Dragon-kin the opportunity to practice incest, to keep their dragon powers more potent. (Maybe some of them still do it?)

**Adept's Journey:
Mystic Paths
(FAS14204P)**

pdf: \$23.99/physical
\$39.99

As mentioned above, this book came into my hands mid-July 2020. I got the pdf right after the kickstarter was over.

This book contains 15 new Discipline Paths, a kind of mini discipline you can add on to your main discipline when you've reached 5th circle with your character (least expensive to do so, when spending your legend points this way!)

Here Fasa have included many of the race specific Disciplines you found in the earlier editions,

the Shaman Discipline updated, now with new unique spells and new spirit variant: animal spirits, a chapter about beast spirits, goods and service chapter (couldn't find much new here), pre-generated shaman and gauntlet adepts, and in the end an index over Karma Knack, Special Maneuvers and a Glossary. All rewritten and updated to the new 4th edition.

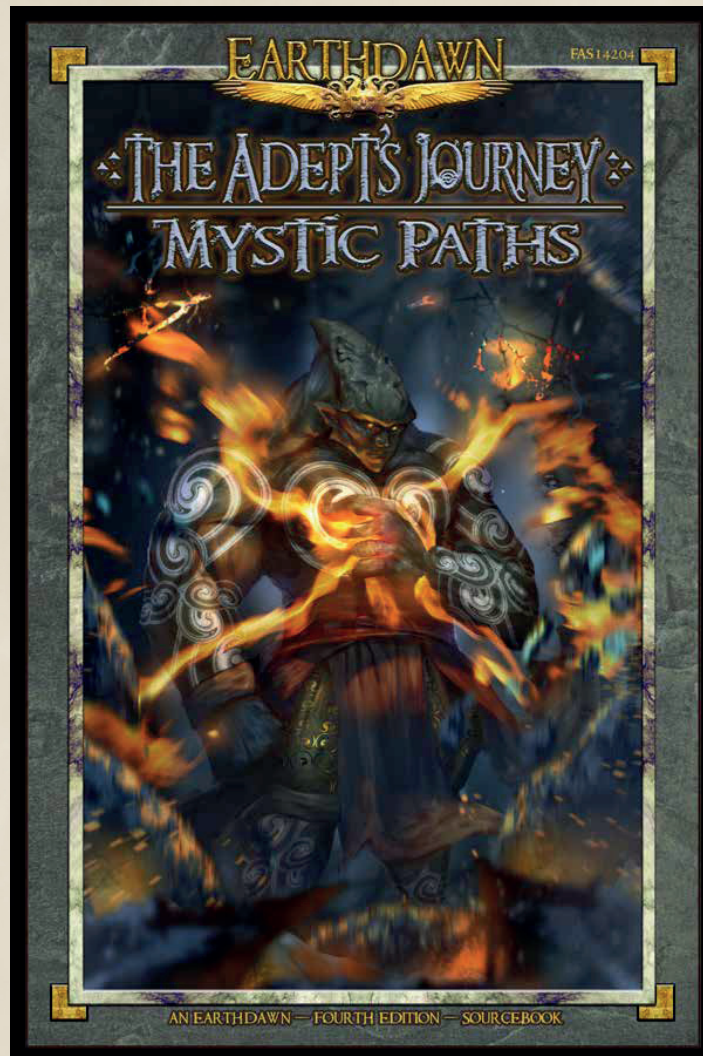
Yes the Horror Stalker is back as well, I see Lightbearer is missing, the 2nd ed variant is the best version so far (in my eyes).

The Paths is created so they're not race unique. And that's fine, tho taildancer and winddancer are two very race specific disciplines... Purifier discipline have changed its name to Gauntlet.

Much here is just re-written stuff that has been fluffed up, and tweaked into the Paths system. I kind of like this variant as an extra substitute to take a second discipline.

What shines most in this book, is the Shaman chapter. Here I guess Morgan Weeks have had some rounds with himself, and I

like how it now have become an independent Spellcaster discipline with its unique spell list, the animal spirits gave it the extra flavor. Also the updated Talents and Knacks chapter, much better than it was before.





INTERVIEW: EARTHDAWN GUILD

by Sverre Tore Mauseth

One place many Earthdawn fans have been drawn to the past years is a Facebook group called *The Earthdawn Guild (EDG)*. Here both old and new fans, homebrewers, today's and yesterday's authors and artists of the game gather. Posting rule questions, ideas, drafts, artwork for inspiration, and other related topics for the game. The moderators of the group, and in my opinion the success behind the group is the admin and moderator Jack Yutthaphum Mietinen. A Norwegian with Thai roots, living in the most northern part of Norway (and Europe) far above the Arctic Circle.

He is a very positive person, no questions are too stupid, and he gives all attention so the members so that they feel they're included in the group. You feel you're welcome and on the same level, a down-to-earth place, that for some, may feel trust and dare post own threads with art, questions and ideas for the game we all love Earthdawn. Even if your English language skills haven't reach more than rank 1...

So here comes an interview with this cool dude:

Hello Jack, what's your age, when and how did you get introduced to Earthdawn first time?

Hello everyone. First of all thank you for inviting me to this interview. I am 42 years old. I was first introduced to Earthdawn in the early 90's. I think it was in 1993 or 1994, I was around 15-16 years old then, could barely read English but my best buddy who was a year older than me was a genius in English so taught me everything about Earthdawn. **(ed: yes interests can create magic!)** I was for the most part just fascinated by the art work from 1e rulebook and that alone made me dive deep into the world. Me and a couple of others were playing D&D and Cyberpunk a few years ahead and then my best buddy introduced me to this Earthdawn. His father ran a bookstore and he took a copy of it back home to read this new amazing rpg that got rave reviews that was supposed to be better than D&D. The first Earthdawn I ever owned was flyers volume 1 to 3 which I got it for free by him. Back then it was a bold statement by rpg magazines to claim that Earthdawn was better than D&D and they were all right, I've never looked back since and it's still my most favorite rpg of all time, my second favorite is not even close to it, that's how much of a fanboy I really am haha.

How did you join EDG?

I was actively playing Earthdawn I think it

The EARTH DAWN Guild
UNOFFICIAL FAN COMMUNITY

was to around 2008, I remember the classic edition from Rebrick was just introduced, was it also around that time when EDPT was disappearing? I started to lose interests in all things rpg because of the forum community was broken up and all my friends that was actively playing had moved away to another places and I was kind of left alone, regardless I didn't have much time myself anyway and I traveling alot back and forth. I stayed a couple of years back home in Thailand working so this was the time period of my life I had a long break from rpg. To be honest I actually never thought I would be going back to the rpg but I notice a trend was going on that tabletop rpg was finally coming back and becoming popular again. This was in around 2018 and I suddenly started to miss back the old days so I went through the basement and found all my Earthdawn books again, lined them up and puttet them back to the shelves again and started reading and doing some research online. Then I stumble on a Facebook group page called «The Earthdawn Guild», I introduced myself a bit and the rest was kind of history. I didn't became an admin in the group before early 2019 when a new owner of the Guild took over. I was kindly asked to take care of the page because the new owner thought I was enthusiastic about Earthdawn and was already one of the most active member of the Guild. He never regret to take me onboard the Guild and I did alot of work to make it grow, since I took over the admin chair we had 400% increase of membership in just under a year. By the way I think I invited you Svenn to join the Guild (ed: yepp), we had been friends on Facebook a long time but we actually never talked until the last couple of years.

How did you manage include the creators of the game, artists and other earlier authors?

The Earthdawn Guild Facebook group is relatively a young I would say. I think the group was created around april 2016, somewhere after the release of the 4th edition and when it became known to the public that Earthdawn is back. I personally didn't join this group before late 2018 and many

of the authors both new and old was already a member before I came in, I think Josh and Lou was already a member but to be honest this Earthdawn Guild was pretty dull in between the year 2016 and 2018. Nothing was going on there, there was no passion, no activity until I came into the picture and started to kick things off. Not to brag about myself but I was too passionate about Earthdawn to see the group slowly dying out and I just couldn't let that happen so I started to invite people, posted alot of interesting topics to keep the pace going, keeping the activity up and keeping the engagement among the community members, plus I was spreading the word of this community to other rpg pages and that's how this page became of what it is today. Believe it or not it was DAMN many who was surprised to hear that Earthdawn is still alive as it was among their top favorite rpgs of the 90s and early 2000s.

I see you promote your group in many sistergroups on fb (among some Shadowrun forums), have you managed recruiting many members this way? Made them curious about ED?

Absolutely! It works! Whenever there are slow increase in new membership, I do a little bit of sneak peak promotion on other rpg pages, either talking about Earthdawn by adding link to our group or directly messaging to the owner and admins by making a deal and collaborating with other pages to spread the word. One of the most successful story of promoting Earthdawn to complete new players are the actual Earthdawn YouTube lore video that was released in January this year by Drew Moats, the guy responsible of creating the Far Scholars Facebook page and YouTube channel. I became friends with him last year as he was actively participating in the quiz last year and we had an idea that Earthdawn are missing a proper lore introduction video that showed classic Earthdawn arts, had a proper storytelling technique with atmospherics background music etc. I suggested this to FASA for a long time that they should marketing Earthdawn better, start making YouTube channel, making interesting lore video about

Earthdawn instead of podcast of someone just talking, contact other pages, open up Instagram account, what ever you can to spread the word out but I was disappointed that there was no action so I started to help my friend pushing out this fan video and the rest was a success story. If I was in the PR, the sale and marketing department of FASA I would have shaken the studio up. Look at what I have achieved with The Earthdawn Guild, it didn't cost a single cent.

You're unique person who include and respond very often in the forum threads. Who gave you this care and attention for others? Hmm a questor for Astendar or Garlen maybe?

I am flattered with this question. It's simply my passion and love for Earthdawn and making sure everyone enjoy the Earthdawn community we have worked hard for. It's my care and love to make sure everyone is included despite that sometime we might have different opinion. There's really nothing more to say then I am welcoming everyone with open arm that loves Earthdawn weather you are a veteran or new to the game.

In many other net forums, people don't post questions, ideas and feedbacks because your comments either is responded by silence or "I know better than you" - kind of way. How did you manage to crack this code? (including all, instead of having a smaller "elite kind" of community.)

To be honest I have just been myself all the way. It might be a bit difficult to characterize my own self. For as long as you have been in the Guild yourself, how would you characterize me? **(ed: glued to the Like buttons and the What button!)** For me I've just been trying to include everyone, just be humble and polite and NOT trying to be passive aggressive pointing out that your opinion is better then everyone else. Find something to write that excites everyone, for example post fantasy art that inspire or relates to Earthdawn. Tease some lore or narrative to it

that fits the image. Perhaps put out some secret questions that can create a discussions or ideas, or even make a quiz game. It works for me by engaging the audience and create content that reaches out to everyone and not being obsessed by your own interests and ideas.

Favourite Race, Discipline and Spell?

Oh lord this might sound boring and perhaps a bit of power gaming from my side haha. My favorite race has always been human, it's simply because humans are jack of all trades, they are very adaptable and versatile and a very complex race under their skin if you know what I mean. This is exactly for no reason they have Versatility Talents as their racial ability and it adds opportunity for me as a player to add more personality to the character I am playing and in some way could become a multitasker by stealing some of the best talents from other Disciplines haha!. My favorite Discipline as always been a Wizard, I am obsessed with working with patterns, manipulating and understanding patterns, and symbol because this is where I believe is where the strongest and most powerful magic and spells comes from. I don't need other fake sources to boost magic such as elementals, spirits or illusion, I just need my brilliant mind and purity of pattern of names and naming and the thread weaving to become to the most powerful spellcasters haha! Hmm what are my most favorite spell, again I am bias, it's Razor Orb, Solo Flight, Onion Blood, pretty nasty right? (ed: yes Onion Blood is cruel) haha! City in a Bottle and of course my homebrew Wizard spell called Mind Blast, will tell you more about it later. OH I didn't tell you about my favorite Discipline combination. It's Human Wizard/Elementalist with thread weaving talents from other spellcaster such as Nethermancy and Illusionism plus some other powerful combat talents that could be neat in case of close combat haha!

Best and worst Earthdawn game memory?

Oh good lord, I had so many good memory with Earthdawn it's really hard to pick a favorite. If not homebrew adventure then I'd say those long

series of adventure campaign from 1e from Mists of Betrayal to Terror in the Skies to Shattered Pattern to Blades AND of course also those metaplot of the Prelude to War, really made me feel like I was a part of a massive epic event. Other than that my best Earthdawn memory might not come from a campaign but more of my most favorite character ever played, it was an Elf Archer name Leander Zacharus, my ever first Earthdawn character who I played for 3 years that reached to circle 8. I don't wanna talk about his death because it still stuck to me to this day.

one small magic item we found from her, guess what, her sharp perception knew it and found out and the rest was history as I already told of what I became of.

And since this is a Horror Theme issue, your “favourite” Horror? And Why?

OH lord here comes the nightmare haha! I really don't know, they are all freaken NASTY and would scare the living shit out of you either way haha! Can I say Verjigorm? It's not because of how bad ass it is, it's more of because it's existence,



a mystery and legend of a god like horror that perhaps one day on the next Scourge or perhaps sooner would lay waste to the Earth and that it might unite all name-givers, including all dragons, including the Therans that are our enemy that might unite us all to kill this horror god haha! Anyway thank

I didn't got over with his death after 6 months haha! What a memory. OK let's go over to the worst memory, OH lord it's Parlainth! I became food to the damn dragon that rest in Parlainth, you know who! Its the damn Charcoalgrin or how ever you spell the name. I haven't gotten a proper revenge on her yet but it will come one day, I'll make sure of it. She stole everything we had in the party, every valuable things we carried and found in the catacombs of Parlainth, even our most dear item of sentimental value that had no values to her she stole from us. I tried to hide

you for this awesome interview and thank you to those who's reading. I really enjoyed being interviewed and at the same time I hope you all got to know me a little bit better.

That was the first interview. Hope you like it, we may continue this as a regular article in the magazine. Post your ideas and what questions we should ask and who you wish next, post it in a thread at the excellent Facebook group: Earthdawn Guild.



NEWS!

by Svenn Tore Mauseth

EARTHDAWN[®]

FOURTH EDITION

Fasa leaked what was next up in their pipeline at this years Orichalcum IV seminar. Orichalcum is a Earthdawn only Game convention held in Poland the first weekend of July every year.

After the two books in the ongoing Kickstarter (**the Legends Collection** and **Empty Thrones**), they told us about the following stuff in their brewery pipeline:

-Grand Bazar: more fluff over this part of Throal, with political updates etc. (This was a pleasant surprise)

-Vasgothia: expanding the Theran Empire chapter and including the areas around Cauchavic (Alps) in the south, Southern Scandinavia in the North, Wastes borders in the East and Arancia & Celtic Isles in the west. More on the maybe not fully dead passions there as well....

-Creana and more of Fekara explored like Orikania (and other nations Creana is in war with on that continent).

-Magic Deeper Secrets - New Familiar, new type of enchanting rules, new spells in all circles and for all 5 spell caster disciplines, and a new Path as a stretchgoal, not done before earliest Gencon'21 next year.

-Champion Challenge comic continues, my gut feelings says the first graphic novel is the next in the KS pipeline.

-Skypoint Vivane Revised (updated) Therans may have not left Vivane fully, just licking wounds? Still in thinking process.

-Horrors with New Nightmares a new updated version with new horrors, talked about what should be included and not. Guess they will give it another

name on it.

-Urupa explored, including Aras sea and the nations around the sea. (Here there may be Pirates.....)

-On top of this there is a 1st ed sourcebook that they wanna update to 4th ed. But they didn't wana tell which one. Guess either Creatures sb (need stat updates) or one of the boxes: Barsaive or Parlainth, but now as books I guess (the one that really need a update are the Barsaive book in the Barsaive box. Also feel an expanded Survival Guide and an expanded Adept's Way could be something worth spending money on.

Others not mentioned but that I heard rumors of are:

-Arancia (France sb) is mentioned many places on the web

-Rugaria (Greece/Bulgaria/Albania/Jugoslavia Theran realm sb) is also mentioned in their blog.

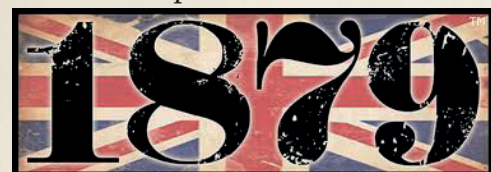
-America and Australia sourcebooks is also in early stages....

They will draw in consultants from the proper areas of the world, so we just don't get the book info on the places, but also an aspect on the places history, culture and other secrets.

Also worth mentioning is their 1879 RPG line, it's a retake on the Shadowrun, where the mana-level rise again and magic coming back to the world, but now put in a Steampunk setting. The game using the Stepsystem Earthdawn introduces and is easy recognizable to understand for Earthdawn fans. Putted in the same races and the myths else you find in Earthdawn.

They have a comic book coming up Ha'Penny Pie. And the next sourcebook in the 1879 pipeline is the Game Master's Companion.

Fasa





EARTHDOWN FANZINE HISTORY

by Svenn Tore Mauseth



As long as Earthdawn have been a RPG, there has been some publications with fanbased homebrew content. The tradition we wish to continue.

It started with the nine Earthdawn Journals (EDJ) for first edition, and B'Jados (BA) with the same editors came

with the leftover material when Fasa closed down the physical book business.

When 2nd edition came out, some of the editor from ED Journal and B'Jados wanted to continue the magazine line for Earthdawn. And started to publish their own magazine Book of Tomorrow (BOT), they also put up the legendary and at the time very popular webpage EDPT, with a very alive forum. On top we made a gigantic library source with gamematerial, anyone could submit and publish in the webpages library. Weapons, Creatures, Horrors, Legends, Magic Items, Fiction, New Disciplines, Races, other lands explored and further. Beside the 6 issues of the Book of Tomorrow magazine we also published homebrew pdf sourcebooks for Earthdawn. The webpage was on its height under the 2nd ed /



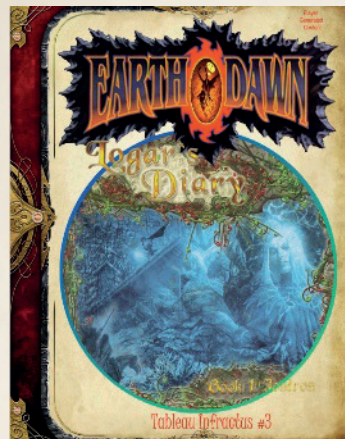
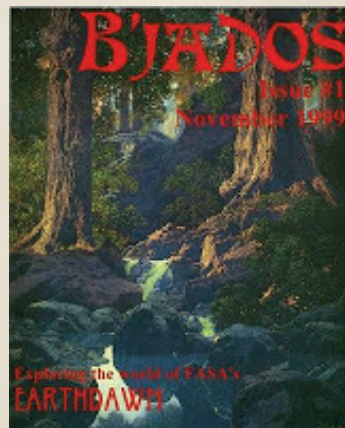
Classic era.

Around the time 3rd got published, many of the people behind the page had other focus in their life. Andrew Tobin took over the relay baton, and published 14 issues of his magazine Tableau Infractus (TI). His collected material

could be found on this 4shared download page, link at his facebookpage. Here you also find much on miniatures and a lot on Iopos in every single issue, a place I guess he putted his adventures in.

If you're not a canon-lawyer. There's a lot of material for you to use in these tomes. I've indexed them here under topics, and added keywords over what place the adventures goes etc, since you already find the normal index in the proper issues. Each title have a shortcode and pagenumber, I hope this made you more curious about the older stuff that was cteated for the game.

I am compiling all the game-magazine articles that Earthdawn appeared in. Both game related, adds and reviews. As a project for my own enjoyment. Having all the old White Wolf, Pyramid, Arcane, Valkyrie the game appeared in, even a couple of Dragon Magazine articles. But it's a huge scanning project. Have started, having a list over the game related stuff, the review related ain't that much explored, and there's ain't much overview over them either. Feel free to post it in one of our grups, and if you're able to take a picture and share it, it would had been very fun. I see I miss one or two issues so far... All contributing will get a copy of the compiled pdf I create.



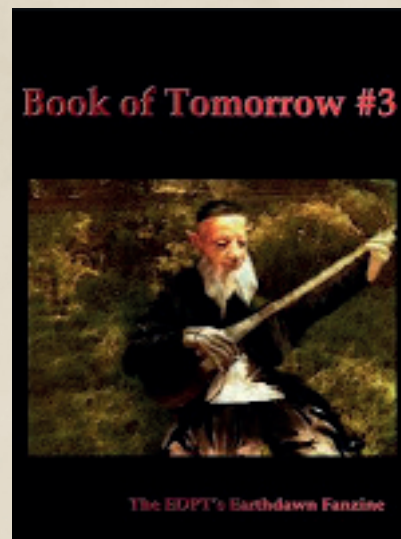
PLACES & RACES

| | | |
|--------------------------------------|----------------|--------|
| Anghali G'Hosteren | Dinganni City | EJ3p4 |
| City of Ardatha | Lake Ban | EJ1p22 |
| Dinganni Spritualism | Dinganni | EJ5p12 |
| Dinganni Spritualism: Vengeance | Dinganni | EJ6p15 |
| Dinganni Spritualism | Dinganni | EJ7p28 |
| Town of Farram | Iontos River | BT3p5 |
| Gahad of Landis | Landis | BA28 |
| Grounded Drakkar | Jerris Inn | EJ3p47 |
| Hammerstone | Tylon | EJ8p50 |
| Iopos – Beauty is not Perceptual | Iopos -Fashion | TI5p6 |
| Iopos – Blood Sweat and Tears | Iopos – Bloodm | TI5p12 |
| Iopos – City under Siege | Iopos Siege | TI7p4 |
| Iopos – Civilized Improvement | Iopos -Monum | TI5p10 |
| Iopos – Cultists and their ways | Iopos -Cults | TI4p8 |
| Iopos – Denairastas Family | Iopos -Leaders | TI4p12 |
| Iopos – Denairastas Pallace | Ipopos | TI9p17 |
| Iopos – A flare for the Dramatic | Iopos – Vasals | TI6p4 |
| Iopos – Hook of Tomorrow | Iopos Citybook | TI6p8 |
| Iopos – Jewel of Western Barsaive | Iopos | TI1p16 |
| Iopos – Jewel of Western Barsaive | Iopos | TI2p16 |
| Iopos – Jewel of Western Barsaive | Iopos Map | TI5p16 |
| Iopos – Magical Equality | Iopos Magic | TI7p6 |
| Iopos - Mechanician's Innovation | Iopos Tools | TI7p12 |
| Iopos – National Flavor | Iopos -Flag | TI5p4 |
| Iopos – Philosophy of Magic | Iopos – Magic | TI13p8 |
| Iopos – Questors of the Passions | Iopos | TI4p10 |
| Iopos – Sanctioned Adepts | Iopos | TI4p6 |
| Iopos – Social Mores | Iopos – Social | TI5p8 |
| Iopos _ Stratum of Power | Iopos | TI4p4 |
| Kaag Academy for Talented Namegivers | Cara Fahd | BT4p31 |
| The Lazy Eye | Bartertown Inn | EJ4p56 |
| Nestech'al's Plantation | Servos | BT6p29 |
| The Oasis | Travar Inn | EJ4p48 |
| Outcasts | Dwarven | EJ7p54 |
| Pioralon | Kaer Servos | EJ9p10 |
| Pravisha | Kaer Erendis | BT4p11 |
| The Raven | Kratas Inn | EJ3p36 |
| Red Dirt | Tylon | EJ1p17 |
| Servalen | Servos | EJ2p44 |
| Siridfaath | Caravantown | BA4 |
| Tesrae Ti'Serenmistisha | Elven Citadel | EJ7p3 |
| Trosk | Badlands | BT1p14 |
| Trua Ga'ar | Moot | EJ7p49 |
| Veribech | Dragon Mount | VE15 |
| Windsong | Bartertown Inn | EJ5p33 |

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| Action, But at what Cost? | Tylon | BT5p26 |
| And the path shall be Perilous | Liaj | EJ7p39 |
| Arcane Mutterings | Throal | BT4p4 |
| Cost of Valor | Servos | BT6p11 |
| Crocboy Stormfist Story | Servos | BT6p30 |
| Days of Vengeance | Kratas | EJ5p22 |
| Dying Words | Parlaint | EJ1p3 |
| Festivals of Barsaive | Barsaive | BT2p24 |

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| For Such is the Truth | Twilight Peaks | EJ5p49 |
| Grey Wolves | Dinganni Plains | EJ3p39 |
| Gypsies in the Palace | Throal | BT4p22 |
| Heritage | Mist->Terror | EJ9p4 |
| Kaer Dol'gar | Wastes | EJ4p37 |
| The Kiss | Death's Sea + | EJ3p21 |
| Lest Ye... | Bloodwood | BT3p23 |
| A Night at the Grinning Turbin | Bartertown | BT1p12 |
| Night of Desire | Kratas | EJ5p15 |
| The Opening of Kaer Kalin | Kratas | EJ6p5 |
| Protector of Kaer Tallin | | EJ7p36 |
| A Report from Cara Fahd | Cara Fahd | BT4p17 |
| Resque! | Death's Sea | EJ2p4 |
| Search for Wisdom | Ustrect | EJ2p29 |
| Shelter from the Storm | Tylon | EJ4p8 |
| Streets of Darkness | Jerris | EJ4p13 |
| T'Skrang Trouble | Mist->Terror | EJ3p43 |
| Test of Courage | Midlands | EJ6p41 |
| Those that stalks the night | Zombies | EJ1p41 |
| Troll Festivals | Troll Lore | BT1p21 |
| Trouble in Red Dirt | Tylon | EJ1p8 |
| Turnabout if Fair Play | any City | BT2p6 |
| Under the malachite Throne | Iopos | TI9p17 |
| The Veins of Throal p1: Lifeblood | Throal | BT3p42 |
| The Well | Siridfaath | BA10 |
| Wreck of the Thandos | Throal Mnt | BA49 |



LEGENDS

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| Andelin Elven City | Northern Aras | EJ6p38 |
| Brew Eyes | Tylon | TI9p4 |
| Brew Eyes Concluded | Tylon | TI10p4 |
| Complete World of Kree Dela'zai | | EJ1p38 |
| Executioner's Axe | Any city | BA19 |
| Famine | Dwarven Village | BT6p5 |
| The Floating Kaer | V'Derinzorn | EJ5p38 |
| For Such is the Truth | Windlings | EJ4p54 |
| Greatest Warrior | Windling | BT5p23 |
| Hunter's Folly | Landis | BT2p20 |
| Indifferent Destiny | Tavern | BA45 |

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| Legend of Gahbore Hammerthumb | Weaponsmith | TI1p14 |
| Legend of the Stolen Sword | Iopos | EJ6p36 |
| Legend of Triad | Bloodwood | BT5p38 |
| Little Judge | Urupa | BT1p19 |
| Little Judge and the Most Wise | Urupa | BT2p15 |
| Neeza's Pipes | Glendale | EJ6p54 |
| Peril Erkart and the Halls of Death | Sprit/Passion | BT2p16 |
| Phoenix Risen | Airship Iopos | BT6p10 |
| Sands of Home: Legend of Zahquarry | | TI2p14 |
| Self Destruction | Midlands | BT5p44 |
| Ties that Bind | Sword | TI6p12 |
| Windling Bites | Windlings | TI5p14 |

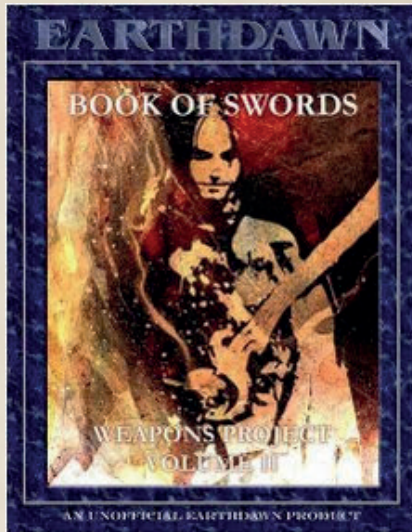


MAGIC ITEMS & OTHER STUFF

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| Acid Arrows | Arrows | WP1p22 |
| Airboards | Flying vehicle | VE49 |
| Air Elevator | Carpet | EJ6p22 |
| Air Trolldens | Boots | EJ7p30 |
| Alchemist's Codex | Postions | TI13p9 |
| Adept's Blood | Potion | TI13p10 |
| Alob | Potion | TI13p10 |
| Angeko's Direction Finders | Arrows | WP1p30 |
| Anti Sporific | Potion | TI13p10 |
| Anti Venom | Potion | TI13p10 |
| Ap'et | Drug illegal | BT6p49 |
| Armor of Redlif | Armor | EJ6p40 |
| Armor Piercer Bolts | Arrows | WP1p8 |
| Armor-Piercing Arrowheads | Arrows | EJ8p16 |
| Arrow of the Night | Arrows | WP1p31 |
| Arrows of the Thunder Cloud | Quiver | EJ8p22 |
| Astral Reading Lamp | Lamp | VE50 |
| Azontu's Fever | Potion | TI13p11 |
| Balance Cape | Cape | EJ7p30 |
| Berenford's Key | Ring | EJ8p55 |
| Bind Will | Blood Charm | EJ8p45 |
| Bitterblack Compass | Compas | EJ9p36 |
| Black Brine | Potion | TI13p11 |
| Black Mercy | Potion | TI13p11 |
| Blades from Beyond Barsaive | 13 variants | WP2p26 |

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| Blades of Cara Fahd | 7 varaints | WP2p12 |
| Blessing of the Rooster | Potion | TI13p11 |
| Blistering Balm | Potion | TI13p12 |
| Blood Algae's Berth | Potion | TI13p12 |
| Blood Karma | Blood Charm | EJ8p21 |
| Blood Magic Tip Heads | Arrows | EJ8p17 |
| Blood Oak's Grasp | Potion | TI13p12 |
| Blood Quill of Moralar | Quill | EJ8p24 |
| Blood Raven Bolts | Arrows | WP1p10 |
| Bloodwort | Potion | TI13p12 |
| Bog Moss Press | Potion | TI13p13 |
| Bone Bell | Bell | EJ5p53 |
| Bone Stone & Wood Tipped Bolts | Arrows | WP1p9 |
| Bone Plague Brittle | Potion | TI13p13 |
| Bones | Dice and games | TI2p10 |
| Booster | Potion | TI13p13 |
| Brew of the Berserkers | Potion | EJ6p20 |
| Broad Tip Arrowheads | Arrows | EJ8p16 |
| Bug Repellent | Potion | TI13p14 |
| Bull Scorpion Venom | Potion | TI13p14 |
| Bulrah Se | Drug illegal | BT6p49 |
| Butterfly Fans | Weapons | WP3p34 |
| Cathan Giant Viper Venom | Potion | TI13p14 |
| Cathan Riah Bone Claws | Blade | WP3p18 |
| Chained Blades of Elcrim | Blades | WP3p22 |
| Chair of Comfort | Chair | EJ8p21 |
| Chimera's Milk | Potion | TI13p14 |
| Cleaning Broom | Broom | EJ6p22 |
| Clother | Sewing Tools | TI3p4 |
| Corbin's Girdle of Steadfastness | Belt | EJ8p55 |
| Crystal Head | Arrows | EJ8p17 |
| Crystal Lamp of Nivar Merak | Crystal Lamp | BT6p52 |
| Culinary Mistress | Food | TI3p5 |
| Curving Arrow Shaft | Arrows | EJ8p18 |
| Deep Purple Stingers | Arrows | WP1p18 |
| Deerhorns | Weapon | WP3p32 |
| Dejian Weapons | Weapons | WP3p23 |
| Dinganni Double Wathao | Blades | WP3p16 |
| Double Mail | Armor | AQ1 |
| Dragon's Bane | Blade | BT5p41 |
| Dragon's Kiss | Arrows | WP1p20 |
| Drought of Heros | Potion | EJ6p20 |
| Drought of Legend | Potion | EJ6p20 |
| Drug Charm | Blood Charm | EJ8p45 |
| Dueler's Rapiers | 4 variants | WP2p9 |
| El Kabong! | Lute | BT2p40 |
| Elemental Head | Arrows | EJ8p17 |
| Elemental Shaft | Arrows | EJ8p19 |
| Elven Swords | 5 variants | WP2p10 |
| Eye Clasp | Cloak Clasp | EJ7p29 |
| Eyes of Jan'eesa | City Pattern Item | TI6p5 |
| Falling Stars of Ming Chei | Weapon | WP3p30 |
| Firescale Hide Armor | Armor | AQ1 |
| First Strike Potion | Potion | EJ6p20 |
| Fishing Arrow | Arrows | WP1p16 |
| Flight Shaft | Arrows | EJ8p18 |
| Flight Shoes | Boots | EJ5p31 |

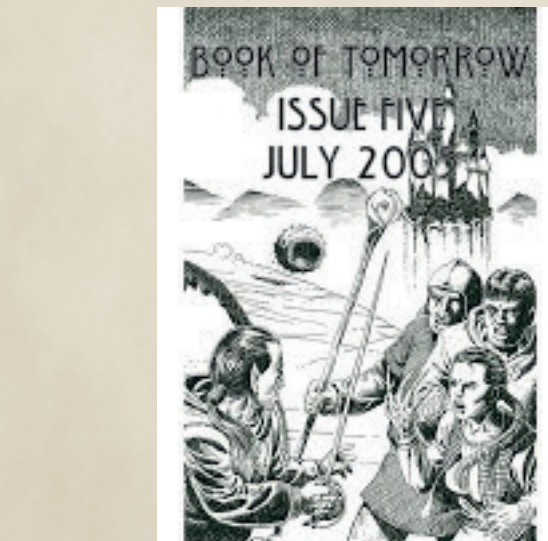
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| Flamer Shaft | Arrows | EJ8p18 | Lunar Harp | Harp | BT5p42 |
| Flamer Tip Heads | Arrows | EJ8p16 | Mandwhin's Heartening Banner | Banner | EJ8p56 |
| Flamewhip | Whip | EJ9p35 | Maggot Flesh | Armor | AQ3 |
| Floating Chair | Chair | EJ6p22 | Magic Blades Non-Threaded | 4 variants | WP2p31 |
| Forked Arrows | Arrows | WP1p13 | Maranok's Healthful Charm | Amulet | ED8p57 |
| Frog's Legs | Potion | EJ6p20 | Mead Barsavian | Recepie Barsaive | EJ6p18 |
| Frosty Potion | Potion | EJ6p21 | Mental Shield Potion | Potion | EJ6p21 |
| Gas Arrows | Arrows | WP1p26 | Message Stone | Stone | EJ6p23 |
| Geode Pendant | Pendants | EJ7p29 | Midnight Grimoire of Mordrinn | Grimoire | EJ6p56 |
| Gorm the 3rd | Drakkar | VE34 | Monkeytail of Lu Sein | Weapon | WP3p31 |
| Grand Marked Alchemy | Alchemy equip | TI3p6 | Moonblade | Blade | BT5p42 |
| Griffin Arrow | Arrows | WP1p11 | More thanis Beheld | Illusion Items | TI3p7 |
| Grindle of Miramelle | Belt | BT1p13 | Mul'ti Untensil | Tool Iopos | TI2p4 |
| Hand Fan | Fan Iopos | TI2p6 | Mustaf Double Warhammers | Weapons | WP3p19 |
| Hawk Claws of Hao Wu | Blades | WP3p28 | Naskatal's Dagger | Knife | BT2p13 |
| Hawk Hatchet Threaded | Throwing | EJ6p27 | Neeza's Pipes | Pan Pipes | EJ6p55 |
| Heat Stone | Stone | EJ6p23 | Nei Me's Sun and Moon Daggers | Knife | WP3p27 |
| Hobbyist and Collectors | Antiques | TI3p8 | Night Crawler | Blowgun | EJ9p53 |
| Hollowtipped Arrows | Arrows | WP1p17 | Ninth Pride | Sword | EJ8p44 |
| Hornet Arrows | Arrows | WP1p11 | Oak-Leaf Cloak | Cloak | EJ8p21 |
| Horror Harvesters | Arrows | WP1p29 | Obsidiman Blades | 2 variants | WP2p17 |



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| Hot Meal Sauce | Potion | EJ6p21 | Oil of the Flaming Weapon | Potion | EJ6p21 |
| Hukai Spears | Spears | WP3p33 | Orach | Drug illegal | BT6p49 |
| Human Tribal Swords | 7 variants | WP2p24 | Parlainth Scribe Pens | Pens | VE50 |
| Huntman's Boots | Boots | EJ8p21 | Pathfinder | Sword | EJ6p37 |
| Hush Cloak | Cloak | EJ7p30 | Poison Arrow | Arrows | WP1p21 |
| Impaler | Spear | EJ5p28 | Potion of Balance Most Excellent | Potion | EJ6p21 |
| Ishkarat Serpent Wheels | Blades | WP3p13 | Prestressed Shafts | Arrows | EJ8p18 |
| Issyrian Chainblades | Blades | WP3p20 | Quaalz | Recepie Ork | EJ6p18 |
| Jadian Ogre Gut-Rippers | Blades | WP3p21 | Quiver Threaded | Arrows | EJ8p19 |
| Jalaher's Jaisash | Sword | WP2p34 | Rainbow Blade | Winding Blade | BT5p24 |
| K'tenshin Whip of Pain | Whip | WP3p6 | Razorclaw | Sword | EJ2p42 |
| Kellimar's Armor of Rose Petals | Armor | EJ8p25 | Reflex Booster | Bloodcharm | EJ5p46 |
| Lantern | Lamps | TI2p12 | Reins of Might | Reins | EJ7p29 |
| Levitating Shaft | Arrows | EJ8p19 | Rephy Arrows | Arrows | WP1p31 |
| Light Pack | Backpack | EJ5p31 | Retribution | Ring | BT1p5 |
| Liquid Heat | Potion | EJ6p21 | Ri'Shayd's Blade | Sword | EJ6p12 |
| Living Crystal Tail Spikes | Shards | EJ6p27 | Ricochet Tip Arrows | Arrows | EJ8p17 |
| Living Stone Armor | Armor | AQ1 | Robe of Dianuus | Robe | EJ6p56 |
| Long Singing Lyre | Lyre | EJ5p31 | Rockworn Plate Armor | Armor | AQ4 |
| | | | Sallamereath's Vengeance | Trispear | BT3p28 |
| | | | Scabbards | customice | WP2p47 |
| | | | Scabbard of Vitality | Scabbard | WP2p49 |
| | | | Scarless Pitons | Pitons | EJ5p31 |
| | | | Scavian Grudge Settlers | Blades | WP3p17 |
| | | | Scrolls | Stored Spells | TI7p6 |
| | | | Season Lamp | Lamp | EJ6p23 |
| | | | Sei'mon's Eye | Shard | TI6p13 |
| | | | Shield Charm | Charm | EJ7p30 |
| | | | Shields of Iopos | Iopos Defense | TI13p15 |
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| | | | Shopping list - Exchangerates | Market Iopos | TI3p4 |
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| | | | Spiraling Bolts | Arrows | WP1p7 |

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| Sprit Loom | Loom | EJ7p29 | Mystic Warrior | New Discipline | EJ2p19 |
| Splint Mail | Armor | AQ5 | Non- Adepts | How to play | BA42 |
| Sprinting Shoes | Boots | EJ7p29 | On Wandering of Souls | Nethermancy | BT2p35 |
| Sprite Mirrors | Mirrors | VE50 | The Seeker | New Discipline | BA32 |
| Staff of Kintok | Staff | EJ4p47 | The Songsmith | New Discipline | EJ5p47 |
| Starsilver | Magic steel | TI6p7 | Spellcasters | Tweaking | EJ2p49 |
| Sticky Oil | Potion | EJ6p21 | The Spy | New Discipline | EJ3p19 |
| Stone Lion Hide Armor | Armor | AQ6 | Swordmaster Fellowships | Swordmaster | BT5p17 |
| Stone of Wisdom | Gem | EJ2p42 | Thieving, Its not just for Adepts | Thieves Urupa | TI4p14 |
| String Shaft | Arrows | EJ8p18 | A Trained Eye | Magicians | TI7p10 |
| Sword Elenorial | Sword | EJ6p40 | The Wandering Swordsman | New Discipline | EJ8p46 |
| Sword of Valor | Sword | EJ4p13 | Ways of Nethermancy | Nethermancy | BT2p18 |
| Swords of the Crystal Raiders | 7 variants | WP2p14 | | | |
| Swords of the Serpent | 8 variants | WP2p18 | | | |
| Swords of Throat | 6 variants | WP2p5 | | | |
| Swords of the Wild Servos | 5 variants | WP2p21 | | | |
| T'eleck's Gauntlets | Hand Armor | BT6p52 | | | |
| T'eleck's Saber | Saber | BT6p52 | | | |
| T'Kree Shustal – 3 pillars of silence | Trispear | BT2p22 | | | |
| Third Anger | Sword | EJ8p44 | | | |
| Thorn Arrow | Arrows | WP1p30 | | | |
| Thorn Bow | Bow | EJ8p22 | | | |
| Thorn Men Spears | Spear | EJ8p22 | | | |
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| Thorneweave | Armor | AQ6 | | | |
| Tian Le's Unicorn Horns | Weapons | WP3p26 | | | |
| Tiger Claws of Tian Wu | Weapons | WP3p29 | | | |
| Tiger Hawk Eyes | Arrows | WP1p13 | | | |
| Tounge Tipped Arrows | Arrows | WP1p15 | | | |
| Tranko Vigrass – Tystonius Wings | Daggers | EJ4p35 | | | |
| True Steel Forge | Forge | EJ7p30 | | | |
| True Turning Fork | Tuning device | EJ7p30 | | | |
| Tualay | Drug illegal | BT6p49 | | | |
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| Vial Tip Head Arrows | Arrows | EJ8p17 | | | |
| Whistle | Flutes Iopos | TI2p8 | | | |
| Whistler Shaft | Arrows | EJ8p18 | | | |
| Whistling Arrows | Arrows | WP1p12 | | | |
| Wild Crushers | Arrows | WP1p14 | | | |
| Wind Eggs | Weapons | WP3p33 | | | |
| Wind Instrument | Flute | EJ6p23 | | | |
| Windling Blades | 2 variants | WP2p16 | | | |
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| Wiseman's Wine | Potion | EJ6p21 | | | |
| Yig and Yag Jollums Meataxes | Blades | WP2p35 | | | |

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| Inquisitor Ioposian variant | Inquistior | TI5p8 |
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| Last laugh | Troubadour | BT4p33 |
| Mechanician's Innovation | Weaponsmith | TI7p12 |



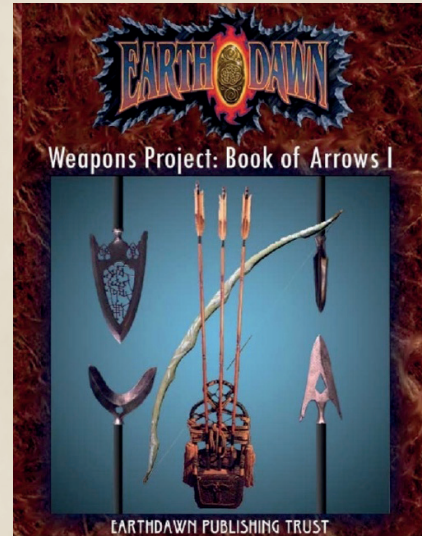
CHILDREN OF JASPREE

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| Ash Phantoms | Badlands | BT3p31 |
| Azontu | Allover | EJ6p30 |
| Blink | Air Spirit | TI9p16 |
| Butterfly Drakes | Dragon Mount | VE46 |
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| Am'al Agam | Wastes | TI1p4 |
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| Deceivers | Parlainth | EJ1p4 |
| Deceptions | Parlainth | BT6p19 |
| Deceptor | Parlainth | BT6p20 |
| Dream Weaver | Named | BT1p9 |
| Duda | Small Horror | BT5p46 |
| Eberheam | Iopos | TI1p12 |
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| Eyevek | Iopos | TI1p6 |
| Firemaw | Named | EJ8p29 |
| Floating Heads | Construct | EJ6p29 |
| The Frozen | Corrupt Spirit | EJ8p27 |
| Hunger | Iopos | TI1p10 |
| Icebringer | Haven | EJ631 |
| Liar | Corrupt Spirit | EJ8p28 |
| Nylarthant | Named | EJ8p30 |
| P'Zoul | Construct | EJ8p36 |
| The Patient One | Kratas | EJ6p12 |
| The Puppeteer | Named | BT3p29 |
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| Sei'mon | Crystalline | TI11p4 |
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| Walking Heads | Construct | EJ5p45 |
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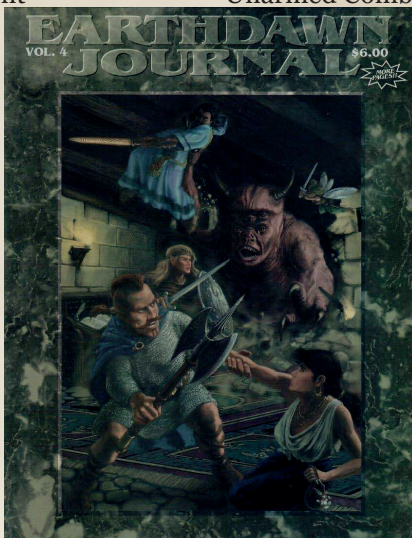
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| Ambush | On timing | BT1p20 |
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| Role-play vs Roll-play | Tips | TI1p15 |
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| Anticipate Counter | Anticipate Blow | CA34 |
| Arcane Statement | Arcane Mutterin | CA34 |
| Arrow Catching | Missile Weapon | CA34 |
| Assert Control | Dominate Arrow | CA34 |
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| East Transformation | Claw Shape | CA35 | Fighting Stance | Unarmed Comb | CA40 |
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| Blink | Threadweaving | VE43 | Focus Mind | Steel Thought | EJ9p55 |
| Bloodforce | Willforce | VE43 | Footprint-Free Tracking | Tracking | CA40 |
| Boatman's Breakfast | Cast net | CA35 | Forced Ground Knack | Melee Weapon | BT5p21 |
| Body Reading | Lip Reading | CA36 | Forced Manifestation | Sprit Hold | CA40 |
| Burnin' Bright | Fireblood | CA36 | Forward Strike | Downstrike | AC41 |
| Call Beast | Dominate Beast | CA36 | Gliding | Tallent | EJ6p26 |
| Cathay Lights | Flame Arrow | CA36 | Gliding Spring | Gliding Stride | AC41 |
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| Clean Strike | Maneuver | CA37 | Great Throw | Unarmed Com | AC41 |
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| Coerce Entitiy | Summoning Circl | CA37 | Hammer and Anvil | Second Weapon | WP3p35 |
| Combined Attack Knack | Second Weapon | WP3p35 | Head Butt | Unarmed Comb | EJ9p55 |
| Come Glide With Me | Gliding Stride | CA37 | Heat Purify | Cold Purify | AC41 |
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| Consciousness Check | Life Check | CA38 | Hold Casting Pattern | Hold Thread | AC42 |
| Create Spell Scroll Knack | R/W Magic | TI7p8 | Hold Effect Pattern | Hold Thread | AC42 |
| Cross Parry | Second Weapon | WP3p35 | Hold Other's Thread | Hold Thread | AC42 |
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| Definitive Creatue Analysis | Creature Analysis | CA38 | Hold Target | Mystic Aim | AC43 |
| Destroy Arrow | Create Arrow | CA38 | Illusionary Race | Disguise Self | AC43 |
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| Dispelling Contract | Spellcasting | CA38 | Implant Thought | Safe Thought | AC43 |
| Dragon Strike | Unarmed Comb | EJ9p55 | Improve Missiles | Improve Blade | AC43 |
| Dreadful Banter | Engaging Banter | CA39 | Improve Range | Spellcasting | VE43 |
| Eagle Evaluation | Eagle Eye | CA39 | Infuse Mount | Spirit Mount | AC43 |
| Echoes of Confusion | Echo Location | CA39 | Ingrained Knowledge | Animal Training | AC44 |
| Emotion Food Knack | Emotion Song | VE42 | Insult Knack | Taunt | VE42 |
| Emotional Plea | Emotion Song | CA39 | Intercept Blow | Anticipate Blow | AC44 |
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| Familiar Possession | Tallent | TI10p17 | Leafy Heaven | Plant Shelter | AC45 |
| Familiar Thought Link | Tallent | TI10p17 | Legend Memory | Book Memory | AC45 |
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| Field of Silence | Silent Walk | CA40 | Living Embroidery | Thread Weaving | AC45 |
| Fiery Hand Strike | Iron Fist | EJ9p55 | Loan Sense | Borrow Sense | AC46 |
| Fight Oni, Weary Warriors | Bardic Voice | CA40 | Locate Horror | Bear Mark | AC46 |
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| | | | Locked Scabbard Knack | Melee Weapon | BT5p21 |
| | | | Lose with Grace Knack | Taunt | BT5p21 |
| | | | Magic Arrow | Create Arrow | AC46 |
| | | | Magician's Touch | Spellcasting | VE43 |
| | | | Meditation | Tallent | EJ8p49 |
| | | | Message Arrow | Direction Arrow | AC46 |
| | | | Mighty Throw | Unarmed Com | EJ9p55 |
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| | | | Mount Thread | Thread Weaving | AC46 |
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| Pitch Fire Arrow | Flame Arrow | AC47 | Twin Spellcasting | Spellcasting | VE44 |
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| Resist Extreme Temperature | Temperature | AC48 | | | |
| Resist Taunter | Resist Taunt | AC48 | | | |
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| Sacrifice Strike | Deathstrike | AC49 | | | |
| Sap Attack | Surprise Strike | AC49 | | | |
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| Spell Trigger | Spellcasting | AC51 | | | |
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| QA and a pile of errata (leafers) | Lou Prosperi | BA53 |
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Earthdawn QA Lou Proserpi
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 Earthdawn QA limb dmg, spell, skill Lou Proserpi



BOOK OF
 TOMORROW

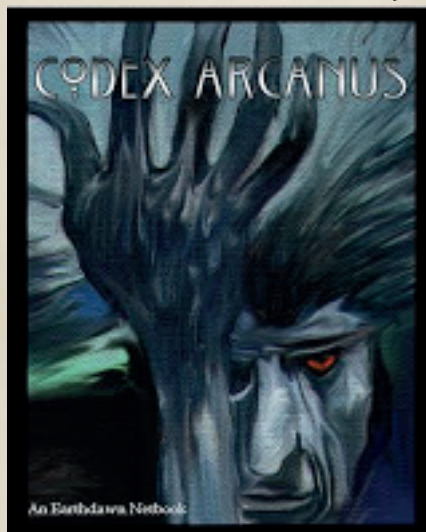
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| Astral Glamour | Illusionist 5 | BT1p28 |
| Astral Overcharge | Wizard 5 | CA30 |
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| Blend with the Bushes | Shaman 3 | CA69 |
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| Dark Spy | Nethermancer 4 | EJ6p57 |
| Dazzling Cloud | Wizard 1 | EJ9p43 |
| Daydream | Illusionist 7 | BT1p28 |

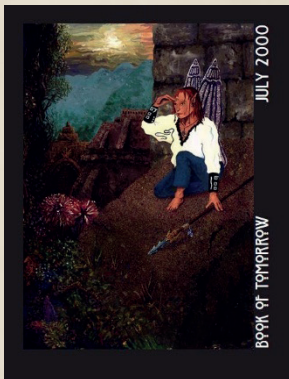


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| Foxfire | Elementalist 2 | CA5 |
| Freeze | Elementalist 2 | CA6 |
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| Frosty Keg | Elementalist 2 | CA6 |
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CODES:

AQ= Armor by Quorolox
 BA= B'Jados
 BT= Book of Tomorrow
 CA= Codex Arcanus
 EJ= Earthdawn Journal
 SA= Social Armor
 TI= Tableau Infractus
 VE= Veribech
 WP= Weapons Project

Note page references is what appear in the PDF, not what printed!

If you kind of liked such an index, we may make a mega index one day, with reference to all books!



NEXT ISSUE COMING SOON...

...SUBMIT YOUR HOMEBREW...

...OR ELSE...

...WILL THIS JOLLY GOOD FELLOW VISIT YOU IN
YOUR DREAMS...

ISSUE 8 ARRIVES...

...AS SOON WE GOT ENOUGH SUBMISSIONS AND
CONTRIBUTIONS OF ARTWORK AND TEXT...

...FROM YOU...