

KAMARATHIN

THE KINGDOM OF TURSH



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Adam's Dedications: to the eternity of imagination.

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Kingdom of Beilean

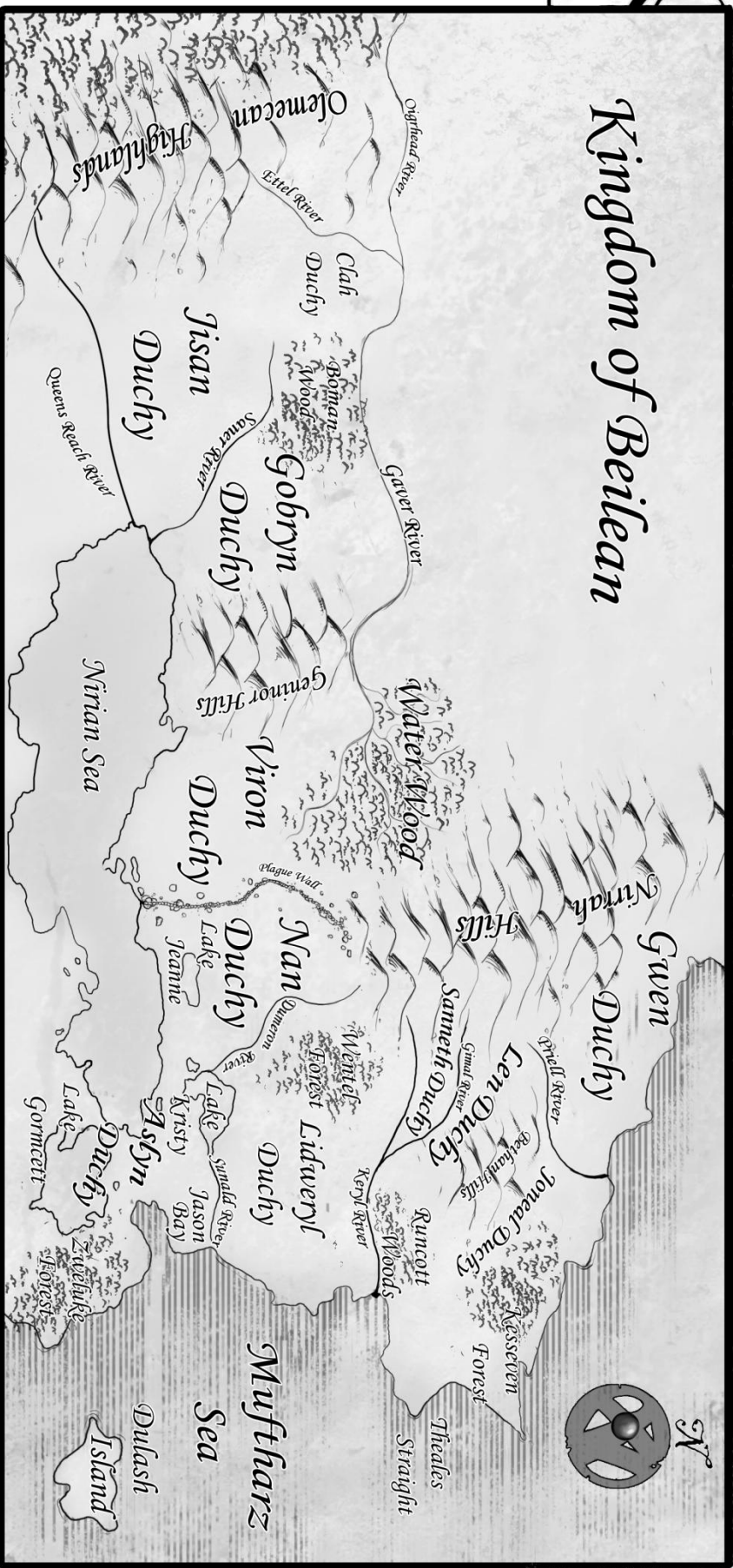


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Introduction

The world of Kamarathin has had a long and fascinating history. Created by the A-ar for reasons best left to the imaginations of the philosophers, theologians and minstrels; it is said that she was the crown jewel of their work.

Kamarathin was shattered and remade during the Scale Wars where gods and men battled for petty jealousy and greed. Some believe that this is the time of dragons or perhaps when they were all destroyed, others put forth that the Scales in question weighed the balance of good and evil instead of sentient monsters. The truth will likely never be known, but the Great Darkness which followed will never be forgotten.

A time where chaos reigned and hope was all but extinguished; Spirits roamed across Kamarathin warping and changing the world and her populations to fit their own images. The first of the New Gods took shape during this time as the Elder Gods sank further into obscurity.

The Great Darkness loomed over the A-ar's great work for countless generations before the Rise of Heroes; a time when men and women who took fate into their own hands and fought against the spirits and monstrosities that roamed the new face of Kamarathin.

Lives and souls were not the only precious gifts to be lost during these times; Knowledge was erased as well. The Great Works had been known to the servants of the A-ar and it was with them that the world was built. The magic that the mortals of today struggle to understand and control is far less than a pale shadow of the power the A-ar once manipulated. The artifacts of these ancient works can still be found in the ruins scattered throughout the lands, the art of their creation long forgotten.

What you hold in your hands is the first of many books that describe the world of Kamarathin and the people that scratch a living from her lands.

Chapter One describes the Kingdom of Tursh, its land, its people and its history. It describes a country in recovery and on the brink of civil war.

Chapter Two goes on to explain the spiritual aspects of Kamarathin and, more specifically, the religions of the Kingdom and those that follow them.

Chapter Three describes the nations that surround the Kingdom of Tursh; both her allies

and those that look upon her with covetous eyes or complete indifference.

Chapter Four explains how magic works and though nothing dealing with magic could ever be considered common, we describe the two most utilized forms of magic within the Kingdom.

Chapter Five goes on to cover the process of character creation and the professional packages that do not concern themselves with magic or faith. Weapons, armor and equipment are also covered within the confines of this chapter.

*"Never doubt that a small group of thoughtful, committed citizens can change the world.
Indeed, it is the only thing that ever has." - Margaret Mead*



Chapter 1:
THE KINGDOM OF TURSH



It was the time of Hafgring so it was that our Father, Araw, did sleep. Our Grandmother Vaergar held him deep within her bosom. Many times had Hafgring tried to slay our Father with his tricks, but each time had Vaergar protected him. But the Wyrn was not to be stopped and he used his honeyed tongue to seduce his Mother.

Hoping to draw her arms from around Araw, but even in her throes of passion she did not stop protecting him.

After all was said and done, Hafgring returned to his home of shadows a deep rage burning in his breast at his failure. But he also held pride for he knew that he had sired a great evil in the belly of Vaergar.

Time passed as it does and the night of birth came upon Vaergar. The pain was great as the cursed children tore at their mothers womb. Beastlings made of earth, fire and shadow burst from Vaergars belly, our Grandmother tore at the earth and chewed through the mountains to endure the ripping and tearing.

The time of Araw had past and so it was that he slept while his mother died. As she tore apart the world she buried her favored son and there he rests until the coming of the End of Times. Hafgring roared with joy as he saw his spawn and sent them out into the ruins of the world to cause misery, pain and death.

Thurgaard, wife of Araw, could do nothing as Vaergar shook and tore apart the world in her anguish and pain.

The beastlings Vaergar had birthed descended upon the mortals and Thurgaard knew she must help them so she gathered up her three sons and charged them with protecting the humans.

Thurgaard gave the gift of Ice and Snow to Thul and sent him and his people to guard Araw.

To Igard she gave the gift of metal and sent him and his people to the valleys to grow a mighty army.

And to Barak she gave him the spirit of Araw so that his people would lead when Araw was awoken for the End of Times.

Introduction

Hello and welcome to my home. My name is Thonelle and it will be my pleasure to introduce you to the Kingdom of Tursh. You will find that, though I live in the far off village of Rayne, I have come to learn a thing or two of the Kingdom. However, I must be honest: my interests lie in more specific pursuits so I may wander off task now and again. But have no fear; this sage will get you through the basics easy enough.

This dissertation will start with the Kingdom itself and then go into specifics. I prefer to start far from home and then bring you back to where I live. This only makes sense as I am far more familiar with the Highlands than I am with the eastern duchies. I also much prefer the company here.

Once we have the histories and geographies and other whatnots all settled out, I'll turn toward the matters of nobility and the system of Houses and heredity. Those nobles would go on for days should I not include them in some light of importance in all this. After that we'll journey on to matters of religion, or at least touch on the ones that are followed here.

Now, where to begin...ah, yes well, it all begins with the Scale Wars now doesn't it? Or, would that be everything ends with the Scale Wars? Well no matter, I'll let you be the judge of this.

History of Tursh

While Tursh is hardly the oldest kingdom among those that have formed in Northern Hylrexia, it has certainly had its share of interesting and often downright terrifying times. The following is just an overview of her history, only touching upon the more significant events.

?B.F. The Scale Wars

Long ago the world was a much different place; there were no wars, no plagues, and no hunger. It was a golden era that has never been matched, an age of legends.

Kamarathin was a portal to other planes and worlds, magic was a common tool, such that even the most base of persons knew enough so that he did not have to work with his own hands. There was nothing in existence that did not find its way to this world. But all that changed.

No one is sure of what happened, what exactly started the Scale Wars. Every account is different, yet all agree that it was a war. A war of such magnitude that gods and mortals fought side by side, some would have you think that it was a clean Good vs. Evil or Light vs. Dark, others would have it as a mighty clash where everyone was an enemy or ally at any moment.

The bit of parchment above is part of a tale that the Vaerdi hold to be the origin of their peoples. This is a small part of the full saga but it is how the Vaerdi describe the Scale Wars.

The rest of the saga centers on the exploits of the Brothers, particularly those of Barak and it is thought by many sages, including myself, that the second half of the saga tells of the Great Darkness that followed the Scale Wars.

?B.F. The Great Darkness

The era known as The Great Darkness is said to have been worse than the Scale Wars. It is commonly referred to in the legends as a time of chaos where the skein that separates the spirit realm from the mortal realm was all but destroyed.

The Scale Wars had literally reshaped the world and torn asunder the fabric of the universe. Those that survived now faced a new threat. During the Wars, spirits of all types had been unleashed. Now the surviving gods had returned to their own realms, and the spirits were free to wander Kamarathin unchecked.

The spirits had no sense of moderation and they sought to turn Kamarathin into an image of themselves. The horrors of a world made in the image of a spirit of war, murder, disease, or hunger can be easily understood. But even the benign spirits such as a Spirit of Fertility or Rain caused their own unique form of damage.

Through all this the mortals suffered, disease and starvation ran rampant in some areas while over breeding, drowning, slaughter and many more unthinkable atrocities took place in others. I'm afraid that if the legends are true, then this time was at best chaotic and indeed far worse than the Scale Wars themselves.

This is also the time of the great heroes and founders of nations, those who through strength of will and arm were able to defeat spirits and monstrous abominations in equal measure. These men and women carved out their names in the rocks of history armed with artifacts of the

Golden Age and a will to not just survive but to prosper. It is to these great men and women that we all owe our very existence. Some have ascended to the Godslands, deified by their people and their gods for their heroism. Others have attained in infamy what their more favored peers have in glory. Still others are pure fantasy and make believe.

What can be certain is that the Skein was eventually rewoven and one by one the spirits were forced to return back to their own plane and the mortal realm was finally given a chance to heal. Estimates vary but most agree that time was about 2,000 years ago for not even the most aged of Tutis can recall The Great Darkness.

Circa 12 B.F. to 1 A.F. The Founding of the Kingdom

It was approximately a dozen or so years before the actual founding of Tursh that Lady Aslyn celebrated her 16th year. Betrothed to Warlord Steren the Black four years prior she was destined to live the life of a well maintained brood mare. But the girl who was destined to blossom into a Queen had other plans.

Historians, who are far more interested in the minutiae than I, will go on to argue the veracity of the next few words. For me it is enough to say that Queen Aslyn forged our kingdom when others would settle for table scraps.

The warlord did not live long after the lady's 16th year. The hows and whys are better left to the historians. Aslyn was not idle, knowing full well that she would be cast aside or married off to another petty warlord, she immediately set about assassinating and beguiling those would be threats. By her 18th year she had full control of her own lands. By her 20th she had control of all the lands stretching from the Water Wood to the Nirian Sea and east to the Sea of Muftharz.

Those who did not submit to her reign were put to the sword. The now Queen had no patience for those who did not want a stable Kingdom under her rule. Over the next eight years she pushed her kingdom's borders further west until she reached the Olemecan Highlands. It is during this time that the Queensreach did get its name. Many criminals and petty warlords who refused to submit to Queen Aslyn fled across the river, effectively taking them beyond the Queen's reach.

On her 29th birthday, the last of the rebellious warlords came under her rule and the Kingdom of Tursh was complete. The Queen's rule was far from peaceful. Raids from ousted warlords came from across the Queensreach. Slavers and raiders from Ennas came through the passes of the Olemecans. Rebellious and prideful clans would shake their yokes nearly every year. When she grew weary of her struggles in the west, Queen Aslyn took solace in the peace and prosperity she had brought to the east. In her 35th year she finally grew tired of the constant wars and gave her crown to her eldest, the Princess Lexa.

The warlords that had been loyal to Queen Aslyn throughout the campaign were rewarded with large swaths of land and given title and lineage for their Houses. Over the centuries those duchies have changed names with the exception of House Clah in the west and House Aslyn in the east.

It is also at this time that the seeds of our fair village were sown. There was a Matharian merchant by the name of Abin Undagûl Khazar who had befriended the Queen during these wars. He had been able to supply the queen's growing armies with finely crafted weapons and armor from distant Matharian forges, a great boon, and he asked for payment only once she had solidified her kingdom.

The Queen repaid this kindness by paying Abin in full and offering the merchant lands and title within her kingdom. Seeing another opportunity, the merchant decided on the Brenthon Pass in the Olemecan Highlands. Here the merchant could set up his Clanhome in an iron rich area that was near a river and a pass that lead into the country of Ennas. Many times has the Khazar Clanhome proved pivotal in stopping Enni military advances through the mountains.

It was this fortuitous endeavor that would lead to the founding of my village.

Circa 940 A.F. The Stonecarver Rebellion

Now there are many events that transpire over the next 1600 years but I will only focus on those that are in direct relation to our own village as that is why you have come to me, yes? So, around 940 A.F. the Highland Tribes had been particularly recalcitrant and none more so than the Masesley who were led by Lord Kenor the Stonecarver. After a particularly bad harvest,

Baron Riondsay had the rather poor judgment to raise the taxes throughout his lands.

Lord Kenor and many other Highland tribes had had their fill of the good Baron and rose up in arms against him. Lord Kenor was a rather brilliant tactician and his people knew the highlands far better than the baron's militia and house guard. It wasn't long before the rebels had stormed the baron's manor house and removed the baron's head from his shoulders.

The surrounding barons were terrified and sued for peace in order to keep their own holdings from revolting and joining what had become known as the Stonecarver Rebellion. Duchess Dalune was furious and demanded that her barons send troops to join her own house guard and "Put down this barbarian, once and for all." To the credit of the Stonecarvers, not a single baron obeyed and the Duchess was found in a reflecting pool, having apparently slipped and hit her head before falling in.

What was once the Riondsay Barony remained a wild and untamed land for nearly 60 years. Until Dalune's great grandson, the Duke Kever came to power. Now, as you know, the village of Rayne resides within the Riondsay Barony. The rebellious spirit still remains, but after a succession of decent barons we tend to keep it to ourselves.

Circa 1,000 A.F. The Druid's War

By now the Cult of Asuna had spread throughout the eastern portion of the kingdom and many a noble had converted over. Young Lord Kever was one such noble. He had been sent away to study at the Royal Academy to learn to refine his natural born gift for magic. During that time he had converted to Asunism. Most believe this had as much to do with going against the tribesmen he believed assassinated his great grandmother as it did with any sort of spiritual awakening.

When his brother unexpectedly died during a jousting tournament, Lord Kever suddenly found himself to be the next heir of House Clah. His mind was set on enacting his revenge on the Highland tribes. When his father passed away due to natural causes, the now Duke Kever began his revenge.

Having worked out a contract with the Enâraikad Warband several years earlier, he summoned them to lead his own house troops in several bloody skirmishes that resulted in the near

eradication of the tribesmen. He then set a distant heir of House Riondsay as Baron despite having many other more favorable and competent choices from which to select. His goal was to pour salt on the fresh wounds of the tribesmen. Next he outlawed the practice of the Old Faith and instituted mandatory worship of Asuna in the whole of the Duchy of Clah.

This was the final straw—the Druid Leanne of the Weaving Circle was not about to sit idly by and watch her people slaughtered, insulted and then spiritually shackled. She convinced the rest of the Weaving Circle to help oust this upstart and to free the Barony once more. For five years the Druid's War went on; the tribesmen and druids utilizing ambush, stealth and nighttime raids to harass and demoralize the baron's troops. An entire crèche of Simeret was slaughtered when several druids summoned a tornado to rip the warriors from the skies. Quarter was neither asked nor given from either side, until at last, the baron's troops retreated from every battle and the tribesmen were able to burn the manor house to the ground. Once again, the Tribesmen were free.

Circa 1090 A.F. The Highlands Are Pacified

During the reign of Queen Tobelle there was a great deal of work done to strengthen the infrastructure of the Kingdom. In the eastern duchies great road projects were put into place. Coastal cities saw their docks expanded and solidified. Alliances were signed with the Island of Lorag and the Kingdom of Beilean. This was a time of great hope and prosperity. Yet, the western highlands were still a troublesome lot.

The southern highlands along the Queensreach had finally decided that the threat of raiders from Dirissland and the harsh methods used by the Enâraikad Warband to quash rebellions were reason enough to peacefully join the kingdom. But their neighbors to the north were a part of the kingdom in name only. The Clah duchy had finally taken a more hands off approach and though rebellions were a thing of the past, House Clah was in near ruin without any soldiers or incoming taxes.

The Queen decided that all of her subjects should benefit from her social reforms and demanded that Duchess Leanne bring the highlanders to heel, a task which nearly sent the duchess to suicide. After many long weeks she instead called together all of the chieftains and the

Weaving Circle Druids. She spent a tenday locked in the main hall of her manor with all of them. No one knows what transpired within that hall, but at the end of the tenday, she emerged and called for her horse to be made ready. She left her Seneschal in charge and, without retinue, rode off with the chieftains and druids.

For an entire season she was gone, living with the tribesmen and learning from the druids. Upon her return she had sworn oaths of fealty to the crown from each and every chieftain. The highlands had been pacified at last.

Circa 1240 to 1400 A.F. The Time Of Plagues

A dark time this was for the highlands and western Tursh in general. Over the span of 160 years we were set upon by three different plagues: The Black Finger, the Melting Eye and the Scarlet Pox. The histories speak of horrors innumerable, of countless lives lost, of dread and panic as neighbor turned on neighbor for fear of contracting a disease. But the worst tragedy of all was The Plague Wall.

The Plague Wall stretches from the southern tip of the Nirrah hills to the shores of the Nirian Sea effectively splitting the Kingdom in half. King Dalm called for the wall to be built in order to keep the plagues in the west. His greatest worry was that the pristine and 'civilized' eastern duchies would be brought low by what was considered barbarian plagues.

Himself a follower of Asuna, he petitioned the Church to garrison the wall with Paladins and laymen soldiers who were loyal and sympathetic to the crown. Many Asunite zealots manned the walls, initially with good intentions. But as entire villages of refugees gathered at the walls crying for escape from the plagues, tensions and fears began to rise.

A paladin by the name of Garren passed down an order that would seal the fate of the refugees and forever burn his name in the minds of western Tursh. He ordered that anyone within bow shot of the wall was to be killed. Thousands of men, women and children were cut down without mercy or warning.

If it wasn't for the plagues depopulating the western lands, there would most certainly have been a civil war. To this day, the wall is called the Blood Wall among the westerners.

The Asunites that guarded the wall have become a separate order of the Church, called Garrenites and are only grudgingly kept active by the Church out of concern that the plague will come again and the wall will need to be manned.

The westerners despise this order and consider them to be nothing more than rabid dogs only loosely chained by the Church. As can be imagined, the westerners are not fond of Asunite priests and hold to the Old Faith in general.

Circa 1460 A.F. The Robber Barons

Over 50 years had passed before the fear of the plagues had finally subsided. Queen Boslian now ruled and she had a hunger for the exotic. Her appetites were legendary. They were also emptying the treasury. Knowing full well that she had no loyalty from her eastern Dukes and any increase in taxes would result in rebellion, she immediately turned her insatiable eyes towards the west.

Announcing that the plagues were over she petitioned many of her Dukes to supply any of their children or their Barons' children who had even the faintest lineage to the western duchies and baronies. She then tasked these young lordlings with occupying the west and bringing them back into the fold.

All of the western duchies were conquered in this fashion except for the House of Clah, whose lineage was still strong and whose duchess would suffer no political maneuverings that would usurp her authority. Duchess Kaline was a noble woman and she held to our duchy's lands and titles like a mother bear protecting her young. While the others were bled dry of their resources and coffers to feed the Queen, ours survived the plague of greed.

Circa 1475 A.F. Corruption Feeds Its Own

Queen Boslian certainly reaped what she had sown, of the many children she birthed into this world all were slain through various mishaps, all except her first. Prince Jonnah was of a more cruel and deviant mind than even his mother could imagine. He spent his days and nights terrorizing the servants and lordlings of the castle. Some even say that he stalked the surrounding villages and the alleys of Trin looking for playthings.

Many believe that he stumbled upon his true love in this fashion, a practitioner of

Sanguanaia. Her name was, or is, Orelia and the two were cut from the same dark cloth. It was Orelia who secured the Prince's throne when they hatched a plan to assassinate his Queen Mother. By this point anyone that should have raised an alarm had either been slain or terrorized into submission. For another fifty years King Jonnah and his Blood Queen used the people of Tursh as victims for their atrocities.

Circa 1485 A.F. The Burning Of Truth

Sometime in the late 1400's an Archbishop named Arre had risen to power among the Asunite clergy in the Duchy of Gwen. A fiery orator and a fanatical devotee to the Asunian traditions he often preached against the tolerance of the other religions and the Old Faith in particular. He long claimed that these faiths were cons perpetrated by charlatans at best and most likely false cults started by servants of Merdashtes.

His rhetoric was so powerful that the Order of the Burning Light became the predominant Asunian Tradition within the Duchy. Inquisitions rapidly became the norm within the duchy and it was said that for many months there was no night as the sky was lit by the multitude of pyres on which heretics and cultists were thrown. House Wincinda, the ruling family of the duchy, fell under the sway of the Archbishop and made the Burning Light the de facto Church within their holdings. Many of the surrounding duchies played a delicate game of religious politics to keep the Burning Light at bay without declaring an ill advised holy war against the duchy and its zealot soldiers.

1500 A.F. Fear Itself

The holy war soon came, however. Archbishop Arre had ascended to the true power behind the throne of the Gwen Duchy. Duke Joron was nothing more than a figurehead and easily swayed to pass brutal laws that called for the killing of all non-Asunite followers within the duchy.

But the Archbishop wouldn't stop there. His fervor soon spread to the villages and townships within the surrounding duchies of Len and Joneal, causing massive upheaval as the populace began to succumb to the Archbishop's campaign of fear-mongering. The Duchesses Leanne and Ethlyn called upon the support of the

Church of Asuna to put down the rabid Arre, but their calls went unheard.

It finally took a combined force of the Order of the Spear and Old Faith Druids to eradicate the menace within the surrounding realms and to contain the hate and spiteful rhetoric within its homeland of the Duchy of Gwen. But the seeds had been sown and underground cults dedicated to the cause of the Burning Light sprang up like weeds among the Kingdom. Outlying villages were and still are the most likely targets for their message of intolerance.

1515 A.F. Island Prosperity

In 1515 House Aslyn needed a way to deal with the Huglap Raiders along the coastlines and to protect its merchant fleets. The Bapolm pirates had long been a nuisance to oceanic vessels but had become increasingly bold in the last few years.

King Jonnah sent emissaries to Lorag Island to discuss the acquisition of Dulash Island that lay between the two nations in the Muftharz Sea. After several years of negotiations and a significant amount of pay-offs, King Boghakh Gholfimph agreed to give half the island to the Crown. House Aslyn wasted no time and the island was built up as a forward naval base as well as a gateway port to the lands south of Tursh.

A village soon grew up around Fort Dilotte to support its naval yards and this quickly grew into a major trade hub thanks to its heavily protected waters and quiet port. The vast majority of foreign trade goods are sold to merchants on the island before making it to the mainland.

1527 A.F. Bloodlust

In 1527 the reign of King Jonnah and Queen Orelia came to an end when the King finally succumbed to his advancing years. The Blood Queen was devastated and spent nearly a tenday weeping over the corpse of her beloved shunning food, water and company. One night while the lordling sycophants continued their debauched ways, every door and window within the castle slammed shut, remaining sealed against all attempts to open them.

A fortnight went by before the doors finally opened again. It was said that those unlucky bastards who were the first to enter killed

themselves outright. Not a single living creature was found within Castle Aslyn, every surface was coated in the blood and remains of those who were trapped inside. Of the Queen and King nothing was found. To this day the castle is unoccupied and those that dare go near swear that it is haunted as well. No priest or mage has gone inside and survived the night.

After the murderous rage of the Blood Queen became apparent to the rest of the kingdom, the question of a successor soon surfaced. This coincided with the announcement of a previously unknown heir, Princess Eresa. Apparently one of Orelia's handmaidens had not slain her as ordered, and instead carried her off to an Asunite monastery. Auguries were cast and it was quickly determined that the bloodline was true; the Princess became a queen.

Despite her prominent bloodline, the new queen proved to be easily manipulated and overwhelmed by the affairs of state. The kingdom went into decline as the new Queen was incapable of making decisions on her own and became a puppet for the various noble houses and their games.

1546 A.F. The Children Come

Nearly twenty years after the sadistic rule of King Jonnah and his Queen, the kingdom had barely recovered. The chaotic laws and demands placed on the people by the Puppet Queen seemed completely designed to thwart any kind of a recovery. Even her strong faith in the Church of Asuna could not assuage the poverty and famine that spread across the east.

Talk of a coup filled every shadowy tavern and alley, bandits roamed free across the wildlands and overland trade had all but ceased. This only fueled the scheming lordlings to further pull the strings of their puppet rather than join together. Into this dark time came a previously unheard of order of the Asunite tradition: The Children of the Sun. The monks and priests spread across the kingdom bringing healing and hope to any who needed it, regardless of their beliefs or station.

It is through their efforts, primarily, that the kingdom did not descend into the utter chaos of revolution and civil war. But not all of the people were so welcoming to these gentle souls. The Duchy of Gwen, having long become a tool of the Burning Light, massacred the Children

wherever they found them, proclaiming them heretics and cultists who helped spread this reign of terror by consorting with worshippers of the Dark One. The duchy descended even further into isolation and paranoia.

1561 A.F. Hope Springs Anew

For nearly forty years the Puppet Queen danced to the songs of the courtiers around her. Even her son, Prince Maslen, seemed to be following in his mother's ways. However, he would prove to be nothing of the sort. While his mother was being controlled by her handlers, the Prince was quietly biding his time and developing a massive network of loyalists.

In 1561 he managed to convince his mother to step down and enter the Church of Asuna as had always been her dream. It didn't take much to do so and with his mother safe and secure among the prince's allies he made his move. Surprising everyone, King Maslen became a strong ruler and immediately set about cleaning house, removing all of the scheming lordlings and replacing them with trusted advisors.

His inheritance was a kingdom in near ruin, a people on the verge of rebellion, and a corrupt Household. King Maslen had his work cut out for him.

1578 A.F. Present Day

The King is now in his middle years and the kingdom has sprung back from the devastation it endured, but the weeds are not fully out of the garden. Darkness stirs in the north while greedy neighbors nibble at the west. Only time will tell if our kingdom can withstand the coming storms.

Overview

The Kingdom of Tursh lies upon the northeast tip of the crescent shaped continent of Hylrexia. It is a lush and green land filled with many rivers and lakes. The kingdom finds itself recovering after two hundred years of plagues followed by another one hundred and twenty of hedonistic nobles on the throne. A new king wears the crown and carries with him the light of hope for a better future.

The kingdom is split in twain, both figuratively and literally. In the more "civilized" east, wealth and privilege have created a climate of decadence among the nobility and a life of

squalor for the peasantry who have come to think of themselves more as prey than sentient creatures. In the northeast, the paranoid religious rhetoric of the Duchy of Gwen threatens to engulf the region in civil war, while the Duchy of Aslyn in the southeast shows signs of a cultural renaissance.

West of the Plague Wall, bandits and highwaymen roam the wilderness between villages and towns, while the Duchy of Clah schemes with Prince Elaunel and the Bishop Heter to usurp the lands of the Duchy of Jisan. The Duchy of Viron battles the near constant incursions of Bezzi from the Water Wood while members of the Order of the Burning Light slowly infiltrate the few Asunite churches in the territory. The Olemecan Highlands are constantly infested with raiders and slavers from the Ennas Commonwealth and a dark cancer grows where the village of Marone once stood.

On the seas, her merchants are plagued by Huglap Raiders, and the Soulwarped Nolanyon of The Blight are beginning to test the boundaries of their island barriers. Should the ancient stones be broken, their Dark One fueled rituals could very well swallow all of Hylrexia, starting with our kingdoms allies, the Aigulf of Beilean.

Once again the Kingdom of Tursh is balancing upon a razor's edge; it is in need of heroes that can usher in a new age of light and prosperity after centuries of darkness.

Climate

My village of Rayne is rather aptly named and is located in the cooler western section of Tursh, so temperatures are generally lower than in the rest of the Kingdom. Winter maximums average 41 °F, with summer maximums averaging 58 to 62 °F. In general, the eastern coastal areas of Tursh are warmer than the western and inland areas, due to the influence of the Cothon Sea currents, and the colder surface temperatures of the Shadba Ocean.

Rainfall totals vary widely across Tursh—the western highlands of Tursh are one of the wettest places in Northern Hylrexia with annual rainfall up to 180". In comparison, much of eastern Tursh, lying in the rain shadow of the western highlands, receives less than 34" annually. Snowfall is less common in the lowlands, but

becomes more common with altitude. Parts of the Highlands have an average of 36 to 105 snow days per year, while some eastern coastal areas have between 0 and 6 days with snow a year.

Calendar

Variable Month Length: To determine the actual length of any given month take a base of 81 days and add a roll of 3d6 to the total. This will take into account the variable cycle of the moon.

The Tursh calendar is based on four months, each contains three moons of approximately 30 days long. Each month corresponds to a specific season and begins on

the solstice or equinox for that season. This calendar was created by the Druids of the Old Faith long before Queen Aslyn forged her kingdom. Despite the rapid conversion of the people to Asunism, the Druids' Calendar still remains as the standard.

The lengths of the cycles of the moon are not consistent throughout the months. Each cycle will vary during its journey through the heavens and can range anywhere from 85 to 100 days in length, making placement of events on specific days an exercise in futility. Instead, most dates are set with a highly changeable time frame and based on the face of the moon or counted as specific numbers of days.

There are many minor celebrations throughout the year but the most extravagant occur on the first day or first few days of each season. Spring is the time of the Goddess, while summer is the domain of the Horned One. Fall is the harvest and the realm of the dead, while winter is when Merdashtes comes forth once more.

The Asunites follow a similar belief with the calendar though they attribute the winter and fall to the waning of Asuna's light. This view is generally attributed to the Dark One who swallowed Asuna's Spear and Hand during the Scale Wars, but some exceptional zealots blame this time on the unfaithful and in some cities processions of self-flagellating zealots can be seen parading through the streets.

New Spring

The year is traditionally thought to begin on the first new moon of spring and a large celebration is held. Villagers and townsfolk come out of their winter holds, the first blooms are gathered and everyone brings the remaining

winter stocks to the village green or town center. A great feast is held with these foodstuffs to honor the return of the Goddess to the world.

Low Summer

Those of the Old Faith celebrate the first new moon of summer with a feast that is not unlike that of New Spring. This is the time when merchants and craftsmen renegotiate their contracts, lovers finalize their courtships and arrange their spring marriages, Nobles begin their campaigns of war or sue for peace. It is the day where all things in the mortal realm become solid or 'real' to the people of Tursh, it is the time of the Horned One and a great hunt is organized in honor of his arrival.

Spirits Return

On the first new moon of fall, the people of Tursh will gather together to build massive bonfires in the center of town. Within these bonfires, the people will toss small dolls made from the clothes or belongings of a dead relative. Stuffed inside each doll is a small animal bone that each member of the household has held and wished upon.

The dolls are said to carry their wishes to the spirits that are preparing to arrive in the material world come winter and ward off any mischief or grief that they would otherwise cause. The ceremony is particularly somber as each person knows that they may not make it through to The Weaving.

The Dark One's Mark

The Dark One's Mark is observed on the first new moon of winter. It is a quiet time filled with fear and anxiety. Each household holds its own tradition here and it is lead by the matriarch of the house. Though each is different, the rules are the same. All lights and fires are put out to avoid the attention of the First, the strongest and most evil of Merdashtes's servants who enter this world.

Prayers to the Goddess are offered and sweets are placed at each door and window as bribes for the lesser spirits that will come later.

Those that survive the Dark One's Mark will continue the offerings throughout the winter.

The Weaving

There is a five day period between the end of winter and New Spring known as The Weaving. This is a time of relief

and dread for the peoples of Tursh as it is the time that Merdashtes is returning to his home in the darkness and the skein between the mortal plane and the Aether is closing.

The Dark One's servants are the most active during this time as they try to prevent the Weaving and it's a foolhardy or insane Tursh who sets foot outside their home for more than the briefest of time. By this time the households are nearly bereft of supplies and cannot afford to make any more offerings to the spirits, prayers can be heard from every building as the Tursh attempt to ward away the evils with their faith.

Currency

Coins, lucre, money, all names given to a medium of exchange that trades precious metals for goods or deeds; within the Kingdom of Tursh there are several forms of coinage, though its use is far more common in the east than in the highlands of the west. Queen Aslyn instituted the system of currency that continues to this day within Tursh. It is based on a similar coinage weight and value as the Matharians use. This similarity is not surprising considering Abin Undakgûl Khazar had a direct hand in its implementation. There are five different coins, each minted of a different metal and each worth ten of the next lowest coin.

Value	Beilean	Ennas	Lorag	Tursh	Venerado
100 Farthings	Gold Doubloon	Lia	Gold Piece	Crown	Duniel
10 Farthings	Silver Doubloon	Ula	Silver Piece	Pence	-
1 Farthing	-	Klaf	-	Farthing	Osta
1/10 Farthing	Copper	Pianer	Copper Piece	Penny	Sixto
1/100 Farthing	-	-	Shaving	Bit	Tano

Crowns

The least common of all coins, Crowns are made of gold and are only seen among the nobles or very wealthy merchants, and even then the coin is a rarity. The Crown's incredible value can allow a family of four to live in the lap of luxury for an entire season. The coin is stamped



with the head of the current monarch on one side and the picture of Trin on the reverse.

Pence

The next coin, the pence, carries significant value and wide acceptance. For most people, the pence represents the most value they'll see in a single piece of currency in their lives. While close in value to the Crown, the lower worth, combined with the wider printing and ease of exchange, makes it the most common of the high value coins in the kingdom. This is the coin that nobles use as standard currency in their dealings with each other. A wealthy merchant will also see his fair share of these silver coins, though only the luckiest of peasants will have any in their possession. The coin is stamped with the current monarch on one side and an anvil on the reverse, symbolizing Abin Undakgûl Khazar's help in settling the kingdom.

Farthing

The Farthing is the second most common coin of the realm if there could be such a thing. It is the one most used in mercantile transactions. Made of bronze, it is stamped with the face of whatever military hero was popular at the time of its minting and on the reverse is a shield symbolizing the defense of the kingdom.

Penny

The lowly copper penny is far and away the most used coin of the realm. Every peasant has at least a handful of these on hand and every innkeeper and tavern owner rates their ales and wines by the penny as a way to show the quality of the stock. The penny is

minted with a "plow and cow", the animal on one side and the tool on the other.

Bit

The bit is made of tin and is becoming rarer than the pence. It has fallen out of use as prices within the kingdom continue to rise. Stamped with a merchant cog on one side and a set of scales on the other it was once considered the coin of the realm but has since lost its inherent value.

Moneychangers

Coins of other cultures find their way into the hands of Tursh. They can come to moneychangers as merchants from far off lands travel to the eastern ports of the kingdom and the overland caravans make their way through the Olemecan Highlands. The table above lists the more common coins and their comparative value.

Merchants within the Kingdom will generally accept any coin regardless of the realm it hails from. However, they will charge an additional 20-30% on average.

Merchants in western Tursh will generally not accept coins from the Ennas Commonwealth and if they do, they will tack on an additional 50% or more to the price. After the exchange, the merchants will find a way to inform the local authorities about the transaction. The authorities will, in turn, keep an eye on the person that was carrying the Enni coins.

Moneychangers, on the other hand, will charge 10-15% of the coins value to exchange them into Tursh equivalents regardless of the country of origin. Even still, these men and women will only be found in the largest of cities.

Rulership

As with most feudal societies there are many nobles within the Kingdom of Tursh. Some

Title	Jurisdiction	Lordship Perk
Squire	N/A	1
Knight	Manor	2
Lordling	N/A	2
Knight-Captain	N/A	3
Baronet	Child of a Baron	3
Baron (Baroness)	Barony	4
Duke (Duchess)	Duchy	8
Regent	Kingdom	9
Prince (Princess)	N/A	10
King (Queen)	Kingdom	15

hold hereditary titles that grant them lands, while others hold title merely as a gesture of gratitude from the Crown or other high ranking noble. The tapestry woven by the various title holders and their ancestors is

confusing, indeed.

Every noble within the kingdom belongs to a House, an extension of the clan heritage that formed the basis of society for the early ancestors of the Tursh. Now only nobles can belong to a House and are granted a Writ of Heritage. Belonging to a House does not guarantee wealth, nor does it guarantee land, for there are many Houses that have been laid low due to the vagrancies of royal loyalty and political maneuvering, these are commonly known as Pauper Houses among the still wealthy nobles.

A Writ of Heritage does grant the holders claim to noble titles and access to High Justice, a far more lenient set of rules than those meted out through Low Justice to the peasantry. It also grants nobles the right to bear arms (Writ of Carriage) and the right to shelter. In addition each House maintains a Heraldic device that is used as a symbol of their House. These devices are worn by all servants of the household as well as members of the House itself.

Should a member of one House marry into another, then the betrothed will assume the device of the more prominent House. Changes to a House's device never occur, the only exception is in times of war when a particularly strong or arrogant noble will add a smaller banner beneath his House's that contains a personal symbol.

As a general rule, only Tursh will hold titles within the kingdom. However, the other races will have versions of these titles that may or may not have any affect within the Kingdom of Tursh. For example, a Kvonite Caiute will be considered a high ranking "official" within her tribe and would be looked up to by other Kvonite Tribes, but in a Tursh city she will have no special treatment whatsoever and may even be persecuted by the more fanatical followers of the Asunite Church. That being said, there are many Matharians and Aigulf who hold honorary titles though these are generally not landed.

With few exceptions, all land and titles are passed down to the eldest child. If a new sovereign cannot be found or the next in line is too young, a Regent will be placed on the throne. The Regent is selected from among the Dukes and retains the title even after his regency is completed. The title of Regent is not hereditary unless he or she dies while still serving in that capacity, in that case the title passes to the eldest child.

All records of the various Houses and their Heritage are kept within a massive tome called the Annals of Heritage. Within these hallowed pages exists the names and lineages of every noble house since the beginning of the Kingdom.

To be entered into the records is to secure your noble lineage, for ancient law and tradition states that noble blood cannot be removed by decree of a mortal soul. So even if a noble loses their land and title they are still to be treated with the honor due to those of noble heritage.

The tome itself was once kept within Castle Aslyn until 1527 when it was removed and placed within the halls of Juncott, the first Church of Asuna. It was here that it was blessed and purged of King Jonnah's and Queen Orelia's taint.

Forms of Address

Knowing the proper titles and forms of address is particularly important when dealing with the nobility of Tursh. This is even more important when dealing with an eastern noble as they put far more stock in maintaining propriety.

Knights, the lowest form of nobility, are always addressed based on their religious and gender affiliations, all secular knights are addressed as either "Sir" or "Lady" while those that belong to a religious Order are addressed as "Ser" (pronounced Sair) or "Dame"

All lordlings are addressed as "Lord" or "Lady" since they are not high enough in stature to own land. Lordling is not an official title granted by the crown, but rather a common use descriptor that is used to describe those that are nobles but do not have claim to full title. This means they are never addressed as, for example, "Lordling Dale"

Barons and Dukes can be addressed in several ways, either by the formal rank and territory such as "Lady Mierre, The Duchess of Gwen" or "The Baron of Riondsay". Among those of equal or higher rank they may be addressed by just their names, "Mierre Gwen" or "Dermma Riondsay". But the most common form of address would be their title followed by their given name, "Duchess Mierre" or "Baron Dermma".

Royalty are always addressed as "Your Royal Highness" or as just "Your Highness" should the speaker also be of royal blood but of lower status. The other traditions that apply to Barons and Dukes also apply to the King or Queen.

It should also be noted that within Tursh, only those that are granted a Writ of Heritage are able to use a surname. In general, this would be either the House name (for those without lands) or the name of the territory they govern. Commoners may be known by more than just their given name, but this will usually be a descriptor of a prominent physical feature or possibly where they are from such as, “the Red”, “of Rayne”, “the Fisher”, etc.

Military

Very few Houses can afford to maintain a standing army, an obvious exception being the Crown itself. Many nobles will send their eldest child to serve within the Crown Guard as officers and many peasant families proudly tell of their sons, daughters and elders who served.

A peasant who serves within the military has the hope of rising beyond the means capable of a farmer or fisherman and often makes a life in the Guard rather than leaving after their term is up. The commoners are fond of the tales of how one of their own joined the Guard and rose to attain a Writ of Heritage from a grateful noble.

Aside from the Crown Guard, each duchy is required to keep a standing force of trained soldiers in preparation for times of war as well as internal defense. While this is the stated law, it is only recently that this practice has become enforced.

Title	Jurisdiction	Military Perk	Comparative Noble
Soldier	N/A	0	N/A
Corporal	N/A	1	Squire
Sergeant	Platoon	2	N/A
Lieutenant	Company	3	Knight
Captain	Regiment	4	Knight-Captain
General	Army	5	Baron
Marshal	All Armies	6	Duke
Lord Marshal	All Armies	7	Prince/Regent

The rampant debauchery during the reign of King Jonnah left little coin in the ducal coffers to pay for such unnecessary luxuries as soldiers, thus most of the duchies standing soldiery were either disbanded or deserted of their own accord.

Most of these soldiers returned to their homes to weather the predations of the nobles as best they could, others turned to banditry, preying on the same commoners they were to protect. Some even turned to mercenary work outside of the kingdom, heading to Lorag, Dirissland, the Malgit or lands further away to ply their trade.

With the ascension of King Maslen many of the latest generation of dukes and duchesses have once again begun building formidable armies of their own. While this may be more or less true from one duchy to the next, it is a certainty that within the next decade, most, if not all, of the kingdoms duchies will be close to full strength once again.

The accompanying table shows the military title a noble will carry during times of war. This perk is not automatic and must be purchased in addition to the Lord Perk.

Armies

Military organization within the Kingdom of Tursh does not rely on specific, numerical breakdowns of armed forces. Instead it is solely based on political maneuvering and financial strength.

Armies are loosely organized into three basic categories: Soldiers, Levies and Mercenaries. Levies, or Conscripts, are always gathered together in hodge-podge groupings under the leadership of their Duke or one of his less favored knights. Mercenaries are organized by their own commanders and generally placed in front of the levies or sent on the missions that have the least chance of survival. Dead mercenaries don’t have to be paid after all.

The professional soldiery is organized into light infantry, scouts, archers and heavy infantry.

The only cavalry available to the Tursh are knights who are classified as heavy cavalry and any mercenary rabble they can afford.

As was stated earlier, the rough groups are then broken down into regiments, companies and platoons. The exact number of soldiers in any given organization is random at best.

Leadership of these organizations is almost always determined through political appointments, for the officers, and pet favorites for the sergeants.

Elite Organizations

In much of Tursh there are small cadres or groups of warriors that have managed to build reputations for themselves as particularly effective at what they do. Not all of these groups tied to a particular noble. For example throughout the Olemeccan Highlands range small groups of individuals who call themselves Mountaineers.

They travel the rocky passes and treacherous peaks searching for Highlanders who have found themselves in danger.

They pride themselves on their selfless deeds, rescuing travelers from the dangers of the highlands and from themselves. They are loosely organized and to become a member of this elite organization one must be sponsored by a Mountaineer that is recognized by his peers as being in good standing.

Though they will help those in need no matter the circumstances, their primary goal is to track down and eradicate the bands of Enni slavers and raiders that prey on the peoples of the highlands.

The Rangers are a group of woodsmen soldiers that patrol the Laucky Barony looking for Bezzi raiding parties and have even become a form of wandering justice system for the locals. The Rangers are much beloved when they save a village or homestead, but are often talked about with dark intentions when the harvest is poor and the Bezzi raids light.

Baroness Louise of House Lissinia governs the barony, which lies on the Tursh side of the Water Wood. She is a cold, calculating woman of middling years. Court gossip labels her as the Serpent Queen. While not evil, her methods are less than caring and she is as efficient and methodical as a machine.

Every village within her barony is ordered to maintain a well-trained militia. Due to this, the farms and orchards in her realm raise barely enough to feed themselves, let alone pay the taxes necessary for the Baroness to support her Rangers. This is partially to blame for the dual reputation of the Rangers.

Mercenary Organizations

Traditionally, organized mercenary units are rare within the borders of Tursh. Most such organizations are formed outside the kingdom in lands such as the Malgit and Dirissland. That being said, there are always bands of armed men and women traveling along with caravans or hiring on as guards for river boats.

It isn't much of a stretch for these people to gather together under a single commander and set to a more militant use of their skills. More often than not, this leads them into banditry rather than any legal forms of work. It is an odd

group of so-called mercenaries that don't deserve the reputation of glorified brigands and pirates.

A mercenary's life is generally short and bloody. During times of war they are placed in the most dangerous position and given the tasks with the lowest chance of survival. They are paid by the sword so the less that survive the less their employer must expend. Pay is generally low, often not much more than a liveried soldier with the commander of the group taking away as much as 80% of the overall contract.

This assumes, of course, that the employer actually fulfills the contract and pays them. Then there are the sellswords who accept bribes or payoffs from their employer's enemies and either flee the field or switch sides in the middle of it. Of course, this usually ends with the mercenaries finding it hard to gain employment as their reputation is completely destroyed.

During peacetime, the hard drinking and hard living that mercenaries enjoy will drain their purses and it isn't long before they turn to raiding outlying villages or waylaying small caravans to survive until the next contract. During winter this is even more prevalent as northern nations do not war again until spring.

While nearly all sellswords are generally distrusted and looked down upon by all levels of society, there are those that have managed to earn the trust, admiration and even love of the people. The primary examples of this are the Green Dragons, who were employed by Queen Aslyn during her Unification of the kingdom. Such was their loyalty that they agreed to an indefinite contract with the Crown. A contract they still adhere to. Such is their loyalty that the Green Dragons have grown to be the largest standing army outside of the Crown Guard and many have forgotten that they are mercenaries and not a sanctioned royal army.

Navies

Historically the Kingdom never had a standing military navy; it has always had a vast fleet of merchant and fishing vessels. Primarily these cogs are designed for near shore use or even the short hop from Hylrexia to Lorag Island.

However, as the threat of the Huglap raiders became so great that not even the self absorbed King Jonnah could ignore them for long, he made alliances with Lorag to develop at least a rudimentary navy that was tasked with keeping

the coastal villages and, more importantly, the exotic shipping lanes free of the Bapolm pirates.

The first step was to acquire Dulash Island and build a naval fort on its southern bay. From here, Lorag naval officers under contract from the Crown, trained soldiers and pressganged merchant sailors into a makeshift fleet of cogs designed to fire ballistae and catapult along with marine boarders.

The success of the Royal Navy was arguably a mixed one. On the one hand, they were quite successful in keeping the shipping lanes safe for the exotic trades, particularly after disgraced, or poorly connected, Royal Academy graduates were inducted into service. Their success with protecting the coastal villages from raids were...well, there weren't any.

This was hardly surprising considering the priorities of King Jonnah; it did establish the Royal Navy as a very successful organized marine crime syndicate. Captains with particularly valuable cargo were provided with "protective" escorts to Fort Dilotte in order to "insure the safety of the ships, men and cargo".

Protection rackets, graft and downright piracy became the norm and the kingdom's mainland ports began to dry up as Fort Dilotte became the primary trade hub for the kingdom.

In the mid-Winter of 1562, King Maslen ordered an attack on Fort Dilotte. In order to rebuild his kingdom he needed to free up trade and Fort Dilotte was in the way. The winter attack was a success and the naval leadership was very nearly wiped out to a man, breaking the back of the Royal Navy's stranglehold on the maritime trade.

However, this would not have the results the new king had hoped for. Instead, the well oiled crime syndicate became a shattered remnant of its former self with dozens of would be pirates and smugglers now loose on the seas, with ships and an inflated sense of their own value.

To date, the Royal Navy has not been able to rebuild itself and break from its soiled reputation and the seas are as dangerous as ever, if not more so.

Knighthood

Long before the end of the Great Darkness the tribes that would become the Tursh were ruled by a warrior caste known as the Knecht. The nobles of those times were

raised from within the Knechts. Generally these were the strongest and most successful warriors of the clan.

Over time, the clans began to organize and ally with each other, selecting the king from among the Knechts. This practice continued and eventually the titles became hereditary, the Knechts became Knights and they formed the foundation of nobility among the Tursh.

When the Tursh and Kvonite peoples met, the Knights were trained in horsemanship and became even more formidable warriors, favoring heavier armor and modified forms of the Kvonite horse spear, now called Lances.

After Queen Aslyn's Unification, knights were given charge of small keeps and fortified camps in order to keep the local countryside in check. As these camps grew and formed into cities and townships, knights became the de facto leaders as did their children, who would inherit the arms and manor of their predecessors.

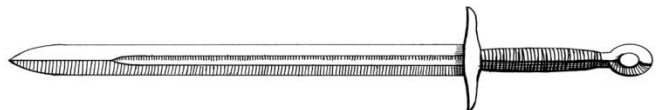
This practice was codified in the Annals of Heritage and spelled the demise of the warrior knight as previously known. In the present day, the title of 'Knight' is given out much like most other noble titles, either through inheritance or gift.

Knighthood is unofficially separated into political and warrior divisions. It is difficult to distinguish the two except through face-to-face interactions as both types are granted the same privileges and rights. On the battlefield, however, there is no doubt who is who.

Those knights who are taught the arts of war are a disciplined and honorable lot. Trained in the use of heavy armor and cavalry tactics, many are schooled in the proper skills for court as well, since war is not always on a muddy field.

Training for a knight begins early on the child's 7th Name Day. At this time he (or she) is sent away, usually to their parent's liege, to be trained. This also acts as a form of hostage taking to insure that the child's parents remain loyal. Here the child is taught the courtly skills and raised by the courtiers of the local court.

Upon reaching the age of adolescence, the child will be assigned to a knight to act as squire. It is during this period that the child is tutored in the martial aspects of knighthood. This



education is difficult and many squires are broken or killed long before they are deemed worthy of knighthood.

Those that survive to their 21st birthday are judged by their knight and by their liege to determine their worthiness. If they pass the judgment they are given their spurs, sword and shield and dully knighted. Those that fail are assigned to the Lord's Militia, a massive dishonor to the squire, his knight and the squire's family.

A knight is taught to defend his honor from any threat but most importantly, to defend his Lord and the honor of his House. Through this duty, knights are often used as thugs and enforcers by the more notorious nobles, but more often as symbols of the Lord's Law within his demesne. On the field of battle they are used as shock troops and heavy cavalry, their skill and honor acting as a beacon among the levied soldiers at their side.

The Law

While the King has passed down many a law governing the lives of his subjects, precious few of them are actually followed within the Highlands. The people of the west have always been an independent lot and they see no reason to change that any time soon, while the eastern duchies are only now beginning to recover from the corruption that once held sway.

The fundamental laws of Tursh can be summed up in a few lines:

- Harm no one
- Respect your neighbors and elders
- Do not take what is not yours
- Take responsibility for your actions
- Obey the rights of Heredity

All crimes against another person are to be paid back in kind, an eye for an eye as it were.

Some nobles will enforce the much more restrictive laws of the Crown, particularly if they see any kind of financial gain in them, but most villages in the sparsely populated west are left to their own devices. Each Duke or Duchess will maintain their own soldiery and these will generally act as the city guard for any villages or towns that are near their capital. Some of the more wealthy Barons will also maintain a small cadre of knights and even militia, but generally speaking the law is enforced by the people and a town elder or noble will be judge and jury.

The land between villages and towns is rarely patrolled except near the wealthier or more powerful noble's homes. There are exceptions, of course, the Mountaineers of the Olemecan Highlands and House Lissinia's Rangers being the primary examples. Often it is the knights that are utilized as the law in the hinterlands between villages and towns.

Young knights errant who have yet to be landed and seek a name for themselves will wander the countryside looking for bandits and those who have been deemed criminals by their liege, regardless of the guilt or innocence of the accused, any that are found will generally be put to the sword, unless the knight is surprisingly noble in deed. In such cases the accused will be brought before the offended noble and tried. Not surprisingly, these are generally kangaroo courts and the accused is hauled away to a dungeon or executed depending on the crime.

Within Rayne itself, the standard laws of the Highlands are maintained and Sir Lissean does not tolerate crime against the natives of his village, nor against the Matharians of the Khazar Clanhome. Petty crimes against anyone else, however, are handled in a much more lackadaisical manner but are handled nevertheless. Violent crimes against anyone are dealt with severely and without mercy, it should be noted that brawling is not considered a crime by anyone in the village.

The Underworld

Throughout the kingdom there are those who prefer to get their wealth at the expense of others rather than earn it in more respectable fashions. Eastern Tursh is rife with organized crime, particularly in the large port cities. More 'vulgar' crimes such as highway robbery and banditry are quite rare along the well patrolled roads, though piracy exists out on the seas.

In the west, this tale is reversed; organized crime is nearly unheard of, with a single exception, but bandits and highwaymen are common discussion among roadside inns and merchant squares.

Highwaymen patrol the roads of the inner western kingdom while packs of bandits prowl the hinterlands in search of weaker prey. River pirates coast along the Oighiread and Gaver Rivers like sharks. Enni slavers crisscross the Olemecan Highlands looking for potential trade goods while

raiders from the same Commonwealth burn and ransack outlying homesteads.

Amongst this chaos lurk the master manipulators of the Black Anchor Cartel. The Cartel acts as a trade organization on the surface with deep, corrupted roots in every nation that lies along the Gaver and Oighiread Rivers. The Anchor controls most of the illegal river trade as well as protection rackets and less savory crimes such as beatings, arson and assassination for hire.

Thus far, Rayne has proven to be beneath their interest, but the port town of Riverford is another story. The docks of that town are completely controlled by the Cartel and you'd be hard-pressed to find a member of the watch that wasn't on their payroll. Many believe that Baroness Donna of House Clah is either a ranking member or is in some way controlled by the Black Anchor, but the truth of it may never be known.

Other Organizations

Mercenaries and criminals are not the only organizations within the Kingdom of Tursh, though you'd not easily convince the local populace otherwise. By Royal Decree there are no merchant cartels or trade guilds allowed within the borders of the kingdom. This, of course, is a hollow decree.

Foreign trade cartels, the Yakh Shagrul Exchange in particular, have merely bought or insinuated their own people who operate as "independent" merchants, ship captains and caravan masters. This practice is most prevalent along the coastal cities of the Muftharz Sea and slowly becoming just as prominent on the Nirian.

Rivertrade is still largely independent both in name and fact, but the Black Anchor is starting to control nearly all of the Gaver River, effectively forming a trade guild.

The most prevalent guilds within the kingdom are based on craft. Coopers, Wainwrights, Shipbuilders, Cobblers and Dyers are just a few of the example guilds. This practice is far and away more common among the eastern duchies, but even the tiny western village of Rayne has a Carpentry Guild making inroads there.

Perhaps the most unique guild of all is the Guild of Porters that came to be in Gobryn Duchy. Initially they were simply a gathering of laborers who would work together often enough that they began sharing portaging jobs. Since its foundation in 1510 A.F. the Guild has spread to all points

within the duchy and even has a few charter houses within the surrounding duchies of Clah, Jisan and Viron. The guild makes its money through transporting the goods of other people and has become, for all intents and purposes, a large guild of caravan masters and has slowly taken the place of many independent merchants within the townships they maintain offices within. This last part is more of a public secret and the local officials turn a blind eye so long as the pay-offs and imported goods continue to arrive in a timely manner.

Languages

There are many languages within our fair kingdom. So many in fact, that I would need to dedicate this entire book just to cataloging them, instead, I am merely going to document the most common. Any languages not covered here, will be covered in Chapter Three under their respective nations.

Amo is the parent human language of which, True Igardian (known as Bluetongue among the commoners) is a direct descendant. This language will only be heard among the Vaerdi in the Olemecan Highlands.

Bluetongue is the language of Academia, Nobility and more recently the Church of Asuna. It is considered to be the formal and original version of Igardian.

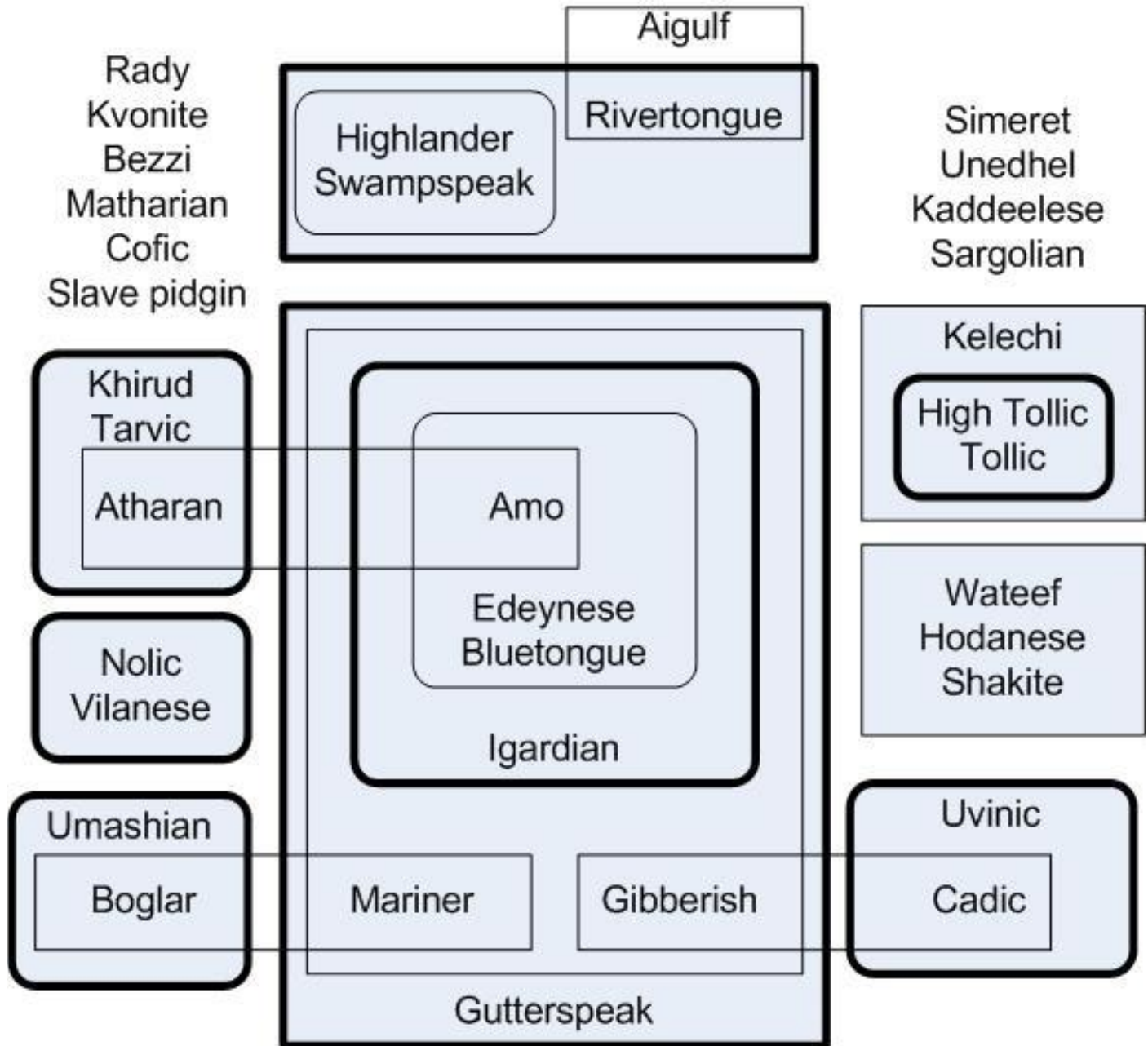
Igardian is the language of the founding culture of Tursh. It is predominantly spoken in the eastern duchies and is considered the native tongue of the Kingdom.

Highlander is the most common language spoken west of the Plague Wall and is a combination of the various tribal dialects of pre-kingdom times.

Swampspeak is a local dialect of Highlander that is used around the region of the Water Wood.

Rivertongue is used primarily by the rivertraders of the Gaver and has become the native tongue of many of the towns and villages along that rivers length. It combines Highlander, Swampspeak and Aigulf.

Mariner is the dialect spoken by sailors on the Muftharz as well as most of the dockside residents of any of the eastern cities. It combines Igardian and Boglar primarily with many nautical terms and bits and pieces of other foreign tongues thrown in for good measure.



Gibberish is spoken primarily along the Queensreach and is the common language of western Dirissland. It combines Igardian with the native Cadic.

Gutterspeak is an urban slang derived from Mariner and Gibberish. It is used by those in the poorer sections of large cities and is used as a form of coded language among urban thieves and smugglers.

Atharan is a part of the Tarvic family, but is a combination of Tarvic and Amo. This is another language heard almost exclusively along the Olemecan Highlands.

One of the strangest languages comes out of the Ennas Commonwealth and is such a hodge-podge of so many different languages that it has been placed in its own Family. The language is commonly known as Slave Pidgin and has developed over the centuries by the slave population of Ennas and has even become the unofficial primary language in many areas of the Malgit.

The Aigulf have their own spoken language and utilize it exclusively when amongst themselves or during religious ceremonies. They

do not have a written language, relying heavily on their oral traditions.

The Bezzi keep their own tongue, as rare as it is for a Bezzi to learn another language it is almost unheard of for them to become literate. The Bezzi, themselves, do not have a written form of their language.

The Kvonites speak their own language almost exclusively with only the matriarch of any given tribe commonly learning the languages of nearby kingdoms to facilitate trade.

The dwarves have a long tradition of oral and written histories. With their fervent religious beliefs, the Matharians carry this tradition to even loftier standards. Wherever possible, Matharian craftsmen engrave scriptures from their holy tomes, covering every surface with blessings from their Ancestors.

The Simeret speak their own language but utilize the written languages of other cultures when they need to record something permanently. As a primarily mercenary people, they are quick to learn the tongue of the nearest employer in order to better facilitate negotiations.

The Duchies

While it is true that I have studied the Kingdom in its entirety it is also true that I have little patience for the debauchery that generally occupies the eastern nobility. Life in the Highlands is a bit rougher and tends to leave little time for the pursuit of items of meager interest. That being said, I will endeavor to recall all that I can.

As you may already know, the kingdom is neatly divided in half. The Blood Wall stretches from northern tip of the Nirrah Hills to the southern shores of the Nirian Sea. A heavily fortified line of demarcation, it not only separates the people physically, it has also become a cultural divide. It may seem a bit of a stretch to assume that all of the easterners are soft and useless without their servants, but I can assure you that even the lowest of the farmers there would have a great deal of trouble surviving a month in the Highlands.

There are seven eastern duchies, including the capitol of the kingdom and four western duchies. The accompanying map should give you a good indication of their supposed boundaries. Like most nations, the actual boundaries are called into question regularly and

the nobility love to dispute their neighbors' claims of ownership as their whims or greed dictate.

Each duchy is subdivided into various numbers of baronies. Generally speaking, the more populated the area, the more it is subdivided. The Duchy of Aslyn alone has nearly one hundred baronies, while the Gobryn Duchy has less than a dozen.

The Eastern Duchies

Eastern Tursh is a rich, vibrant landscape, covered with myriad lakes and crisscrossed with streams and rivers. The land is generally flat, broken up with large forests and rolling hills. The southern border is made up of the Zweluke Forest, Lake Gormcett and the Nirian Sea. The Muftharz Sea and Shadba Ocean creates the eastern and northern borders respectively. The western border is solidified by the Nirrah Hills and the Plague Wall.

The climate is temperate except in the more northerly duchies such as Len, Joneal, Sanneth and Gwen where it is much closer to a subarctic environment. Compared to western Tursh, the east is a bit drier receiving only half the amount of rain.

In general, it is assumed, at least by the natives, that the eastern duchies are far more civilized and proper than we here in the west. While I can certainly say that they have been under the Crown's authority for far longer, I wouldn't go so far as to say they were civilized.



Duchy of Aslyn

Current Ruler: King Maslen

Capital City: Trin

Languages: Igardian is the common language while Bluetongue is found throughout the capitol. Mariner can be

heard in the ports, Gutterspeak in the slums and even Gibberish can be heard among the baronies near Lake Gormcett. Of the foreign tongues, Boglar and Cadic are easily the most common, particularly on Dugash Island. But one can find most languages in the bazaars near the Trin docks.

Major Resources: Trade goods, fish and freshwater shellfish.

Religion: The Church of Asuna holds sway here, though in Trin one can find small temples dedicated to foreign gods.

Racial Mix: One of the most racially diverse of the duchies, Aslyn is mostly populated by Tursh, though representatives of nearly all races can be found here.

Overview: Aslyn Duchy is the Crown of the kingdom. The duchy itself occupies the area bordered by Lake Gormcett and the Zweluke Forest to the south, The Muftharz Sea to its east, Lake Kristy and the Sunald River to the north and the western border is made up of the Nirian Sea and Lake Kristy.

The capitol city of Trin is located on Jason Bay at the same spot the legends say the first Tursh set foot upon Hylrexia. The capitol is a densely populated region relying on trade and large fishing fleets to feed its masses.

The duchy is the most populace and the most politically divided with over one hundred baronies crisscrossing its lush countryside. With such a diversity of barons, King Maslen has tasked the Green Dragons with keeping his peace within the duchy. This has had a mixed reaction among the nobility, though the King has been fairly successful in removing those House's whose loyalties were less than obvious.

There are precious few threats to the duchy as the King's policies slowly move the region into a bit of a cultural renaissance. The Zweluke Forest is still a place of fear and mystery even after all these centuries. No one knows what hideous beasts exist within its confines as not a single person has ever entered and returned. Entire armies have been swallowed in an effort to purge the woods.

Dirissland in the south has ever been a source of raids and brigandage, but recent envoys from King Maslen have managed to quiet the closest Bandit Kings and there are even rumors of alliances with many of the petty nobles of that barbaric land.

Dulash Island and the Huglap Raiders have continued to be a thorn in the king's side. Despite his efforts, Fort Dilotte has become a pirate's den and the rocky cliffs, riddled with caves have proven to be the perfect places to hide from the fledgling Royal Navy. All the while, the Bapolm have managed to continue their raids of coastal villages and some have even been sighted upriver on the Sunald.

Within Trin, the Royal Academy and the Twin Castles supply the city with countless legends, myths and rumors. The Royal Guard hold sway on the streets during the day and various criminal organizations rule the night, but no mugger or assassin is nearly as feared as the Blood Queen herself. Most believe that she is merely superstition, a tale to tell children to make sure they stay in bed, but the finding of the occasional body, quite literally shredded to pieces cannot be explained away so easily.

Despite the occasional raids from Dirissland and the amphibious Bapolm, or the haunting of the city proper, the Duchy of Aslyn is the pinnacle of Tursh society and it remains the hope of all peasants to one day live there.



Duchy of Gwen

Current Ruler: Duchess Mierre

Capital City: Dusean

Languages: Igardian is the only tolerated language within the duchy with the exception of the nobility,

who are expected to know Bluetongue.

Major Resources: Iron, coal and silver from the Nirrah Hills.

Religion: The Order of the Burning Light has total dominance in this duchy.

Racial Mix: Overwhelmingly Tursh. Any of the other races are considered threats to the faith of Asuna and racism is rampant.

Overview: The northernmost duchy is bordered on the north and east by the Shadba Ocean, by the Priell River to the south and the Nirrah Hills to the west. It is a cold and harsh land where precious little crops grow and the Order of the Burning Light rules with torch and gauntlet over the populace.

Trade comes from the iron, coal and silver that is mined from the Nirrah hills and other than these mines and perhaps a few waystations, the majority of the populace lies along the coasts or river banks. The land is far too hard to farm with any assurance and the harsh, early winters insure no winter crops would survive.

The Duchy's ports are closed in the winter and what few trade ships do brave her ports are inevitably emptied of anything remotely useful. While this may sound appealing to any merchant

looking to make a quick coin, the appeal soon tarnishes when one realizes that your cargo is just as likely to be seized by the authorities for 'Sins against Asuna' or some other religiously based charge. Still, some merchants take the risk and a blossoming smuggling ring has taken root under the auspices of a few Lorag trade cartels as well as the Black Anchor.

As difficult as the land is, the people of Gwen are even tougher and since the Order of the Burning Light has taken over, they've become intolerant as well. For nearly 100 years the Order has controlled the religious teachings within the Duchy and over the past few decades they have come to control the nobility as well.

Duchess Mierre is a thin disguise for the true power behind the throne, a fiery, intolerant, and hate filled Archbishop named Nidean. Under his direction, the populace and his paladins have been waging a war against anyone that believes in or speaks towards any religion or belief that does not adhere to the teachings of their extremist view of Asuna.

The Paladins under his command have taken to raiding the villages of the Len and Joneal duchies that border his own and have even raided across the Nirrah Hills into the Kingdom of Beilean, a situation that could well weaken the longstanding alliance between the two kingdoms.

All of these raids are under the auspices of religious cleansing, and members of the Old Faith are prime among the targets, but invariably the paladins lay the torch to anyone they do not like or who are different and thus, 'Corrupted by the Dark One'.

Life inside the duchy is one of hard labor and obeisance to the Archbishop's brand of the Church of Asuna. All layers of society are burdened with his form of faith and all possessions are deemed the property of the Church as they have been granted by Asuna. This has made the Church extraordinarily wealthy and able to fund a

massive standing army of fanatics that many fear will be unleashed upon the duchies of Len or Joneal at any moment.



Duchy of Joneal

Current Ruler: Duchess Jayne

Capital City: Seder

Languages: Igardian is the common language while Mariner can be

found among the coastal cities. Aigulf and Boglar are the most common foreign languages.

Major Resources: Lumber and quarried stone from the inland as well as fish and other products from the ocean.

Religion: The Church of Asuna is the most prominent, though the Old Faith can be found among some of the villages in the Bethom Hills. Along the Priell River there has been an increase in followers of the Burning Light.

Racial Mix: Tursh are far and away the most prominent, though Aigulf and Boglar can be found here among the coastal cities.

Overview: Joneal is known as the smugglers' gateway among the eastern underground. Its position along the Shadba Ocean, Muftharz Sea, Theales Straight and Priell River give it unprecedented access to the northern and southern shipping lanes and the perfect position to supply the burgeoning underground within the Duchy of Gwen.

When the Archbishop Arre invaded the duchy in 1500 A.F., the local nobility realized the true extent of his threat. Ignored by the Pontiff in Aslyn, they turned to their own devices. In addition to the various house guards and levied troops, Duchess Leanne recruited smugglers to ferry shock troops and scouts behind the Archbishop's supply lines.

What was an act of desperation has since become a lucrative arrangement between the various smugglers and the nobility of the Joneal Duchy. In fact, the nobility here are often smugglers themselves who were given title for 'Heroic Deeds in Service to the Crown'. It is rumored that Duchess Jayne, herself, runs the Quiet Rain smugglers through her husband, the well known brigand, Duke "One Ear" Hedren.



While smuggling into and out of the Gwen Duchy seems to have become the daily pastime within Joneal, there are plenty of honest citizens to be found. Farm land is abundant in the southern portion of the realm; fishing along the copious coastline is, in truth, the main income for the duchy. Hard woods are abundant within the Kesseven Forest and Runcott Woods.

The Bethom Hills that separate the Len and Joneal duchies provide quarried stone and a common meeting point for the sister lands to share intelligence and train their troops against the mutual enemy of Gwen. Duke Sean of Len has been supplying quantities of Blue Steel to the Duchess in exchange for access to her extensive smuggling rings. Thus the quantity of Blue Steel weapons and armor among her house guard is far more than should be the norm.



Duchy of Len

Current Ruler: Duke Sean

Capital City: Ninina

Languages: Igardian is far and away the most common.

Major Resources:

Lumber, furs, stone and Blue Steel.

Religion: The Church of Asuna and the Old Faith share the region but the Order of the Burning Light has been making inroads along the Priell River.

Racial Mix: As with most duchies, the Tursh are far and away the most common, though there some Aigulf clans within the Nirrah hills.

Overview: The Len Duchy is a bit of an anomaly among the eastern duchies. It is the nearly the smallest of the duchies, but is one of the richest due to the vast veins of Blue Steel ore that lie within the duchies borders in the Bethom Hills. Though that is definitely a point of interest, the true oddity is that this little duchy maintains a combined force of Order of the Spear paladins and Old Faith druids ready to repel any future invasions from the Gwen Duchy.

The Sentinels of Len were formed back in 1500 A.F. when Archbishop Arre invaded the Len and Joneal duchies. Dozens of Order of the Spear paladins, who own a large Chapter House in the village of Dorginia on the Priell River, came to the call of several Druids and their faithful in the early stages of the war. The leaders of both religious

groups put aside their differences in the face of the greater threat.

Ever since, the Sentinels have patrolled the river villages, capturing or killing members of the Order of the Burning Light as they find them. This combined force has been very effective, forcing the Order to go underground. Religious disputes between the Druids and the Paladins have transformed into a synthesis of both religions and the Word of the Sentinels has started to draw new adherents from among the peasantry; it is only a matter of time before the Church's attention is drawn to this and Asuna only knows what their reaction will be.

The general demeanor of the duchy is one of fierce independence and the nobility only mirrors this. The area has always been known as the 'Eastern Highlands' and the more 'refined' nobles of Eastern Tursh will generally have little to do with the Lensmen, until the discussion turns to the acquisition of Blue Steel.

Duke Sean is perfectly fine with all this and generally has a grand time attending the balls and ceremonies of the other nobles, knowing full well that they have only invited him out of political necessity. He particularly delights in affecting the mannerisms of the uncouth miner before springing some well timed play of words upon the unsuspecting eastern noble. The tales of his adventures in the courts of other nobles has been the mainstay of Lennic taverns and firesides for nearly a decade.



Duchy of Lidweryl

Current Ruler: Duchess Cinda

Capital City: Keil

Languages: Igardian is the primary language spoken within the duchy, though Mariner is found

at the port cities. There are several Kvonite tribes that migrate around the center of the duchy so it isn't uncommon to hear their language as well.

Major Resources: Grains, vegetables, and tubers

Religion: The Children of the Sun have a strong presence here along with the Church of Asuna. The Kvonite religion can also be found among their tribes.

Racial Mix: As a coastal duchy, Lidweryl's port towns are home to many different races. Even a few Kvonite tribes can be found alongside some Aigulf clans in her central region. Even here, however, the Tursh are the predominate peoples.

Overview: Lidweryl is rightly considered to be the bread basket of the kingdom. Its farm lands are legendary as is its mild weather. It is a land of plenty and the people of this duchy have had a long and happy existence. That is, if you discount the time of King Jonnah. During his reign the House of Lidweryl turned to the debauchery of their liege and raped the land and its people.

By the time King Maslen had taken the crown from his mother and replaced House Lidweryl with the Baroness Cinda of House Piel, the peasantry was nearly wiped out and the lands lay fallow or desecrated. Lady Cinda has had her work cut out for her ever since.

It was here, at the center of what some would regard the worst example of King Jonnah's predations, that the Children of the Sun were founded. An order of priests dedicated to the teachings of Asuna, they built and maintained soup kitchens within the cities and travelled the lands healing the sick and injured. Through their actions it is believed that the land was able to be brought back to some semblance of its former glory.

Among all the eastern duchies, it is Lidweryl that has the only population of Kvonite goblins. Here they are greatly respected by the common man as they were instrumental in stopping raids and brigandage on more than one occasion. Many an orphaned Tursh has found themselves adopted by the goblins and raised in their traditions.

While the sight of a Tursh dressed in feathers, beads and leather may seem odd to the outsider, to those who were raised in the center of the duchy, they are just another sign of the goblins' goodwill. This feeling has even evolved into many 'civilized' Tursh following the teachings of the Caiute over the Old Faith and the Church of Asuna.

Despite the changes that Duchess Cinda has implemented, she is still plagued by a strong presence of bandits within the Wentel Forest. Its sheer size makes it extremely difficult to track down any of the brigands that make their home within its boughs.

The rumors of a bandit army gathering within the forest have been found to have grains

of truth and the Duchess is attempting to gather an army from King Maslen to clear them out. For now she has contented herself with the construction of a series of motte and bailey forts along the edges of the forest as a form of early warning and control.



Duchy of Nan

Current Ruler: Duke Velan

Capital City: Endson

Languages: Igardian is spoken along the Dumeron River, Gibberish along the Nirian Sea, Highlander

can be found along the Plague Wall and Swampspeak can be heard near the Nirrah Hills.

Major Resources: Freshwater fish and shellfish and coal

Religion: The Church of Asuna holds a tenuous grasp against the strong traditions of the Old Faith. Despite this, the Garrenites hold an iron fist along the Plague Wall. Several temples to foreign gods can be found in some of the more prominent coastal cities.

Racial Mix: Even though the Tursh are the most populace, many different races can be found here; Bezzi in the north, Aigulf and Kvonite in the central regions and in the south can be found all of the races from Dirissland.

Overview: Duke Velan rules over the most varied duchy in the entirety of the kingdom from his well-gilded throne. Endson is the primary port of trade between Dirissland and Tursh across the Nirian Sea. He also controls all land trade between eastern and western Tursh by way of the Plague Wall.

His people are varied and include Tursh, Bezzi, Aigulf, Matharians and nearly all of the races prevalent within Dirissland are represented in his coastal cities.

The religions of all these people have also collided within his lands. Though his House and the majority of the populace favor the Old faith, one can find the Church of Asuna along the Plague Wall as well as the myriad gods of the Cadic and others of Dirissland. The Holy Trinity of the Edynese having become particularly prominent over the last few decades.

Duke Velan is an itinerate womanizer and it is said that he has as many bastards as there are

sailors in his docks. His exploits are legendary among his people, who regard them with as much whoops and hollers as they dread the day his title is to be inherited, for the good Duke has yet to have a wife and sire a true heir.

Many of his barons are jockeying for position, each with their own tenuous claim to the bloodline of House Nan and if the duke does not settle soon, a civil war is guaranteed as the nobles struggle to fill the void.

This power struggle is exactly what Lord Dunthan of the Garrenites is hoping for. A Paladin of Asuna and Chapter Master of the Garrenite Order, he has long suffered under the frivolous duke. It is rumored that he has allied with Archbishop Nidean and if those hold true, then a civil war could prove to be the opening that religious zealot needs to spread his control.



Duchy of Sanneth

Current Ruler: Duchess Jolanie

Capital City: Laire

Languages: Igardian is the primary language found within the duchy, though Aigulf and

Mariner can be heard along the western hills and riverfront towns, respectively.

Major Resources: Ironwork, weaponry, and armor

Religion: The Church of Asuna holds sway

Racial Mix: Tursh predominate, though the Aigulf population is the heaviest here in comparison to the other eastern duchies.

Overview: Duchess Jolanie wants the throne. It is no secret that House Sanneth is not a fan of King Maslen. During the reign of King Jonnah, the Sanneth Duchy came into its own. Supplying weapons and armor to any and all that could turn over the coin for a Sanneth forged blade.

Times were grand for the smallest of duchies and the formation of the Blacksmiths guild only insured that House Sanneth stayed on top of the game. That is until King Maslen usurped the Puppet Queen and began passing his laws—laws that would spell the end of House Sanneth's primary income.

By Royal decree the sale of weapons has been outlawed to any but those who have

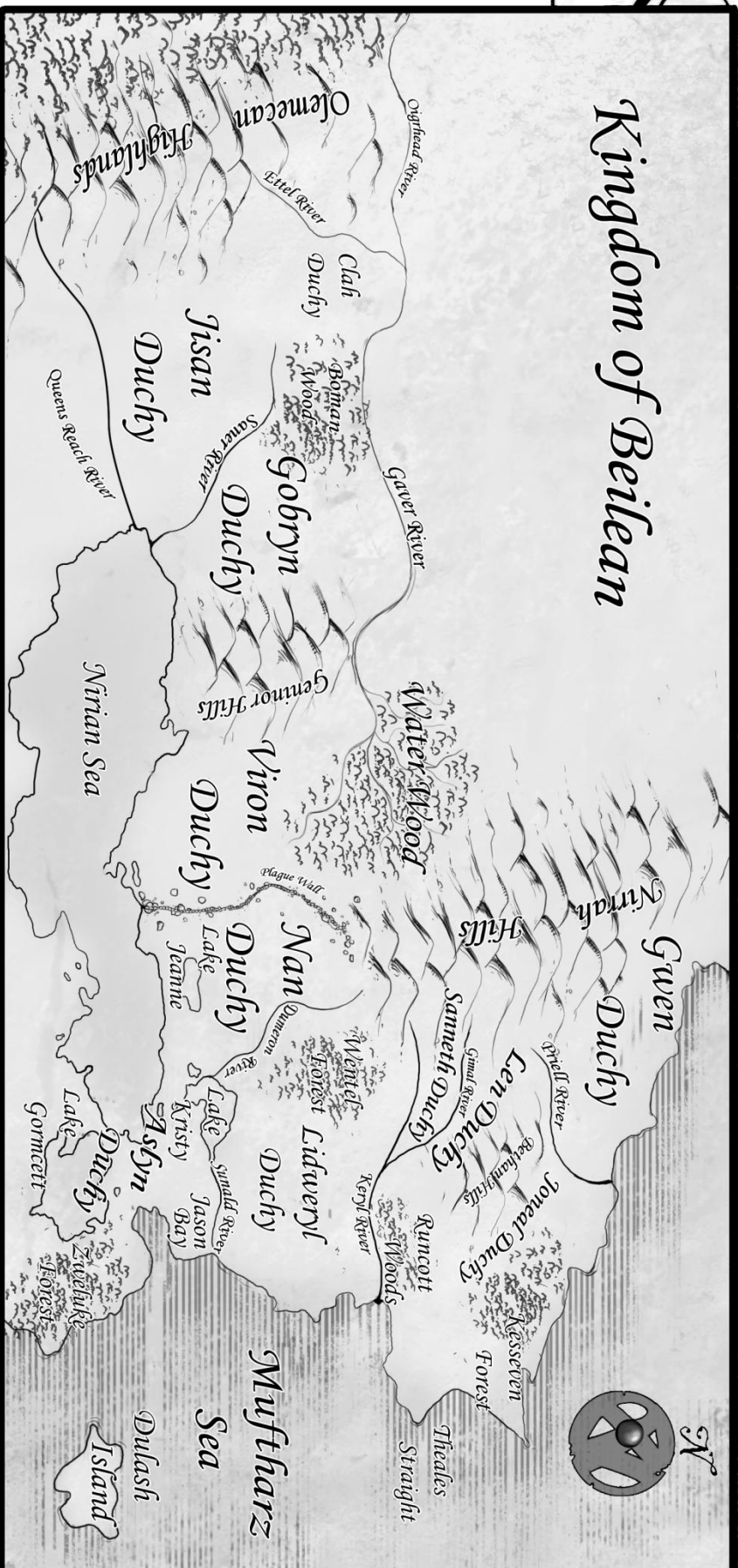
received a Writ of Carriage from a representative of the Crown, and by its very nature that means no foreign entities and only those of a noble's House Guard or Knights. House Sanneth has been nurturing a grudge since Maslen's ascension.

The quality of a Sanneth blade or suit of armor has been said to rival that of Matharian manufacture and when combined with Lennic Blue Steel, the quality only gets better. The high demand for weapons and armor forged by this duchy's craftsmen has prompted an underground trade that is largely ignored, if not outright encouraged, by the local nobility. The king has stationed several companies of Green Dragons around the Duchy, but has thus far been unsuccessful in deterring the illegal trade.

Many believe that it is only a matter of time before these nobles come to blows and those in the underground are hoping that Duchess Jolanie has allies.



Kingdom of Beilean



The Western Duchies

Though the western half of the kingdom is generally known as the Highlands, it is only the furthest western border that this title truly applies to. The Olemecan Highlands form the western border of Tursh and separates her from the Ennas Commonwealth and the region known as The Malgit. These low-lying mountains run north and south from the Gaver River in the north and nearly reaching the shores of the Cothon Sea in the south.

Along the entire eastern side of the range are rugged foothills and it is these that give the range its name and reputation. It is within these foothills the village of Rayne can be found.



Duchy of Gobryn

Current Ruler: Duke Kridlare

Capital City: Adinindon

Languages: Gibberish is the common language in the south, Highlander in the center of the

duchy and Rivertongue predominates along the Gaver in the north. Cadic and Mariner can be found along the Nirian Sea. Go inland and Kvonite can be found among the few tribes that roam the open spaces while Aigulf can also be found in the central and northern portions of the duchy.

Major Resources: The Gobryn duchy has little in the way of resources but has become a major trade hub for goods leaving the Nirian Sea and traveling to the Kingdom of Beilean.

Religion: The Old Faith is far and away the dominant religion. A few small Asunite churches can be found, mostly in the larger towns along the Nirian Sea.

Racial Mix: Despite the comparatively low population, even among the western duchies, the Gobryn Duchy is very racially diverse. Aigulf can be found throughout the north and central portions alongside the Kvonite who roam the central plains, while all manner of races from Dirissland can be found in the south.

Overview: As with most of the western duchies, Duke Kridlare rules over a large plot of land with precious few Tursh to farm and develop it. Instead it is filled with brigands and highwaymen who pillage and raid the few

farmsteads and the caravans that dare to cross the land from the Nirian Sea to the Kingdom of Beilean.

Gobryn was hit particularly hard by the Time of Plagues and has never really fully recovered. Most of the people left for Viron or Clah to pursue greater wealth and to avoid what had become the staging ground for the seemingly endless supply of bandits. In truth, these bandits were sellswords and mercenaries employed by a coalition of eastern nobles to keep the west unstable.

Over time they began to organize and take control of large plots of land which soon gave rise to the "Bandit Kings of Gobryn" a short lived usurpation of House Gobryn's true right to the land.

Duke Kridlare's grandfather began the arduous task of bring the bandits to heel; a chore that has fallen now to the current Duke and shows no sign of ending with him.

A combination of events eventually led to what are quickly becoming the saving grace of Gobryn: the increase in Bezzi attacks on caravans and the Porters Guild of all things.

Originally the overland trail from the Nirian to Beilean was through the Viron Duchy. This path took most caravans through the Water Wood or skirting its edges, but as the rise of the Cult of Devourer continued, attacks on these caravans began to overshadow the dangers of crossing through Gobryn.

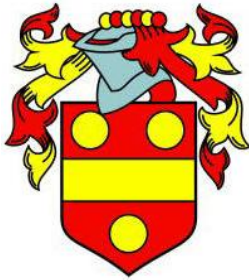
About that time, the Porters Guild began to prosper and was capable of insuring the safety and expediency of the shipments. It didn't take long for merchants to hire the Porters almost exclusively—much to the detriment of House Viron.

The expansion and good fortune of the Porters is secretly helped along by House Gobryn, who turns a blind eye to their near Trade Cartel status and has even been known to arrive "just in time to save a caravan from attack", just one of the many incidents of great luck that seems to favor the Guild.

Bandit Kings and petty Warlords still populate the innards of the duchy, but with the growing income from the burgeoning trade route, the Duke has been able to buy them off or hire mercenaries to rout them from their nests. The elderly duke is hoping that his daughter, Lady Franor, will be able to complete the task her great

Grandfather had started and rid their lands of the bandit filth.

Lady Franor is aware of her father's ambitions and whilst she is away in Trin, studying at the Royal Academy, she is gathering political allies. She will soon graduate as a Duallan Atharia and the skills she has learned will be most helpful in the years ahead.



Duchy of Jisan

Current Ruler: Duchess Tirlessa

Capital City: Sesley

Languages: Gibberish and Highlander predominate, while Cadic and Mariner can

be found along the Queensreach, even Tollic can be found in her coastal ports. Further north you'll find Atharan, Simeret and Slave Pidgin. Go inland and Kvonite can be found among the few tribes that roam the open spaces.

Major Resources: Naval yards and hard woods are the duchies main exports, supplemented by a few iron and stone quarries in the foothills of the Olemecans.

Religion: The Old Faith is far and away the dominant religion. A few small Asunite churches can be found, mostly in the larger towns along the Nirian Sea.

Racial Mix: Jisan is home to many of the Dirissland races in addition to the Kvonite and a few Aigulf clans. It is heavily Tursh, as are all of the duchies, but can claim the dubious fame of the only duchy with a Simeret Warband.

Overview: The Duchy of Jisan is one of the youngest duchies in the Kingdom, but it has a long and storied past. During the Great Darkness her lands were part of the Principality of Ossai, the center of a great evil that terrorized the surrounding lands.

Later she became a loose coalition of human tribes, united in their defense against hordes of Beastmen that used to run rampant throughout northern Hylrexia. This alliance would form the foundation of what is now House Jisan.

During Queen Aslyn's rise to power and her crusade to form a single kingdom, it was House Jisan that helped ferry the various bandit kings and rebels across the Queensreach. Despite the family's own belief in Queen Aslyn's cause,

they could not raise a hand to strike down those who did not wish to fight her armies and not live under her rule.

For this the Jisan bloodline was struck from the Annals of Heritage for several generations. It wasn't until after the time of the Robber Barons that House Jisan would reclaim their titles and lands.

Through assassinations, political maneuverings and outright war did Lady Lexa finally complete the reinstatement of her family name, becoming the first Duchess of House Jisan.

In the present day, the duchy is only partially civilized. The baronies along the Queensreach and Nirian Sea being by far the safest and most cultivated. The further one gets from the river the more wild and untamed the land becomes.

Trade through the duchy is done along the coast and river. It takes a brave or foolish caravan-master to cross the duchy by land. There is one path that begins at Joracy. This city lies at the point where the Queensreach exits the Olemecans and is a major trade hub for those that wish to travel to the lands west of the Olemecans and south of Dirissland.

Joracy is the Seat of the Denneth Barony which is currently ruled by Baron Kaven. The Northroad, as it is properly called, runs from Joracy and follows the foothills of the Olemecans until it ends at the city of Riverford in the Clah duchy.

About midway lies the fortified town of Rolas, under the effete and politically slippery rule of Baron Fina. This town has long been a bone of contention between House Jisan and House Clah and has been under the supposed rule of both duchies for longer than anyone can remember.

Clairon Barony

The Clairon Barony is located within the Duchy of Jisan, its southern border is made by the Queensreach River and it is just west of the Nirian Sea. House Clairon has long been a strong supporter of House Jisan which is why it has landed the prestigious and lucrative territory along the Queensreach.

The barony does extensive trade with several of the Dirissland "Kingdoms" as well as supplying a large amount of foodstuffs in the form of grains and vegetables to the Nirian Sea Trade.

The current ruler of the barony is Baron Ker and his wife, the Baroness Alette. Both the Lord and the Lady are driven by their lust for power and guided by their supreme arrogance. This is further fueled by the betrothal of their twelve year old daughter, Gonjean, to Duchess Tirlessa's son, Stuaryn.

Baron Ker cares little for the actual act of governance and leaves all such things to his Seneschal, Manthonet. The only reason Ker would trifle with the affairs of state is when there is a political advantage to appearing concerned for his people. For his part, Manthonet is only interested in maintaining the status quo and thus avoiding the erratic attentions of his Liege.

The members of House Clairon have long been followers of the Old Faith but they would have no qualms with switching religions should House Jisan do the same. For now they follow their traditional faith but rarely practice outside of High Holidays.



Duchy of Viron

Current Ruler: Duchess Ora

Capital City: Rilesley
Languages: Highlander is the most common, but if the language can be found around the

Kingdom or along its borders it will be heard in Viron. The most variety of tongues will be along the Nirian coastline.

Major Resources: Decorative wood spices and rare herbs from the Water Wood while coal, quarried stone and iron ore are pulled from the Geninor Hills.

Religion: The Old Faith is far and away the dominant religion. A few small Asunite churches can be found, mostly in the larger towns along the Nirian Sea alongside a few of the foreign temples.

Racial Mix: Much like Nan, this duchy is very diverse and if a race can be found within the Kingdom or its neighbor countries, then it can certainly be found here. This duchy also boasts the largest population of Bezzi.

Overview: The Viron Duchy is a land of jealousy and a land of old wounds. Caught on the border of east and west it straddles the desire to grow and become more prominent in the political

machinations of the kingdom. All the while it nurses an open sore along its eastern border, the Blood Wall.

Duchess Ora is a woman of deep emotion and a passionate student of history. Her desire to eradicate the Order of Garren wars with the knowledge that to attack them is to seal her duchy's fate and lose her heritage.

Torn by indecision she sits within her familial Manor plotting and cursing the fate the spirits have given her. This venomous mindset has poisoned her children as well; her two daughters Nidriess and Jayn vie for the affections of their younger brother Robriess who is clearly their mother's favorite and despite the laws of heritage will certainly inherit the duchy when their mother passes on.

This has turned the House Viron court into a mirror image of the days of King Jonnah, where incest and decadence ruled and the common folk bore the brunt of the tangled plots, assassinations and political maneuverings.

Those who enjoy the deadly games of nobles have been drawn to Viron like moths to a flame. Shifting allegiances are the only guarantees and the common man is wise to keep his eyes down and his doors locked.

Sadly, the Duchess's hatred of the Garrenites and her venomous stagnation has drawn the attention of the very Order she so despises. Lord Dunthan's agents have been spying on the Viron nobles for awhile now and it is only a matter of time before he brings his findings to either Archbishop Nidean or King Maslen. Neither will result in anything good for House Viron.

Other rumors surround the port cities of this poisoned land claiming that a dark cult has taken root, one that brings forth the Resurrected and fills the dead with spirits straight from the Aether. The truth of these rumors can only be guessed at, but they are just another of the laundry list of woes that are coming to the fore.



Duchy of Clah

Current Ruler: Duke Jurtodd

Capital City: Lirian

Languages: Highlander is the dominant language within the duchy with Rivertongue along the Ettell and

Gaver. Amo and Matharian can be found in the Olemecans.

Major Resources: Precious metals and gem stones, coal and iron ore.

Religion: The Old Faith is still strong among the baronies of Clah. There is little love for the Asunites here.

Racial Mix: Once again, this duchy is primarily Tursh with very little variance except along its northern border where a heavy population of Aigulf reside. It does, however, have the only Matharian Clanhome and the only Vaerdi Hall in the entire kingdom.

Overview: Duke Jurtodd is a very wealthy man, primarily due to the Vael Barony. He is an excellent tactician that has managed to keep the creatures of the Malgit from invading his realm through the Riondsay Barony. The Duke, however, is very much involved with the politics of the realm and is vying with Prince Elaunel to gain even more lands and power. His first target is the acquisition of Duchess Tirlessa's territories along the Olemecan Highlands. With the help of Bishop Hetor, the Duke is attempting to convince the Prince that no true noble of the realm should be allowed to follow the Old Faith; the Duchess is a Druid and only grudgingly accepts the presence of the Asunite Church within her borders.

This power play by the Duke could very easily spark a territorial war between the two Duchies that would eventually turn into a religious battle that the King may not be able to stop, let alone the pious but mostly ineffectual Prince.

The signs of conflict have not gone unnoticed by Baron Fina of House Vilare. His heavily fortified capital, Rolas, would be the most likely launching point for the Duke's army, should war occur. The effeminate Baron, always observant for an opportunity, has been holding secret meetings with the Duchess's emissaries. Should war break out between the two Duchies, Baron Fina will side with whoever made the better deal.

Riondsay Barony

Baron Riondsay is very much a symbol of his barony; a large man, even among the locals, he is loud, rough and cares little for etiquette and political intrigue. He is very straightforward in his dealings and never operates covertly. Many call him "The Boar" for his strength, tenacity and fierceness. This nickname has become slightly

amended in the more "civilized" courts and he is jokingly referred to as "The Bore", this, however, is never said to his face.

The barony itself is dedicated to keeping the undesirables of the Malgit as well as Enni slavers and raiders from entering the duchy. Several forts and keeps dot the Olemecan Highlands along various strategic mountain trails, the most famous of these was Erry Keep.

Erry Ruins

Several hundred years ago, Erry was a fortified keep built by Sir Jay of House Jobarry. It was intended to be but the first in a series of forts that would stretch the length of Brenthon Pass. The pass had been, and still is, the primary trade route to the lands of the east. But bandits, Enni slavers and dangerous creatures had limited the pass to only those caravans that were accompanied by a virtual army of guards and mercenaries.

While the pass belonged to House Clah, at least on paper, the truth was that it was simply too dangerous to traverse. Sir Jay was given a company of House Clah soldiers and the right to press into service any peasants he passed along the way to build the series of keeps.

Within three years the keep was built and the laborers had already begun to create a small township around its walls. By this time, Sir Jay had already moved ahead to begin work on the next one. However, he and his men were never heard from again. Scouts were sent and none could find a sign of the Knights passing. Panic followed as tales of the great evil that killed Sir Jay was surely on its way to wipe out Erry Keep and those that were foolish enough to stay there.

Riots erupted as the house guard attempted to maintain control. Fires were set and blood was spilled when panicked villagers scrambled to escape what they believed to be a horrendous death. Overnight, the keep and its surrounding buildings had been reduced to rubble and only the carrion beasts knew what had happened to the villagers.

Since that night, the ruins have served many purposes, generally sheltering bandits, raiders, monsters and caravans. Baron Riondsay has often looked to rebuild the old keep and attempt the same challenge that his ancestor had to secure the pass. Unfortunately, Duke Jurtodd has little interest in this and refuses to help fund

the Baron's endeavors. Thus, the baron has turned a watchful eye to any lordlings that pass through his barony in the hopes of finding one adventurous enough to attempt the reconstruction.

Geidbrir's Halls

Geidbrir was a Vaerdi of unusual spirit. He had the blood of Barak coursing through his veins, the heart of an explorer and the mind of a king. Once he reached his majority and it was known that he was of the Blood, Geidbrir set out into the wilderness of the Akini et Togo Mountains determined to found his own clan.

He traveled for many years always heading south and east. He gathered other Vaerdi as well as his wife, an Afknir named Ithja. The goddess Thurgaard granted her visions that only confirmed Geidbrir gut instincts. He would found his clan in what was known as the Olemecan Highlands in the Kingdom of Tursh. His clan's arrival was initially met with suspicion from the

Tursh and some hostility, but over the following years his people leant their hand against the raids of Enni Slavers and it wasn't long before a bond was formed between Rayne and Geidbrir.

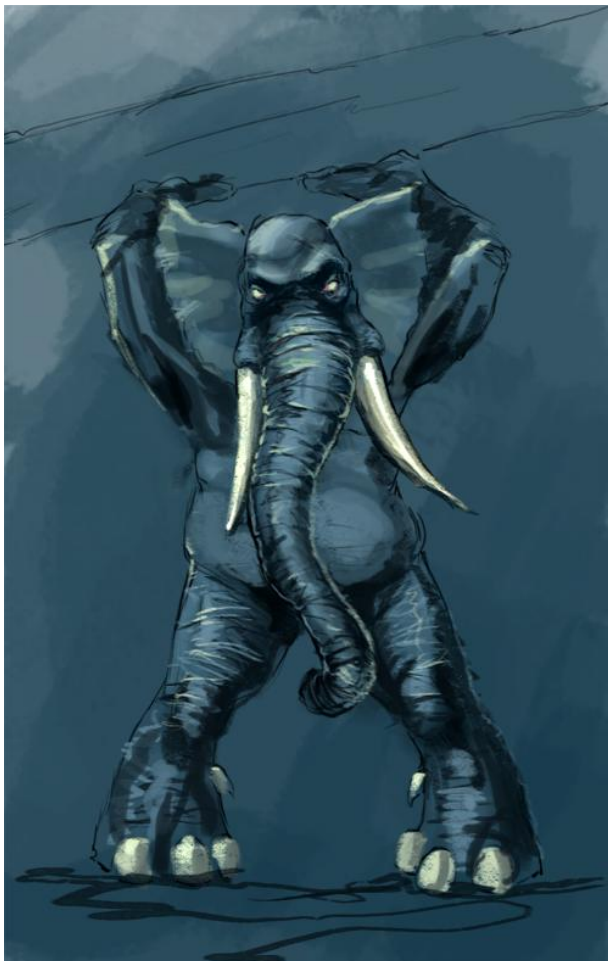
The following is an excerpt from the Saga of Geidbrir, concerning his encounter in The Malgit.

Geidbrir had traveled far and wide searching for a place to settle his growing clan. With him were mighty warriors and hunters who had learned of Geidbrir's deeds and fairness and pledged their spears to him.

He once came upon a land made of rocks and trees where even the Geidbrir whose feet were as steady as the mountain ram had difficulty traveling. During the day his warriors were beaten down by the land, by night the beastlings raided their camps.

Geidbrir and his warriors slew many a dark creature but none were as mighty as the Gunthjar, a massive creature with the body of a man and the head of a demon with massive ears, two massive fangs on either side of a long snout. It stood as tall as three men and carried a tree for its weapon.

This was no beastling and it nearly slaughtered the entirety of Geidbrir's warriors until Geidbrir was able to pierce its eye with a mighty throw. Many a Vaerdi Warrior was burned that night and Geidbrir cursed the land of demon beasts.





Khazar Clanhome

The Khazar Clanhome was founded by an opportunistic Matharian merchant. Having heard of the recent newcomers to the Beaded Plains, a people calling themselves Tursh, Abin Undakgûl Khazar immediately set out to see what they had to trade.

He quickly formed a friendship with a woman who titled herself Queen and was determined to bring her countrymen to heel and unify them. Abin was instrumental in supplying her forces with weapons, armor and various other supplies.

Once the Queen's unification was complete, she awarded Abin with a plot of land of his choice. Seeing another opportunity, the merchant decided on the Brenthon Pass in the Olemecan Highlands. Here the merchant could setup his Clanhome in an iron rich area that was near a river and a pass that lead into the country of Ennas. Many times has the Khazar Clanhome proved pivotal in stopping Enni military advances through the mountains.

Over the centuries a small mountain village was established near the mouth of the Ettell River, naming itself Rayne. Abin, now in his declining years, established a trading concern in the village. To this day, the village acts as a trade hub for the Clanhome and is the gateway into both the Kingdom of Beilean and the eastern reaches of the Kingdom of Tursh, by way of the Ettell and Gaver Rivers.

Marone

During the Great Darkness, spirits had spilled into the world and worked to reshape it in their image. A spirit of slaughter named Tunazdarbhu-Khalin had amassed a mighty army of spirits and mortals. It ranged far and wide following its nature. Tens of thousands of souls were stripped from Kamarathin as Tunazdarbhu-Khalin grew in power.

This time was also the awakening of Spirit Channelers, we now know them as priests and shamans, one such Channeler had become the herald of Tunazdarbhu-Khalin. Somehow he had come across a ritual that would raise his master to the level of a god. The key was to gather the souls of 6,000 children at the same moment, at the height of what we now know as the time of Weaving.

Tunazdarbhu-Khalin set to this task with zeal, what was not expected was the inadvertent creation of another spirit. Such was the terror felt by those children and such were the atrocities that when they were all slaughtered at the appropriate time, a hole to the spirit realm was torn open and a spirit of fear named Girak'Zand-Nakhs strode through, flush with the power that Tunazdarbhu-Khalin had sought.

The two fought for what seemed an eternity, both feeding off the effects of their battle on the mortals around them. Eventually the two spirits were the only beings remaining and they soon expended all of their energy in the attempt to destroy each other.

Though both had been banished back into the spirit realm, their essence and the souls of those they slew remained, imprinted into the very soil, the same soil that would form the foundation of Marone.

Marone was founded not long before Rayne; initially it was a haven for sages and those of the more esoteric arts. The spirit infused grounds were home to many strange and wondrous events that these seekers of knowledge would gleefully study. No one seemed to take heed when the village began attracting Banes.

How the Banes came to be is a long debated topic. Some claim that they were the product of the rape of a Polanian Freeblade by the Arch-Necromancer Curetus, while others claim they were created when Curetus melded a Revenant and his own son, Ivurius. Though the origins of the Banes are uncertain, all agree that they are extremely rare, that they are drawn to the accursed lands of Nolanyon and The Blight and that precious few seek the destruction of evil as fervently as they do.

Sometime between the years 1576 and 1577 the village ceased to be.

In the summer of 1577 a man who claimed to be from Marone was found, his eyes sunken and wide open in utter terror, his entire left side was warped into nightmarish forms of twisted faces. He had been found, wandering in the woods wailing in abject terror, a band of Mountaineers were sent to the town to see if anything more could be found, they returned in full flight, running from something. According to the druids, those men and women are still running to this day. It would take several years and the lives of many more good people before the druids and I discovered that Marone had become the birth place of a Nightmare. The entire town was slaughtered or run off and the Nightmare grows stronger each day.

Valley of Barrows

Since the Great Darkness many tribes and clans of several races have used the cliffs and caves of this valley to bury and honor their dead. Some sages believe that this was true even during the Scale Wars. The legends and tales that surround the valley always involve a god of death and its creation of this land as a gateway to its realm.

No plants or animals live within its boundaries, not even an insect will be seen. The rocks are made of glasslike obsidian that is impervious to all but a gravedigger's shovel. Natural caves and fissures line its walls and despite its near continuous use over the millennia, there always seems to be a cave empty and ready for a new inhabitant.

Some cultures have opted to bury their dead in the open, laid bare upon a network of trestles that stretch for miles along the cliffs; others have buried their lost ones in the earth at the bottom of the valley, marking each grave with a headstone. Some have even built massive mausoleums that could easily be mistaken for a city of the living. No matter the methods by which the bodies have been interred here, one thing holds true among all of the legends.

"No dead shall rise from the Valley. No desecrator shall leave it."

Many cults dedicated to one death spirit or another have come to this valley. Some have even built temples, both freestanding and as part of the cliffs. Thrill seeking nobles have come here to partake in hedonistic pleasures. At times the valley has been completely forgotten, yet throughout it all the dead have remained at peace and those that would take from them have only joined them in eternal rest.

But now an ill wind blows from the south. The corruption of the Nightmare of Marone has begun to seep into the Valley of Barrows and dark things dance in the shadows, spirits rise to walk through the crypts at night. Mountaineers and Druids strongly believe that the dead themselves have begun to walk, the arrival of Banes only serve to corroborate these observations.

The Village of Rayne

The village of Rayne resides in the Olemecan Highlands at the bottom of the Rayne falls on the Ettell River. This is at the eastern side of the Riondsay Barony which, in turn, lies within the Clah Duchy.

The Ettell begins high up in the Olemecans and carves a canyon just south of the village. The canyon ends at the Rayne Falls and from here its waters flow out of the foothills and joins with the Oighiread to form the Gaver River.

The Gaver eventually spreads out and slows down ending in the swamp known as the Water Wood. This giant marsh is the last haven for the Halflings known as the Bezzi within the Kingdom of Tursh.

The falls allow the rapidly flowing Ettell to slow and the soft, sandy shores north of the falls combined with the yearly flooding of the river has made docking at Rayne merely a task of running the low-draft river boats aground and then pulling them further up the shore.

When the Matharians negotiated with House Bendam to found Rayne, they were asked to build a bridge across the Ettell in order to transport the Matharian goods with greater ease than the ferry that had been here prior. The dwarves built a sturdy bridge from the surrounding river rock which helped to further smooth out the already sandy shoreline. From the shore to the nearest hut is a gap of about 100 yards that allows for the yearly flooding that occurs in early spring. Even still, the buildings nearest the river will be built on stilts of approximately 5' in height as experience has taught that the spring floods are anything but predictable.

The river is the lifeblood of the village. The vast majority of the village's trade is done right next to or even on the river boats as they arrive, while the few caravans that travel this far upriver will meet at the village green.

The village acts as a trade hub for the Clanhome and is the gateway into both the Kingdom of Beilean and the eastern reaches of the Kingdom of Tursh, by way of the Ettell and Gaver Rivers.

Most caravans will stop at Riverford, a larger town located near the fork of the Ettell, Oighiread and Gaver rivers. The trails leading to Rayne are notorious for Enni Slavers and other bandits, a situation that further encourages the caravans to not bother with climbing up the foothills to Rayne.



The village of Rayne is pretty accepting of many things, considering it's a frontier town that is fast becoming a trade gateway as well as a gathering place for "adventurers" and other undesirables.

There are three industries in Rayne, Trade with the Matharians, Woodcutting and Mercenary work. The first involves all aspects of trade for the Matharian stone and metal goods, ranging from raw ore to finished products.

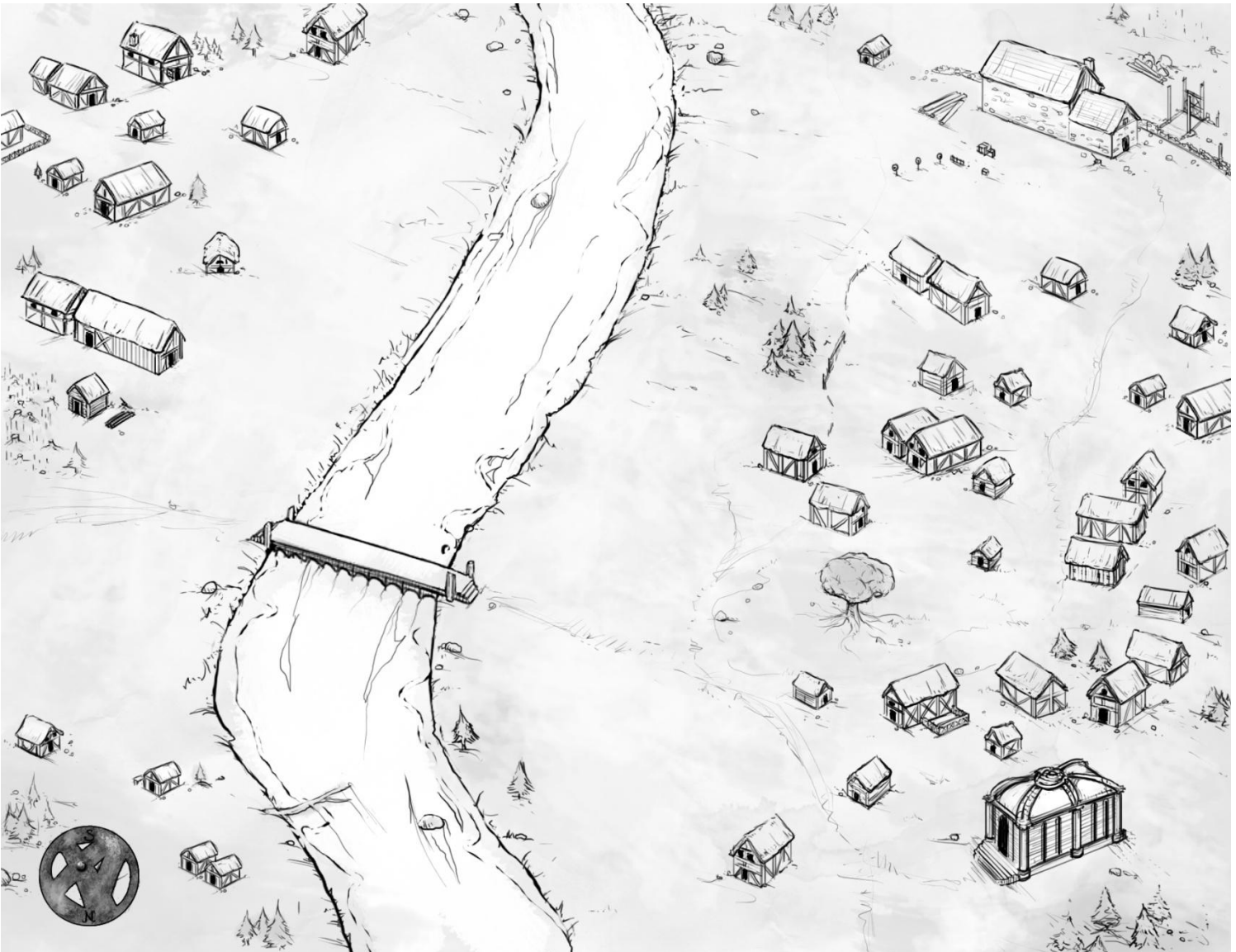
The second is the prominent industry for those without boats or trade contracts and the third involves the many patrols of mountaineers that keep the passes and surrounding areas clear of predatory monsters and Enni slavers or the guarding of foolhardy expeditions into the Malgit.

Woodcutting

Rayne is surrounded by thick hardwood forests which have led to the primary industry of the village.

The woodcutters live in a small complex of sorts set aside on the western edge of town. It consists of four buildings that are more like human stables than townhomes or cottages. One building for the bachelors is just a long room lined with beds. The second is for the bachelorettes and is much smaller, but otherwise the same. The third is a series of rooms like an Inn and is reserved for the married woodcutters and their families; most will eventually build their own cottage, but reside here until the home is complete.

The last building is community storage for the tools and supplies, including the draft horses



and wagons. A blacksmith and Ferrier also reside here.

Surprisingly enough, the woodcutters are not an organized group. At most two or three work together to share profits but the entire group manages to work together, sharing everything. Guildmistress Jirdolen has seen a great opportunity here and is in negotiations with her superiors and the woodcutters to incorporate the latter into the Carpentry guild.

Religion

Religion within the Village of Rayne generally mirrors that of the surrounding highlands. The Old Faith holds sway here and thanks to the Plague Wall, many distrust or outright despise the Church of Asuna.

Unlike most of the highlands, Rayne is home to a Forge Cult temple as well as a small temple to Asuna, specifically the Order of the Children of the Sun.

Founding Day

During High Summer the village of Rayne traditionally holds a weeklong celebration that is funded by the mayor (Sir Lissean). This celebration is in honor of the village's founding and consists of feasts, musicians, entertainers, merchants and contests. It begins on the last new moon of the summer.

The contests revolve around archery, axe throwing, log cutting, log throwing, wrestling and fisticuffs, as well as eating and drinking contests. Each contest has a small purse of 1 Pence and the one who wins the most contests is awarded a dagger crafted of Matharian Steel by the Illumite of the Khazar Clanhome.

The History of Rayne

Just over 100 years old, the Village of Rayne has had a fair share of excitement and tragedy. I'll relate just a few of the highlights here for your edification.

1466 A.F. Rayne Is Founded

During the time of the Robber Barons, Duchess Kaline had to fend off many petty raids and even several full assaults from Lordlings who claimed full inheritance to her lands. Despite her having come from local tribesmen, she was still not able to tax enough to raise a well equipped

militia let alone a house guard. When the winds of war began to blow, she quickly turned to the Khazar Clanhome and the Halls of Geidbrir for aid. With the Ettell and Gaver rivers forming her northern border she decided that they would be the quickest route to deploy any resources her allies would send.

The Matharian Illumite, Birud Anam approached Chieftain Trayne of the Bendams, now House Bendam, to utilize his tribe's wintering ground for the gathering of the soldiers and supplies. The negotiations were quick and simple, Trayne would receive full ownership of the land and title rights, and the Matharians would build a bridge that crossed the Ettell. For their part, the Matharians would have full trade access and use of the new village without taxes or tariffs during the reign of the next three Illumites.

And so it was that the village of Rayne came to be. House Bendam would fall into neglect over the next ten years and finally be absorbed into House Vilare.

1510 A.F. Rakhil Is Discovered

In 1510 a great discovery was made by the miners from the Khazar Clanhome: Rakhil ore. Rakhil is an ore that is extremely rare, outside of fallen stars it is only found once in an Age. As an ore it has no use outside of a rather striking door stop, but once refined it turns into a reddish metal that is blessedly easy to enchant. Just a few threads of metal placed within armor or weapons or anything you'd care to enchant, will allow the enchantment to take much easier.

To say the least, the Clanhome became rather wealthy as merchants from across the continent began to make calls on our village. The constant traffic was a boom time for us and the village grew to twice the current population from rivertraders and caravans alone. Every inn and tavern that you see here today and more besides, were built during this time.

But soon enough the vein ran out and the bulk of the merchants and traders stopped arriving. The fair weather townsfolk packed up their belongings and headed to Riverford which had become a rather major trade town. Rayne went back to its quiet origins, a mere shadow of what it was.



1571 A.F. Spring: A Cold Injustice

In the spring of my 26th year, I had just completed my studies at the Royal Academy and had returned home to begin studying metallurgy with the Matharians. The winter snows refused to loosen their grip and had lasted well into spring. It didn't take long before rumors of foul magic and curses began springing up.

I tried to counsel my fellow villagers to remain calm as surely there was no reason for our fair village to be cursed. However, Sir Kirine had other ideas and with a word here and there he was able to turn the terrified people against an innocent woman. He claimed that the Asunite priestess, Mary, had brought an endless winter upon us. He dredged up the stories of the Blood Wall and swore that Asuna had no love for those who followed the Old Faith. It didn't take long for the village to turn into a mob. Poor Mary never stood a chance as they hung her in the village green. It took another tenday but the snows did stop.

It was this terrible event that made me question the decency of the man that ran our village.

1571 A.F. Summer: Seeds of Rebellion

That summer Lady Ethalian of House Jobarry accepted the hand of Sir Kirine in marriage. A massive feast was held in celebration. Lords and Lordlings from across the Duchy came to participate in the tourneys and to offer their congratulations to the new couple. There was talk among the peasantry that the good Lady would be able to tame the ill-liked knight.

As the Weaving Circle druids were giving the blessings of the Goddess to the pair, a voice

cried out from the crowd. A Mountaineer named Perley burst from the audience, he demanded justice for the murder of his friend, the Priestess Mary. He challenged Sir Kirine to a duel to prove his innocence in this matter. True to form and with much embarrassment to his new wife, the 'good' knight ordered the capture and execution of Perley.

Perley was no fool and had anticipated this reaction. Several other

Mountaineers appeared from the crowd and defended Perley from the oncoming guards and freelances hoping to win favor. Perley and his men escaped into the mountains becoming a terrible thorn in Sir Kirine's side for many years to come.

For his part Sir Kirine began imprisoning anyone who even had the slightest association with the rebel. This was a dark time for us, no one knew if the next knock on your door would be a friendly neighbor or the lord's guard come to throw you in chains for real or imagined slights—a dark time indeed.

1571 A.F. Fall: Raids and a Birth

Perley and his men continued to raid any caravans or riverboats that had any signs of the hand of Sir Kirine. Each tenday Perley would add a few more disgruntled villagers, mountaineers and even bandits to his cause. It was a good time for the popular rebel, with the winter coming and less traffic arriving due to the increasingly severe weather and his own actions, Perley was sure that the villagers would rise up and depose Kirine.

Mid-Fall Perley's wife gave birth to a healthy little girl that he named Sinia. Perley was a happy man; I remember having tea with him once, you see, I was taking a small trip to Geidbri's Halls to winter with the Vaerdi there. Apparently one of our porters was one of Kirine's men and Perley's rogues ambushed us and took us prisoner. The porter was questioned and hung on the road, the rest of us were held in a nearby cave. It was here that I met the man. He was quite an amiable fellow, though not one disposed to long conversations. I still do not know how he had discovered the loyalties of that porter.

1571 A.F. Winter: Life and Death

Unfortunately for Perley, the coming winter held many horrors. It started off well enough as my good friend Ishalân Zirun Ulumîn was given leave to build a Forge in Rayne. A great boon, indeed, this meant that travelling Matharians would be more likely to stay in the village rather than pushing on to the Clanhome another day away.

But all the Forges in the land could not assuage the fury of this winter. The snows came hard and fast. Several blizzards hit our poor village; the Vaerdi claimed that the blizzard was a good sign. They claimed that the ice was the weapon of their goddess Thurgaard and it was a sign that Hafgring had crept near and she was doing battle with him. Half of the Halls kept awake at night with weapons and armor ready. "For when the Beastlings come." answered one warrior to my inquiry. And come they did.

Throughout the winter woodcutter cabins were found empty, their owner's bodies found ripped apart as they ran from some unknown monstrosity. I once accompanied a Vaerdi hunter and though we found no game we happened across the remains of an Aigulf camp. Whatever had happened here had been the stuff of nightmares. As we searched for any survivors I heard the muffled crying of a babe. Tracking it down we uncovered an Aigulf pup hidden within a tent. We took him back to the Halls and the Vaerdi women took him under their wings, caring for him through this evil time.

I adopted the lad, named him Caid and raised him as my own son. You may have met him on your way here, he's become the law in this village; he'd be a Sheriff had we lived in the east. A good lad he is.

1577 A.F. Spring: The Harbinger

On the New Year a comet appeared in the sky, the Druids told of a darkness encroaching upon our village and that the comet was its herald. When nothing happened through early spring, most had thought the Druids to have misinterpreted the signs. The seasonal rivertraders came and Perley and his rebels continued to fleece them. All-in-all it was a typical spring.

That all changed in late spring when several woodsmen returned with signs of the Blackhand plague. We all feared for our lives then, seeking out the druids we begged them for their aid, thankfully the Old Faith runs strong through Rayne and the Druids were able to stop the spread of the disease before it killed too many of us.

But the comet had brought more than just the Blackhand to us, an evil far worse was gestating a few days to our west in Marone.

1577 A.F. Summer: Death and a Nightmare

This summer proved the Druids' predictions. It started off well enough, Sir Kirine and Lady Ethalian birthed their first child and heir, a daughter. The nobles' joy was to be short lived, however, as the ghost of Mary did appear and placed a curse upon the family. Exactly what that curse was no one is certain, when Sir Kirine exited the room he had the pallor of the grave on him and his daughter in his arms. The good Lady and the midwives were all dead without a mark on them.

In midsummer I was summoned to the Weaving Circle, when I arrived I was greeted to what I thought was a camp of war. Every druid within a league was gathered along with what I suspected to be nearly every Mountaineer as well. Sprinkled among them was every form of animal that could be found in the Highlands. My entourage and I were greeted with weapons bared until identities could be established.

I was led to a tent just outside of the circle where I gazed upon a most wretched sight. A man who claimed to be from Marone was huddled in the back, his eyes sunken and wide open in utter terror, his entire left side was warped into nightmarish forms of twisted faces. I have never been able to remove that poor man's eyes from my nightmares.

I was told that he had been found, wandering in the woods wailing in abject terror, a band of Mountaineers were sent to the town to see if anything more could be found, they returned in full flight, running from something. According to the druids, those men and women are still running to this day. It would take the rest of that year and the lives of many more good people before the druids and I discovered that Marone had become the birth place of a Nightmare. The entire town was slaughtered or

run off and the Nightmare grows stronger each day.

1577 A.F. Fall: Early Freeze

The threat of the Nightmare held my attentions for the entirety of the fall. I journeyed to Riverford and then to Lissinia. From there I made my way to Haylone where I wintered with the Asunian Priest, Stermilin. A more corrupt, intolerant and lascivious band of nobles and priests I have yet to encounter, but that is a story for another time. To say the least I had no connection to Rayne while I was away.

When I returned I received word that Mary's ghost had appeared once more, this time she did so in the village green. Her wail struck a local woodcutter sending him into unconsciousness. As he lay in his sickbed he told of visions of the village covered in ice and he and his family frozen in their bed. The woodcutter's words would turn out to be very prophetic as a cold snap enveloped the village early, it was said that even the Ettell froze over. As for the woodcutter, he was indeed found frozen but not in bed, he apparently had moved his family into a neighbor's home and had died while trying to retrieve his daughter's favorite doll from his own abode. His family, however, had been saved by his actions.

1577 A.F. Winter: The Flood

As if the early freeze wasn't bad enough, the winter proved to be rather warm and snows were uncommon. Instead Merdashtes brought rains, according to those that were there, you could count the rainless nights on a single hand during midwinter. The Ettell became glutted with so much water it leaped from its banks. The Ettell flooded the basements and root cellars of every building within the village. For nigh on three tendays the village was awash.

Between the freezes and the eventual retreat of the waters, there was no food left to the villagers, what was left had rotted. By the end of the winter my kinsfolk were starving and suffering from the Hollow Cough. Once again the actions of the druids would prove to be the saving grace of the village. Through their faith in the Old Ways, the druids were able to bring an early spring crop of fruit and herbal remedies to chase away the sickness. We owe the Weaving Circle much.

1578 A.F. Spring: Present Day

Sir Lissean and his wife, Lady Phemma of House Manevin, have begun construction of a fortified manner house on a small rise on the south side of Rayne. At this time only the foundation has been settled and the outlines of the walls and out buildings have been dug away.

Many see this as a sign that the village is going to enter a boom time and they are eager for the supposed growth. Sir Lissean is actually building the fort in response to a Druid's premonition that the Marone Nightmare's corruption is expanding and will soon threaten the village of Rayne, but not before it swallows the Geidbrir Clan.

Sir Lissean has spoken with Birud Anam the Khazarian Illumite, Chieftain Kastar and Afknir Ava, Guildmistress Jirdolen, Sage Thonelle, Caid and Ishalân Zirun Ulumîn the Forgeborn Otases about this. All agree that defenses must be developed for the village.

Caid is training the militia even harder while Sir Lissean has sent envoys to Baron Riondsday to alert him of the danger and to ask for some knights to help train and recruit a soldiery. The Illumite has offered the services of several Pyroclasts and Homeguard once the time comes. Mercenaries are always at hand and the Guildmistress will likely fund the hiring of many. Chieftain Kastar has pledged his warriors and hunters to the cause as well.

Many mountaineers have come forth and offered to keep watch for Shadowlings, a sure sign of the Nightmare's encroachment. Word has even been sent to the Royal Academy, but little word has been received from that illustrious institution.

Prominent Villagers

My village is small, that is very true, but we do have folks that we consider to be important. While they may not make center stage at the King's Ball, I can state with full confidence that should something of import take place here, they will be involved.

Sir Lissean of House Vilare

Sir Lissean of House Vilare, a knight in the service of Baron Riondsday of House Jobarry, is the mayor of Rayne. Born of noble heritage he is a

graduate of the Royal Academy and a mage of middling skill who prefers the company of those who work hard and play hard rather than musty tomes and books.

He is married to Lady Phemma of House Manevin, a Tursh who is descended from a long line of Highlanders. Her house is in service to House Jisan and their marriage was a political maneuver to ward off tensions between them and House Clah.

Living with the knight and lady is Sir Lissean's cousin, Lord Scots. An enigmatic figure among the citizens of Rayne, he keeps his secrets close to his chest and is never seen without at least one of his bodyguards. Many rumors circulate about the lordling and his affairs, but in truth little is known about him.

Ishalân Zirun Ulumîn

The Cult of the Forge has a temple in Rayne. All of these temples are called Forges usually preceded by the name of the city it resides in, so this particular one is called the Rayne Forge or just the Forge by the locals.

The Rayne Forge is under the direction of Ishalân Zirun Ulumîn. He has attained the rank of Otases and is of the Forgeborn, those that speak for the Great Ilkhan, Mathar.

He is wise, crafty and exceptionally short tempered with those that make him wait. He is also good friends with the Tursh sage, Thonelle. The two are often seen having oft-heated discussions at Thonelle's cottage or at The Dog's Bar.

Jirdolen of Clah

There is only one guild in the village of Rayne (and that in of itself is rather unusual for such a small village), the Carpenters guild. Considering that Rayne's primary exports are the fine hard woods that can be found in the surrounding forests, it may not be a surprise that the guild has some serious pull in the local politics.

The guild contains all of 4 members: the town's Guildmistress, Jirdolen of Clah, a Tursh woman of low birth whose business acumen has propelled her to the top over those with more carpentry skill; a local Tursh man, Journeyman Vilin; an Aigulf woman, Journeyman Isorlean; and finally an Atharân apprentice named Oivo.

The Guildmistress tends to keep the guild's activities limited to their focus on lumber

and the resulting goods, preferring to not get involved and overstep her political bounds. However, she will not tolerate a non-guild craftsman attempting to work in "Her village."

Many suspect Vilin and Oivo are more than they appear, particularly Oivo who doesn't seem to know anything about carpentry and no one has ever seen him working wood.

Captain Crahn

Captain Crahn of the riverboat Marsh Queen is arguably the most well known rivertrader along the Ettell and possibly the entire Gaver. His boat is like no other and harkens back to the longboats of the Great Darkness.

He claims to have found it in the Water Wood while living with the Tilla tribe of Bezzi (a claim that is almost as absurd as his tale about the boat itself). It was during a hunt for a particularly nasty Water Dragon that he heard the voice of a maiden calling to him.

He knew the tricks the marshes could pull on a man so he ignored it, but the calls continued and only he could hear them. For three days he tried to resist, but finally, driven mad by them, he journeyed off into the swamp.

For weeks he searched, surviving on nothing but insects snakes and...

Well, the story goes on for a very long time, getting longer with each retelling and more outlandish with each pint. But the truth is that the boat is in pristine condition, it is a design no longer made and it seems to run aground or snap its oars whenever the Captain has a tryst with a woman on shore.

Dariss of Leenor

Dariss of Leenor is the second most popular merchant in town, she's known as The Provisioner and specializes in goods for the traveler.

Dariss is a stunning redhead with a patch over her right eye.—a wound she took while fighting off Bezzi near the Water Wood.

Once a Rivertrader herself she decided to set ashore after meeting and marrying the mercenary, Krayne. Every time she would arrive in the village with her latest cargo, Krayne would have a list of supplies that he needed for his current employer.

Backpacks, lanterns, waterskins, rope, wedges and grappling hooks as well as dried

foodstuffs and sturdy clothes, Dariss quickly saw a market. She sold her boat and petitioned Sir Lissean for a writ to build a cottage near the village green. It wasn't long before her shop was doing quite well.

Dariss' shop has a 50% chance of containing an item that is useful in the "exploration trade" during the spring this chance gets reduced by 1% for every 10 days after summer begins and the prices rise accordingly. She doesn't trade in armor or weapons leaving that work to the Matharians or Sir Lissean's smith; Gayn.

If an item isn't found another attempt can't be made until the next caravan or riverboat arrives from down river or from Beilean. She does take requests but it can take upwards of a month or longer to acquire the goods depending on availability and the time of year.

Father Jone

The Rayne Forge has been covered already, but the Asunite Temple bears more detail. Long ago in the village's history, an Asunite Priestess was unjustly accused of dark magic and tragically slain by the villagers. The now deceased mayor at the time was responsible for this heinous act and her ghost has haunted the village ever since.

About 10 years ago, an Asunite priest arrived on a trader's boat and met with Lord Scota. Soon after, the Lordling gifted the priest with a small townhome which he converted into the temple of the Children of the Sun.

The temple itself is fairly non-descript and the rundown building lies just off the bridge. The few priests that dwell there spend their time serving warm stews and opening their bottom floor to any who wish to take of their generosity. They don't preach to the masses and those who wish to join their services are welcomed with open arms and without any expectations.

The Children's low profile and a collective guilt for the murder of Priestess Mary has combined in a way that lets the villagers forget the Plague Wall and leave the priests alone.

At most people will discuss sordid speculations as to why the generally aloof and arrogant Lordling would have been so generous, particularly since it is well known that he follows the Old Faith.

"A myth is a religion in which no one any longer believes." - **James Feibleman**



Chapter 2:
RELIGION

Introduction

The world is a frightening place full of dangerous and unexplained things and happenings. To help cope with this, the people of the world have turned to religion and superstition to ease their minds and allow them to endure tragedies both real and imagined.

The power of the supernatural is both real and significant. Whether you follow a deity, spirit or pay service to an entire pantheon, religion is a core facet of every member of nearly every race. Even those rare few who do not offer regular prayers to the gods and spirits will be hesitant to speak ill of them for fear of bringing forth their ire.

Within this chapter I explore the fundamentals of the spiritual world, or at least what have become common beliefs, and the most common religions within the Kingdom of Tursh. To say that these are the only religions within the Kingdom, let alone the whole of Hylrexia, would be an arrogant disservice to the diversity of our lands.

These few that have been listed here do, however, cover the religions and beliefs that one is most likely to encounter and the ones that have had some direct impact upon the foundation of our Kingdom.

Spirits

Spirits infuse every aspect of our world, while there are places where the area is spiritually dead; these are dreadful and thankfully rare places.

Spirits are wholly chaotic creatures that have no rhyme or reason beyond the object, ideal or emotion they embody. But not all spirits are this way, like all things they change and evolve over time.

There are three known "stages" of this evolution. The first and lowest forms are the base

spirits that are "common" and infuse the aforementioned places of the world. These are also the creatures which Spirit Binders control and manipulate.

The second stage is called 'Awakened' and at this time the spirit has garnered a form of sentience. These are the spirits that are able to walk in our world for as long as they wish without causing detrimental effects to themselves or the world around them. At this stage they will actively seek Channelers and work to gain worshippers.

The third stage is what has become known as gods. These spirits have reached a level of power that we cannot comprehend and all of it gained through their established Faiths. Ironically, this is also when they can least affect the world directly. Due to some supernatural barrier that was apparently erected during the Scale Wars, no "god" can directly access our world.

In shape and form, the common spirits are transient. They have no natural form in our world and simply resemble that which the viewer feels the manifestation "should" look like. These varied appearances apparently have no affect whatsoever on the capabilities of the spirits.

The second form becomes much more solidified in its shape as it acquires more and more followers. The image of the fledgling god becomes a constant as their religion develops and becomes codified.

The gods themselves are static in form, having been established in it for generations upon generations. That is, unless, their form is inherently changeable.

Spirits are spawned from a dimension other than our own, a place known as The Aether. They are physical manifestations of concepts, emotions and things. Because they are not born they are without souls and are thus immortal, unable to be killed in the traditional sense. Their cohesive form, however, can be dispersed. This

"We are the children of the Spirits. They are in everything you see, everything you touch. It is they who created the world and it was they who punished us for turning away from them. Some call this the Scale Wars, but we who listen know it as the Awakening.

These gods of the New Faiths are just uppity spirits. They have been corrupted during the Great Darkness by contact with us and now they look to rewrite their own histories and to shackle us to them and them alone. But we who listen know better, we know the sounds of spoiled children and we must be like the patient parent and let them learn their lessons."

Fiorlann the Skald of the Eóghas Clan discussing the nature of gods and spirits

dispersal takes centuries to undo as the spirit's form slowly reshapes.

All spirits represent some form of emotion, concept or "thing" and this Domain is the driving force behind the spirit. It defines their powers, abilities and goals. The spread of this focus is the purpose of the spirit. All spirits wish to acquire worshippers in order to further the spread of this focus and to gain more and more power, so they will eventually be able to ascend to the next level of their development.

The process is very long and requires large amounts of worshippers. If a spirit is dispersed, the process must be restarted and the symbiotic link with their worshippers must be re-established.

Channelers

Channelers are mortals who worship a specific spirit. Generally speaking Channelers believe in the Domain of a spirit with such fervor that they are able to channel the spirit's focus through themselves and manipulate reality in a manner reflective of this focus. Channelers are key to the growth of spirits and without them a spirit will remain in infancy.

Death and Undeath

Death within the lands of Kamarathin is a permanent affair, or so it should be. We know precious little of this all important aspect of our lives. What we do know would fill a single, thin, tome. Even the gods and spirits are conspicuously vague on the subject. There are tales of fabulous feasting halls, of eternal peace and tranquility and there are just as many tales of a much less desirable fate should one succumb to the end of life. Even the dead know little, sometimes even less than we, the living.

Shades

We know much of life, but we know of only three states of death; Soulforged, Undeath and Shade. Of the three Shades are the norm and the only truly accepted fate across all lands and nearly all religions. When one dies their spirit travels into the Aether to join the others who have passed, this last bit is speculation of course, since we truly do not know what happens. However, what is left behind we know much about. It is generally referred to as a Shade, though there are many other names for it, but in essence they are all the same, a shadow of the life that was once contained within the shell of the material corpse.

This shade remembers much of the previous life that it once had, but nothing after and nothing of the actual death. Now that is not to say that there aren't those that remember their death, but those are for another discussion and involve Ghosts, Poltergeists and other more malignant forces. We're simply concerned with the standard Shade at this time. A shade is generally tied to the corpse, though some attach themselves to a physical object that was dear to the person in life. This has led to the

"Asuna is the light that brings the Dark One to heel. It is He and He alone that stood against Merdashtes at the end of the Scale Wars, while the other gods ran with their spirit servants to their homes in Aether. He and his most holy paladins did slay the Creature and its tainted spirits.

You have but to look at the power that the Church wields to see the truth of it. Does the Sun not rise? Do not our Priests and Paladins bring honor, light and law across these blighted lands? Are not the heathens and their witch doctors incapable of raising their demons against us? These Druids, Shamans, Skalds and Caiute and what other titles they call themselves shall soon be proven for the charlatans they truly are and all will see the Light of Asuna."

Archbishop Kenare discussing the nature of gods and spirits

common practice of interring the person's belongings with them in many funeral rites. Even those that believe they must burn the corpse to free the spirit will often include the person's belongings along with the body to insure that the shade is released to whatever fate may await it.

Along with this practice it has become common knowledge that disturbing one's grave can lead to some rather serious repercussions. Shades can often become enraged at the removal of their body or the object they are attached to and can often exhibit traits similar to a ghost or even a possessing entity. The worst are those that

become Wraiths for they can wreak havoc on a community or even nation for centuries after the original offense occurred. Suffice it to say, there are precious few who would dare sanction such activities for fear of the greater threat. Alas, not all have such concerns and it is a rare season that one does not hear of minor hauntings due to this phenomena.

Undead

Another grave, if you'll pardon the turn of phrase, occurrence are those of the Undead. These poor souls are quite literally shoved back into their bodies after death and through forms of necromantic magic bound to it. They're very existence goes against the natural order of the cosmos and resurrection is never practiced among the majority of religions. That being said, there are those, particularly those that follow the beliefs of the ancient god, Tannernet, who have long harbored dark rituals of Resurrection. They, unfortunately, are not the only ones and the Undead can be found in nearly every nation known to us.

For the most part these wretched creatures can be discovered by the burn mark they bear in the center of their foreheads. It is believed that this is where the soul enters the body once more, searing itself into the victim. The other form of detection is much more subtle and really only becomes more obvious as the creature continues to exist. Now that the victim is no longer within the natural order of existence they no longer age and this longevity begins to wear upon the soul, slowly driving it ever deeper into madness. When not blatantly displayed, this madness permeates the world around the fiend and can be as subtle as the hair standing on the back of your neck, to the actual warping of physical matter. It should be quite understandable as to why these beings must be hunted down and eradicated as their very existence could tear the world asunder.

Soulforged

Arguably the worst fate for that of a corpse is also the most recently discovered,



though even so, this came into being thousands of years ago. It is the state known as Soulforged or Soulwarped. This is a process that has created such horrendous places as The Blight and the damned nation of Nolanyon. Through arcane rituals, spirits are ripped from the Aether and bound to any available corpse within the range of the rituals circle. These newly minted Soulforged become a union of the spirits essence and purpose and the mortal coil, completely subservient to the Wizard who summoned them. What happens to the shade is unknown and many believe that it is consumed in the process. What effect this has on the spirit is beyond our ken, but most do not believe that it is a beneficial occurrence.

A similar ritual exists to bind the spirits with a living host, the mortality rate is exceptionally high, but for those that survive there is great power to be had as a Soulwarped. These beings gain the power of the summoned spirit and if they can dominant their new companion they are able to retain their intelligence and most of their sanity.

Though we do not know much beyond our own physical realm there are many dangers here that we must focus on, prior to exploring the dimensional realms beyond. If we do not fully comprehend our own existence, how can we hope to understand that which is beyond our natural reckoning?

The Aether

The Aether, also known as the Spirit World, is a place of complete chaos. A realm just beyond our own where the spirits we worship and summon are born and live.

The Spirit World is so completely alien to our kind that those who have glimpsed it have come away with warped minds and shattered sanity. This has led many to claim that the Aether is a place of great evil. While it is true that we cannot comprehend it, it most certainly is not evil. It is merely a place that we are not meant to be. However, once our spirits have been released from our mortal coils, it is to the Aether that we are returned.

Godslands

Within the Aether there are small islands of comparative stability. These are places where a god or pantheon of gods has formed the surrounding Aether into realms that mirror their Domains.

While the term island may be a bit misleading the term is as good as any to describe these Godslands. Priests of many of the so-called 'New Faiths' claim that once our spirits slip back into the Aether, they are gathered up by their gods and taken to these havens.

The possibility of spending eternity with one's god is quite appealing, but the shamans of the Old Faith warn that this can upset the Aether as more and more spirits are taken out of the primordial spiritual soup, thus thinning it out and eventually draining it completely.

Many 'Old Faiths' have legends that speak of a time when the Aether is no more and the world is left without spirits. To them this is the death of the world and the beginning of the End of Times.

The Religions

Within the Kingdom of Tursh there are really only two primary religions; The Old Faith and the Church of Asuna. However, this does not preclude the following of myriad other religions within the kingdom's borders. This is particularly true of the towns and cities that lie along the coasts.

Church of Asuna

In the times prior to the Scale Wars, Asuna was the god of war, honor and light within a pantheon of many gods. They were worshipped by the early peoples of the Beaded Plains.

During the Scale Wars it is said that Asuna himself lead his legions of paladins and faithful warriors into the heart of the Dark Armies and sent countless of their number back into the abyss. But during the final battles, Asuna came to face Merdashtes and a titanic battle ensued. Asuna was eventually laid low through trickery and as the Dark One closed for the final kill Asuna shoved his mighty spear, Manalanyes, deep into the mouth of the beast. The blow was fatal but not before Merdashtes clamped shut and severed Asuna's hand, swallowing it and Manalanyes, taking both into the abyss.

Asuna's wounds were severe and there were no gods left nearby to heal him, all had retreated to their Godslands during the death throes of Merdashtes. A lone paladin ignored the dying god's threats to leave him be and sat there deep in prayer as the god died. With his final breath, Asuna imparted the last of his divinity and made Pola a goddess. He charged her with being his Standard Bearer and to rebuild his Church so that the Darkness could be fought back and replaced with his light.

Pola wept for a 101 years as she wove her patron's banner from her own silvery hair. Upon its completion she set forth on many quests and gathered many followers, bringing light to darkness and order from chaos. Eventually Pola fell and was raised to Asuna's Godsland, leaving her mighty works behind for others to follow. It

Title	Jurisdiction	Religious Rank Perk
Knight	N/A	2
Pastor	Village	2
Paladin	N/A	3
Priest	City	3
Abbot	Barony	4
Bishop	Duchy	5
Archbishop	Region	6
Cardinal	N/A	7
Pontiff	The Church	8

would be many centuries later but eventually the Great Darkness ended and the Church of Asuna had begun to grow once again.

The Ten Books of the Omnibus Resplendent

The Book of Clairon
The Book of Pola
The Book of Erune
The Book of Jennah
The Book of Nacy
The Book of Mian
The Book of Jemone
The Book of Senjonna
The Book of Linsey
The Book of Acketh

The Asunite Church is a very extensive and powerful religion within eastern Tursh. They preach subservience to the "One True God" and teach that there are no other gods within the heavens. Rather, other so-called priests are merely servants of lesser nature spirits, charlatans, wizards or even worse: demon worshippers. As the Church gains in power and prevalence, their tolerance of other "religions" lessens. Many Pastors are teaching their parishes to try and convert these pagans and failing that, to run them out of town or burn them as heretics and witches.

Pontiff Endos is the current head of the Church and resides in the Kingdom's capital of Trin. Endos has been the current Pontiff for over a decade and has been instrumental in the spread of the Church as well as its increasingly extreme views on non-believers.

The Pontiff maintains a council of seven Cardinals who advise him in matters both secular and of faith. The Council of Light are elected positions chosen from among the many Bishops and Archbishops. The current Council consists of Cardinal Siksen, Cardinal Gimas, Cardinal Edes, Cardinal Oremund, Cardinal Pas, Cardinal Lental and Cardinal Rydis. The Council does not have any ruling authority and merely advises the Pontiff.

Over time the Church of Asuna has changed and split into many factions and many orders. The most prominent is the church of Asuna itself, a very traditional and dogmatic order that follows the scriptures of Order, Light, Martial Strength and Loyalty as the highest of ideals.

The next are the Children of the Sun, an order that eschews the hard edges of the Church and focuses on the act of doing good in all its forms, Charity and healing being their primary focus.

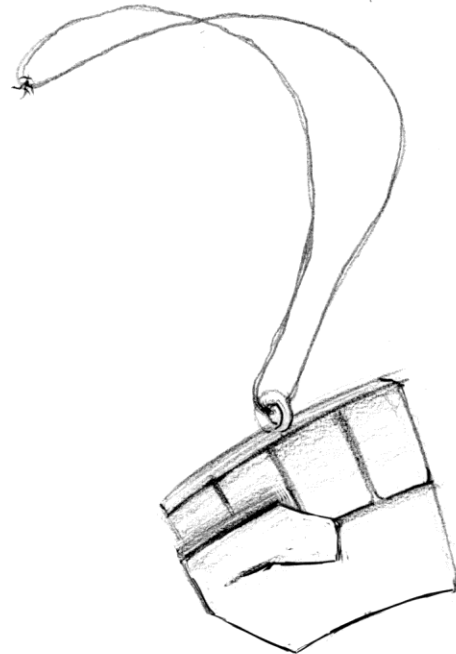
There are many military orders as well; the Paladins of Asuna are the most prominent and more in line with the Church of Asuna's ideals.

They are predominantly heavy cavalry and are generally recruited from the Lordlings rather than the peasantry.

Next in line is the Order of the Spear. They focus on the recovery of Manalanyes and range across the known world in search of the mighty spear. Not surprisingly these warriors are exceptional spearmen and tend to be more woodsman than soldier. The commoners tend to be fonder of these paladins as they consist only of the faithful and not just the nobility.

Of all the knightly orders dedicated to Asuna, the Order of the Protectorate is the least militaristic. They are dedicated to eradication or capture of enchanted artifacts that are dedicated to the Dark One and his minions.

Though the Church of Asuna can be extreme at times, they are no match for the fringe group known as the Burning Light. These zealots believe that all religions other than their own are heresies and the sinners must be converted by crook or by torch. The priests and paladins of this faction are a feared sight among the peasantry and a guaranteed sign that any village they visit will be left with a smaller population and the stench of burned flesh.



The Old Faith

The Old Faith (consisting of The Horned God and his consort The Goddess) is the traditional religion of the Tursh people. After the Scale Wars it made a significant comeback as the nature spirits had not been affected by the Wars and still remained a potent force in the spiritual realms.

Primarily a form of spirit worship it holds the Goddess, an aspect of the moon and fertility, and the Horned God, an aspect of fertility and hunting, as co-rulers of the Spirit Realm.

It is to them that the Druids give offerings to as they attempt to appease the spirits of the land and animals that surround them. The Old faith believes that the mortals are guests within the spirits realms and that they are considered playthings at best and invaders at worst.

The Druids act as intermediaries to the spirit realm and it is their rituals that keep the spirits appeased and away from the villagers they protect.

The Choir

The Aigulf pray to numerous gods and goddesses, with each clan having their own. Many clans worship the same gods and simply change their names to reflect their own histories. Many of the smaller gods and goddesses are location specific, having dominion over a certain spring, river, clearing, wood, or hill.

Each clan generally has a divine father or tribal god who is linked to the welfare of the clan and the power and authority of the chieftain. This god is responsible for the well being and protection of the clan. If the chieftain is acceptable to the divine father god, the clan prospers. If he is unacceptable, the clan will languish.

On the whole, the mare goddess, Rhiannon, is considered to be the mother of all Aigulf and is worshipped either primarily or secondarily to the Tribal Father. It is she that stood over her favored people during the Scale Wars while the other Aigulf gods went to war. It is because of Rhiannon that no Aigulf will ride a horse of any kind.

Thodinrir

The Vaerdi religion centers around the Cult of the Bear called Thodinrir. This religion teaches that the Vaerdi are the guardians of Aräw,

the bear god, who sleeps under the mountain range known as the Akini-et-Togo. The head of the cult is called the Afknir.

During their secluded ceremonies these men and women take the form of bears or wear bearskins and recreate their ancient legends and epics using complex dance rituals. These gatherings used to occur at specific holy places that have some connection to Aräw, but with the Vaerdi displacement they perform these rituals in areas of great natural beauty or exceptional ruggedness.

Aräw is the patron god of the Vaerdi. He is portrayed as a giant bear and is considered to be the one that created the world and will destroy it when he awakens for the final Gods War.

Barak is venerated as the first Vaerdi and is worshipped as the founder of their race and culture; often portrayed as a perfect example of all things Vaerdi.

Thurgaard is the goddess of the waters, snow, ice and healing. It is she that cares for Aräw whilst he sleeps and legend has it that it is she that keeps him sleeping to prevent the end of the world.

The Cult of the Devourer

The Cult of the Devourer is dedicated to the belief that the world is corrupted by science and only the natural world should exist. To them, the tools, weapons and armor that most races utilize to survive are proof of their inferiority and that they are truly destined to be nothing more than prey for those whose strengths are born naturally.

Among most of the Bezzi tribes, the Cult of the Devourer has taken root. These tribes are the most bloodthirsty of the bunch. Every new moon the tribe will go forth and capture as many people as they can and bring them back to the village, where the shaman will sacrifice them to their twisted goddess.

Once the sacrifices are finished a great feast begins, starting with the fresh sacrifices. It is not unheard of for fights to break out and the unfortunate loser becoming part of the feast.

For those tribes that have not fallen to the Devourer, the shamans worship the spirits of the marsh with each tribe having a patron spirit that is worshipped above all others. These tribes will hunt down a rival Bezzi tribesman to sacrifice to their patron spirit on the new moon. Should a

rival not be found, then the leader of the hunt will be sacrificed in his place.

Regardless of the spirit or goddess worshipped, the Bezzi shamans are renowned for their ability to shape-shift. Many a Tursh or Aigulf warband has been slaughtered by a single shaman who was able to strike and disappear within the marsh, disguised as a plant or animal.

Stag, Horse and Mother

The White Stag is chief among the Kvonite nature spirits. He represents the moon, nobility of spirit and the true benevolence of rulership. It is the White Stag that represents the epitome of what all Kvonite women aspire to be.

Kvonite religion centers on the veneration of ancestral and natural spirits. To the goblins there is nothing in the world that does not have an inherent spirit.

Primary among these spirits are the Trinity of Stag, Horse and Mother. They are considered the founders of the Kvonite people and are worshipped first among all the others.

Shamans, called Caiute, are always female and are generally the leaders of any given tribe, though this is not an absolute.

Caiute preside over any event that the tribe deems significant. This can range from the birth of a child, a hunt, a battle, the creation of a new teepee, mating, or even the naming of a horse.

In addition to the spiritual needs of the tribe, a Caiute is also the one who remembers the tribes past and educates and advises through tales of past ancestors and spirits. All of the Caiute's teaching and advice will be in the form of a story or allegory.

The Cult of the Forge

Religion is a driving force within the Matharian clans. Each one has a specific Khan that is said to have founded their family line. Above them is the Great Ilkhan, Mathar, and above him is the father of the dwarves, Ilum.

The Matharian religion, called the Cult of the Forge is founded upon this premise. Ilum is worshipped as the founder and creator of the dwarves. The priests who speak for him are called Ilumites; next in the hierarchy are the Forgeborn, those who speak for Mathar; and then finally, the Ironborn, those who speak for the family Khan.

The Matharians offer praise to their ancestor gods with every deed they perform. Many offer small tokens of engraved gold to a forge fire before they undertake a journey, new business venture or even before each meal. To the Matharians, every act should be undertaken with the honor of the ancestors in mind.

The Elder Gods

In the ages before the scale wars the ancestors worshipped the Elder Gods. These beings had been familiar to our world long before the coming of the A-ar.

Over the centuries after the A-ar and before the Scale Wars the Elder Gods began to slowly die as their worshippers were

stolen by the newly arrived A-ar. The Scale Wars provided the death knell and funeral for these ancient beings.

Now mostly forgotten, their spirits float through the Aether or are completely dispersed with little if any followers. Few know that the Scale Wars were started by the crazed Elder God, Merdashtes now known as the Dark One among the world's peoples. Even fewer still know the reasons behind his bid to destroy the A-ar.

There are those who still hold to the teachings of the Elder Gods and those who still

"Long before your spirits. Long before your gods. There were the A-ar. It was they who forged our world. It was they who melted down the Aether. It was they who hammered our molten forms. It was they who quenched us in the seas.

Now the A-ar have left. The gods have left. Only our ancestors and the self absorbed spirits remain. We of the Forge know from where we came. We remember and we teach. We defend our Creators finest creation. The A-ar shall return and they shall see what their work has wrought."

Ironborn Undaglâd Gûn Undargûn discussing the nature of gods and spirits

follow the tradition of worshiping only one of these ancient spirits. However, temples dedicated to the Old Gods are nearly unheard of except in the most remote or hidden places.

Accircius

Accircius was once a member of the Sky and Weather gods but was betrayed and nearly slain by his son and daughter (Chulashmel and Manes), just before the start of the Scale Wars. Though he was unable to participate due to this, he has been slowly gathering new followers in the hopes of one day destroying his children.

Asanes

Asanes is the epitome of nature; he cares little for the concerns, celestial wars and politics of the other gods and will strike out at good or evil so long as it brings forth a balance. His priesthood is the same, protecting nature from the predations of the mortal races. Good and evil have no bearing on them.

Chulashmel

Chulashmel is the cold north wind, the bringer of winter and the howling ice storms. His priests work to turn all of Kamarathin into an ice covered hell.

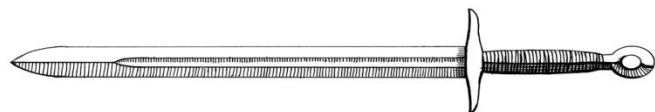
Crimmor

Another god corrupted by Merdashtes, Crimmor was once the god of fertility. Prayed to by the barren to bring forth children, Crimmor is also a patron to midwives. Now his blessings are a curse, for if one prays to him for a child she will receive ten... at once. Crimmor's priests spread their destruction by causing overpopulation.

Dario

Dario is dedicated to the pursuit of wealth and is patron to moneylenders, the wealthy and those that would gain wealth by any means. Commonly called the Greedy God, Dario holds only one thing above all others and that is the gaining of money.

Ereldar



Ereldar is the god of redemption, favoring those who would seek peace for the wrongs they have committed. He often works alongside Ezemend in the hopes of letting the unjust admit their guilt before Ezemend can pass judgment.

Ezemend

Ezemend demands that all laws are to be followed. She is dedicated to the letter of the law and does not care if it is perceived as good or evil. To Ezemend and her followers, there is only evil in chaos and lawlessness.

Flania

The sister to Mani, Flania is the goddess of the morning and new beginnings. She is often sought when someone wishes to begin on a journey or to bless a new ship or venture.

Havanaíta

The patron of musicians, composers, singers and bards; Havanaita is the bringer of music to Kamarathin.

Hydrates

Hydrates is the farmer's god, the taming of the wild into orderly fields of wheat, corn and vineyards is what he and his followers seek. This puts them at odds with the followers of Asanes, and both Hydrates and his priests consider Nemera and Crimmor to be abominations.

Ispa

Ispa is the goddess of healing and her priests are sought the world over. She is a steadfast ally to the good gods and her priests and paladins will never rest until Tannermet and his followers are destroyed.

Lamber

The goddess of strength, she is popular among warriors and soldiers who honor a strong arm. She favors those who prefer to smash down a door rather than waste time trying to open it.

Máidet

Maidet is the craftswoman of the gods and patron to those who would create goods or toil in manual labor. Her priests can be found anywhere there is hard labor and never

in a temple. Her priesthood is formed from and for the common man.

Manes

Manes is the raw indiscriminate fury of a thunderstorm. A pure representation of hate, chaos and anger; her temper flares quickly, with no warning and doesn't end until she leaves behind total destruction.

Mani

Mani is well liked among the other gods, as he is an affable fellow who believes in the good of all. He strives to maintain his life giving energy and orderly, mild seasons so that all can grow and prosper. His priests carry this belief by establishing hostels and communal farms to assist and employ those in need.

Maserestus

Maserestus is dedicated to the destruction of all evil and the betterment of those who would be good. He and Mani are staunch allies and the two are rarely seen apart. His priests and paladins preach charity and welfare while scouring the lands for evil to eradicate.

Merdashtes

The god of magic and the spreader of evil, he was the cause of the Scale Wars and is constantly planning and scheming to destroy, imprison, enslave or corrupt all of the gods and mortals of Kamarathin.

Nantunas

The goddess of merchants. Nantunas and her followers work tirelessly to open new markets and establish new trade routes. Along with her husband, Dario, she seeks to spread the merchant class across Kamarathin.

Nemera

Nemera is Hydrates' brother and Vashti's son. Having succumbed to Merdashte's corruption along with his mother, Nemera and his priesthood spend their time corrupting the plants of Kamarathin. The goal of his priesthood is to make the plant life of Kamarathin, every bit as dangerous as the humanoid and animal life that lives amongst it.

Octitius

A being with a golden heart and a streak of humor, placated by those who live by the seat of their pants or down on their luck and looking for a break, Octitius is the gambler's god.

Ofrinea

The patron of poets and playwrights, Ofrinea is a surprisingly serious god. Creativity and prose spring forth from this deity and his followers, but they are well planned and very ordered. Every line and every act are in their proper place for Ofrinea does not believe in random art.

Otames

Favored consort of Merdashtes, Otames is the patron of assassins and terrorists. Merdashtes uses her and her followers to bring his demands to light, usually in the form of death, kidnapping and sabotage.

Phraotes

Thunder One of the great nature gods, Phraotes is a lively and jovial fellow who enjoys nothing more than a good prank. It is said that the sound of thunder on a cloudless day is the laughter of this god.

Reshan

Reshan is quite insane; her corruption by Merdashtes was devastating. Once the patron of guards and soldiers she has now become the patron to those who would hoard. Knowledge, wealth, food, nothing is to be shared and all is to be kept. Her priesthood consists of thieves and paranoid hermits and misers who are constantly adding more traps or hiding spots to protect their belongings.

Sautia

Sautia is the goddess of peace and diplomacy; she despises war and those that would cause it. Her priesthood is made of pacifists and consummate diplomats and negotiators.

Siterrist

Siterrist is the huntress, the patron of the night and the guardian of those who would travel beneath the moon. She is worshipped by rangers,

hunters, trappers and druids and favors those that are active during the nighttime.

Tannermet

Tannermet is a cruel, plotting and meticulous god, wishing nothing more than to watch the world rot away. His priesthood is very methodical and precise in their spread of disease, if a tad uncreative.

Tengiron

Revered as a teacher, sage and banisher of ignorance, Tengiron's priests are considered to be the wisest and most learned members of any society. Many leaders often enlist her priests as advisors.

Testian

Testian is the smith of the gods and her priests are renowned for their craftsmanship. Testian is a strong believer in one's own talent and she refuses to let her priests share their secrets even among themselves.

Vamind

Father to Havanaita and Ofrinea, Vamind is the guidance behind the patrons of the Arts and those that would craft a Kingdom. The orderly creation of a sculpture, painting or rulership is what Vamind holds dear.

Varro

Varro represents the dark side of competition; to him survival of the fittest is quite literal: the loser of any competition must die. However, he brooks no cheating and insures that all contests are fair.

Vashti

The goddess of volcanoes, earthquakes and all manner of earthbound calamities; she despises the mortals and all things that would desecrate her earth.

Xeruvames

Xeruvames is the consummate berserker, exulting in battle; he rampages across the battlefield, slaying friend and foe alike. He represents Fire and Death and slays just as uncaringly as his spheres of influence. Xeruvames

despises only one thing and that is Tannermet, for Undeath is the antithesis of this fiery warrior.

Xesina

Xesina is one of the few deities that managed to escape the Scale Wars unscathed and thus retained her full power. Dedicated to the emotion of love and those who find themselves in its thrall, Xesina's priesthood helps find and enjoy this feeling. In addition Xesina represents devotion and loyalty to the ones you love and thus is a patron of families and friends. Those who place loyalty as a sacred institute will often find solace in this faith.

Faith Based Packages

The following packages represent the various members of the various religions as well as the fundamentals of the faith based magic systems that are available. All of the packages are organized by the methods in which they utilize faith based magic.

Fables, Parables and Blessings

All Faith based casters have the ability to relate a tale, fable, blessing or parable to those that follow their faith. These minor enchantments bestow blessings appropriate for the tale on all faithful that hear it.

To represent this, all of the following packages will contain a Variable Power Pool (Hero System 5th Edition, Revised P.322) built in the following manner.

Fables, Blessings and Parables: Variable Power Pool (Blessing Pool), 5 base + 2 control cost, all slots 1 Continuing Charge lasting 1 Day (+0), Usable Simultaneously (up to 32 people at once; +1 1/2), Cosmic (+2) (14 Active Points); all slots Extra Time (1 Hour, Only to Activate, Character May Take No Other Actions, -1 3/4), Incantations (Requires Incantations throughout; Complex; -1), Lockout (-1/2), Conditional Power (Only followers of [Religion]; -1/4)

This allows the priest or shaman to spend an hour relating a story to his followers that holds some form of significance to their religion. At the end of which, up to 32 of them will receive a bonus (or even a curse) that is relevant to the tale. The modifier will last for up to 24 hours and the priest will not be able to cast another blessing until the time has elapsed.

For example, a priest of Asuna approaches a group of soldiers on the eve of a battle and tells them the tale of Pola and her loyalty to Asuna as she stood by his side when the other gods had fled. At the end of which, the soldiers receive a bonus to their Presence due to the priest's inspiration. In game terms, this means the soldiers have received a temporary +5 to their Presence characteristic which will last for 24 hours.

The specific bonus can be anything the priest desires, so long as it meets the point limit restrictions. The size of the VPP can never be increased.

New Faith

The religions and their subsequent methods for performing magic can be loosely grouped into two basic categories called New and Old Faiths. While these connotations are not entirely accurate there are enough similarities between the practices that came before the Scale Wars and the ones that came after to warrant the separation.

Those religious practices classified as a New Faith utilize a Multipower construct (Hero System 5th Edition, Revised P.316) and must apply the following limitation placed on any spell that is designed to enhance the effectiveness of others: Conditional Power (Only followers of [Religion]; -1/4).

Blessings of [Religion]: Multipower, 30-point reserve, (30 Active Points); all slots OIF (Holy Symbol; -1/2), Requires A Faith Roll (-1/2), Only When Serving The God's Purposes (-1/2), Spell (-1/2), Concentration (1/2 DCV; -1/4), Incantations (-1/4), All Powers must draw END from the Well of Faith (-1/4)

Well of Faith: Endurance Reserve (30 END, 10 REC) Reserve: (13 Active Points); Only When Serving The God's Purposes (-1/2); REC: (10 Active Points); Extra Time (1 Hour, Character May Take No Other Actions, -3 1/4), Incantations (Requires Incantations throughout; -1/2), Only When Serving The God's Purposes (-1/2)

In addition, all New Faith priests must have an Endurance Reserve (Hero System 5th Edition, Revised P.158) to represent their depth of faith in their chosen religion. All spells contained within their Multipower must draw endurance from this reserve. This reserve cannot be used for

any other purpose than to power the spells within the Multipower.

Within the Kingdom of Tursh there are two religions whose priests practice this form of worship. Specifically these are the Asunite Priests and the Ironborn of the Matharians.

The Ironborn, however, forsake the Well of Faith endurance reserve and rely on their personal endurance. This is much more in holding with their religious beliefs.

Asunite Priest

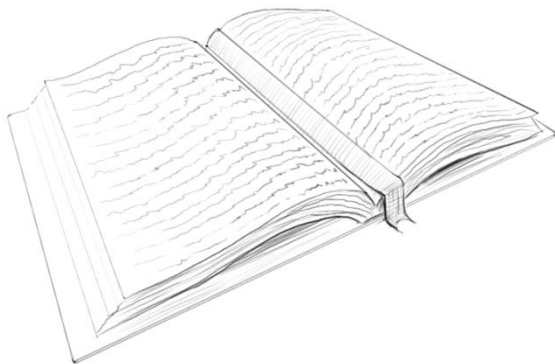
Total Cost: 95

Disads: 40

Asunite Priests are charged with the protection of the Church's followers as well as spreading the word of Asuna to all who will hear. It is they who prepare the masses for the inevitable return of the Dark One.

Cost	Ability
2	+1 INT
2	+2 PRE
6	+3 EGO
4	Armor Familiarity (Light Armor, Shield)
2	Armorsmith (Repair all armor types) 11-
10	Blessings of Asuna: 10 Points Worth of Priestly Spells
8	Blessings of Asuna: Multipower, 30-point reserve, all slots Light Of Asuna (All Spells Must Have The 'Visible' Limitation Where Possible; +0) (30 Active Points); all slots OIF (Holy Symbol; -1/2), Requires A Faith Roll (-1/2), Only When Serving The God's Purposes (-1/2), Spell (-1/2), Concentration (1/2 DCV; -1/4), Incantations (-1/4), All Powers must draw END from the Well of Faith (-1/4)
3	Bureaucratics 11-
7	Fables, Blessings and Parables: Variable Power Pool (Blessing Pool), 5 base + 2 control cost, Cosmic (+2); all slots 1 Continuing Charge lasting 1 Day (+0), Usable Simultaneously (up to 32 people at once; +1 1/2) (14 Active Points); all slots Extra Time (1 Hour, Only to Activate, Character May Take No Other Actions, -1 3/4), Incantations (Requires Incantations throughout; Complex; -1), Lockout (-1/2), Conditional Power (Only followers of Asuna; -1/4)
3	Healing 11-
2	KS: Asunite Religious Doctrine 11-
2	KS: History of the Church of Asuna 11-
2	KS: Spirit Lore 11-
1	Literacy w/ Native Language
18	Membership Has Its Privileges: Contact: Church of Asuna (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has useful Skills or resources, Very Good relationship with Contact), Organization Contact (x3) (18 Active Points) 8-
3	Oratory 11-
6	Ordained Priest of Asuna: Fringe Benefit: Membership: Church of Asuna, Pastor, Right Of Shelter, Right to Marry: Can perform the marriage

	ceremony
3	Persuasion 11-
3	Power: Faith 12-
2	PS: Asunite Priest 11-
15	Psychological Limitation: Cannot Stand By and Let Evil Occur (Common, Strong)
25	Psychological Limitation: Dedicated To Asuna and His Purposes (Very Common, Total)
4	Well of Faith: Endurance Reserve (30 END, 10 REC) Reserve: (13 Active Points); Only When Serving The God's Purposes (-1/2); REC: (10 Active Points); Extra Time (1 Hour, Character May Take No Other Actions, -3 1/4), Incantations (Requires Incantations throughout; -1/2), Only When Serving The God's Purposes (-1/2)
2	WF: Common Melee Weapons



Asunite Prayers

Those that follow Asuna receive guidance from their priests for all things spiritual. These priests, in turn, receive their guidance from the Omnibus Resplendent; a collection of hymns, parables, tales and prayers as written by the various warrior prophets, paladins and saints of Asuna.

Asuna is first and foremost a god of war and light, due to this an Asunite priest is not a subtle spell caster. All of Asuna's Blessings have a visual affect ranging from a golden aura to near blinding sunlight and raging fire.

The Book of Aceith

Verse 11:1

Active Points: 30

Real Cost: 10

"And it was then that Ser Aceith did lay his hands upon the stricken soldier and the soldier did wake afore the sun had set, his wounds had healed and Ser Aceith did rest."

The Book of Aceith; Verse 11:1: Healing BODY 2 1/2d6, Can Heal Limbs (30 Active Points); Extra Time (1 Hour, Only to Activate, Character May Take No Other Actions, -1 3/4), Visible (-1/4)

Verse 13:15

Active Points: 30

Real Cost: 15

"The twins charged the Beast; singing the hymns of their Lord and Ser Aceith did witness their blades carve its hide where once they could not."

The Book of Aceith; Verse 13:15: Aid Strength 2d6, Usable Simultaneously (up to 2 people at once; +1/2) (30 Active Points); Costs Endurance (-1/2), Conditional Power (Only followers of Asuna; -1/4), Visible (-1/4)

Verse 4:21

Active Points: 11

Real Cost: 5

"The Knights of Varro rode up the temple steps, slaughtering all in single combat. Ser Aceith and the remaining priests did meet the vandals before Asuna's greatest altar and then did Asuna fill their souls with his light and the carnage was great."

The Book of Aceith; Verse 4:21: +1 with HTH Combat, Usable Simultaneously (up to 16 people at once; +1 1/4) (11 Active Points); Costs Endurance (-1/2), Conditional Power (Only followers of Asuna; -1/4), Visible (-1/4)

The Book of Clairon

Verse 12:8

Active Points: 27

Real Cost: 15

"Ser Clairon lay at the feet of the resurrected Lam, defeated but not broken, the bodies of Lam's cultists lay lifeless around him. Lam bid Ser Clairon to rise to join him against his Lord. Ser Clairon did as asked, the praises of Asuna upon his lips and with each word did he feel his Lord within him."

The Book of Clairon; Verse 12:8: (Total: 27 Active Cost, 15 Real Cost) +3 STR (3 Active Points); No Figured Characteristics (-1/2), Visible (-1/4) (Real Cost: 2) **plus** +2 CON (4 Active Points); No Figured

Characteristics (-1/2), Costs Endurance (-1/2), Visible (-1/4) (Real Cost: 2) **plus** +2 BODY (4 Active Points); Costs Endurance (-1/2), No Figured Characteristics (-1/2), Visible (-1/4) (Real Cost: 2) **plus** +1 SPD (10 Active Points); Costs Endurance (-1/2), Visible (-1/4) (Real Cost: 6) **plus** Damage Resistance (2 PD/2 ED) (2 Active Points); Costs Endurance (-1/2), Visible (-1/4) (Real Cost: 1) **plus** +2 PD (2 Active Points); Costs Endurance (-1/2), Visible (-1/4) (Real Cost: 1) **plus** +2 ED (2 Active Points); Costs Endurance (-1/2), Visible (-1/4) (Real Cost: 1)

The Book of Erune

Verse 7:6

Active Points: 30

Real Cost: 24

"For no god had created this spell and thus it could not withstand Asuna's touch. With a prayer and a wave of her hand, Dame Erune banished it from her sight."

The Book of Erune; Verse 7:6: Dispel Non-Faith Spells 10d6 (30 Active Points); Visible (-1/4)

Verse 23:14

Active Points: 29

Real Cost: 23

"'We are done.' Lamented the soldiers, 'The Dark One is legion and we are all dead or dying.' they cried. Dame Erune gathered them to her and prayed to their gentle Lord for strength. As she prayed the Dark One advanced and the Light of Asuna split through the clouds and bathed the loyal in his grace."

The Book of Erune; Verse 23:14: Healing BODY 1d6+1, Ranged (+1/2), Usable Simultaneously (up to 4 people at once; +3/4) (29 Active Points); Visible (-1/4)

The Book of Jemone

Verse 17:13

Active Points: 30

Real Cost: 9

"'Harken to me warriors and faithful. Harken to a paladin of Asuna. Harken to the loyal of our Lord.' commanded the mighty Ser Jemone. The frightened masses did as bid and all fear was struck from their hearts at the sight of him."

The Book of Jemone; Verse 17:13: +30 PRE (30 Active Points); Only To Make Presence Attacks (requires -2 worth of Limitations; -1), Costs Endurance (-1/2), Only When Serving The God's Purposes (-1/2), Visible (-1/4)

The Book of Jennah

Verse 18:9

Active Points: 22

Real Cost: 6

"Not a single man, woman or child did turn from the slaughter as Saint Jennah strode through their masses, reciting the Truths of Asuna. Each met their death with the Light of Asuna in their breasts and the joy of meeting their Lord in their minds."

The Book of Jennah; Verse 18:9: Aid PRE 1d6, Area Of Effect (2" Radius; +1 1/4) (22 Active Points); Extra Time (Full Phase, -1/2), Only When Serving The God's Purposes (-1/2), Incantations (Requires Incantations throughout; -1/2), Conditional Power (Only followers of Asuna; -1/2), Visible (-1/4)

The Book of Linsey

Verse 1:15

Active Points: 30

Real Cost: 24

"Saint Linsey strode forth into the streets of Demary and the eyes of those with impure hearts could not gaze upon her for the light of her purity."

The Book of Linsey; Verse 1:15: Sight Group Flash 2d6, Area Of Effect (8" Radius; +1 3/4), Selective (+1/4) (30 Active Points); Visible (-1/4)

Verse 23:26

Active Points: 30

Real Cost: 20

"And as the foul Undead leapt upon her was her faith rewarded. Asuna did reach from her silver fist and burned his mark across the chest of the cursed priest."

The Book of Linsey; Verse 23:26: Killing Attack - Ranged 2d6 (30 Active Points); Limited Power (Only vs. Enemies of the Church; -1/4), Visible (-1/4)

The Book of Mian

Verse 9:26

Active Points: 45

Real Cost: 16

"For a fortnight did Dame Mian search out the assassin. Her single purpose to avenge the Bishop who had died in her arms. Such was her fury and dedication that Asuna did wave aside all form of glamour and deception to her eyes."

The Book of Mian; Verse 9:26: Dispel Invisibility 10d6, Explosion (+1/2) (45 Active Points); Extra Time (Full Phase, Only to Activate, Delayed Phase, -1/2), No Range (-1/2), Only When Serving The God's Purposes (-1/2), Visible (-1/4)

The Book of Nancy

Verse 12:4

Active Points: 20

Real Cost: 8

"Saint Nancy rose from her prayers, anger deep within her breast. Asuna had once again refused to answer her pleas. For now, at least, she could not inflict harm upon any follower of his Church and for another day she bore the punishments of her captors."



The Book of Nancy; Verse 12:4: Deadly Blow: +2d6 (any circumstances, any HTH weapon) (20 Active Points); Costs Endurance (-1/2), Increased Endurance Cost (x2 END; -1/2), Limited Power (Only vs. Enemies of the Church; -1/4), Visible (-1/4)

The Book of Pola

Verse 9:16

Active Points: 57

Real Cost: 32

"And lo, did Asuna's light grace Saint Pola and her host. For upon rising from their prayers did they all not have the countenance of their namesake? As one they charged at the Dark One's Legions and Asuna's Light did bathe their enemies in fire as the Golden Companions rode through."

The Book of Pola; Verse 9:16: (Total: 57 Active Cost, 32 Real Cost) Force Field (3 PD/3 ED/3 Power Defense), Usable Simultaneously (up to 16 people at once; +1 1/4) (20 Active Points); Conditional Power (Only followers of Asuna; -1/2), Visible (-1/4) (Real Cost: 11) **plus** Killing Attack - Ranged 1/2d6, Damage Shield (+1/2), Continuous (+1), Usable Simultaneously (up to 16 people at once; +1 1/4) (37 Active Points); Conditional Power (Only followers of Asuna; -1/2), Visible (-1/4) (Real Cost: 21)

Verse 13:19

Active Points: 15

Real Cost: 7

"Pola took the child in her arms and with great sorrow did she twist its head until the creature's last breath was drawn. Only then, when its true form was revealed did the rioting faithful take full measure of the deed."

GM Note: This spell allows the priest to detect those who mean harm to the Church of Asuna. It only detects those that Asuna has deemed enemies to himself, not necessarily those that intend the priest harm.

The Book of Pola; Verse 13:19: Detect Enemies of The Church A Large Class Of Things 11- (no Sense Group), Increased Arc Of Perception (360 Degrees) (15 Active Points); Only When Serving The God's Purposes (-1/2), Costs Endurance (-1/2), Visible (-1/4)

The Book of Senjonna

Verse 12:23

Active Points: 10

Real Cost: 3

"A quick prayer and Ser Senjonna's blade did glow with the light of our Master and the mighty paladin set forth into the unknown depths, destined to cleanse the taint of the undead priesthood."

The Book of Senjonna; Verse 12:23: Sight Group Images 1" radius (10 Active Points); Only To Create Light (-1), No Range (-1/2), Only When Serving The God's Purposes (-1/2), Requires A Faith Roll (-1/2), Visible (-1/4)

Ironborn

Total Cost: 101

Disads: 50

The Matharian priests known as Ironborn make up the central aspect of the Cult of the Forge. It is they who tend to the teaching of the Matharian people.

The Ironborn are known far and wide as superb smiths and craftsmen and even more notoriously known as supreme hoarders of this knowledge for their ancestors teach that each person must rely on their own skills in order to gain the strength and will to survive for the return of the A-ar.

Cost	Ability
4	+2 EGO
4	+2 INT
8	Armorsmith (Mail Armors, Plate Armors, Repair all armor types, Shields) 12-
5	Blessings of the Forge: 5 Points Worth Of Priestly Spells (5 Active Points)
8	Blessings of the Forge: Multipower, 30-point reserve, (30 Active Points); all slots OIF (Holy Symbol; -1/2), Requires A Faith Roll (-1/2), Only When Serving The God's Purposes (-1/2), Spell (-1/2), Concentration (1/2 DCV; -1/4), Incantations (-1/4)
5	Craftsman: +1 with all Crafts Skills
2	CuK: Matharian Heraldry 11-
2	CuK: Matharian Laws and Customs 11-
2	CuK: Matharian Legends and Lore 11-
1	Expensive Equipment: Money: Well Off (3 Active Points); Only For Determining Starting Equipment (-2)
7	Fables, Blessings and Parables: Variable Power Pool (Blessing Pool), 5 base + 2 control cost, Cosmic (+2); all slots 1 Continuing Charge lasting 1 Day (+0), Usable Simultaneously (up to 32 people at once; +1 1/2) (14 Active Points); all slots Extra Time (1 Hour, Only to Activate, Character May Take No Other

	Actions, -1 3/4), Incantations (Requires Incantations throughout; Complex; -1), Lockout (-1/2), Conditional Power (Only followers of the Cult of the Forge; -1/4)
10	Ironborn of the Forge: Fringe Benefit: Ironborn, Membership: Cult of the Forge, Right Of Shelter, Right to Marry: Can perform the marriage ceremony, Writ of Carriage
2	KS: Cult of the Forge Religious Doctrines 11-
2	KS: Family Ancestral Line 11-
2	KS: Matharian History 11-
2	KS: Prominent Smiths and Metalworking Guilds 11-
2	KS: Soulforged 11-
18	Membership Has Its Privileges: Contact: Cult of the Forge (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has useful Skills or resources, Very Good relationship with Contact), Organization Contact (x3) (18 Active Points) 8-
3	Power: Faith 11-
2	PS: Ironborn 11-
2	Reputation: Skilled Metalworker (A medium-sized group) 14-, +1/+1d6
10	Social Limitation: Law of the Cast: "As our oaths are our bond, so are these guidelines our boundaries." (Must act in accordance with the precepts of the Cult of the Forge or lose all special "Only While Serving The God's Purposes" abilities) (Occasionally, Major)
10	Social Limitation: Law of the Crucible: "As our spirits are purified, so thus must they cast away all impurities." (May not willingly associate or tolerate Evil individuals) (Frequently, Minor)
10	Social Limitation: Law of the Forge: "Only through great effort and working of skill can our failures be made whole." (Must go through lengthy quest or some other form of personal sacrifice to regain abilities if the Law of the Crucible is violated) (Occasionally, Major)
10	Social Limitation: Law of the Furnace: "In the fires of others' needs and others' directions are we tempered." (Must obey the priests of the Cult of the Forge) (Frequently, Minor)
10	Social Limitation: May Not Share Smithing Knowledge With Others (Occasionally, Major)
6	Weaponsmith (Axes And Picks, Flails, Maces And Hammers, Spears And Polearms, Swords And Daggers) 11-
2	WF: Common Melee Weapons

In addition to the blessings and skills provided by their ancestors, all Ironborn have access to many talents and skills that are granted to those of sufficient faith and experience. The accompanying table lists these abilities in the exact order that they must be learned should the Ironborn decide to pursue them.

Optional Ironborn Abilities	
6	Tempered Soul: (Total: 20 Active Cost, 6 Real Cost) +10 PRE (10 Active Points); Custom Modifier (Only To Resist Intimidation And Fear Attacks; -1), Only When Serving The God's Purposes (-1/2), Costs Endurance (-1/2) (Real Cost: 3) plus +5 EGO (10 Active Points); Custom Modifier (Only To Resist Intimidation And Fear Attacks; -1), Only When Serving The God's Purposes (-1/2), Costs Endurance (-1/2) (Real Cost: 3)
2	Stoking The Fires: Life Support (Safe in Intense Heat)
4	Great Fortitude: +2 with Constitution Rolls
14	Soul of Steel: (Total: 40 Active Cost, 14 Real Cost) +20 PRE (20 Active Points); Custom Modifier (Only To Resist Intimidation And Fear Attacks; -1), Only When Serving The God's Purposes (-1/2), Costs Endurance (-1/2) (Real Cost: 7) plus +10 EGO (20 Active Points); Custom Modifier (Only To Resist Intimidation And Fear Attacks; -1), Only When Serving The God's Purposes (-1/2), Costs Endurance (-1/2) (Real Cost: 7)
20	Soul Of The Hearth: Suppress Fire/Heat Based Attacks 5d6, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (50 Active Points); Always On (-1/2), No Range (-1/2), Only When Serving The God's Purposes (-1/2)
3	Create Bonded Hammer: Custom Power, Character Can Only Have One Bonded Hammer In Creation At Any Given Time (+0) (15 Active Points); Increased Endurance Cost (x5 END; (This is Long Term Endurance and recovers as such); -2), OAF Expendable (Very Difficult to obtain new Focus; Item Creation Supplies; -1 1/2), Requires A Faith Skill Roll And A Weaponsmith Skill Roll (-3/4), Concentration (1/2 DCV; -1/4)
7	The Forge Within: Power Defense (20 points) (20 Active Points); Custom Modifier (Only Vs. Powers Used By Undead; -1), Only When Serving The God's Purposes (-1/2), Costs Endurance (-1/2)
8	Create Hammer Of The Forge: Summon 255-point creatures, Friendly (+1/4) (64 Active Points); Extra Time (1 Month, Only to Activate, -2 1/2), IIF Immobile (Must Be Forged At A Temple Dedicated To The Cult Of The Forge; -1 1/4), Requires A Faith Skill Roll And A Weaponsmith Skill Roll (-3/4), Gestures (Requires both hands; Complex; -3/4), Only When Serving The God's Purposes (-1/2), Incantations (Complex; -1/2), Concentration (1/2 DCV; -1/4)

Ironborn Prayers

Ironborn prayers focus on the destruction of the Undead and the protection of hearth and home. These functions are performed through the manipulation of fire and metal.

Ironborn are more than just priests and blacksmiths, they are formidable warriors and the spells of fire and metal they wield only serve to enhance these skills.

Alloy

Active Points: 19

Real Cost: 14

The Ironborn endows his skin with the natural properties of metal, truly earning the title of their priesthood.

Alloy: (Total: 19 Active Cost, 14 Real Cost) Density Increase (400 kg mass, +10 STR, +2 PD/ED, -2" KB) (10 Active Points); Visible (turns casters skin to metal; -1/4) (Real Cost: 8) **plus** FF (5 PD/4 ED) (9 Active Points); Linked (Density Increase; -1/2) (Real Cost: 6)

Ancestral Hammer

Active Points: 35

Real Cost: 30

This prayer creates a hammer of pure spirit energy. The hammer can be hurled at a foe each phase the prayer is maintained, and it automatically returns to the Ironborn's hand.

Ancestral Hammer: (Total: 35 Active Cost, 30 Real Cost) Killing Attack - Hand-To-Hand 1d6+1, Range Based On STR (+1/4) (25 Active Points) (Real Cost: 25) **plus** +2 with Ancestral Hammer (10 Active Points); Linked (Hammer; -1/2), Costs Endurance (-1/2) (Real Cost: 5)

Ancestral Vision

Active Points: 5

Real Cost: 2

All creatures, great and small, contain a small portion of the Great Forge's Fire. Yet there are those that were created without it and it is with this prayer that the Ironborn are able to find those who have been resurrected or merged with spirits.

Ancestral Vision: IR Perception (Sight Group) (5 Active Points); Costs Endurance (-1/2), only works in near or total darkness (-1/2), Visible (-1/4)

Brazing the Wounds

Active Points: 17

Real Cost: 6

The Ancestors are not healing spirits, but accidents happen to aspiring apprentices and old masters alike.



Brazing the Wounds: Healing 1 BODY, Usable By Other (+1/4), Persistent (+1/2) (17 Active Points); Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), Conditional Power (Only followers of the Forge; -1/2)

Burnish

Active Points: 15

Real Cost: 3

Some of the greatest creations of the A-ar do not readily stand out to the casual observer. Even though they are amazing works in their own right, not all of their abilities can be seen without the proper vision. With this prayer the Ironborn can discern the power within an enchanted item.

Burnish: Detect Magical Properties of a Single Enchanted Object A Single Thing 13- (Unusual Group), Discriminatory, Analyze (15 Active Points); Extra Time (1 Hour, Character May Take No Other Actions, -3 1/4), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Costs Endurance (Only Costs END to Activate; -1/4)

Cold Flame

Active Points: 19

Real Cost: 8

Bringing light into darkness is but one facet of the Cult. This prayer is used by many an

Ironborn to focus her thoughts in dark times and to shed light where there is danger of setting valuables aflame.

Cold Flame: Sight Group Images 1" radius, +/-3 to PER Rolls, Cannot be smothered or quenched; creates no heat and uses no oxygen (+0) (19 Active Points); Only To Create Light (-1), Physical Manifestation (An item must carry the Flame; that item can be attacked even though the Flame cannot be extinguished by normal means; -1/4)

Discover Flaw

Active Points: 30

Real Cost: 20

The trained eye of the Ironborn is further enhanced by means of this prayer.

Discover Flaw: Find Weakness 11- with All Attacks (30 Active Points); Costs Endurance (-1/2), Spell (-1/2)

Ferocity of the Forge

Active Points: 37

Real Cost: 30

This prayer creates an explosion of flame that burns anyone in its radius. The Ironborn points his finger and a ball of fire bursts forth from his hand, smashing into the target with a mighty explosion.

Ferocity of the Forge: Energy Blast 6d6, Explosion (+1/2), Nonselective Target (-1/4) (37 Active Points); Limited Power Does not work in rain or underwater (-1/4)

Fire Welding

Active Points: 22

Real Cost: 12

Twin jets of flame blast forth from the eyes of the Ironborn, joining flesh and armor alike through the intense heat.

Burning Eyes: RKA 1d6, Armor Piercing (+1/2) (22 Active Points); Doesn't work in rain, underwater or other obscured conditions (-1/2), Reduced By Range (-1/4)

Forge Memory

Active Points: 62

Real Cost: 25

The Ironborn speaks to the metal, bringing forth the memory of the heat it was forged with, burning those that would touch it.

Forge Memory: HKA 1 1/2d6, Sticky (+1/2), Continuous (+1) (62 Active Points); only against targets touching a metal object (-1), No STR Bonus (-1/2)

Fury of the Forge

Active Points: 50

Real Cost: 18

The Ironborn is able to instill the rage of the furnace within the supplicant. Enhancing their Strength, Speed and Endurance, however, mere mortals cannot endure such power for long and their new found confidence makes them shirk a more defensive stand in combat.

Fury of the Forge: Aid STR, SPD & END 2d6, Usable By Other (+1/4), Delayed Fade Rate (points return at the rate of 5 per Minute; +1/4), STR, END & SPD simultaneously (+1) (50 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the recipient of the benefits of the Power; -3 DCV; -1/2), Costs Endurance (-1/2), Conditional Power (Only followers of Asuna; -1/2), Visible (-1/4)

Galvanize

Active Points: 5

Real Cost: 3

The Ancestors are not forgiving spirits, but even they can understand the need to protect those that serve their cause. By means of this prayer, an Ironborn is able to protect herself or her allies from the ravages of extreme temperatures.

Galvanize: Life Support (Safe in Intense Cold; Safe in Intense Heat), Usable By Other (+1/4) (5 Active Points); Conditional Power (Only followers of the Cult; -1/2), Costs Endurance (Only Costs END to Activate; -1/4)

Normalize

Active Points: 40

Real Cost: 14

This prayer makes the Ironborn nearly immune to any fire attack. The Ironborn has small flames crackling off his body while this prayer is in effect.

Normalize: Force Field (30 ED) (Protect Carried Items) (40 Active Points); Only Works Against Fire and Heat Attacks (-1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4)

Shackles

Active Points: 60

Real Cost: 27

With this prayer, the Ironborn can lock the Undead in place, preventing them from continued movement.

GM Note: 'Undead' includes Soulforged as well as those who have been resurrected.

Shackles: Entangle 4d6, 4 DEF, Takes No Damage From Attacks All Attacks (+1/2) (60 Active Points); Limited Power (Only vs. Undead; -1/2), Cannot Form Barriers (-1/4), Medium Range (25" Maximum; -1/4), Visible (-1/4)

Shield

Active Points: 57

Real Cost: 32

The Ironborn summons a flaming shield from the Great Forge's own arsenal. This shield appears in front of the priestess and moves to deflect all incoming blows.

Shield: +3 with DCV, Affects Desolidified Protects from Desolidified Attacks (+1/2) (22 Active Points); Costs Endurance (-1/2), Visible (-1/4)

Old Faith

The religions and their subsequent methods for performing magic can be loosely grouped into two basic categories called New and Old Faiths. While these connotations are not entirely accurate there are enough similarities between the practices that came before the Scale Wars and the ones that came after to warrant the separation.

Those religions that have become known as the 'Old Faiths' tend to be no older or younger than those of the so-called 'New Faiths', what they do have are tendencies towards a more primal connection to the objects of worship and less focus on preaching to the masses in order to convert them to their belief.

Most of the 'Old faith' religions are individualistic and shamanistic in their practice, with strong ties to spirits, totems and fetishes that bring about changes to the shaman himself or protective wards to fellow followers.

Totemic Shaman

Totemic Shamans, or more typically just Shamans, tend to be from more rustic lands where people are still in touch with the natural world. Many come from cultures considered "barbaric" by other civilizations, but some are from rich cultures that have a strong sense of spiritualism.

Regardless of their precise origin, Totemic Shamans are almost universally skilled survivors, and they can also be fearsome warriors, scouts, trackers, and spies. Their ways may seem savage, but they are effective nonetheless.

Totemic Shamans believe that animal Totems have mystical properties and can be used to work Magic by those with the proper training or talent. By attuning themselves the Totemic Shaman gains archetypical abilities associated with various animal Totems.

The Totemic Shaman has learned the mysteries of many totems and is powerful in the

ways of their Magic. Additionally, their many spirit quests and communing with the natural world has left them blessed with a surprising tenacity and durability.

All Totemic Shaman have a Power Skill called "Totem Lore", which is EGO Based. This Power Skill is used to learn new Powers and also serves as a Professional Skill for Totemic Shamanism if necessary.

Totem Distinctness

Each Totem is distinct and all of the Gifts that are granted by that Totem are particular to that Totem even if the same gift is offered by other Totems.

For example, the Owl and the Raven Totems are almost identical, differing in only one Totemic Gift. Thus if a Totemic Shaman had the full Owl Totem they could not just take the Basic Trickery Gift of the Raven Totem and be considered to have the full Raven Totem. The Shaman must also re-purchase the three overlapping Totemic Gifts of the Raven Totem to have the full Raven Totem.

This built in redundancy is intentional and helps to offset the extremely low point cost of Totemic Gifts in general.

Totem Mastery

When a Totemic Shaman has all of the Gifts of a particular Totem they can be said to have a "full" Totem. Essentially, they have achieved mastery of that particular Totem, which



grants access to other abilities and has some additional benefits as well.

- **Beast Speech:** Totemic Shaman can speak with animals matching their mastered Totems, for free.
- **Beast Forms:** Totemic Shaman can Multiform into animals matching their mastered Totems, at normal cost.
- **Animal Companions:** Totemic Shaman can have Animal Companions of an exceptional nature matching their mastered Totems, at normal cost.

Learning Powers

To Learn a Totemic Gift, a Totemic Shaman must have the character points to spend on the Totemic Gift and must spend a number of hours equal to the Active Points of the Totemic Gift in fasting and uninterrupted meditation. At the end of this period of meditation, the Totemic Shaman makes a Totem Lore Skill Roll at a penalty of -1 penalty per 10 Active Points of the Totemic Gift in question, plus an additional -2 penalty if the Totemic Shaman does not already have a Totemic Gift from that same Totem.

If the Totem Lore Skill roll is successful, the Totemic Shaman may add that Totemic Gift to their character sheet; if it is failed they may not try to learn that Totemic Gift again until their Totem Lore Skill roll is at least one higher than it currently is.

To learn an Advanced Gift, the Shaman must already have the Basic version of the same Gift for the same Totem. Thus for a Totemic Shaman to learn Advanced Toughness from the Bear Totem, they must already have the Basic Toughness Gift from the Bear Totem.

Sample Totems

Following are some sample Totems drawn from common animals found in most Earth-like settings, and the Totemic Gifts associated with them.

- **Bear:** Lesser Mightiness, Greater Mightiness, Lesser Toughness, Greater Toughness
- **Boar:** Lesser Frenzy, Greater Frenzy, Lesser Ramming, Lesser Toughness
- **Coyote:** Lesser Stealth, Greater Stealth, Lesser Trickery, Greater Trickery
- **Deer:** Lesser Running, Greater Running, Lesser Leaping, Lesser Senses

- **Dolphin:** Lesser Swimming, Greater Swimming, Lesser Ramming, Greater Ramming
- **Eagle:** Lesser Flight, Lesser Senses, Lesser Tooth & Claw, Greater Tooth & Claw
- **Fox:** Lesser Running, Lesser Stealth, Greater Stealth, Lesser Trickery
- **Hawk:** Lesser Flight, Greater Flight, Lesser Senses, Lesser Tooth & Claw
- **Horse:** Lesser Running, Greater Running, Lesser Leaping, Lesser Mightiness
- **Lion:** Lesser Mightiness, Lesser Tooth & Claw, Greater Tooth & Claw, Lesser Running
- **Lynx:** Lesser Leaping, Lesser Agility, Greater Agility, Lesser Stealth
- **Owl:** Lesser Flight, Lesser Senses, Greater Senses, Lesser Stealth
- **Panther:** Lesser Leaping, Lesser Stealth, Greater Stealth, Lesser Tooth & Claw
- **Raven:** Lesser Flight, Lesser Senses, Greater Senses, Lesser Trickery
- **Shark:** Lesser Swimming, Lesser Frenzy, Lesser Tooth & Claw; Greater Tooth & Claw
- **Stag:** Lesser Ramming, Greater Ramming, Lesser Running, Lesser Mightiness
- **Stingray:** Lesser Swimming, Lesser Agility, Lesser Tooth & Claw; Greater Tooth & Claw
- **Tiger:** Lesser Stealth, Lesser Leaping, Lesser Mightiness, Lesser Tooth & Claw
- **Weasel:** Lesser Stealth, Greater Stealth, Lesser Agility, Greater Agility
- **Wolf:** Lesser Senses, Greater Senses, Lesser Tooth & Claw, Lesser Running
- **Wolverine:** Lesser Toughness, Lesser Tooth & Claw, Lesser Stealth, Lesser Frenzy

Totem Powers

The following are the available totem powers and their costs.

Cost	Ability
8	Agility, Greater: (Total: 28 Active Cost, 8 Real Cost) +6 AGI (6 Active Points); Costs Endurance (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4) (Real Cost: 2) plus +6 REA (12 Active Points); Costs Endurance (-1/2), No Figured Characteristics (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4) (Real Cost: 3) plus +1 SPD (10 Active Points); Costs Endurance (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4) (Real Cost: 3)
5	Agility, Lesser: (Total: 15 Active Cost, 5 Real Cost) +5 AGI (5 Active Points); Costs Endurance (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4) (Real Cost: 2) plus +5 REA (10 Active Points); Costs Endurance (-1/2), No Figured Characteristics (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4) (Real Cost: 3)
7	Flight, Greater: Flight 10" (20 Active Points); Requires A Totem Lore Skill Roll (-1/2), Restrained (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4)
3	Flight, Lesser: Flight 5" (10 Active Points); Requires A Totem Lore Skill Roll (-1/2), Restrained (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4)
13	Frenzy, Greater: (Total: 40 Active Cost, 13 Real Cost) +10 STR (20 Active Points); No Figured Characteristics (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Gestures (-1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Incantations (-1/4) (Real Cost: 7) plus +10 CON (20 Active Points); Costs Endurance (-1/2), No Figured Characteristics (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4) (Real Cost: 6)
6	Frenzy, Lesser: (Total: 20 Active Cost, 6 Real Cost) +5 STR (10 Active Points); No Figured Characteristics (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Gestures (-1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Incantations (-1/4) (Real Cost: 3) plus +5 CON (10 Active Points); Costs Endurance (-1/2), No Figured Characteristics (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4) (Real Cost: 1)

	Gestures (-1/4), Incantations (-1/4) (Real Cost: 3)
6	Leaping, Greater: Leaping 14" (14 Active Points); Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4)
4	Leaping, Lesser: Leaping 10" (10 Active Points); Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4)
10	Mightiness, Greater: (Total: 30 Active Cost, 10 Real Cost) +10 STR (20 Active Points); No Figured Characteristics (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Gestures (-1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Incantations (-1/4) (Real Cost: 7) plus +10 PRE (10 Active Points); Costs Endurance (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4) (Real Cost: 3)
5	Mightiness, Lesser: (Total: 15 Active Cost, 5 Real Cost) +5 STR (10 Active Points); No Figured Characteristics (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Gestures (-1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Incantations (-1/4) (Real Cost: 3) plus +5 PRE (5 Active Points); Costs Endurance (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4) (Real Cost: 2)
7	Ramming, Greater: Hand-To-Hand Attack +3d6, Penetrating (+1/2) (22 Active Points); Hand-To-Hand Attack (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4)
3	Ramming, Lesser: Hand-To-Hand Attack +2d6 (10 Active Points); Hand-To-Hand Attack (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4)
8	Running, Greater: Running 10" (20 Active Points); Requires A Totem Lore Skill Roll (-1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4), Incantations (-1/4), Gestures (-1/4)
4	Running, Lesser: Running 5" (10 Active Points); Requires A Totem Lore Skill Roll (-1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4), Incantations (-1/4), Gestures (-1/4)
8	Senses, Greater: (Total: 29 Active Cost, 8 Real Cost) +8 PER with all Sense Groups (24 Active Points); Concentration (0 DCV; -1/2), Costs Endurance (-1/2), Requires A Totem Lore Skill Roll (-1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4) (Real Cost: 7) plus Nightvision (5 Active Points); Concentration (0 DCV; -1/2), Costs Endurance (-1/2), Requires A Totem Lore Skill Roll (-1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4) (Real Cost: 1)

5	Senses, Lesser: +5 PER with all Sense Groups (15 Active Points); Costs Endurance (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4)
12	Stealth, Greater: Invisibility to Sight, Smell/Taste and Hearing Groups (30 Active Points); Concentration (0 DCV; -1/2), Requires A Totem Lore Skill Roll (-1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4)
6	Stealth, Lesser: Invisibility to Hearing and Smell/Taste Groups (15 Active Points); Concentration (0 DCV; -1/2), Requires A Totem Lore Skill Roll (-1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4)
8	Swimming, Greater: (Total: 20 Active Cost, 8 Real Cost) Swimming 15" (15 Active Points); Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4) (Real Cost: 6) plus Life Support (Expanded Breathing (Water)) (5 Active Points); Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Incantations (-1/4), Gestures (-1/4) (Real Cost: 2)
4	Swimming, Lesser: (Total: 10 Active Cost, 4 Real Cost) Swimming 5" (5 Active Points); Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4) (Real Cost: 2) plus Life Support (Expanded Breathing (Water)) (5 Active Points); Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Incantations (-1/4), Gestures (-1/4) (Real Cost: 2)
8	Tooth and Claw, Greater: Killing Attack - Hand-To-Hand 1d6 (1d6+1 w/STR), +1 Increased STUN Multiplier (+1/4) (19 Active Points); Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4)
4	Tooth and Claw, Lesser: Killing Attack - Hand-To-Hand 1/2d6 (1d6+1 w/STR) (10 Active Points); Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4)
10	Toughness, Greater: Armor (8 PD/8 ED), Hardened (+1/4) (30 Active Points); Costs Endurance (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4)
5	Toughness, Lesser: Armor (5 PD/5 ED) (15 Active Points); Costs Endurance (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4)
10	Trickery, Greater: Shape Shift (Sight, Hearing, Mental, Smell/Taste and Touch Groups, four (max) shapes) (27 Active Points); Concentration (0 DCV; -1/2), Requires A Totem Lore Skill Roll (-1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4)
5	Trickery, Lesser: Shape Shift (Sight Group, four

(max) shapes) (15 Active Points); Concentration (0 DCV; -1/2), Requires A Totem Lore Skill Roll (-1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4)
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Sample Totemic Shaman

Within the Kingdom of Tursh there are two cultures whose shamans practice this form of spirit worship. They are so attuned to the nature of the spirit realm that they are able to channel their energy into themselves and take on the spirits traits.

Specifically these are the Caiute of the Kvonite tribes and the Afknir of the Vaerdi. While the Caiute do have a tendency to focus on the Stag and Horse spirits and the Vaerdi focus on the spirit of Bear, there is little stopping them from learning the Gifts of other spirits, with obvious restrictions to spirits that can be found within their locales.

The following packages represent these two shamans.

Afknir

Total Cost: 133

Disads: 25

The Vaerdi religion centers around the Cult of the Bear called Thodinrir. This religion teaches that the Vaerdi are the guardians of Aräw, the bear god, who sleeps under the Akini-et-Togo. The head of the cult is called the Afknir. This individual is almost always one of the famed shape shifters.

During their secluded ceremonies these men and women take the form of bears or wear bearskins and recreate their ancient legends and epics using complex dance rituals. These gatherings used to occur at specific holy places that have some connection to Aräw, but with the Vaerdi displacement they have taken to performing these rituals in areas of great natural beauty or exceptional ruggedness.

Each clan is lead by two people, the head shaman or Afknir and a Chieftain. The Afknir is the overall leader of the clan, handling internal disputes and decisions as well as handling foreign affairs.

The Afknir holds his position for life and can only otherwise be removed by a majority clan decision when he or she is considered to be a detriment to the clan. This has never happened in all the years of the clans.

Cost	Ability
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Chapter Two: Religion

2	+1 BODY
4	+2 REC
6	+3 CON
6	+3 EGO
3	+3 PRE
12	Afknir: Fringe Benefit: Afknir, Right Of Shelter, Right to Marry: Can perform the marriage ceremony
2	Animal Handler (Ursines) 11-
2	Armor Familiarity (Light Armor)
17	Bear Form: Multiform (149 Character Points in the most expensive form) (30 Active Points); Extra Time (1 Turn (Post-Segment 12), Only to Activate, Character May Take No Other Actions, -3/4)
30	Bear Totem Mightiness, Greater: (Total: 30 Active Cost, 10 Real Cost) +10 STR (20 Active Points); No Figured Characteristics (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Gestures (-1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Incantations (-1/4) (Real Cost: 7) plus +10 PRE (10 Active Points); Costs Endurance (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4) (Real Cost: 3) Mightiness, Lesser: (Total: 15 Active Cost, 5 Real Cost) +5 STR (10 Active Points); No Figured Characteristics (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Gestures (-1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Incantations (-1/4) (Real Cost: 3) plus +5 PRE (5 Active Points); Costs Endurance (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4) (Real Cost: 2) Toughness, Greater: Armor (8 PD/8 ED), Hardened (+1/4) (30 Active Points); Costs Endurance (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4) Toughness, Lesser: Armor (5 PD/5 ED) (15 Active Points); Costs Endurance (-1/2), Requires A Totem Lore Skill Roll (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4)
2	CuK: Vaerdi Heraldry 11-
2	CuK: Vaerdi Laws and Customs 11-
2	CuK: Vaerdi Legends and Lore 11-
3	Deduction 11-
6	Fables, Blessings and Parables: Variable Power Pool (Blessing Pool), 5 base + 1 control cost, all slots 1 Continuing Charge lasting 1 Day (+0), Cosmic (+2) (11 Active Points); all slots Extra Time (1 Hour, Only to Activate, Character May Take No Other Actions, -1 3/4), Incantations (Requires Incantations throughout; Complex; -1), Lockout (-1/2), Conditional Power (Only followers of [Deity]; -1/4)
3	Healing 11-
2	KS: Herbalism 11-
2	KS: Spirit Lore 11-
2	KS: Thodinrir Doctrines 11-
2	KS: Wilderness Lore 11-
0	Language: Ursine (completely fluent)

2	Navigation (Land) 11-
3	Persuasion 11-
7	Power: Totem lore 13-
2	PS: Afknir 11-
25	Psychological Limitation: Dedicated To The Vaerdi Gods And Their Purposes (Very Common, Total)
1	Spirit Attuned: Life Support (Longevity: 200 Years)
3	Survival (Arctic/Subarctic Forests, Mountain) 11-
3	Tracking 11-
2	WF: Common Melee Weapons

Caiute

Total Cost: 135

Disads: 25

Shamans, called Caiute, are always female and are generally the leaders of any given Kvonite tribe, though this is not an absolute.

Caiute preside over any event that the tribe deems significant. This can range from the birth of a child, a hunt, a battle, the creation of a new teepee, mating, or even the naming of a horse.

In addition to the spiritual needs of the tribe, a Caiute is also the one who remembers the tribes past and educates and advises through tales of past ancestors and spirits. All of the Caiute's teaching and advice will be in the form of a story or allegory.

Cost	Ability
5	+5 PRE
50	50 Points Worth of Totem Gifts (50 Active Points)
3	Acting 11-
11	Caiute: Fringe Benefit: Caiute, Right to Marry: Can perform the marriage ceremony
13	Casting the Bones: Precognitive Clairsentience (Sight Group) (40 Active Points); Precognition Only (-1), Vague and Unclear (-1/2), No Range (-1/2)
3	Conversation 11-
2	CuK: Kvonite Heraldry 11-
3	CuK: Kvonite Laws and Customs 12-
3	CuK: Kvonite Legends and Lore 12-
3	Deduction 11-
6	Fables, Blessings and Parables: Variable Power Pool (Blessing Pool), 5 base + 1 control cost, all slots 1 Continuing Charge lasting 1 Day (+0), Cosmic (+2) (11 Active Points); all slots Extra Time (1 Hour, Only to Activate, Character May Take No Other Actions, -1 3/4), Incantations (Requires Incantations throughout; Complex; -1), Lockout (-1/2), Conditional Power (Only followers of the White Stag; -1/4)
1	KS: [Local] Flora and Fauna (2 Active Points) 11-
1	KS: Herbalism and Healing Lore (2 Active Points) 11-
1	KS: Spirit Lore (2 Active Points) 11-
1	KS: Wilderness Lore (2 Active Points) 11-
2	Navigation (Land) 11-
3	Oratory 11-
3	Persuasion 11-
7	Power: Totem lore 13-
2	PS: Caiute 11-
3	PS: Storyteller 11-
25	Psychological Limitation: Devotion To The Spirits And Their Purposes (Very Common, Total)
3	Scholar
1	Spirit Attuned: Life Support (Longevity: 200 Years)
3	Tracking 11-
3	WF: Common Melee Weapons, Short Bows



Talisman Shaman

Talisman Shamans, or more typically just Shamans, tend to be from more rustic lands where people are still in touch with the natural world. Many come from cultures considered "barbaric" by other civilizations, but some are from rich cultures that have a strong sense of spiritualism; the faith of these shamans manifest in the form of talismans, charms and fetishes.

Each shamanic tradition will have their own methods and preferences, but one thing remains the same: each shaman takes a bit of spiritual essence and temporarily binds it to a trinket specifically made to hold this essence.

Talisman Creation

The Talismanic Shamans commune with the spirit world and gather together the essence of several spirits and infuse this essence into a charm or talisman. The fetish must be made from natural materials and must be crafted by the Shaman at the time of the ritual.

Create Talisman: Talisman Ritual, Conditional Power (Talisman Can Not Exceed 30 Active Points; +0) (30 Active Points); OAF Expendable (Difficult to obtain new Focus; Talisman Materials; -1 1/4), Concentration (0 DCV; Character is totally unaware of nearby events; -3/4), Variable Extra Time (Ritual Takes 1 Hour For Every 5 Active Points Of The Talisman; -3/4), Gestures (Complex; Requires both hands; -3/4), Incantations (Complex; -1/2), Spell (-1/2), Requires Light To Use (-1/4)

The rituals are long and require the full attention of the shaman. The exact length of time depends on the power of the spirit being infused. For every 5 Active Points of the spell, the ritual will take 1 hour. This time cannot be reduced or lengthened for any reason and must be done completely uninterrupted.

The specific effects of the talisman are likewise determined at the time of the ritual. The spell can be anything the shaman wishes, so long as it doesn't exceed the Active Point limit set by the Create Talisman ritual.

Once created, the talisman can be given to any person that the shaman wishes to possess it. In order to activate the spiritual essence within the talisman, the bearer must break, crush or destroy the fetish containing the essence.

Sample Talisman Shaman

Within the Kingdom of Tursh there is only a single example of the Talismanic Shaman. The

Druids of the Old Faith prefer this form of interaction with the Spirit Realms due to its less intrusive nature.

Druid

Total Cost: 98

Disads: 40

Within the Old Faith of the Tursh it is the Druids who act as the spiritual advisors. Unlike the priests of other religions, the Druids do not pass judgment or dictate morality. Instead it is their duty to keep the followers of their faith safe from the predations of Spirits.

Druids walk the line between the mortal and spirit worlds keeping the barrier between them as strong as possible. The Druids know all too well what can happen when they merge—the Great Darkness is strong in their oratories.

Cost	Ability
2	+1 BODY
2	+1 CON
2	+1 INT
4	+2 EGO
3	+3 PRE
3	+6 END
5	Animal Companion: Follower
5	Create Talisman: Talisman Ritual, Conditional Power (Talisman Can Not Exceed 30 Active Points; +0) (30 Active Points); OAF Expendable (Difficult to obtain new Focus; Talisman Materials; -1 1/4), Concentration (0 DCV; Character is totally unaware of nearby events; -3/4), Variable Extra Time (Ritual Takes 1 Hour For Every 5 Active Points Of The Talisman; -3/4), Gestures (Complex; Requires both hands; -3/4), Incantations (Complex; -1/2), Spell (-1/2), Requires Light To Use (-1/4)
5	Druid of the Old Faith: Fringe Benefit: Member of The [Name] Circle, Right Of Shelter, Right to Marry: Can perform the marriage ceremony
6	Fables, Blessings and Parables: Variable Power Pool (Blessing Pool), 5 base + 1 control cost, all slots 1 Continuing Charge lasting 1 Day (+0), Cosmic (+2) (11 Active Points); all slots Extra Time (1 Hour, Only to Activate, Character May Take No Other Actions, -1 3/4), Incantations (Requires Incantations throughout; Complex; -1), Lockout (-1/2), Conditional Power (Only followers of [Deity]; -1/4)
12	Forest Awareness: Danger Sense (immediate vicinity, out of combat, Function as a Sense, Intuitional) (25 Active Points); Only In Natural Settings (-1) 14-
15	Green Man: Enraged: when Woodlands destroyed/damaged (Uncommon), go 11-, recover 11-
3	Healing 11-
1	KS: Drugs, Poisons, and other Intoxicants 11-
1	KS: Faerie Lore 11-
1	KS: Herbalism 11-
1	KS: Spirit Lore 11-
1	KS: The Old Faith Religious Doctrine 11-

1	KS: Wilderness Lore 11-
9	Membership Has Its Privileges: Contact: The [Name] Circle (Contact has useful Skills or resources, Good relationship with Contact), Organization Contact (x3) (9 Active Points) 8-
1	Nature Touched: Reputation: Protector of the Natural World (A small to medium sized group) 8-, +1/+1d6
13	Nature's Resistance: Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases) (20 Active Points); Only When Serving The God's Purposes (-1/2)
2	Navigation (Land) 11-
3	Oratory 11-
2	PS: Druid 11-
25	Psychological Limitation: Dedicated To The Old Faith And Its Purposes (Very Common, Total)
3	Scholar
6	Survival (Arctic/Subarctic, Temperate/Subtropical, Mountain) 11-
1	WF: Blades

Sample Fetishes and Charms

The charms that are generally available from all talismanic shamans will very rarely be offensive in nature. Instead they will focus on minor enhancements and much more commonly, protections.

All talismans, charms and fetishes must have the following common modifiers;

- Usable By Other (+1/4)
- 1 Continuing Charge lasting 1 Day which Never Recovers (-1 3/4)
- IAF Fragile Expendable (Very Difficult to obtain new Focus; -1 1/4)
- Only If In Good Standing With The Spirits (-1/2)
- Spell (-1/2)

Charm of Excellence

Active Points: 19

Real Cost: 4

Many come to the shaman asking for a charm that will make them better at a particular skill or activity. These charms are exceptionally common and utilized across all walks of life.

Charm of Excellence: +3 with [Skill Group of Choice], Usable By Other (+1/4) (19 Active Points); 1 Continuing Charge lasting 1 Day which Never Recovers (-1 3/4), IAF Expendable (Very Difficult to obtain new Focus; -1), Only If In Good Standing With The Spirits (-1/2), Spell (-1/2)

Comfort Fetish

Active Points: 30

Real Cost: 4

With this fetish, the bearer is able to adjust the temperature within a 2" radius around himself. This allows him to make the area either cooler or warmer in accordance with his comfort level.

Comfort Fetish: Change Environment 2" radius, +2 Temperature Level Adjustment, -2 Temperature Level Adjustment, Multiple Combat Effects, Usable By Other (+1/4) (30 Active Points); 1 Charge which Never Recovers (-4), IAF Expendable (Very Difficult to obtain new Focus; -1), No Range (-1/2), Only If In Good Standing With The Spirits (-1/2), Spell (-1/2)

Fetish of Fire

Active Points: 34

Real Cost: 5

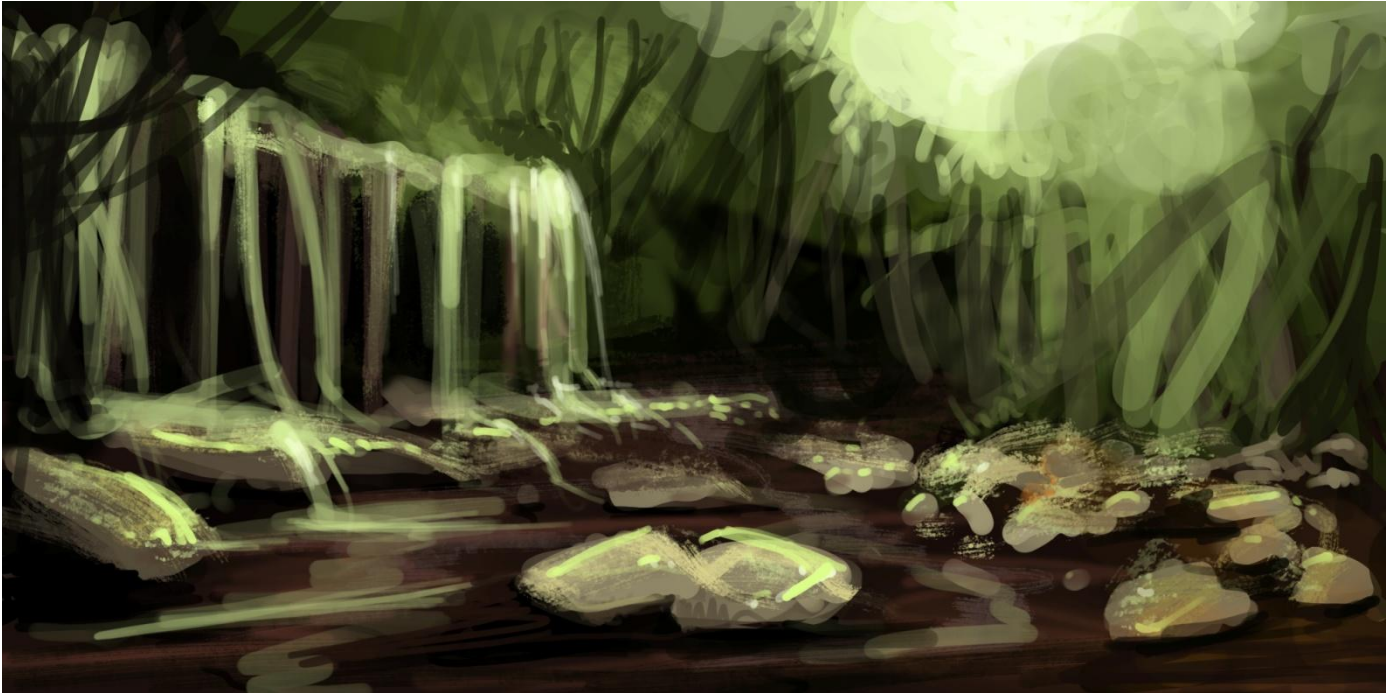
This fetish bathes the bearer in the essence of a fire spirit, increasing his reaction speed and making his skin extremely hot to the touch.

Fetish of Fire: (Total: 34 Active Cost, 5 Real Cost) +3 REA, Usable By Other (+1/4) (7 Active Points); 1 Continuing Charge lasting 1 Day which Never Recovers (-1 3/4), IAF Expendable (Very Difficult to obtain new Focus; -1), Only If In Good Standing With The Spirits (-1/2), Spell (-1/2) (Real Cost: 1) **plus** Killing Attack - Ranged 1/2d6, Usable By Other (+1/4), Damage Shield (+1/2), Continuous (+1) (27 Active Points); 1 Charge which Never Recovers (-4), IAF Expendable (Very Difficult to obtain new Focus; -1), Only If In Good Standing With The Spirits (-1/2), Spell (-1/2) (Real Cost: 4)

Fetish of Stone

Active Points: 6

Real Cost: 1



The bearer's body hardens and takes on the texture of granite when this fetish is activated, imbuing the bearer with the essence of rock.

Fetish of Stone: Density Increase (200 kg mass, +5 STR, +1 PD/ED, -1" KB), Usable By Other (+1/4) (6 Active Points); 1 Charge which Never Recovers (-4), IAF Expendable (Very Difficult to obtain new Focus; -1), Only If In Good Standing With The Spirits (-1/2), Spell (-1/2)

Frog Charm

Active Points: 4

Real Cost: 1

Not terribly common but surprisingly useful, this charm imbues the bearer with the subtle essence of its namesake.

Frog Charm: Leaping +3", Usable By Other (+1/4) (4 Active Points); 1 Continuing Charge lasting 1 Day which Never Recovers (-1 3/4), IAF Expendable (Very Difficult to obtain new Focus; -1), Only If In Good Standing With The Spirits (-1/2), Spell (-1/2)

Luck Charm

Active Points: 6

Real Cost: 1

A popular charm among nobles and commoners alike, the Luck Charm is a welcome addition in the lives of everyone.

Luck Charm: Luck 1d6, Usable By Other (+1/4) (6 Active Points); 1 Continuing Charge lasting 1 Day which Never Recovers (-1 3/4), IAF Expendable (Very Difficult to obtain new Focus; -1), Only If In Good Standing With The Spirits (-1/2), Spell (-1/2)

Magical Protection Talisman

Active Points: 12

Real Cost: 2

This talisman allows the bearer to resist the spells and magical effects of Spirit and magician alike. It has even been known to protect the bearer from those who serve the Gods.

Magical Protection Talisman: Power Defense (10 points), Usable By Other (+1/4) (12 Active Points); 1 Continuing Charge lasting 1 Day which Never Recovers (-1 3/4), IAF Expendable (Very Difficult to obtain new Focus; -1), Only If In Good Standing With The Spirits (-1/2), Spell (-1/2)

Messenger's Charm

Active Points: 7

Real Cost: 1

Used in times of war, this charm graces the bearer with the essence of Speed allowing him to race towards his destination.

Messenger's Charm: Running 3", Usable By Other (+1/4) (7 Active Points); 1 Continuing Charge lasting 1 Day which Never Recovers (-1 3/4), IAF Expendable (Very Difficult to obtain new Focus; -1), Only If In Good Standing With The Spirits (-1/2), Spell (-1/2)

Protection Talisman

Active Points: 19

Real Cost: 4

Quite possibly the most common talisman requested from Druids. Warriors and hunters have long carried these trinkets to give them an extra bit of protection from an enemy or angry beast.

Protection Talisman: Armor (5 PD/5 ED), Usable By Other (+1/4) (19 Active Points); 1 Continuing Charge lasting 1 Day which Never Recovers (-1 3/4), IAF Expendable (Very Difficult to obtain new Focus; -1), Only If In Good Standing With The Spirits (-1/2), Spell (-1/2)

Spirit Blindness Fetish

Active Points: 25

Real Cost: 5

Spirits will generally only be a concern should they actually be drawn to your presence. Druids try to teach their followers how to placate the spirits, but should that fail, this fetish will render the bearer completely invisible to the spirit.

Spirit Blindness Fetish: Invisibility to Mystic Group, No Fringe, Usable By Other (+1/4) (25 Active Points); 1 Continuing Charge lasting 1 Day which Never Recovers (-1 3/4), IAF Expendable (Very Difficult to obtain new Focus; -1), Only If In Good Standing With The Spirits (-1/2), Spell (-1/2), Limited Power (Only To Spirits; -1/4)

Spirit Fetish

Active Points: 50

Real Cost: 5

A spirit fetish allows the bearer to exist between the realms and become intangible to the mortal realm. Unfortunately they are still visible and unable to affect the mortal realm. In addition, they are unable to return to their normal form until the fetish's charge expires in 24 hours.

Spirit Fetish: Desolidification (affected by Spells), Usable By Other (+1/4) (50 Active Points); 1 Charge which Never Recovers (-4), No Conscious Control (Desolid cannot be turned off until the charge expires.; -2), IAF Expendable (Very Difficult to obtain new Focus; -1), Only If In Good Standing With The Spirits (-1/2), Spell (-1/2)

Talisman Against Hunger

Active Points: 4

Real Cost: 1

In times of hardship the druid is able to help sustain his followers until the he is able to appease the local spirits and allow their crops to grow and be harvested.

Talisman Against Hunger: Life Support (Eating: Character does not eat), Usable By Other (+1/4) (4 Active Points); 1 Continuing Charge lasting 1 Day which Never Recovers (-1 3/4), IAF Expendable (Very Difficult to obtain new Focus; -1), Only If In Good Standing With The Spirits (-1/2), Spell (-1/2)

Talisman Against The Hunter

Active Points: 12

Real Cost: 2

Protecting the soldier once more, this talisman reflects weapons that are shot or thrown at the bearer.

Talisman Against The Hunter: Missile Deflection (Arrows, Slings, Etc.), Usable By Other (+1/4) (12 Active Points); 1 Continuing Charge lasting 1 Day which Never Recovers (-1 3/4), IAF Expendable (Very Difficult to obtain new Focus; -1), Only If In Good Standing With The Spirits (-1/2), Spell (-1/2)

Talisman of Resistance

Active Points: 6

Real Cost: 1

There are those who are skilled or knowledgeable enough to find the chinks in a soldier's armor, it is with this talisman that a druid can protect his faithful.

Talisman of Resistance: Lack Of Weakness (-5) for Resistant Defenses, Usable By Other (+1/4) (6 Active Points); 1 Continuing Charge lasting 1 Day which Never Recovers (-1 3/4), IAF Expendable (Very Difficult to obtain new Focus; -1), Only If In Good Standing With The Spirits (-1/2), Spell (-1/2)

Will Charm

Active Points: 13

Real Cost: 3

The mind of a mortal cannot often deal with the horrors of the Spirit Realm or even resist the spells of mortal magicians. These charms seek to rectify this.

Will Charm: Mental Defense (12 points total), Usable By Other (+1/4) (13 Active Points); 1 Continuing Charge lasting 1 Day which Never Recovers (-1 3/4), IAF Expendable (Very Difficult to obtain new Focus; -1), Only If In Good Standing With The Spirits (-1/2), Spell (-1/2)

Spirit Masks

All talismanic shamans have the ability to create Spirit Masks and nearly all of them will create at least one for use in their daily rituals. Masks utilize the same Talisman Creation ritual as the Fetishes, Charms and Talismans listed above.

All masks will have the same build, though the point values will vary based on the power of the spirit they are imbued with. The Active Point value of the mask cannot exceed the limit of the Talisman Ritual.

Masks give the wearer a +1 Overall Skill Level and give them the ability to allow the spirit of the mask to possess their body and transform the wearer into the shape of the spirit. The mask is subsumed into the body during the transformation and cannot be recovered once the wearer returns to his own form, thus a new mask must be created whenever the transformation ability is used.

Spirit Mask: (Total: 29 Active Cost, 7 Real Cost) +1 Overall, Usable By Other (+1/4) (12 Active Points); IAF Expendable (Very Difficult to obtain new Focus; -1), Only If In Good Standing With The Spirits (-1/2), Spell (-1/2) (Real Cost: 4) **plus** Multiform [Spirit Must Be Chosen At Time Of Creation] (70 Character Points in the most expensive form), Usable By Other (+1/4) (17 Active Points); 1 Continuing Charge lasting 1 Day which Never Recovers (-1 3/4), IAF Expendable (Very Difficult to obtain new Focus; -1), Only If In Good Standing With The Spirits (-1/2), Spell (-1/2) (Real Cost: 3)

Whenever this ability is utilized, the wearer risks remaining in the spirit form forever. Talismanic shamans (and non-shamans) do not have the spiritual arrangements that the Totemic or Shapeshifter shamans have with the Spirits. Thus, once a spirit is bound to a mask it tends to be angry and will not willingly release the mask wearer. In order for the wearer to return to his natural form he must engage the spirit in a battle of wills. This is accomplished through an Ego Roll (with a -1 to the roll per 10AP of the mask). Failure will result in the wearer remaining in the spirit form for 24 hours before he can attempt the battle of wills once again.

Storyteller Shaman

Storyteller Shamans, or more typically just Storytellers, tend to be from more rustic lands where people are still in touch with the natural world. Many come from cultures considered "barbaric" by other civilizations, but some are from rich cultures that have a strong sense of spiritualism.

Invariably a Storyteller comes from a culture that has strong ties to oral traditions and histories and often will be the keepers of tribe, clan or even nation's historical accomplishments. They are the consummate teller of tales and are often very popular among the villagers that gather to hear the legends and past deeds of great heroes and the slaying of evil villains.

Ballads, Myths and Parables

All Faith based casters have the ability to relate a tale, fable, blessing or parable to those that follow their faith. These minor enchantments bestow blessings appropriate for the tale on all faithful that hear it. The Storyteller Shaman

expands upon this ability, able to inspire his clansmen to far greater acts of heroism through ancient tales of epic heroism.

The Storytellers gather Epics, Legends, Ballads and Myths much as an Atharian spell caster collects their spells. Some Storytellers are fortunate enough to live alongside a great hero and can author their own tale of greatness, recording the amazing deeds for others to aspire to.

Each of these tales contains the spirit of the author's intent and it takes the focus and training of the Storyteller to harness and utilize this spirituality, granting the pure essence of the stories message to those that are listening.

To represent this, all storyteller packages will contain a Variable Power Pool (Hero System 5th Edition, Revised P.322) built in the following manner.

Ballads, Myths and Legends: Variable Power Pool (Blessing Pool), 30 base + 16 control cost, Cosmic (+2); all slots 1 Continuing Charge lasting 1 Day (+0), Usable Simultaneously (up to 32 people at once; +1 1/2) (97 Active Points); all slots Extra Time (1 Hour, Only to Activate, Character May Take No Other Actions, -1 3/4), Incantations (Requires Incantations throughout; Complex; -1), Lockout (-1/2)

This allows the storyteller to spend an hour relating a story to his followers that holds some form of significance to their religion or cultural heritage. At the end of which, up to 32 of them will receive a bonus (or even a curse) that is relevant to the tale. The modifier will last for up to 24 hours and the storyteller will not be able to cast another blessing until the time has elapsed.

Sample Storyteller Shaman

Within the Kingdom of Tursh there are two specific types of people that are able to utilize this particular form of shamanism. They are the Skalds of the Aigulf and the wandering minstrels known as Bards.

Bard

Total Cost: 123

Disads: 0

Bards are a bit of an exception to the rule in that they are rarely the type of person to preach the morality and lessons that tend to go hand in hand with the other faith based spell casters. Instead, bards are seekers of stories and knowledge.

Bards travel across the lands looking for lost sagas and esoteric legends in which they can collect, learn and in turn, teach to others. They love to tell stories and will never hesitate to take a seat and spin a yarn, whether the tale is their own or ancient beyond measure is irrelevant to them.

Due to their wanderlust, Bards tend to be well-traveled and skilled with storytelling, dance and music. They are the ultimate collectors of myth and tale. Such is their dedication to this art that they have attuned to the spiritual natures of the greater oratories and can pass this on to anyone who listens.

Cost	Ability
10	+1 Overall
4	+2 EGO
6	+3 INT
3	+3 PRE
3	Alert: +1 PER with all Sense Groups
46	Ballads, Myths and Legends: Variable Power Pool (Blessing Pool), 30 base + 16 control cost, Cosmic (+2); all slots 1 Continuing Charge lasting 1 Day (+0), Usable Simultaneously (up to 32 people at once; +1 1/2) (97 Active Points); all slots Extra Time (1 Hour, Only to Activate, Character May Take No Other Actions, -1 3/4), Incantations (Requires Incantations throughout; Complex; -1), Lockout (-1/2)
3	Bribery 11-
10	Charming: +15 PRE (15 Active Points); Requires A Conversation Skill Roll (-1/2)
3	Choose One - PS: Dancing 11- - PS: Tale Telling 11- - PS: Singing 11-
6	Choose One - Agile Limbs: +2 with Breakfall, Stealth and Shadowing - Acrobatic: +2 with Acrobatics, Breakfall and Climbing - Charlatan: +2 with Persuasion, Disguise and Oratory - Deceitful: +2 with Disguise and Forgery - Many Masks: +2 with Acting, Oratory and Disguise - Nimble Skeleton: +2 with Contortionist, Acrobatics and Breakfall Skills - Nimble Fingers: +2 with Lockpicking, Security Systems and Sleight of Hand - Silver Palm: +2 with PS: Appraise, Persuasion and Trading - Stealthy: +2 with Stealth, Concealment and Shadowing
2	Choose One - Musical Instrument Familiarity (Aerophones) 11- - Musical Instrument Familiarity (Chordophones) 11-
3	Choose One - Jack-Of-All-Trades - Linguist

	• Traveler • Scholar
3	Climbing 11-
5	Conversation 12-
1	KS: Spellcraft and Magical Lore 8-
1	Literacy With Native Language
1	Oratory 8-
3	Persuasion 11-
1	Sleight Of Hand 8-
3	Streetwise 11-
2	Survival (Urban) 11-
3	Trading 11-
1	WF: Blades

Skald

Total Cost: 119

Disads: 40

The Aigulf clan is basically divided into three classes: the Nobility, composed of herd owners and warriors; the Skalds, men of art, learning, crafts, and religious leaders; and the Commoners who own no herds, instead working the herds of the nobility.

Craftsmanship and technical skills are highly regarded by the Aigulf and mastery of a craft could alter one's social status. The possessors of those skills, the Skalds, are free of other clan obligations. They are free to travel between the grazing lands controlled by different clans. Their skills are respected wherever they go and they are



accepted and welcomed without threat.

In addition, the Skalds are the keepers of the clan's history and religious practices. It is they who keep the young and old alike informed of the Aigulf traditions and laws and it is they who oversee all disputes that are unable to be resolved by the nobility.

Cost	Ability
4	+2 EGO
10	+2 with all Aigulf Cultural Skills
3	+3 PRE
46	Ballads, Myths and Legends: Variable Power Pool (Blessing Pool), 30 base + 16 control cost, Cosmic (+2); all slots 1 Continuing Charge lasting 1 Day (+0), Usable Simultaneously (up to 32 people at once; +1 1/2) (97 Active Points); all slots Extra Time (1 Hour, Only to Activate, Character May Take No Other Actions, -1 3/4), Incantations (Requires Incantations throughout; Complex; -1), Lockout (-1/2)
5	Conversation 12-
2	CuK: Aigulf Heraldry 11-
2	CuK: Aigulf Laws and Customs 11-
2	CuK: Aigulf Legends and Lore 11-
3	Jack of All Trades
1	KS: Faerie Lore 11-
1	KS: Herbalism 11-
1	KS: Spirits and the Spirit Realm 11-
1	KS: The Choir Doctrines 11-
1	KS: Wilderness Lore 11-
2	Navigation (Land) 11-
3	Oratory 11-
3	Persuasion 11-
1	PS: Alchemist 11-
1	PS: Blacksmith 11-
1	PS: Skald 11-
2	PS: Tale Telling 11-
25	Psychological Limitation: Dedicated To The Spirits And Their Purposes (Very Common, Total)
3	Scholar
10	Skald: Fringe Benefit: Right Of Shelter, Right to Marry: Can perform the marriage ceremony, Skald
3	Sleight Of Hand 11-
15	Social Limitation: Obligated To Help And Protect All Aigulf (Frequently, Major)
2	Survival (Temperate/Subtropical) 11-
3	Trading 11-
2	WF: Common Melee Weapons
1	Woad Creation: Armor (3 PD/3 ED), Hardened (+1/4) (11 Active Points); Extra Time (1 Hour, Character May Take No Other Actions, -3 1/4), 8 Charges which Never Recover (-2 1/2), OAF Expendable (Very Difficult to obtain new Focus; Enchanted pigments and Herbs; -1 1/2), Gestures, Requires Gestures throughout (-1/2), Spell (-1/2), Requires An Alchemy Roll (-1/2), Incantations (Requires Incantations throughout; -1/2), Limited Power Only When Not Wearing Armor (-1/2)

Sample Ballads, Myths and Legends

Storyteller shamans utilize the myths and legends of society to bring forth the spirit of these tales and imbue their audience with their power and essence. Over the Ages there have been countless numbers of these creations from epic myths to fables and ballads. Each is filled with spirit of the story's moral.

The following are examples of these powerful tales and their effects on their audiences.

Deirdre

Active Points: 21

Real Cost: 11

The story of a woman trapped by the forces of magic and the man who frees her with love.

Deirdre: (Total: 21 Active Cost, 11 Real Cost) +5 STR, Reduced Endurance (0 END; +1/2) (15 Active Points); Only to escape grabs (-1/2), No Figured Characteristics (-1/2) (Real Cost: 7) **plus** Skill Master (+3 with Contortionist) (6 Active Points); Only to escape ropes/bonds/etc. (-1/2) (Real Cost: 4)

Faton

Active Points: 30

Real Cost: 30

The story of a Tursh woman who chose to drown herself rather than marry a Cadonoz.

Faton: (Total: 30 Active Cost, 30 Real Cost) +10 EGO (Real Cost: 20) **plus** +10 Mental Defense (17 points total) (Real Cost: 10)

How Coyote Created People

Active Points: 20

Real Cost: 20

This legend tells of how Coyote held council with the other animals to decide what kind of people to make so that the acorns and pine nuts would not go to waste.

How Coyote Created People: (Total: 20 Active Cost, 20 Real Cost) +2 with all Outdoor Skills (Real Cost: 10) **plus** +2 with all Craft Skills (Real Cost: 10)

How Meadowlark Started Death

Active Points: 15

Real Cost: 15

A Kvonite myth of how Meadowlark convinced Coyote to let the people die so that they would not starve to death.

How Meadowlark Started Death: +3 with Interaction Skills

How Raven Became a Great Hunter

Active Points: 30

Real Cost: 15

The story of how Deer came to Kvonite lands, Raven became black, Mountain Lion would only eat the liver of Deer and how the Evening Star rose at night.

How Raven Became a Great Hunter: Find Weakness 13- with Related Group of Attacks (30 Active Points); Only Vs. Normal Animals (-1)

Seonas and the Fairy Maiden

Active Points: 18

Real Cost: 18

The son of Cardsidh is called away by the love of a fairy woman but Cardsidh has other plans.

Seonas and the Fairy Maiden: (Total: 18 Active Cost, 18 Real Cost) +2 with Acting, Oratory and Disguise (Real Cost: 6) **plus** +4 with Tracking, Shadowing and Concealment (Real Cost: 12)

The Journeys of Pola

Active Points: 27

Real Cost: 27

One of Asuna's paladins goes on a journey to defeat a mysterious Dark Herald which leads to even more adventures.

The Journeys of Pola: (Total: 27 Active Cost, 27 Real Cost) Life Support (Eating: Character does not eat; Immunity: All terrestrial diseases and biowarfare agents; Safe in Intense Cold; Safe in Intense Heat) (Real Cost: 17) **plus** +20 END (Real Cost: 10)

The Lady of Alune

Active Points: 25

Real Cost: 10

The classic Tursh tale of love unreturned.

The Lady of Alune: +25 PRE (25 Active Points); Custom Modifier (Only To Make "Stop And Listen To Me" Presence Attacks; -1), Incantations (Requires Incantations throughout; -1/2)

The Lutist of Hetalie

Active Points: 30

Real Cost: 10

A brave minstrel makes a decision that will have severe consequences.

The Lutist of Hetalie: +30 PRE (30 Active Points); Only to Issue Commands To Troops Under Command (-2)

The Moon-faced Piper

Active Points: 7

Real Cost: 7

When a knock comes to the door late at night you should be careful who (or what) you let in.

The Moon-faced Piper: (Total: 7 Active Cost, 7 Real Cost) KS: Spirit Lore 11- (Real Cost: 3) **plus** Deadly Blow: +1d6 (Only Vs. Spirits) (Real Cost: 4)

The Scale Wars

Active Points: 15

Real Cost: 7

One of the most popular of all Aigulf legends. Queen Carlin's jealousy begins a war that will bring into play forces beyond her understanding and in its aftermath a mighty hero falls.

The Scale Wars: (Total: 15 Active Cost, 7 Real Cost) +5 BODY (10 Active Points); Custom Modifier (Only To Determine Knockout And Death Thresholds; -1) (Real Cost: 5) **plus** +5 STUN (5 Active Points); Custom Modifier (Only To Determine Knockout And Death Thresholds; -1) (Real Cost: 2)

The Shield of Destiny

Active Points: 12

Real Cost: 9

Legend has it that where this shield rests so too shall rest a king.

The Shield of Destiny: (Total: 12 Active Cost, 9 Real Cost) +3 REA (6 Active Points); Costs Endurance (Only Costs END to Activate; -1/4) (Real Cost: 5) **plus** Force Field (3 PD/3 ED) (6 Active Points); Linked (REA; -1/2) (Real Cost: 4)

The Stag Flag

Active Points: 15

Real Cost: 6

A mystical white flag has protected Clan Maig for centuries, or is it all just superstition?

The Stag Flag: (Total: 15 Active Cost, 6 Real Cost) +5 PRE (5 Active Points); Custom Modifier (Only To Resist Fear; -2) (Real Cost: 2) **plus** +5 Mental Defense (7 points total) (5 Active Points); Custom Modifier (Only To Resist Fear; -2) (Real Cost: 2) **plus** Power Defense (5 points) (5 Active Points); Custom Modifier (Only To Resist Fear; -2) (Real Cost: 2)

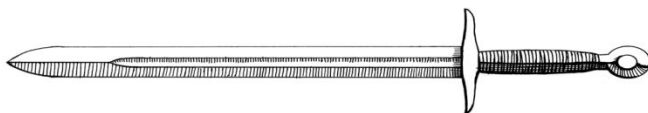
The Tragedy of Deirdre

Active Points: 35

Real Cost: 35

Two young lovers battle destiny to be together and fall victim to a king's pride and unknowingly begin the sequence of events that will become The Scale Wars.

The Tragedy of Deirdre: (Total: 35 Active Cost, 35 Real Cost) Aid PRE 1d6 (Real Cost: 10) **plus** Danger Sense (immediate vicinity, out of combat, Function as a Sense, Intuitional) 14- (Real Cost: 25)



The Wrath of Aslyn

Active Points: 60

Real Cost: 25

The ancient warlords learn that the Dark One hath no fury like a woman scorned.

The Wrath Of Aslyn: (Total: 60 Active Cost, 25 Real Cost) +10 STR (20 Active Points); No Figured Characteristics (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used ((-5 STR, -6 AGI, -6 REA, -6 ACC, -3" Run for 1 Minute after Charge elapses, -2 DCV for Duration of Charge; -1/2), Can't Do Anything Requiring Concentration For Duration Of Charge (-1/4) (Real Cost: 9) **plus** +5 CON (10 Active Points); Linked (STR; Lesser Power can only be used when character uses greater Power at full value; -3/4), No Figured Characteristics (-1/2) (Real Cost: 4) **plus** +5 BODY (10 Active Points); Linked (STR; Lesser Power can only be used when character uses greater Power at full value; -3/4), No Figured Characteristics (-1/2) (Real Cost: 4) **plus** +5 EGO (10 Active Points); Defensive Use Only (-1), Linked (STR; Lesser Power can only be used when character uses greater Power at full value; -3/4) (Real Cost: 4) **plus** +2 with HTH Combat (10 Active Points); OCV Only (-1), Linked (STR; Lesser Power can only be used when character uses greater Power at full value; -3/4) (Real Cost: 4)

Shapeshifter Shaman

Shapeshifter Shamans, or more typically just Shapeshifter, have taken the worship of the spirits to an almost kinship level. Invariably they focus on spirits that represent living things, such as plants and animals, and have attuned to them so greatly that they are able to change their form to that of the spirits.

One could say that they are a far more advanced form of the Totemic Shaman, or that they are a more bestial form having less control over their usage of the spiritual bond.

A Shapeshifter cannot take the form of a spirit they have never met and communed with. No spirit will allow a shaman to take their form without the proper respect being shown. To gain this trust and the spirit's acquiescence, a Shapeshifter must convince an animal to meet with him and then they must spend time with the spirit in communion.

Spirit Communion: Cosmetic Transform 2d6 (Non-Attuned Shaman into Attuned Shaman) (10 Active Points); Extra Time (6 Hours, -3 1/2), Incantations (Requires Incantations throughout; Complex; -1), OAF (Willing Animal or Plant; -1), Limited Target (Self Only; -1), Concentration (0 DCV; Character is totally unaware of nearby events; -3/4), No Range (-1/2)

During this time, the shaman is quite literally baring his soul to the spirit and showing that he is pure and dedicated to the preservation of the spirits and that he will not use this gift for the destruction of any spirit.

Once the spirit and the Shapeshifter have communed and the spirit has deemed him worthy of the spirit's form, the shaman will be able to call upon this form whenever he desires, so long as he maintains his good standing among the spirits.

Sample Animal Form: Boa Constrictor Form: Multiform (59 Character Points in the most expensive form) (12 Active Points); Only When In Good Standing With Spirits (-1/2), Costs Endurance (Only To Change; -1/2), IAF (Piece of the snake; -1/2), Extra Time (Full Phase, Only to Activate, -1/4)

The forms a Shapeshifter can take must be very specific. The Shapeshifter cannot designate 'Any Tree' or 'All Animals' as a form. Instead it must be 'Boa Constrictor', 'Sheep', 'Mangrove Tree', 'Holly Bush', etc.

Each form must be communed with separately in order to obtain and each must be bought as a separate Multiform or Shapeshift.

Sample Plant Form: Mangrove Tree Form: Shape Shift (Sight, Smell/Taste and Touch Groups, limited group of shapes) (26 Active Points); must remain stationary (-1/2), Only When In Good Standing With Spirits (-1/2), IAF (Piece of a Mangrove Tree; -1/2), Extra Time (Full Phase, Only to Activate, -1/4)

As a rule, all animals must be bought as a Multiform and all plants must be bought as a Shapeshift. All Forms must be built exactly as the sample forms shown here.

Sample Shapeshifter Shaman

Within the Kingdom of Tursh there is but one culture that have Shapeshifter shamans: the Bezzi. These diminutive folk have become so intertwined with their surrounding environment that the shamans are able to literally become a representative of it.

Bezzi Shaman

Total Cost: 96

Disads: 25

Shamans are the primary spell-casters and are highly respected among the tribes. The Bezzi shamans are well known for their ability to take on the forms of insects, animals, and vegetation. Many a Tursh or Aigulf warband has been slaughtered by a single shaman who was able to strike and disappear within the marsh, disguised as a plant or animal.

Cost	Ability
4	+2 EGO
4	+2 INT
4	+4 PRE
2	AK: Water Wood 11-
2	CK: [Home Village] 11-
3	Climbing 11-
3	Concealment 11-
2	CuK: Bezzi Heraldry 11-
2	CuK: Bezzi Laws and Customs 11-
2	CuK: Bezzi Legends and Lore 11-
12	Forest Awareness: Danger Sense (immediate vicinity, out of combat, Function as a Sense, Intuitional) (25 Active Points); Only In Natural Settings (-1) 14-
3	Healing 11-
2	KS: Bezzi Spirit Worship 11-
2	KS: Wilderness Lore 11-
3	Mimicry 11-
3	Poisoning 11-
25	Psychological Limitation: Dedicated To The Spirits And Their Purposes (Very Common, Total)
3	Shadowing 11-
1	Shaman: Reputation (A small to medium sized group) 8-, +1/+1d6
1	Spirit Communion: Cosmetic Transform 2d6 (Non-Attuned Shaman into Attuned Shaman) (10 Active Points); Extra Time (6 Hours, -3 1/2), Incantations (Requires Incantations throughout; Complex; -1), OAF (Willing Animal or Plant; -1), Limited Target (Self Only; -1), Concentration (0 DCV; Character is totally unaware of nearby events; -3/4), No Range (-1/2)
30	Spirit Forms: 30 Points Worth of Animal or Plant Forms
3	Stealth 11-
2	Survival (Temperate/Subtropical Forests) 11-
3	Tracking 11-

Warriors of Faith Packages

In every religious tradition there are those who prefer to spread the word of their faith by the sword or take up the mantle of warrior in order to protect their less martial brethren or temples from the predations of the unfaithful or opportunistic.

In the past, these were simply martial-minded priests and shamans, but with the rise of the so-called New Faiths, the tradition has become much more codified and wide spread. While there are surely dozens more, the following packages represent some of the more prominent warrior orders among the New Faiths.

Order of the Spear

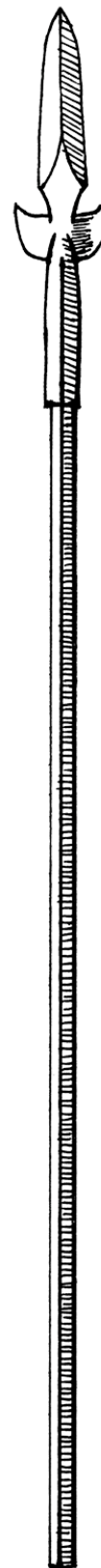
Total Cost: 137

Disads: 40

At the end of the Scale Wars the warrior god, Asuna held back the tide of evil that was overtaking the world. His actions saved the gods and allowed them to retreat back to their Godlands. As a final act, Asuna struck a mighty blow against the Dark One himself by shoving his spear, the gilded Manalanyes deep into Merdashtes gaping maw. The Dark One slammed shut his mouth, swallowing the spear and taking Asuna's hand with him as he fled back into the Aether.

Those men and women who join the Order of the Spear focus on the recovery of Manalanyes and range across the known world in search of the mighty spear. Not surprisingly these warriors are exceptional spearmen and tend to be more woodsman than soldier. The commoners tend to be fonder of these paladins as they are composed only of the faithful and not based on the favored bloodlines that tend to define the Paladins of Asuna.

The Order of the Spear have been blessed with the ability to channel the pain and suffering inflicted on them by an enemy into strikes that are far more accurate or just filled with



raw damage potential. This blessing is said to have come from Asuna himself, mirroring the faith in their warrior god that gave him the strength to defeat the Dark One in that fateful battle.

Cost	Ability
2	+1 BODY
2	+1 CON
2	+1 REA
10	+1 SPD
5	+1 with HTH Combat
6	+3 STR
2	AK: Kingdom of Tursh 11-
4	Armor Familiarity (Medium Armor, Shield)
26	Asuna's Resolve: (Total: 42 Active Cost, 26 Real Cost) Absorption 2d6 (energy, END Battery), Varying Effect (+3/4), Absorption As A Defense (x2), Custom Modifier (Character Takes Damage At Post Segment 12 Instead Of Immediately; +1) (37 Active Points); Only When Serving The God's Purposes (-1/2) (Real Cost: 25) plus Endurance Reserve (50 END, 0 REC) Reserve: (5 Active Points); Limited Power (END Can Only Be Used For The Furious Counterstrike Ability; -1 1/2), Custom Modifier (END Reserve Empties On Post Segment 12; -3/4), Only When Serving The God's Purposes (-1/2), Side Effects (Side Effect always occurs whenever the character does some specific act; Character Takes 1 Body For Each Pt. Of END Remaining In The Reserve When It Empties; -1/4) (Real Cost: 1)
3	Healing 11-
2	KS: Artifact Lore 11-
2	KS: Asunite Religious Doctrine 11-
1	KS: Spirit Lore 8-
18	Membership Has Its Privileges: Contact: Church of Asuna (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has useful Skills or resources, Very Good relationship with Contact), Organization Contact (x3) (18 Active Points) 8-
2	Navigation (Land) 11-
5	Ordained Paladin of Asuna: Fringe Benefit: Paladin, Right Of Shelter, Writ of Carriage
2	Order of the Spear: Reputation: Good And Honorable Holy Warrior (A large group) 8-, +2/+2d6
3	Penalty Skill Levels: +1 vs. penalties due to Wearing Medium Armor with DCV and AGI
2	PS: Paladin of Asuna 11-
15	Psychological Limitation: Cannot Stand By and Let Evil Occur (Common, Strong)
25	Psychological Limitation: Dedicated To Asuna and His Purposes (Very Common, Total)
17	Spear Fighting - Block: 1/2 Phase, +2 OCV, +2 DCV, Block, Abort - Legsweep: 1/2 Phase, +2 OCV, -1 DCV, Weapon +1 DC Strike, Target Falls - Slash: 1/2 Phase, -2 OCV, +1 DCV, Weapon +4 DC Strike - Thrust: 1/2 Phase, +0 OCV, +2 DCV, Weapon +2 DC Strike - Weapon Element: Polearms and Spears, Staffs
2	Survival (Temperate/Subtropical) 11-
17	The Tip of Manalanyses: Aid HTH Combat Skill Levels

	5d6, Limited Power (Can Only Draw END Cost From Steel Resolve END Reserve; +0) (50 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Character Takes 1 Body For Each Pt. Of END Used With This Power; -1), Only When Serving The God's Purposes (-1/2), Costs Endurance (-1/2)
2	WF: Common Melee Weapons

Paladin of Asuna

Total Cost: 120

Disads: 40

When the common Tursh thinks of a paladin it is the Paladin of Asuna that comes to mind. Strong and regal of bearing, resplendent in their shining armor and mounted upon a fierce warhorse, the grace and fury of Asuna made manifest.

While the Paladins of Asuna are certainly the oldest and most prestigious of the Asunite warrior orders, it has begun to show its age. The upper echelons have become filled with those who would battle over titles and politics rather than lead the faithful into righteous battle.

New paladins are accepted more on their political merits and noble lineage than any true righteousness and faith in Asuna. That is not to say that they are heretics or blasphemers, in truth they are all strong in their belief in Asuna. They have simply changed the manner in which they wage war in Asuna's name.

Still, the Paladins of Asuna are mortal manifestations of Asuna's divinity, particularly his War aspect. Of this there is no doubt. One needs only see a paladin infused with Divine Wrath as he charges into the midst of those that would tear down Asuna's Church.

Cost	Ability
2	+1 BODY
2	+1 CON
3	+1 with All Combat (8 Active Points); Only While Mounted (-2)
5	+1 with HTH Combat
4	+2 EGO
2	+2 PRE
4	+2 REC
6	+3 STR
-2	-1" Run
4	Armor Familiarity (Heavy Armor, Shield)
9	Divine Wrath: (Total: 20 Active Cost, 9 Real Cost) +2 BODY (4 Active Points); Only When Serving The God's Purposes (-1/2), Costs Endurance (-1/2), Linked (SPD; -1/2), No Figured Characteristics (-1/2) (Real Cost: 1) plus +2 STR (4 Active Points); Only When Serving The God's Purposes (-1/2), Linked (SPD; -1/2), No Figured Characteristics (-1/2) (Real Cost: 2) plus Damage

	Resistance (2 PD/2 ED) (2 Active Points); Only When Serving The God's Purposes (-1/2), Linked (SPD; -1/2), Costs Endurance (Only Costs END to Activate; -1/4) (Real Cost: 1) plus +1 SPD (10 Active Points); Only When Serving The God's Purposes (-1/2), Requires A Faith Roll (-1/2) (Real Cost: 5)
1	Expensive Equipment: Money: Well Off (3 Active Points); Only For Determining Starting Equipment (-2)
16	Heavy War Horse: Follower
2	KS: Asunite Religious Doctrine 11-
1	KS: Spirit Lore 8-
2	Lay On Hands: Healing BODY 1d6 (10 Active Points); Extra Time (1 Minute, -1 1/2), Increased Endurance Cost (x4 END; -1 1/2)
1	Literacy w/ Native Language
18	Membership Has Its Privileges: Contact: Church of Asuna (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has useful Skills or resources, Very Good relationship with Contact), Organization Contact (x3) (18 Active Points) 8-
2	Navigation (Land) 11-
3	Oratory 11-
5	Ordained Paladin of Asuna: Fringe Benefit: Paladin, Right Of Shelter, Writ of Carriage
3	Penalty Skill Levels: +2 vs. penalties due to AGI and DCV with Wearing Heavy Armor
6	Penalty Skill Levels: +2 vs. penalties due to Riding horseback with All Attacks
2	PS: Paladin of Asuna 11-
15	Psychological Limitation: Cannot Stand By and Let Evil Occur (Common, Strong)
25	Psychological Limitation: Dedicated To Asuna and His Purposes (Very Common, Total)
5	Riding 12-
4	Sacred Defense: Power Defense (10 points) (10 Active Points); Only Works Against (Spells Enemies of the Church; -1), Costs Endurance (-1/2)
2	Smite Infidel: Deadly Blow: +1d6 (Vs. Enemies of the Church) (7 Active Points); Increased Endurance Cost (x4 END; -1 1/2), Only When Serving The God's Purposes (-1/2), Costs Endurance (Only Costs END to Activate; -1/4), All Powers must draw END from the Well of Faith (-1/4)
4	Well of Faith: Endurance Reserve (30 END, 10 REC) Reserve: (13 Active Points); Only When Serving The God's Purposes (-1/2); REC: (10 Active Points); Extra Time (1 Hour, Character May Take No Other Actions, -3 1/4), Incantations (Requires Incantations throughout; -1/2), Only When Serving The God's Purposes (-1/2)
3	WF: Common Melee Weapons, Lances

Pyroclast

Total Cost: 123

Disads: 55

Pyroclasts are the paladins of the Cult of the Forge. They are consummate warriors and focus all of their energy into the mastering of their weapons, armor and fighting skills. This focus is for one purpose: the destruction of the Undead,

Soulforged and Soulwarped. So fierce and total is their dedication that the mere sight of an undead will cause a Pyroclast to literally burst into flame and turn them into a raging berserker.

Within the Matharian Clanhomes Pyroclasts assume the same role as knights do within the Tursh Kingdom; they are minor nobles and often become the generals of Matharian armies when they are not scouring the countryside for signs of the Undead.

GM Note: For the purposes of the Pyroclast, all references to 'Undead' are assumed to refer to Soulwarped and Soulforged in addition to those who have been resurrected.

Cost	Ability
2	+1 BODY
2	+1 CON
2	+1 EGO
4	+2 STR
3	+6 END
6	Armor Familiarity (Heavy Armor, Medium Armor, Shield)
2	Armorsmith (Repair only) 11-
2	CuK: Matharian Heraldry 11-
2	CuK: Matharian Laws and Customs 11-
2	CuK: Matharian Legends and Lore 11-
5	Defense Maneuver I-II
15	Enraged: When near the Undead (Uncommon), go 11-, recover 11-
1	Expensive Equipment: Money: Well Off (3 Active Points); Only For Determining Starting Equipment (-2)
25	Fires of the Forge: (Total: 55 Active Cost, 25 Real Cost) Sight Group Images 1" radius (10 Active Points); Only To Create Light (-1), No Range (-1/2), Linked (Killing Attack - Ranged; -1/2), Only When Serving The God's Purposes (-1/2) (Real Cost: 3) plus Killing Attack - Ranged 1d6, Damage Shield (+1/2), Penetrating (+1/2), Continuous (+1) (45 Active Points); Limited Power (Only Affects Undead Beings; -1/2), Only When Serving The God's Purposes (-1/2) (Real Cost: 22)
3	Know Thy Enemy: +1 Overall (10 Active Points); Only Vs. Undead (-2), Only When Serving The God's Purposes (-1/2)
2	KS: Cult of the Forge Religious Doctrines 11-
2	KS: Family Ancestral Line 11-
2	KS: Matharian History 11-
2	KS: Soulforged 11-
18	Membership Has Its Privileges: Contact: Cult of the Forge (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has useful Skills or resources, Very Good relationship with Contact), Organization Contact (x3) (18 Active Points) 8-
3	Penalty Skill Levels: +2 vs. penalties due to Wearing Heavy Armor with AGI and DCV
2	PS: Pyroclast 11-
5	Pyroclast of the Forge: Fringe Benefit: Pyroclast, Right Of Shelter

10	Social Limitation: Law of the Cast: "As our oaths are our bond, so are these guidelines our boundaries." (Must act in accordance with the precepts of the Cult of the Forge or lose all special "Only While Serving The God's Purposes" abilities) (Occasionally, Major)
10	Social Limitation: Law of the Crucible: "As our spirits are purified, so thus must they cast away all impurities." (May not willingly associate or tolerate Evil individuals) (Frequently, Minor)
10	Social Limitation: Law of the Forge: "Only through great effort and working of skill can our failures be made whole." (Must go through lengthy quest or some other form of personal sacrifice to regain abilities if the Law of the Crucible is violated) (Occasionally, Major)
10	Social Limitation: Law of the Furnace: "In the fires of others' needs and others' directions are we tempered." (Must obey the priests of the Cult of the Forge) (Frequently, Minor)
6	Strength Of Will: +9 STR (18 Active Points); Requires An EGO Roll (-1), No Figured Characteristics (-1/2), Increased Endurance Cost (x2 END; -1/2)
5	Unmake the Unmade: Deadly Blow: +1d6 (Only Vs. Undead) (7 Active Points); Only When Serving The God's Purposes (-1/2)
13	Warrior's Purpose: +2 with All Combat, Usable By Other (+1/4), Area Of Effect (2" Radius; Only To Allies; +1), Selective (+1/4) (40 Active Points); Costs Endurance (-1/2), Incantations (Requires Incantations throughout; -1/2), Only When Serving The God's Purposes (-1/2), Conditional Power (Only followers of the Forge; -1/2)
2	WF: Common Melee Weapons



*"Politics is supposed to be the second oldest profession.
I have come to realize that it bears a very close resemblance to the first."* - **Ronald Reagan**



Introduction

Whether friend, foe or indifferent, the nations near and about Tursh are anything but similar. Certainly, like Tursh itself, Beilean and Lorag are both kingdoms ruled over by monarchs, but in most respects one will find the list of similarities to be minute in comparison to the list of differences amongst the bordering nations.

Here transcribed one will find all one needs to form a basic understanding of the governments, societies and histories of those nations which are nearest Tursh. This chapter is meant merely as a preliminary tasting of Tursh's neighbors, and should not be construed as a comprehensive treatment of their origins and current states. Rather, consider this as a guideline for the beliefs, psychologies, and driving motivations of characters you might happen upon from the lands beyond Tursh.

It is also important to understand that the following chapter should never be taken as common knowledge amongst one's fellows. Even knowing the true name of Ennas' lord, for example, or that Jaarah is ruled over by a merchant house from Lorag Island are facts only a well traveled adventurer or caravan master might know.

The following fragments will provide an introduction to some of the territories nearby Tursh, a brief history from the Great Darkness to the present, an overview of their societies, a description of their borders and worthwhile landmarks, and a few notes on their present conditions.

The Kingdom of Beilean

Government Type: Constitutional Monarchy Current Ruler: King Sorcha Eóin Capital City: Reann Population: 60% Aigulf, 10% Vilanwë 10% Trisin, 5% Greger 5% Nolani Languages: Aigulf, Cofic, Vilanese, Sjirt, Nolic. Currency: 1 Gold Doubloon equals 10 Silver Doubloons, 1 Silver Doubloon equals 100 Copper pieces. Major Resources: Iron, coal, and the bounty of the sea. Religion: Ancestor worship and animism. National Symbol: A rendition of the centuries old monarch's crown.

Overview

Situated between Tursh and Jaarah is the Canid realm of Beilean. Longtime allies of Tursh, and the most advanced society in near proximity to it, Beilean acts as a buffer against the befouled island known as the Blight. In the last two centuries the Canid have made several technological advances, especially in the areas of weaponry and navigation, and are the only civilization known by Tursh to have developed gunpowder.

As a constitutional monarchy, Beilean benefits from a government comparatively more benign than its neighbors. Although the hereditary king or queen assumes total control over the entirety of the nation, local nobles rule over their own swaths of territory, organize into a council, and have veto powers over the monarch in some circumstances.

The dark history of Beilean may belie the current innocuous depiction, but the Canids are fairly resistant to the decadence, banditry, and outright chaos that plague the other countries around Tursh these days. That isn't to say Beilean is a realm safely ensconced from the rest of the continent, but the Canids generally seem better equipped to deal with the problems that devastate other countries.

History

A warbling howl often precedes the recitation of Beileanian histories. Despite the upswing in literacy and authorship, the oral tradition is the prevalent means of retelling the past. Skalds ply their trade in rural and urban settings alike, regaling drunken patrons in a smoky tavern or travelers on the open road of the countryside in equal measure. Typical of oral histories, the most ancient stories, those following the Great Darkness, remain the murkiest and most legendary while the more modern stories tend to retain a degree of consistency from teller to teller.

Unlike many of their neighbors, scholars in Beilean have managed to agree upon a single timeline, although contentions abound regarding dates and details, particularly as one sinks into the ancient past. The first era is often depicted as a great war-game played by dual spirits of calamity or the Aigulf gods of war and destruction Móread and Dorcha, who purportedly used the Aigulf tribes as "pieces" in some cosmic board game. The first era

ends when the gods or spirits grew restless with the game and merely moved on.

The Heroic Era starts about nine-hundred years after the Great Darkness. This is a time greatly appropriated by the nobility for the purposes of establishing their origins. Commonly, they will take a known ancestor, one who even performed a notable feat, and greatly exaggerate their deeds and traits to near godlike proportions. While acceptable to the populace and Skalds at large, most scholars prefer to gloss over this time and its warped narratives.

Around twelve-hundred years after the Great Darkness a sect of Uilean worshippers, the Beileanian god of wisdom, establish repositories of journals, diaries, scribbles, and anything else that chronicles happenings both significant and minor. While Tursh and Ennas are discovered by several of the still splintered clans, the major event of this time is the ritual undergone by the Nolani of the Blight.

Either way, the unified Beilean, finally a true kingdom, drove the Nolani all the way back to the island known as the Blight, and there the Vilanwë imprisoned them. Unbeknownst to the Vilanwë, and even the Canids for some centuries, a community of Nolani remained hidden on the northeastern coast of Beilean and somehow managed to overcome the urges of the ritual. To this day, they are a nomadic enclave of merchants who claim that the ritual can be resisted through animal sacrifices and vision quests they enact in the high ranges of their mountainous home.

The final chapter of note before arriving at the current era is the Noble Rebellion some nineteen hundred years after the Great Darkness. With this

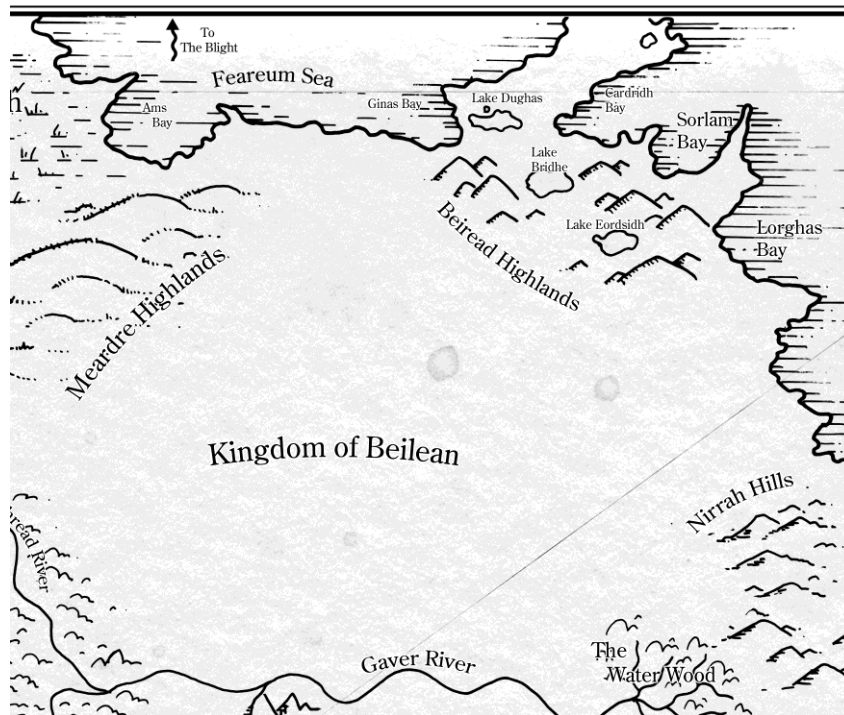
the nobility gained their current rights over the monarch, including a council with veto powers over the king or queen.

Present Day

Alongside the recent crowning of the young but able Sorcha Eóin, Beilean has entered an era of enlightenment and prosperity. With the populace sated by peace and trade, the Canids are poised as an emergent power on the continent. Coupled with their vastly superior land armies, few foreign nations see in Beilean an easy target. But all is not perfect in the Canid realm.

Straight off the coasts the isle of Blight may

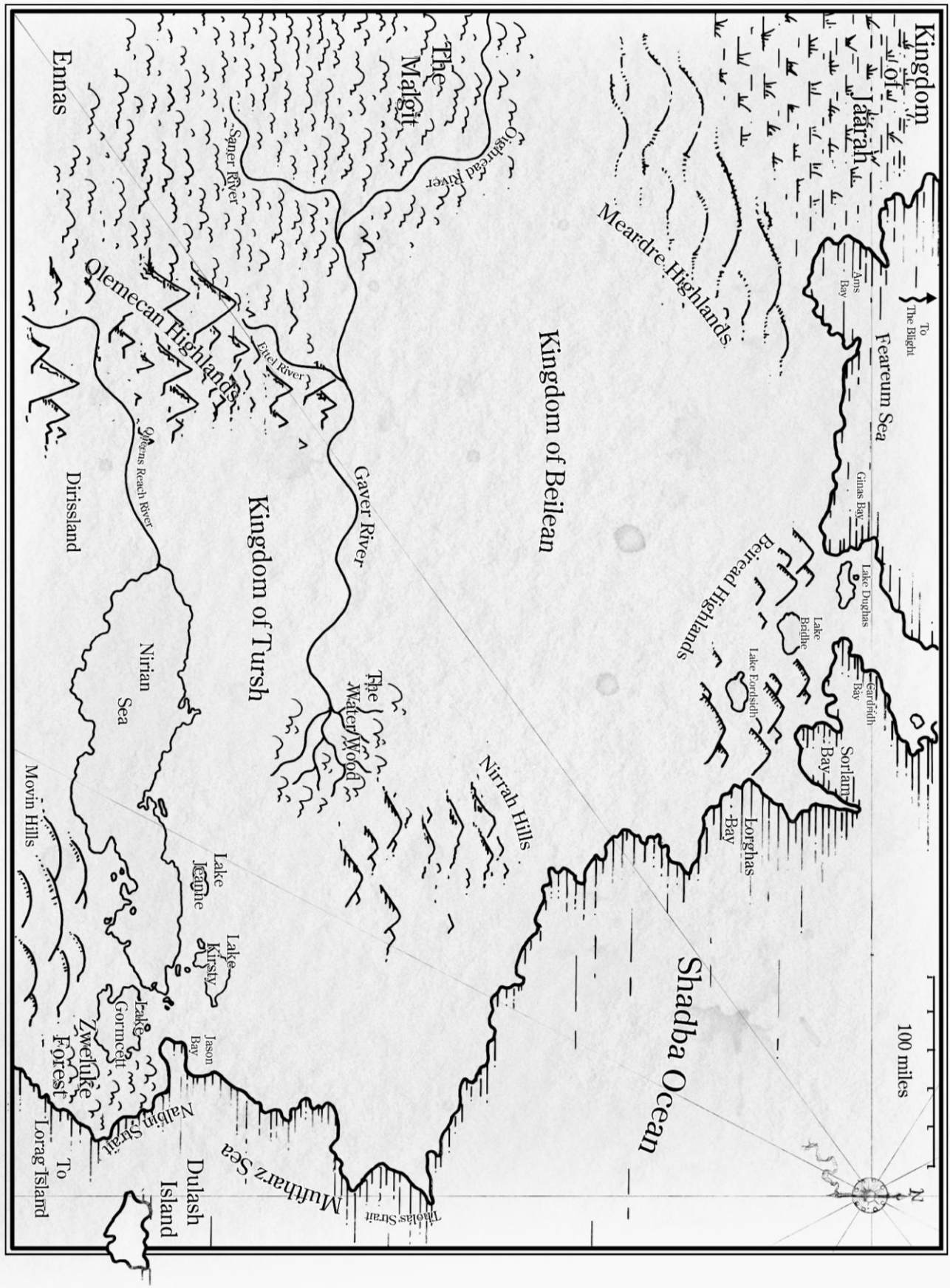
teeter at any moment to the brink, unleashing a centuries old threat upon the continent whose first target will be Beilean. Contented plebs may trust Eóin's claims that the undead are perfectly sequestered by water and magic, but the truth is that few can rightfully say how well guarded the damned island



is.

Meanwhile in the south, the Enni nation under Hastel Inel may not yet be interested in a major campaign like invading Beilean, but if he can tame the Malgit, the arrogant whims of that dictator could easily turn north. And of course the Malgit, with its exotic and deadly creatures, frequently plays a fatal role in the lives of those who reside along the Oighiread River.

To date, King Sorcha seems far more interested in pursuing the policies of his mother before him: being ever vigilant of Ennas and the Blight and trying to calm the evolving disputes amongst the nobility. As cohesive as Beilean may



seem to outsiders, the threat of civil war once again looms overhead and many peasants whisper that the twin gods Móread and Dorcha have returned to incite the nobles against themselves and their nation.

Geography

The southern border shared by Tursh is made by the Gaver River from the south ending around the marshy Water Wood along the southern central border. The Nirrah Hills complete the border along the coasts of the Shadba Ocean. To the southwest, the Oigrhead River cuts Beilean off from the Malgit while to the far northwest the Meardre Highlands and its giant occupants form the border of Beilean and Jaarah.

The central pastures are home to great tracts of arable farmland, utilized primarily by sheep herders and barley harvesters. Elevations are usually depressed, with sparse woodlands and light foothills on the north and south extremes. The central farmlands tend to be fairly dry, with most water being imported by irrigation or from underground aquifers.

The most topographic diversity appears in the northeast region held by the now peaceful Nolani. The regions around the Beiread Highlands are wet, with three major lakes, Lordsidh, Bridhde and Dughas and several minor rivers and pools. This region too is home to three of the most prosperous natural bays, which the Nolani, aided by Lorag, have taken advantage of.

Society

From the grand ranches that extend from Reann, to the modest communal pastures in the peripheral villages, every citizen of the Kingdom is a sheep herder before anything else. This common factor amongst the populace has helped to ease the rifts ordinarily caused by a stratified society, but naturally one's standing still dictates one's rights and resolutions in a dispute. Still, the lowliest peasant in the most depressed far-flung village is bounds ahead of the average peasant in most of the surrounding nations.

The victory by the nobility over the king in the last century has accorded due process and equality never before seen, and this has trickled down somewhat into the middle and lower classes. The word of a noble is still accepted as above that of the average citizen, but at least when disputes arise amongst themselves,

merchants, farmers and artisans can expect a fair shake from the common law.

The sheep herders of the outlying villages rely fully on their herd for meat, wool, milk and trade. Very rarely is currency even seen in the remote townships, let alone used; even the nobles in such districts prefer wool or livestock over coin. Rural communities tend to pool their resources in the summer months for large trade caravans that make the trek to and from nearby trading hubs for useful tools and goods they can't produce.

In the cities, coin is the main unit of exchange in commerce and even labor, mostly thanks to foreign influences that demand something more likely to survive the journey to a distant home nation. Lorag, Tursh and the Malgit are primarily engaged in trade with Beilean, but Enni rogue merchants are not unheard of. The distinction between noble and peasant is more heavily felt in the cities, especially Reann, where the exorbitant estates of the wealthy and a life spent primarily at court versus a life of bloody toil helps to highlight differences.

Still, upward social movement is becoming more common these days. Unlanded titles of nobility can be gained by deed or influence, provided one has the resources and interest. The burgeoning classes of artisans and traders often spend great sums of wealth to see their offspring squired to a lord or even knighted.

The nobility spends more time quarreling with itself than overtaxing their fiefs or otherwise causing problems for the herders they grant land to. Much is said of the recent upturn in virulent exchanges at the noble council and even at the king's court: a place formerly free of such petty antics. A strong king or queen has yet to step forward to quash the squabbling, but the grand civil wars of past ages has yet to be recreated.

The few non-Canid races have mostly integrated into mainstream society, excepting the Nolani of the Beiread Highlands and an even more minute community of Vilanwë based near the Water Wood. The former is an eclectic mix of nomadic merchants and hunter-gatherers who have gone to great lengths to convince the kings and queens of Beilean of their sincerity for peace.

The ruggedness of their homeland, coupled with their penchant to uplift and transport their towns from season to season probably has helped keep their origins enigmatic, and after their discovery, the last queen was willing to accept their presence in exchange for

minor tributes and trade rights. The Canids have yet to disclose the presence of the Nolani to their Vilanwë allies, and the secret is closely guarded by the king and a short list of nobles: the original expedition having been paid for their silence.

As to the Vilanwë community, they are the remnants of the original expedition that arrived on the continent to help drive off the Nolani scourge. Most departed to help guard their brethren on the Blight, but some stayed on in case their powers would be needed again. They have so far refused to fully integrate into Beilean society and out of respect for their aid in the past, a treaty was written up recognizing their status as a society separate from Beilean.

In many respects, Beilean stands in stark contrast to its neighbors. The potential whims of a mad dictator are greatly curtailed by the nobility, who rarely have the majority's interests in mind, but at least one can expect to live in the country without fear of totally unwarranted oppression and harassment.

Dirissland

Government Type: A loose federation of petty kingdoms and territories, governed by a council of delegates from said territories.

Current Ruler: The council has some power over the various realms, but they are generally autonomous.

Capital City: There is no central governing city of Dirissland.

Population: 35% Cadonoz, 30% Tursh, 5% Mathar, 15% Kvonite, 5% Bezzi, 5% Simeret, 2% Kelechi, 3% Wateef.

Languages: Cadic, Gibberish, Kvonite, Simeret, Mathar, Bezzi, Kelechi, Wateef

Currency: Dirissland does not mint its own coins. Bartering and the use of coins from other nations is the norm throughout Dirissland.

Major Resources: Oak and maple in the far east, silver, gold and copper in the south and west, ocean products along the eastern and southern coasts as well as along the Nirian Sea.

Religion: Polytheism.

National Symbol: There is no single symbol.

Overview

A mixed collective of tribes and city-states, Dirissland defies conventional categorization. Loosely held together by a council

of delegates, the hundreds of regions are completely autonomous in their day to day affairs, and the racial composition as well as socio-cultural structure of one from another can vary as much as the topography of the continent as a whole. The council arbitrates disputes between groups, shares events and news of interest, and organizes mutual defense in the case of common enemies, but otherwise each region is left to its own devices.

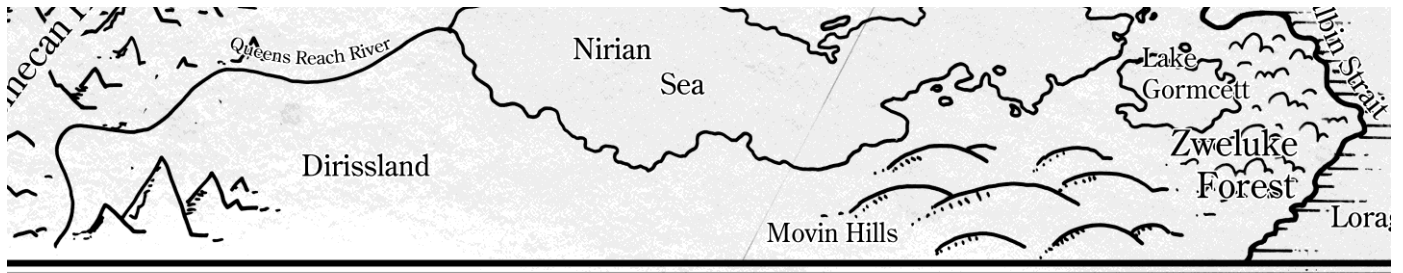
This has been the undoing of many an organized attack on Dirissland. A smug aggressor expects a divided people to spend more time fighting amongst themselves than repelling an attack. Instead, even the Bezzi can be counted on to contribute to the defense of the homeland, at least until the enemy is routed and humiliated. None of the councils have ever been able to organize the city-states and tribes to launch counter-offensives as effectively as they can rally a defense.

History

Tangible history only dates back five or so centuries. Beyond this, no one dares attempt to collect and interpret the contradictory fables alleged by any one racial group. One notion resonates from all the claims, however, and that is the amount of banditry present in Dirissland prior to the creation of the council.

Not unlike its current incarnation, Dirissland emerged in early history as a safe haven for coastal pirates and highwaymen that plagued the seas and roads of Tursh, Beilean, Lorag Island and other neighboring nations. The ill-gotten goods and ill-conceived communities begat local warlords and tyrants that hungered for conquests greater than the occupation of stockade forts and ramshackle villages. But not everyone in Dirissland was skewered to such aspirations.

In the first major recorded event of the country, around 1600 years after the Great Darkness, the roaming Kvonite tribes formed a military pact with the sedentary Cadonoz city-states in a joint adventure to suppress the free-wheeling foreigners that had poured into Dirissland mostly from the north. While the alliance could have maintained amicable terms with the non-bandit foreigners that wished to peacefully assimilate into local culture, the xenophobic giants felt little compassion for the wandering plainsmen that sought refuge from their former masters or excessive taxation. The



Kvonite may have been more inclined to let such wanderers wander, but given their lesser numbers and military strength, they assented to the Cadonoz plan of alienating all strangers.

Swelling hordes from Tursh, eager for havens from their own lost conflict, tipped the balance against the Cadonoz/Kvonite pact, and two centuries of migrations into and out of the nation by various racial groups followed. The Cadonoz slammed shut the gates to their stalwart fortresses and stood fast against the incursions, while the Kvonite mounted their great beasts and scattered over and away from Dirissland; to this day, only an echo of the Kvonite's former numbers exist.

Hasty siege attempts by the Tursh and non-Tursh newcomers ended in futility against the eastern Cadonoz strongholds. What resulted was an effective stalemate when the giants accepted they no longer had the numbers to launch offensives into the hastily founded Tursh colonies. The first Diriss Pact was founded some eighteen-hundred years after the Great Darkness and allocated or designated the lands of the three largest racial groups: the Cadonoz, Tursh and Kvonite. Later allocations would be made, but for the most part the other races in Dirissland have integrated into one of the three major groups.

Over the centuries after its inception, the Diriss Pact has settled most major potential civil conflicts, but minor cattle raids and thefts between the tribes are not unheard of. The Cadonoz still look down upon the more nomadic clansmen, but trade and interact as much as they can. There have only been a few foreign skirmishes once favorable relations and trade rights were made with Tursh, and that is between Ennas and Dirissland.

Present Day

With the council on the wane after fifty years of peace, Dirissland seems poised once again to regress to its ancient days as a supporter, either

directly or through negligence, of wholesale banditry on itself and neighbors. Following the repulsion of a significant Enni raid some fifty years prior to the present, the council has been unable to motivate the collection of tribes and city-states to do anything unless it is related to defending against a common enemy. This has led many outsiders to brand the nation in a general state of anarchy.

Now as in the past, the Tursh inhabitants have begun to form groups bent on outlawry and led by local petty warlords with an eye on the fortified jewels held ferociously by the Cadonoz in the east. These raiding parties have only stuck to minor cattle grabs and kidnappings for ransom, but with each victory their recruitment efforts soar. Only a minority of the Tursh so far follows this path, but the government of the western frontier states has yet to show any interest in stopping them.

While the Cadonoz scream their accusations at the Tursh, claiming they openly support, with arms and training, the encroaching bandit parties, the Tursh respond with their own allegations of negligence on the part of the Cadonoz in defending against Ennas. The flailing council has been overtaken by the two vociferous majorities, who seem to split their time between spewing ire at their opposition and sounding the bell weather of despair at the state of their own lands.

For the giants, this means the hindrance of trade by the bandits and the weakness displayed to foreigners at being unable to quell wholesale theft. The Tursh, in their vigilance against Enni encroachments are outraged that no support has been offered by the Cadonoz, or any other tribe, and are insistent that they cannot spare the armed forces in putting down mere highwaymen when a far greater threat lurks just over the hills.

Geography

The dominant land type in Dirissland is open plains, mostly at or around sea level, with little variability up or down. Along the Nirian Sea the plains average slightly below sea level; along the Olemecan Highlands and Movin Hills the trend is towards higher elevations. The western borderlands tend to be extremely rugged, both physically and culturally, with sparse trees and generally less moisture than the flatlands. The Highlands extend south all the way to the border shared with the Kingdom of Seumod and cut off abruptly before the southern coastline along the Cothon Ocean.

From the southern coastline all the way to the eastern end lie extremely flat, mild plains that have historically been the breadbasket of the nation—at least when the provinces are on good terms with one another. There are several lesser known rivers here as well as the occasional lake, but if there were any expansive woodland here, they have long ago been clear cut for agriculture.

The eastern coastline is shared by the southern plains, the Movin Hills, and the Zweluke Forest. Beyond this two-hundred mile wide sea is Lomag Island.

Lake Gormcett forms a border with the Zweluke forest to the west, which also forms a part of the border with Tursh to the north. The Nirian Sea forms the majority of the border with Tursh, extending all the way from Lake Gormcett for approximately four-hundred miles west. Here, the Queen's Reach River is the major waterway all the way until the Olemecan Highlands. In all, Dirissland is about four-hundred miles wide and eight-hundred miles long.

Society

Any attempt to pin generalities on the whole of Dirissland usually meets with utter failure. The numerous tribes and city-states vary, either minutely or drastically, even amongst equal races and close neighbors. The Tursh in the far west, for example, live in a rugged, no nonsense style that differs even from their nearby trade partners along the Nirian Sea who live with far greater comforts. But these stark differences also hint at a similarity in the tribes and their peoples.

The Diriss provinces, as some Cadonoz refer to them, attract or evolve the most independently minded persons and unify them into a paradoxically cohesive whole. Even if the

Cadonoz and Tursh, for example, always seem wary of each other, and never quite believe anything the other side might claim, at least both groups would agree their situation is preferable to being ruled over by some haughty monarch or autocrat in a land far away who cannot possibly understand the plight of the distant people they purport to govern.

At the same time, the reticence to permit a central government has led to a near fatal slowness in times of trouble. When a foreign entity begins to shake the war spear in the direction of the provinces, the council can usually drum up enough support for a common defense, but so far it has been unable to create widespread trading rights, interregional civic works, a single law enforcement detachment or any other projects that would imply a functioning, united country.

The provinces are far more contented allowing their local governing bodies, whatever form they may take, rule over their small patches of homeland. Very few people would probably welcome a central government, and the questions of who, and where and what it would consist of could never be answered. Within the elder east there are many old republics and benign minor queens who cannot begin to compare to the tyranny of the Bezzi system, nor the humble nobility of the Tursh along the Nirian Sea which is quite open to new wealth, nor the military oligarchy of the hilly west.

Wisely, the council long ago dropped any attempts towards true unity. Most of the delegates, and any with aspirations greater than playing the bureaucrat and conniver, accept that the council is essentially in place to share news and handle outside threats. Anything beyond this devolves into scathing arguments and accusations that are neither productive nor particularly enlightening. All that stated, some basic generalities can be applied to the regions of Dirissland.

A sense of decadence and aggrandizement has overcome the elder cities of the far eastern Cadonoz, where their most awe-inspiring fortresses lay. West of this, it seems to thin out as the giant population along the Nirian Sea is more akin to coastal piracy and Kvonite-esque cattle raids. Many look on the great Cadonoz cities and see only a rotting corpse, others see the inklings for an empire if they can

ever organize their armies and subjugate the Tursh of Dirissland.

As for the ancestors of the refugees of the Queen's War, they have only just begun to construct their own large and permanent settlements. Those along the western Nirian Sea have even started importing stone from the highlands to ape the architectural style of the Cadonoz east. The rugged militarists in the western borderlands are far more utilitarian with their resources, and while they appreciate the value of stout stone walls, have yet to begin construction of the kinds of opulent spires and glittering towers their kin along the Nirian aspire towards.

The nomadic Kvonite have drifted into a far more insular state since the plains around them have begun to be occupied. The cattle raid as a means of supplementing their herds was adopted but they rarely fall into outright banditry and kidnappings as do some of the other races around them. The Kvonite pattern of movement stays fairly north to south: most dwell communally during the winter months along the Nirian Sea in celebration of their various gods, and then retreat back north in the warmer seasons to harvest their crops.

Aside from the racial majorities, only the Matharians and Bezzi maintain independent socio-cultural groups large enough to mention. The Bezzi have rooted themselves in the islands and rocks that dot the Nirian Sea, from which the majority of them launch all out assaults on whatever local settlement seems the least defended. Some of the less hostile Bezzi have organized into fishing communities that peacefully trade with, rather than terrorize, their neighbors, but even these can't help it when an easy target reveals itself.

The Matharians live much like the Kvonite, except that rather than move through the central plains, they venture from province to province as nomadic merchants in a long and growing caravan. There is a formal leadership, which is the most wealthy mercantilists, who come together to decide on the destination, goods to be bought and sold, and other daily concerns of the caravan. These Matharians are very open to newcomers, provided they have a useful skill or service the caravan needs.

In all, the society of Dirissland is one of diversity and steadfast independence with little hope of everyone voluntarily accepting unification. If this independence is to be maintained,

something or someone must quell the growing turmoil and internecine conflicts and organize a lasting defense against Ennas, and anyone else that would seek the wholesale subjugation of the nation.

Ennas Commonwealth

Government Type: Spiritually based autocracy

Current Ruler: Hastell Inel

Capital City: Molina

Population: 30% Mirg, 20% Greka, 10% Esiminer, 40% mixed foreign slaves.

Languages: Tollic, High Tollic, Slave Pidgin.

Currency: 1 Lia equals 10 Ula, 10 Ula equals 10 Klaf, and 10 Klaf equals 10 Pianer.

Major Resources: Oak, beech, fir, granite, limestone, copper and iron.

Religion: Polytheism with a pantheon of regional gods. Hastell Inel is a direct conduit, prophet, and mouthpiece of all the gods.

National Symbol: The Hastell Inel in profile

Overview

The Commonwealth of Ennas' emergence as a modern nation came about from the flight of Tollic tribes some seventeen centuries ago from the north or west. Like all Tollic nations, Ennas is divided into three genetic castes. This particular derivation is ruled by a single God-King called Hastell Inel who wields total domination over his subjects through military and spiritual might. Hastell Inel is purported to be the reincarnation of a demigod that seized control of the Enni in a bloodless coup. He is reborn every thirty to two-hundred years from any of the three castes.

Slavery is not only legal in Ennas, but is governmentally sanctioned as a means of acquiring new labor. Only the religious caste of Esiminer and high-ranking members of the Greka have any political influence at all, and every piece of property is technically owned by Hastell Inel.

While no one can rightly deny the autocratic control of Hastell Inel, his Gral Arn have proven a double-edged sword as they both enforce Hastell's will upon his subjects, and have also been known to depose the aging tyrant when a premature rebirth occurs.

History

Thanks to the convoluted pictography that passes for a written language in Ennas only a

limited amount of Greka and all of the Esiminer are literate. Accordingly, there are few historical documents, and these usually consist of stone tablets, architectural pieces, and artwork. Further, most history is controlled by the Esiminer, scrutinized and modified by Hastell Inel, and generally of no value to the population at large. No surprise then, that the muddy history of Ennas remains largely enigmatic, full of inconsistencies, and would likely be questioned by scholars the countrywide if not for the threat of the inquisitive Gral Arn.

The period following the Great Darkness, generally dubbed He Yet Not Walks Among Us, dates for about five-hundred years after a mass migration of Tollic peoples from the west or north. Led by three powerful leaders, whose names would later be used for the three castes of Ennas, the Tollic explosion descended down the Harid ranges and scattered across the lowlands as if Molvar's thunderous grip squeezed them from their homelands. While most scholars quietly speculate about a divisive war, a revolution, or a schism of some kind, no one knows what caused the flight into Ennas. A decree stating that the migration theory is an outright lie and offensive to Hastell Inel probably means no one will ever know the truth.

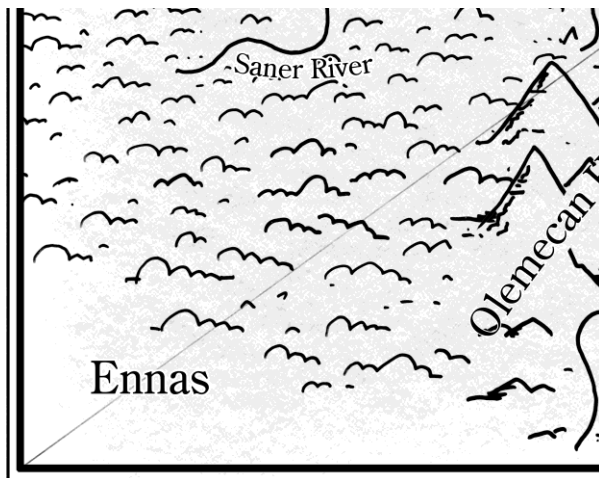
There is some evidence of Shak tribal's living in and around the basins and steppes near the Saner prior to the Tollic invasion. Likely, such groups were pushed north as Mirg agriculturalists, followed by their Greka protectors, sought fertile grounds. Monuments of black obsidian and granite, the former exceedingly rare in Ennas, stand steadfast in the eastern highlands, their origins utterly unknown. No records exist detailing

their creation. When Hastell Inel, a few incarnations ago, gathered together several preeminent historians and demanded they incorporate the monuments into his own creation legend, resulting in the death by quartering of five of the "least creative ones," the monuments suddenly played their own role in Hastell Inel's history.

His Heavenly Descent marks a new era for the nation, when Hastell Inel's "miraculous persona manifested physically in order that He might guide His wayward people to salvation." This event has been "evidenced" by an explosion of energy from one of the obsidian monuments in the Highlands. According to the latest historical revisions, the flux of energy resulted in the binding of Hastell's spirit to a physical manifestation. The latent magical energy bound to the form of an Esiminer who happened to be on pilgrimage at the time, but not before it altered the Esiminer's skin tones. Hence, Hastell Inel's skin tone is a lustrous golden sheen rather than the usual dull copper.

The condensed version of the legend continues that after solving all of Ennas' internal problems and stopping the Shak raiders from the Malgit, and after some six-hundred years of prosperity, Hastell Inel's first incarnation spoke thus, "My children, your destiny awaits you. You will ascend the summit of perfection and proclaim this world as your own. You will conquer your enemies and force them to the edge of Rangt's shadowy domain. You do not need to suffer any of the lower races. They are but slaves to your beck and call. Treat them as no more. I leave you, but I will return in two day's time. When I return, my life will be dedicated to our glory," and then promptly died. Since then, the rebirth of Hastell Inel to a mortal parent occurs no more than once every thirty years, and sometimes later, but never any longer than two days after the last one's spirit departs its body. Generally, the premature rebirth of Hastell Inel, when his current incarnation has yet to pass on, results in the former one being deposed by the Gral Arn. Obviously, the populace deems, the spirit of the old one has fled its corporeal form. Any of the three castes have been known to birth Hastell Inel.

The eras that follow are successively named after the major events of the time. This usually means wars, major technological breakthroughs, or sweeping social reforms. Bloodthirsty, but unified far more than their neighbors, Ennas has seen almost no true



revolutions since the arrival of Hastell Inel on this mortal plane. The only coups occur when the God-King's reincarnation is born prior to the death of his former self. After which three events may follow: either the older Hastell Inel is deposed by the Gral Arn and the Esiminer, cooked alive on ritualistic altars and force fed to the reincarnation; the older Hastell Inel willingly abdicates to the new one and is cooked alive on ritualistic altars and force fed to the reincarnation; or the older Hastell Inel manages to convince his followers that the newborn is a lie, in which case it and its birth givers are tortured and discarded in a pit.

Ennas has yet to peacefully negotiate with any of its neighbors, seeing them as sources of slaves and land rather than trade partners or allies, still rogue merchants have been known to engage in commerce abroad under the pretense of slave raiding.

Present Day

The current God-King's rise to the throne sailed on an unusual calm, as the former Hastell willingly abdicated due to his advanced age and senility. Of course, this also meant he had to undergo the Passage of Succession, but many witnesses claim the former Hastell did not scream even once as the blue flames consumed his body.

The new Hastell, a mere adolescent by Tollic standards, has proven to be not as benign or forgiving as his former self. Slaving has increased significantly along the borders of Tursh, Sorchann, the Malgit and Beilean, and some whisper that Hastell Inel even plans to dispatch scouts to the Harid Mountains to investigate the possibility of exploring the ancestral homelands.

Civically, Hastell Inel consumes mountains of stone and metal erecting architecture in his own likeness, even going so far as ordering the destruction of older architecture to be used for his demands. Molina, always a grand city of sprawling ebony obelisks, jewel-encrusted statutes, ceaseless government buildings that nearly seem to touch the clouds and massive gilded temples dedicated to the many gods, has undergone rapid expansion.

No one doubts the Hastell's intentions with regards to the Malgit, either. The war-machine has begun to churn as never before and almost every artisan in the land capable of it has been reassigned to producing military equipment as a priority. Foundries have begun to spring up in

the major cities, even on the outskirts of Molina itself, the heat of the furnaces and squeal of casting never waning. For most of Hastell's subjects, every waking moment is spent working towards the future war effort.

Geography

The Olemecan Highlands and the Grey Hills form the borders of the Tursh Kingdom and the Kingdom of Beilean, respectively; while the Mountains of Harid form the borders of Morita, Karbet and Gangerd; finally, the Saner forms the border of the Malgit to the north; and the Horarie River forms the border of Sorchann to the south, which drains into Lake Helin.

Ennas' center contains a dense beech and oak forest, The Irsten. This region extends across the east and west between the Olemecan Highlands and Harid, but begins to show many patches of open plains as it nears the Saner and Horarie. Much of the woods have been cleared by Mirgs seeking arable land.

In the Olemecan Highlands and Grey Hills granite and Limestone are not uncommon, with metals and ores almost nonexistent. The Mountains of Harid have made more than one prospector a small fortune in iron and copper, but precious metals seem to be rare in Ennas. At the very highest peaks of Harid are small passes that lead into the bordering Tollinian nations. There have been no reported crossings by either Enni or foreign Tollinians in centuries. The same does not hold true, however, for the highland borders to the east, and slavers entering Tursh or Beilean often make their way to and from the Grey Hills and Olemecan Highlands.

Society

Slaves are animals. Ones that can be broken in the fields are promoted to household domestics or city-workers. Habitual troublemakers are dragged to the gladiatorial arenas for the winter solstice and a swift end. Visually or musically appealing slaves are castrated and peddled to wealthier Enni like birds in pearl cages.

While the average slave can look forward to a few decades of suffering, a Mirg may endure seventy years under tyranny. In pastoral Ennas, an average Mirg may expect a two-room cottage on ten acres to share with their spouse, children and as many as four slaves who reside in the open fields. City-dwelling Mirg usually live in single,

shared apartments and only supervise slaves if they work in a foundry, smithy, harbor, or other such labor intensive job.

Greka live with the most diversity. A low-ranking Greka sleeps in communal quarters, rises with the sun, eats flavorless meals, and spends their days training when there are no major wars. During a large-scale conflict, low ranking Greka die slightly less often than Mirg shock troops.

Low and middle ranking officers reside in single, undecorated rooms alone or with a spouse: their children are taken at birth to be raised communally and taught military skills at an early age in frontier camps. An average Greka Officer can expect the same hours and meals as the troops they command. High ranking officers enjoy a life nearly as good as the Esiminer.

The Gods smile upon the Esiminer and a select few Greka. Their days are filled with regular attendance at temple, the arenas, the playhouses and at the foot of Hastell's throne. Greka and Esiminer blessed with this life must be able to laugh at poor jokes, exuberantly consent to any mandate by Hastell Inel, avoid being assassinated by their competitors, and retreat to their palatial estates during holidays.

Due to Hastell's revocation of inheritance rights, a pseudo meritocracy has emerged in the Commonwealth. As a result, movement within each caste often depends on political maneuverings and one's abilities rather than birth alone.

At the end of the working day, most Enni enjoy a certain degree of liberty. Mirg out in the farmlands circulate around a crackling outdoor fire, rich with mesquite, and babble about local events while sipping whiskey or heady ale. In some of the more remote areas, even the field slaves are invited to partake of the merriment. In rare cases, an untenable bond has formed between Mirg and slave.

Night in Molina finds taverns, theatres, and centers of worship opening their doors to whoever can afford their services. On holidays, arena goers practically sit atop one another to watch the exchange between slaves and exotic animals.

The barracks of the Greka, whether in the cities or frontier forts, emanate whispers in the night of raiding deployments. Almost at cloud level, the fiery altars of the Esiminer glow like rubies in the void, the stench of charred flesh carrying north towards the Malgit. At those lofty

heights, the Esiminer worship as their ancestors: thrusting their obsidian knives deep into the heart of a goat and spilling the blood over their face and mouth, burning select meat while consuming others. Some still remember the day when the goat might be a Tursh or Aigulf instead.

Insofar as civil rights are concerned, none are present for any but Hastell and his closest Esiminer advisers. All Enni recall the Inel's Gral Arn with a shudder: those who burst into a home, often hours before sunrise, to take dissidents away to the deepest pits of Hastell's reeducation centers. Few Enni can contemplate the physical torture and eventual death that awaits anyone foolish enough to oppose Hastel Inel and his immortal army.

Kingdom of Jaarah

Government Type: Jaarah is a colony ruled by regional Viceroys from the Yakh Shagrul Exchange, a merchant venture from Lorag Island. The native Safz maintain their traditional religious leaders, Qumeers, who are mostly figureheads.

Current Ruler: The current Viceroy from the Yakh Shagrul Exchange is Olonk Murn.

Capital City: Zur

Population: 70% Safz, 10% Boglar, 5% Wateef, 5% Khirud, 3% Hodan, 2% Novircar, 2% Edynys, 2% Sargoldena, 1% Ilym,

Languages: Safz, Boglar, Uvinic, Edeynese, Wateef, Khirud, Hodanese, Ilym,

Currency: 1 Gold Piece equals 10 Silver Pieces, 1 Silver Pieces equals 100 Copper Pieces, 1 Copper Piece equals 10 shavings.

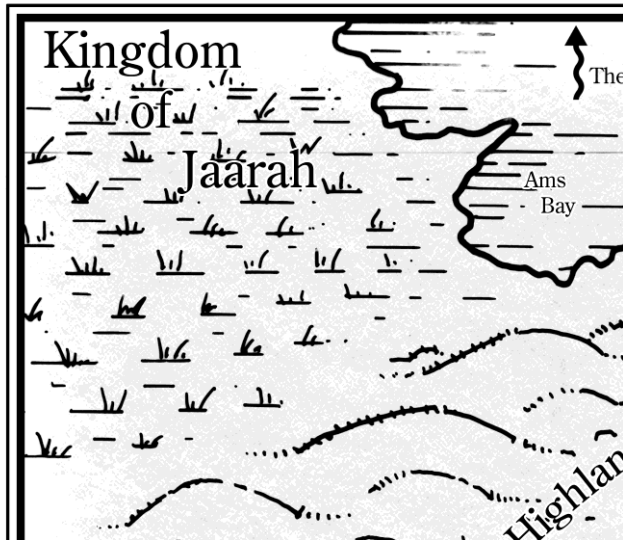
Major Resources: Shafee, peat, tin, Bog-iron.

Religion: Regional polytheism.

National Symbol: The Safz do not have a single symbol. The Boglar merchants use an oar-driven ship on an open ocean background.

Overview

A vassal state of the Yakh Shagrul Exchange, a powerful merchant group that originated from Lorag Island, Jaarah provides open markets and a seemingly infinite abundance of the exotic Shafee weed to their merchant overlords. Spun into a resilient, yet fine cloth with excellent weather resistance, the silk-like Shafee demands high prices in international markets. While the Safz population was easily overtaken by Boglar merchants and colonialists in the mid 1700s, a few



fringe communities still resist Yakh Shagrul's ever looming sword and live independently of the merchant house.

Beyond the refinement of the capital Zur, the Safz are left relatively untouched by the imperialists, provided they continue to meet Olonk Murn's quotas. Regional Qumeers rule their fellow lizardfolk with a liberal flourish and rarely make any more demands on their people than the Viceroy. Safz crown princes who purportedly rule over all of Jaarah are handpicked by the Boglar, but never has one been allotted actual power.

For the most part, the non-Boglar and Safz races have integrated peacefully into mainstream Jaarah society. Only a few exceptions, such as isolated groups of untamed Hodan, piratical Wateef, and the far-flung Khirud defy Murn's rule. The Vishtare dynasty, the dynasty once in control of the Novircar Highlands, are currently being deposed, but the fear of their alliance with Beilean has deflected any opportunists from taking advantage.

History

Prior to the arrival of the merchants, Safz history was largely colored by long periods of peace and security interspersed with minor border skirmishes amongst the Safz, Hodan, Wateef and Khirud. These short but often brutally violent episodes typically revolved around territorial and/or religious disputes that fizzled out due to inclement weather—a common problem in the region. As a result, regional and racial borders were never truly determined until the Boglar delineated them.

The Safz pass down their history orally, with few permanent records aside from tribal art and a limited pictographic system used for intertribal dialogues. The Boglar manipulated this by writing the history of the Safz, taking great liberties with details and features, and depicted the Safz as unguided children in need of an older, wiser race to rule them. The histories are disseminated throughout the Kingdom in Boglar or Safz.

While the races of the plains warred amongst themselves, the great Novircar giants expanded their territory throughout the reaches of the Meardre Highlands establishing a kingdom centered on free trade and heavily fortified hilltop keeps. With few notable exceptions, the giants' policy of non-interference in regards to the affairs of the rest of Jaarah has rarely been broken.

Everything was altered greatly, however, some sixteen-hundred years after the Great Darkness. When the Boglar merchants first arrived their aims seemed plainly economic, and not at all imperialistic. This was before they realized the disunity of Jaarah's people. After seeing, firsthand, how readily the hot-blooded Hodan would shatter a century-old amnesty over a swath of useless swamps, how the Wateef seemed fidgety and unsatisfied during a stretch of peace, and the Novircar giants simply shut their gates and dug their heads in the dirt, the Yakh Shagrul understood how easily they could assume power.

Within a few years the Exchange played the tribes upon each other, arming two competitors and falsifying an incident to spark a war. They trained the military of one tribe in guerrilla warfare while at the same time insuring the other side had the resources to counter. Using agents and spies, the Exchange avoided suspicion from the parties they armed and trained and appeared to be aloof foreign traders, strangely interested in large quantities of spun Shafee. Even with these games, however, only a small foothold could be established by the natives of Lorag.

True Boglar supremacy arrived after an event of supernatural energy occurred in the enigmatic deep swamps of central Jaarah. Safz Qumeers long contended that the spirit of Rishfah, having ostensibly fled from the central marshes a millennia ago, still held sway over its former home. So were the Qumeers' visions verified when a few foolish Hodan Junkers, eagerly seeking bog

iron in the marshes, unleashed a deadly pox upon the Kingdom that enveloped the western and northern lands. The Yakh Shagrul happily played doctor to the ailing nation. With thousands of dead and many more gravely ill, the Safz were in no condition to defy the Boglar anymore. Nearly all of them agreed to the conditions set forth by the merchants to help cure them of the plague.

Present Day

The Boglar merchants recline in their gilded thrones and watch the Safz survivors of the Great Plague submit to the Exchange's Shafee farms and workshops. The mercenary troops of the Exchange continue to scour the countryside in search of dissidents and troublemakers, more than happy to put them down or capture them for the galleys that drive the trade ships up and down the coasts.

In the south, the Novircar giants hope the Boglar will remain intimidated by the giants' treaty with Beilean until the giants transition from one monarch to the other. Their massive gates remain open to the caravan trains from the north and south, filtering mercantilism safely through the Highlands in exchange for a minute tithe.

Meanwhile, the Khirud have begun preliminary attempts at establishing a pact with the Hodan and Wateef of the lowlands. Fearing the Boglar will not stay content with their current holdings, the Khirud are convinced that a unification war will strike Jaarah shortly. So long as the Khirud can satisfy the wily Wateef and bloodthirsty Hodan, they may well have strong allies to fend off the mercenaries of the Exchange. Still, without the rebel villages of the Safz, they lack the numerical superiority to deflect a concerted effort by the Exchange.

Few Safz villages can afford to defy the Exchange, and those that would remain in or near the extended central marshes. There the elder folk still recall the ravages of the Great Plague and the ruthless Boglar merchants who only allowed aid to be rendered to the villages that signed away their lives and their unborn into servitude. Somehow, many villages that refused, in a seemingly fatal act of defiance, yet live to join the cause of an open coup if given a fighting chance to do so. Such townships can only pray to their Qumeers that someone, or something, will arrive to provide it.

Geography

The Kingdom is a mostly coastal, mostly flat, frigid landscape of arid rolling tundra in the east and north, thick bogs in the central valleys, and highlands along most of the landlocked borders. The far west contains slushy wetlands of rivers and streams that feed into the ocean and the central bogs. The Meardre Highlands cut Beilean off from the Kingdom to the south. The southeastern coasts border the Feareum Sea, until after The Blight, when Jaarah's coastline borders the Shadba Ocean. The coast runs north and west, and the land is primarily open plains with whatever soft woods can survive the icy climate.

The border shared with the Xipacutli Protectorate is the Mahdi Rams River which flows from the Akini et Togo Mountains further south. The river and the ranges, collectively, form the border with Gushakhâr to the southwest and the Akini et Togo partially block off the nation of Zurad. Where the Akini et Togo mountains and Meardre highlands would have met in the southern most point of the region, is a lowland valley that leads to the Zeraldi Forest.

The Meardre Highlands are rocky foothills and rugged outcroppings that require skill, time or a guide to pass through. The Akini et Togo ranges are tall mountains of sheer bedrock with glacial formations and slow moving, semi-frozen rivers whose gradual deliquescence led to the creation and expansion of the central marshes.

The central swamps contain densities of peat and bog iron that have remained relatively untouched over the years due to Qumeer proclamations of latent spirit energy in the wetlands. Wood, also somewhat protected, grows in sparse patches in the central plains. The majority of the region's tin is found near the Meardre Highlands, along with plenty of copper and coal, although most of the latter remains under the watch of the Novircar. The Akini et Togo mountains yield vast amounts of iron and silver, most of which are collected by the Khirud. Shafee, the most famous resource, grows primarily in the northeastern portions of the Kingdom along the bases of the Highlands.

Society

The declaration of Jaarah as a "kingdom" occurred at the behest of the Yakh Shagrul Exchange, but the Safz previously governed themselves as a loose collection of city-states and

villages. The Boglar were not about to pass up a useful tool to stave off criticism from outside and in, however, so the idea of a monarchy was born. Thus, Viceroys from the Exchange hold the throne in trust until a suitable king is found. Somehow, in the centuries of Exchange rule, none of the Viceroys have found a Qumeer fit for that title.

Figureheads drawn from the most slavish of Qumeers are dubbed princes in waiting by the Exchange and shown off to the nation, and abroad, as evidence of the Safz's near independence. These lizards, nobles in the eyes of many, have yet to find popular acceptance in the obstreperous marsh villages of the west. Still, the pretender kings, as the defiant Safz title them; do manage to satiate many of their kinsmen's urge for self rule.

Qumeers gain their titles through a rigid spiritual caste that typically favors heredity. The door is open to candidates that apprentice themselves to dying and childless Qumeers, but such are often seen as second-tier to pure bloods. Qumeers demand great respect and reverence and also hold traditional political and spiritual powers in their community.

A Qumeer is the sole entity responsible for establishing marriages, mediating a grudge, judging the guilty, and healing the sick. A Qumeer is regarded as a direct conduit to the Gods, and the most powerful can even take on the persona of their host deity in times of great need. Much of their significance, particularly in the realm of justice, has been diminished by the Exchange, but Qumeers can still draw crowds of faithful who will listen with devotion.

The outlying Novircar giants are ruled in a manner far similar to that of Lorag Island. Hereditary monarchs rule for a time until displaced in a coup, often bloodless and hasty affairs with popular support. The giants are driven by the coin, have firm ties with Beilean, and are perceived as the gatekeepers of trade with the southern nations. Long have the giants maintained pristine and bandit free passes through the Highlands and this has created cosmopolitan hilltop cities of striking beauty.

The Hodan and Wateef, both inherently nomadic, find their traditional ranges curtailed by newly expanded ranches and Shafee farms setup by the Exchange. For now they must bow and move aside, but many a smile hides a dangling knife, eager for a return to the days of old. Perhaps this may occur soon if the secret pact

amongst the Hodan, Wateef and Khirud can induce the more rebellious Safz villages to their side.

The Boglar themselves have erected palatial cities of marble, teak and bronze. Their capital of Zur attracts hordes of laborers from the countryside who are eager to partake of the wealth generated by the merchants. Many such supplicants are turned away daily by prohibitive laws that cut short the number of Safz allowed in Boglar cities.

The Viceroy holds council in the Exchange's central hall in Zur. There he receives biweekly reports on activity from his various advisors and orders the changes he feels necessary. The crown prince is allotted a fine estate in Zur proper and his time is spent at social functions or convincing his people that he will shortly ascend the throne. Due west of Zur and the provinces, as one approaches the central marshes of the Kingdom, the cobbled roads and opulent cities give way to shanty towns of the Safz.

Despite the dearth of autonomy for the lizards, the average citizen of the Kingdom is afforded far more civil rights than can be had in some of the adjacent nations. The working day is long and exhaustive, but when the sun retreats below the horizon the lizardfolk can expect a full meal and a satisfying night's rest before another full day at the communal farms. The Exchange does not harbor open complaints about their rule, and large gatherings of lizards are often broken up, but there are no underground dungeons where dissidents are disappeared to.

Life is driven by commerce, far more than ever before, and money now dictates one's place in this newly stratified society. While one's actions and family may still mean something in the villages, the rapidly expanding cities deny access to anyone without plenty of coin. The capitalism of the Boglar is a new experience for the Safz and the question of if the lizardfolk can peacefully transition into it remains open.

Lorag Island

Government Type: Monarchy

Current Ruler: Queen Golash Lurga

Capital City: Umog Ratúm

Population: 70% Boglar, 10% Sargolian, 10% Unedhel, 5% Atharân, 5% Shakite.

Languages: Boglar, Sargolian, Atharân, Shakite, Unedhel

Currency: 1 Gold Piece equals 10 Silver Pieces, 1 Silver Pieces equals 100 Copper Pieces, 1 Copper Piece equals 10 shavings.

Major Resources: Seafood and Lumber.

Religion: Polytheism.

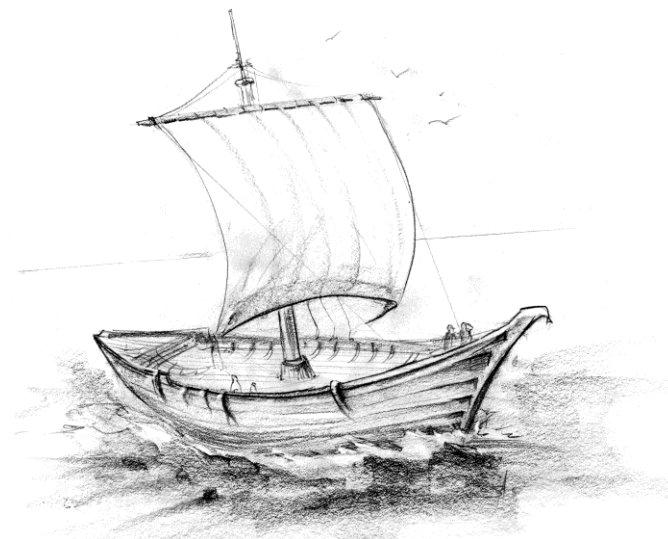
National Symbol: A heavy warship with a balanced scale overhead.

Overview

The natural gateway between the continents of Aleron and Hylrexia, Lorag specialized in foreign mercantilism centuries before anyone else. Influential merchant houses, often richer than the landed aristocracy, employ the vast majority of the populace in imports and exports. Few nations, except Beilean, can rival Lorag in technology, and fewer still can claim to equal the island's supreme navy.

While the Boglar try to maintain positive foreign relations abroad, the merchant houses' amorality and lust for wealth has often projected a negative picture to foreigners. Their fiercely independent attitude, coupled with the tenuous thread that the monarchs rule with has led to a system of non-involvement by the government in the off shores affairs of the merchant class. So long as commodities continue to pour into Lorag, the lords are willing to look the other way.

Technologically, the island's development splits somewhere in the central delta region. The larger, older and more advanced cities lie to the west. The east, not quite a frontier but primitive by some standards, retains huge old growth forests and minute, isolated communities of uninterested cottars and docile nobles.



Most of the non-Boglar communities have integrated into mainstream Loragian society, but the Atharâns maintain their ancestral homes along the peaks and ridges of Uzob Agol in the far west. There are some infinitesimal villages in the east populated by a mix of Sargoldena, Boglar and Shak that have been given a high level of autonomy in exchange for their acting as a buffer against whatever might erupt from Aleron and onto the island.

History

For the most part, travel logs and diaries of the literate minority compose Lorag's history. While many such documents continue to be spun at will by dubious or false sources, fewer still are studied by the literate Shazgoth and spread orally by transient bards, "Ulagra," in major urban centers. The Ulagra often reenact major events via plays, poetry, or other public displays for the non-reading majority in all corners of Lorag. Much of Lorag's retold past is of questionable veracity, but most folk accept the Ulagra tales as truth.

Countless incongruities cannot mar the overall theme of Lorag's past, which is one of pioneering settlers that faced seemingly insurmountable setbacks, only to eventually succeed at taming a harsh environment. From the frozen peaks of Uzob Agol to the boiling marshes of the central delta, the Boglar people faced hardship at every turn while they shaped Lorag to their own needs. The few natives of the island were not nearly as numerous or crafty as the Boglar, and hence were easily subdued- though presently most of them enjoy high levels of autonomy.

The creation myth of the Boglar purports that they lived on Lorag prior to the Great Darkness and indeed, that they gestated in the very dirt of the island like the popular tubers farmers harvest annually. Much of the older myths carry a pastoral feeling, where the gods and their offspring are depicted as the farmers and shepherds who cultivated the early Boglar. These ancient gods, most of whom have been replaced or modified over the centuries, protected the Boglar from the hostile "beasts and rodents," generally believed to be the Atharâns and Shak, who came down from their wintry mountain fortresses or noxious central swamps. A couple of centuries after the Great Darkness,

the need for expansion and mutual defense pivoted the Boglar from sedentary agriculturalists to a loose kingdom held together only by the strongest man or woman from the largest clan.

Merchant journals in a simple pictography mark the first epoch of Boglar history beyond the murky uncertainty of the ancient world. Some nine-hundred years after the Great Darkness, the Boglar kingdom had overcome centuries of infighting, mollified their ancestral enemies from Uzob Agol and Shugdul, and turned their vociferous eyes on the eastern front.

The halcyon days of Lorag grew until the splitting of the kingdom, when Shak and Sargolian thralls in the east banded with the rich merchant houses to demand an equal part in the despotic government of Búlam Re. While slavery had been mostly eradicated in the west a century ago, the notion of permitting autonomy to the tribals, or giving peasant traders a say in political matters, outraged the king and instigated civil war.

True battles ended after a century, but the island knew no reunification until the rise of the merchant houses in the fourteen hundreds. Then, as now, the Boglar turned their attention away from domestic matters and took their rightful place as the sole commercial power in the waters of Hylrexia. The story of each individual merchant house rising to power is ordinarily one of deceit, backstabbing and intrigue, but only one would come to rival the nobility in terms of power and wealth.

The Yakh Shagrul Exchange is also largely to blame for the peace accords which reunified the island's east and west inhabitants. Simple concessions to the tribals' desire for autonomy and open trade helped the less developed east agree to light taxation and emergency levying of militias for common defense.

Present Day

With reunification and civil strife a mere memory for the eldest Loragian, much attention is turned to the foreign commercial front. With military and political support from the Queen, many of the larger houses, in particular Yakh Shagrul, have expanded their holdings abroad and some have even begun to dabble in manipulating foreign states. The notion of meddling in the affairs of others usually leaves a sour taste on tongues that advocate freedom, but the wealth and goods that pour into Lorag's ports has caused

even the most libertarian of Boglar to look the other way.

Still, even the vast resources of Yakh Shagrul may only be able to overtake primitive nations like Jaarah. While they may eye the entire Hylrexian continent with desperate hunger, it is doubtful they could overthrow a modern, united nation. That does not prevent them, of course, from buying out holdings in Beilean, Tursh and Dirissland, but it is unlikely one will ever see the same results as occurred in Jaarah. Instead the merchants will have to remain content dealing with such nations on equal terms.

The uppity peasant traders that delude themselves into thinking they can purchase their way from the gutter have not gone unnoticed by the aristocracy. If the Queen continues to conspire with the merchant houses, granting them rights and privileges never known to untitled Boglar, a coup will be imminent. But should the Queen cut the merchants off, what's to stop them from tightening the spigot of goods from foreign shores? Or worse yet, proclaiming themselves a separate nation beholden to no one, as many already fear the Yakh Shagrul will do in Jaarah, and eventually returning to conquer their homeland?

And while no one doubts that the recently negotiated unification will last for centuries to come, the eastern frontier still stands as a bold reminder of the untamed wilds near at hand. Lurga's own expeditions, guided only by crude cloth drawings from the locals, have yet to return. The Shak and Sargolian villagers cling to their superstitions. Of course, any right-minded Boglar could never believe the tales of the unquenchable Korros Arindarth whose many arms emerge from the dirt to feed on victims during the winter months.

Geography

The island of Lorag stands firmly between the continents of Aleron to the east and Hylrexia to the west. It is a narrow island that stretches approximately eleven-hundred miles from west to east and approximately two-hundred miles from north to south. The center of the island contracts into a murky delta region fed by the river Ogash from the west. The rest of the island is typically flat and heavily forested by temperate deciduous woodlands.

Broadleaf trees, generally oak and maple form the majority of the island. Conifers and

evergreens are a rare sight only in private arboretums of the wealthy landed gentry or merchant houses. The largest river is Ogash which forms in the sole mountain range of Uzob Agol, located in the west, with drainage in the central delta of Shugdul. The rest of the island is fairly wet with gentle brooks cutting swaths through the forests and minor seasonal pools a common sight. There are few open plains, especially in the less developed east, but the capital and traditionally larger cities continue to clear cut their way to civilization.

The continent of Aleron is less than one-hundred miles from the eastern tip of Lorag. Hylrexia, or more specifically Dirissland, is about two-hundred miles from the western tip of the island.

Society

With the urbanization of the west underway, farming and herding has been continuously pushed east and with it migrates small bands of agrarians. These days, the larger eastern plots are held by landed aristocracy that lease homesteads to able bodied men and women willing to work the land. With the unification complete, there have even been cases of Shak and Sargoldena leasing plots. But it is the rare youth that can resist the call of the sea.

Elderly Boglar may have laughed at the Ulagra singers that paused during an ode or epic to praise the life of a sailor with a specific merchant house, but the competing propaganda missions resulted in a massive labor pool of new blood. Many urban youth, displeased with brutal apprenticeships or eager to escape overbearing parents, seized the opportunity to depart for lands unknown.

For the rest of the peasantry that refuses to cling to farming or sign their life away to the sea, the vast majority are levied by the Queen's army to serve in low-trained, ill-equipped guard regiments for a season or two. Few such compelled soldiers see real action, as true domestic wars seem a thing of the past, but those who do will usually put down bandits or minor peasant revolts for three years or so. Afterwards they usually sell their sword arm to a merchant house upon release from the crown.

Merchants are considered peasants by the nobility, but are clearly of a class above the majority even if they have no formal titles. The

merchant class remains the most heavily stratified in the hierarchy of Lorag. From the mighty princes of the Yakh Shagrul exchange, who form a council to decide on matters in the company, to the lowest overland trader with little more than a cart and mule, trading seems to open the most doors for the peasantry.

The traditional trader that follows the overland routes from city to city in Lorag still exists, usually eking out an existence barely above the average farmer or sailor. Such traders find the most profit buying goods in the larger ports and making their way east towards the frontier where commodities like spun Shafee are rarely seen. The organized merchant houses, however, have chosen to stay out of the meager profit margins provided by land routes in Lorag. After all, land traders live a humble existence: they sometimes own land, but rarely do; if they have a family, their spouse and children will usually accompany them on their trips and share in the labor.

The mighty houses started in a similar fashion, but have long since disposed of any humility. The Yakh Shagrul, as an example, command a navy that rivals the Queen's, employ tens of thousands of workers and have recently begun to expand their already fierce mercenary army. While they technically claim no overseas possessions, such would need to be surrendered to the Queen and parceled out at her direction; unofficially Yakh Shagrul supervises the Kingdom of Jaarah.

Nobles live nearly as decadently as high ranking managers of the largest merchant houses. The Queen and her closest advisers may seem somewhat haggard lately, but for the sons and daughters of the landed nobles, the hedonistic pleasures provided by the underbelly of Umog Ratúm know few boundaries. The wealthy offspring of both top tier merchants and gaudy nobles meet in the capital to explore the depth of their depravity together. Such early rendezvous often lead to alliances or feuds between the ruling classes.

Days in Umog Ratúm see overflowing fairs, markets and circuses scattered across the portside sections. Unloaded ships from abroad become the center piece as gaudy merchants scream to the crowds their port of origin-a hint at what goods or shows may soon be displayed. While the boats outpace each other for exoticness, the taverns and bordellos prepare for the nocturnal crowds.

The twilight hours of Umog Ratúm cater even more to tourists than the ships. The exotic clothing, animals, and spices hawked during the day make way for herbs, slaves and contraband in the quickening darkness. For some, the piquant Shat stem's meditative and stimulating qualities provide ample release from the day's tribulations. Others prefer to lease temporary concubines from the continent for a night or two. For a small minority, merely wandering the tumultuous streets at midnight, drunk from porter or brandy, and harassing locals provides amusement; so long as they do not become physically violent, and limit themselves to truculent harangues, the watchmen rarely become involved.

Despite the deep rifts between the poor and rich, a rising middle class of traders and artisans imparts new hope for advancement to the masses. While abuses are heaped upon the lower classes in the capital, few can say there are any solid impediments to success if one is dedicated to it. One must be mindful of one's betters, and a noble will always be greater than a merchant, but the days of impassable barriers from one social class to another are long over.

The Malgit

Government Type: There is no central government of the Malgit; its varied peoples are all ruled differently.

Current Ruler: The current Bator of the Shak is Gombaralag. The current king of the Eugesto is Jonas Lurcesto. There is no single ruler of the Rady or Enni rebels and slaves.

Capital City: There is no capital of the Shak, Rady or Enni rebels and slaves. Venerado is the capital of the Eugesto.

Population: 40% Shak, 34% Runaway Slaves, 20% Rady, 5% Eugesto. 1% Enni Rebels

Languages: Shakite, Rady, Umashian, Tollic, Slave Pidgin.

Currency: Only the Eugesto mint any currency: 1 Duniel (gold) equals 100 Osta; 1 Osta (bronze) equals 10 Sixto (copper); 1 Sixto equals 10 Tano (tin)

Major Resources: Oak, birch, gold, silver, copper, tin, granite, and limestone,
Religion: Polytheism and idol worship by the Shak, polytheism by the Rady, monotheism by the Eugesto.

National Symbol: The Bator of the Shak uses a crossed sword and axe but each Shak city-state

carries its own banner, the Rady use the sun, and the Eugesto use their current ruler in profile.

Overview

Vied over by four separate societies with no central government, the Malgit is a land in anarchy. While the Shak rightfully claim ancestral heritage over the entirety of the region, Enni slaves with their rebel Tollic allies began to overtake swaths of land some eleven-hundred years after the Great Darkness and settled initially on the southern border along the Saner. The Rady were discovered by the Enni escapees in the north western and north eastern valleys some one-hundred years later. The Eugesto arrived fifteen-hundred years after the Great Darkness and settled along the central mountains in search of legendary riches that have yet to be uncovered.

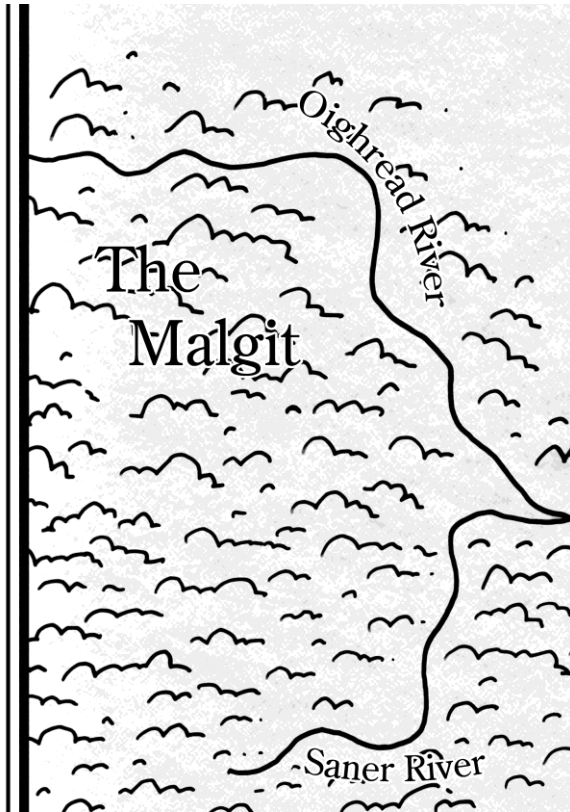
Over the years, the Eugesto, Rady and freed slaves have tried to maintain a delicate peace. Unfortunately, such pacts often fall apart in the face of true danger, with the Rady returning to their fierce isolation, the freed slaves retreating for safer grounds, and the Eugesto desperately trying to play mediator.

Along with the sentient races, the Malgit is home to several exotic and often dangerous animals, some of which provide food and materials, but many more of which are deadly predators that are best avoided. This, coupled with the Shak and Enni raiders, makes the Malgit one of the most dangerous regions near Tursh.

History

The lost stories of this tumultuous land will never be fully reconstructed since the eldest races that dwell here can only provide snippets from their dusty myths. The picture thereby depicted is often centered on creation, or weighted greatly in favor of the race that spawned the stories. Thus, the Shak, as their own high priests contend, descended directly from the palm of Gezor, whose heavenly arm dropped them conveniently in the western mountains to spread across the Malgit in search of prey and living space. Meanwhile the Rady's poetic diatribes, which generally leave their listeners with more questions than they began with, seem to indicate they sprung from the very rice fields and wetlands they've always been known to dwell in.

The Shak, whose priests and Bators control the vast majority of their meager historical



documents, contend ownership of all the Malgit, and much of Ennas, as given to them by their gods. Any implication that their inability to secure this proclaimed heritage is due to military weakness, rather than the treachery of the Tollic or cowardice of the Rady, is met with hanging or quartering for foreigners.

In this instance one may look to the deadly predators that stalk the countryside for guidance as to the reason why the Shaks' claim may not be entirely incorrect. While any honorable Shak warrior would laugh away the notion that one of their cities could be wiped out by a concerted effort of the beasts of the Malgit, the Rady, and later runaway slaves, have happened upon clues to support such theories. In one case an ancient battlefield was unearthed with bones of both beast and ratman near the ruins of a moss-strewn town. As the Shak fled towards Ennas, the predatory creatures followed, until somehow the ratmen were able to fend them off.

When the Rady overtook the central cities abandoned by the Shak is unclear, but somehow neither group had more than cursory contacts with each other. A primitive bartering system between outlying villages, the occasional misunderstanding that would lead to minor border

skirmishes, disputes over livestock, but rarely anything more significant than that ever took place between the Shak and Rady.

With the arrival of the Eugesto and escaped slaves this voluntary isolation was changed forever. The runaways, though far less adventurous than the Eugesto that followed after them, were forced to discover the Rady after being driven north by Shak war parties that assumed the slaves were expendable shock troops sent by Hastel Inel. That idea was not entirely inaccurate as the escapees unintentionally brought Greka patrols scraping at their heels on recapture or kill missions. Following a minor war that allowed the slaves to seek haven with the less ireful Rady, the Shak and Tollin managed to eke out another temporary truce to be broken either by the Enni thirst for slaves or the Shak lust for new living space.

Washing over the southwestern border less than four-hundred years later, the Eugesto stormed into the mountainous central Malgit, displacing several thousands of Rady and freed slaves and instigating a war with the Shak. The obsequious runaways, in no way able to deflect a trained and modern army, bowed and scraped to their new neighbors; many even moved in with the Eugesto as laborers. The Rady protested, but were eventually appeased by promises of future concessions in exchange for land that was unsuitable for agriculture anyway. Even the Shak's Bator, after several humiliating defeats at the hands of Ennas, and devastating losses at a new influx of predatory monsters, was forced to concede to the Eugesto presence.

Present Day

Bator Gombaralag's recent failures against the newly fortified Enni front forced him to unofficially endorse the resurgence of Shak raids on the Eugesto, Rady and escapee's trade routes. While normally true to his word, the horde's ceaseless demands for gold and glory has forced the Bator's hand after the Eugesto and Rady refused a united coalition aimed at taking over Ennas. Rather than see his people descend into chaos and infighting, Gombaralag has quietly allowed his warriors to resume raids on the caravans while publicly denouncing them and refusing his share of the tribute. Somehow, he hopes, the Eugesto and others will respond to the threat of an organized Enni campaign into the

Malgit in exchange for halting the disruption of free commerce.

The Rady elders try to fend off Lurcesto's pleas to allow prospectors in Rady lands. Unfortunately, the hot blooded neo merchant class disagree with the Elders' claims of a loss of autonomy to a cultural invasion by the Eugesto. Yet while the lines are drawn between the merchants and their Eugesto allies, and the Elder councils, the average Rady's concern drifts to the benefits of the money brought in by the merchant houses.

Newly opened academies dedicated to a myriad affair of crafts have begun to sprout up in the villages. Some, such as the one in Koulon, concerns itself with martial arts and meditation. Others tend towards calligraphy, poetry and prose. The more utilitarian merchants have opened up schools focused on economics, foreign affairs and diplomacy.

Venerado draws daily hordes of foreigners: the overly paranoid Rady merchants with their entourage of armed bodyguards, the traditional mixed-race river traders, mercenary groups hoping to sell their martial prowess, and even Shak caravans that ply their "discoveries." The Calle Cremora open air market never seems to close as the screams of sellers and counter offers from buyers reverberates throughout the city.

While Venerado's mandatory entrance and exit fees greatly contribute to Lurcesto's coffers, a lively underground market has developed as a result. While no goods are contraband, some merchants prefer to move their wares by bribing trusted citizens to get them into the markets, and then sell them at prices that the legitimate merchants cannot afford without massive losses. The Shak are particularly prone to this tactic.

It remains to be seen if the merchant class of Koulon will overthrow the system of village elders and side with the Eugesto, or if the elders will convince their fellow villagers to reject the merchants' "gifts" and maintain the old ways. Meanwhile, if Bator Gombaralag's fears are true, none of the petty struggles and racial divisions will matter when the Enni storm descends on the Malgit.

Geography

The physical face of the Malgit consists of bare rugged foothills interspersed with dense

softwood forests and thin bodies of water. The two major rivers, the Airhead and Saner, form the largest borders. The four mile wide Saner cuts off the Malgit from most of Ennas, while the nearly as wide but much longer Airhead isolates the Malgit from the Kingdom of Jaarah to the north and the Kingdom of Beilean to the northeast. The dense hardwood forest of Crogad separates the Malgit from Zeraldi to the west—few are willing to test the ferocity of the Tutis wardens that patrol those woods.

Nearly as wet as Ennas, but with far fewer significant bodies of water, most travelers will not suffer for drink in the Malgit. While plentiful streams and creeks feed into the Rady's rice paddies, and the ever flowing Saner provides for the Shak's farming, the small central region inhabited by the Eugesto only contains a few minor creeks and lakes. Most of the precipitation comes from the west and is squeezed out along the eastern hills.

The densest patches of highland form in the center of the Malgit, and here also one may find limited deposits of coal, iron and limestone in addition to dangerous fauna. North from here, silver and gold tend to be more common, while further south of the center one is more likely to find copper and tin.

Society

Victory and honor drives the Shak horde. Everyone, regardless of age or gender, is expected to contribute to the war effort when a battle is joined or a raid planned out. There are few non-combatants in this disciplinarian culture, and few Shak would harbor any sympathy for a coward who refuses his Bator-given right to wield arms in the defense and growth of his homeland.

The ratmen are divided into city-states that are bounded on the periphery by farms or ranches. The agrarian zones serve the dual role of providing sustenance and acting as a buffer for the cities: all agriculturalists are members of the militia at birth and are trained and equipped as such. Each city-state unites with several others, usually no more than five, to form a province ruled over by a triumvirate of a warrior-ruler called a Su-Bator, a high-priest, and an official elected by the city-states to represent their interests. The collective provinces are then ruled by one Bator, who is decided in a free for all battle of all Su-Bator's whenever the last Bator expires.

Despite their blood-thirsty reputation, the Shak maintain a rigid code of ethics and laws to reign in the true savagery they were once capable of. The code of laws, passed down by a forgotten Bator some centuries ago, carries non-appealable and often severe punishments: removing fingers from thieves, stoning then immolating heretics, quartering foreigners that insult the Shak, and dropping off battlefield deserters in beast infested lands with only a spear are just a few highlights from the code.

The Rady's own system of laws and governance is far more chaotic. While a struggle of power has ensued between the traditional government and the new-money merchants, the fact remains that the council of elders that oversees day-to-day village affairs has yet to be entirely removed. These men and women are chosen based on age, primarily, and serve until death. There is no direct electoral process, but it is not uncommon for a Rady village, or the council itself, to kindly request a particularly senile or useless councilor to step down before their time.

Insofar as laws are concerned, there is no specific set of rules, and the Rady are driven more by a common sense ideal of what is right for the community as a whole. Thus, individuality and selfishness is discouraged, in some cases even punished, while collectivism is generally rewarded and applauded. In any case, the worst punishment, as meted out by the elder councils, exile and reparations, usually in rice or livestock, is used for lighter punishments.

Isolation and insularity color the Rady villages, most of which are set along the eastern and western central slopes and valleys. The Rady harbor few guests, excepting the occasional freed slave, and have only recently opened their doors to free trade and caravans. Very little in the way of strife has ever afflicted the gentle pastoralists, but their martial prowess is not something to scoff at: several villages, and in particular Koulon, have a long history of training some of the fiercest warriors in the Malgit, whose skills are tested more often on the deadly beasts of the land than other sentient races.

Venerado, conveniently located in the center of the Malgit, teems with activity and commerce. Merchants from around the region flock in droves to this free-wheeling, rich, and at times decadent city to cut a deal or partake of the fused cultural outlets available to anyone with some coin or goods

to barter. Here one can find an odd amalgamation of assorted Rady, Shak, Tollic, Tursh, and Beilean pleasures, or at least what their creators can recall from their time abroad. Several of the more enterprising ex-slaves, despite their being born in Ennas, have managed to open exotic parlors—eateries, theaters, pet shops, galleries—whether or not they're remotely accurate is open to debate. Those runaways who aren't so lucky stick to their shanty towns on the edges of Venerado and work as menial laborers, miners, smelters or farmhands.

Much like their Rady neighbors, there are few specific laws in Venerado. King Lurcesto's word is law, certainly, and anything distasteful to him results in swift and decisive conclusions, but for the population as a whole, things are far more chaotic. The general rule of thumb in the Eugesto colony is that which brings one pleasure is acceptable so long as it isn't at the expense of another. What constitutes expense of another, however, is not clearly defined and the soft crimes of prostitution, fraud, unregulated alcohol and substance use, and even child labor all seem to occur under the eye of the mob that will readily tar and feather a thief or hang a murderer.

Venerado is the only true monarchy in the area, though the list of nobles is exceedingly thin. Naturally, as Jonas Lurcesto is hardly in need of them to govern his small kingdom. Instead, the small-time lord rules with his cabinet of ministers that advise him how best to handle the dwindling supply of iron and coal and the apparent lack of gold, silver and gems Lurcesto invaded for. The king is generally benign, as demonstrated by his subjects' liberal lifestyles, but he remains a shrewd dealer whose concentration on foreign affairs he hopes will pay off by a capitulation of the Rady and the pacification of the Shak.

In all, the Malgit is a land on a precipice, at any moment ready to prosper or plummet with a slight nudge by the gods. Though an unsteady



peace overtook the last few centuries, events have been set into motion which could well see everyone dragged into a war of deadly proportions. And if a united front cannot be obtained, Hastell Inel will be adding several more slaves and acres to his empire.

The Blight

Long ago there existed a nation called Nolanyon. This country was formed after the Scale Wars and was said to have been the last refuge of the A-ar's first creations.

The Nolani were a fair people known far and wide for their grace, beauty and intelligence. They were ruled by a council known as the Immortals, indeed it is even said that these select Nolani actually were immortal. The Immortals were rarely seen and their leadership would seem to have been unnecessary, for despite the turbulence and chaos that existed around them, their lands saw only peace.

But one among the Immortals was not content and this creature sought even greater power. To this end he made secret and dangerous pacts with any spirit that would lend him favor. Through his machinations the once peaceful lands of Nolanyon would come under siege by the rampaging spirits and their followers.

Curetus, as he is called, convinced his

fellow Immortals that to save their people they must perform a powerful ritual that he had researched for just such an occasion. The council did agree, but in their haste to save their kind none took the time to study Curetus' work. This would prove their undoing.

For ten days and nights the Immortals set to work on the ritual; several died as their energies were consumed by the rite. When it was complete a deafening silence filled the land for what seemed an eternity. Then, as quickly as it had fallen, the silence was torn apart by the shrieking of thousands of spirits as they were ripped from both the mortal and spirit realms, drawn to Nolanyon where they were melded to the Nolani race. The foreign manifestations clawed and fought against the Nolani souls deep inside their mortal coils, but their efforts were futile and only succeeded in mutilating the bodies and destroying the native souls.

Curetus babbled incoherently as dozens of apparitions slammed into his spiritual essence, he cried silently as his tears baked onto his skin, his own soul battling for supremacy among the turmoil. For Curetus, the ecstasy was over far too quickly and he stood among his newly created Soulwarped with a cry of victory boiling forth from his bloodied form.

Across the world Nolani had battled for their very existence, those that succumbed had their souls replaced by maddened spirits and became what we know now as the Soulforged, while those whose souls were able to retain their individuality and assume dominance over the invading spirits became the Soulwarped. Curetus had unleashed an unnatural spawn upon the world.

Far on the other side of the Ashnat Ocean, a Nolani colony had settled on a northern island called Deilas. It was located on the northern edge of the Feareum Sea across from a fledgling nation that would become the Kingdom of Beilean. The island Nolani had established themselves as friends and allies with the native cultures along the nearby coasts, but that all changed with the coming of the ritual.

In a matter of minutes thousands of Nolani transformed and began to lay waste to all in their path. The carnage was of a scale never seen before and there would not have been anything to stop them if not for the Vilanwë. Members of the same Libruca



species as the Nolani, they were somehow able to resist the calling of the ritual and though the spirits had assaulted them as they had their Nolani cousins, for some reason they were able to escape with only the essence of their souls being tainted by the energies of the spirits, rather than being subsumed by them.

With their new found powers the Vilanwë were able to rally the local peoples and fight back the Soulforged. The battles left the mainland and reached across the small sea to Deilas. But this was where the Vilanwë offensive would grind to a halt. Unable to make further progress the natives of the Feareum coast along with the Vilanwë setup a ring of protective stone columns that were sunk to the bottom of the sea and ringed the island, now known as the Blight. So long as the stones stood, none of the Spirit Bound could leave the island.



The Zweluke Forest

The Zweluke Forest stretches into both the Kingdom of Tursh and Dirissland, occupying the land between the eastern shores of Lake Gormcett and the Muftharz Sea. Its sheer size and location has caused a continuous flow of loggers, adventuring merchants, conquerors and explorers to test its borders.

All have disappeared, none have ever returned. Entire villages and camps have gone missing over night, with no sign that they were ever there except for their tools and buildings.

Legends and myths abound to explain what lives inside the ancient wood, but if anyone knows the truth, they have not come forward. The truth of the Forest may never be known, but there is never any shortage of foolhardy adventurers who claim they can make the discovery.

*"Knowledge must come through action;
you can have no test which is not fanciful, save by trial." - Sophocles*



Introduction

Chapter Four: Magic details two of the known types of magic use in the Kingdom of Tursh. Atharian Magic comprises the first, and most often referred too, form of magic in Kamarathin. Containing twelve seals over four elements, Atharian Magic allows the user to manipulate the forces of the elemental planes that surround the world to create specific, pre-defined effects, called spells. Each seal represents an archetype among the Atharians, and those who embody those seal share specific, common traits.

Understanding magic in the Kingdom of Tursh means in part understanding the means by which the Kingdom organizes its practitioners. On the one side, the Academicians, the Kingdom sanctioned wizards of the Scholastic Order, where magic is controlled and codified. And Hedge Wizards, who teach and train outside of those hallowed halls. Instead of a simple philosophical rift, this clash of ideology has created a massive, ongoing conflict of wizard hunting wizard.

This chapter details a second form of magic: Sanguinary, the magic of life and death, known to some as Blood Magic. Where Atharian magic focuses on pulling the raw material of the elements from their respective planes and reshaping it, the Sanguinaries draw their power from within. By using their signature *Bloodletters*, they pour themselves into their reliquaries. The reliquary, forged before (and in some cases, during) the Scale Wars, passes that blood through a series of arcane channels and over rare, complexly cut gems, which converts their own life into raw power. That power, in turn, fuels their magic. Traditionally, the magic of the Sanguinary is considered the magic of life and death. The members of the Enclave would say that truer words were never spoken, especially where Vampyr become involved.

The Atharian Magic System

Verum est Notus quod Termino per Factum

"Truth is Known and Defined by Action"

Royal Academy Motto

Adept Marshan hurried down the steps, satchel overflowing with books and notes, scrolls stuffed through the straps, the sound of parchment and paper rustling as he took a sharp corner, bounced off the wall and half ran, half stumbled down the steps to the open lecture hall in the Quad. *This is it!* He thought to himself. *My first actual class on the Vedra Atharia!*

Finally, he reached the top of the large, circular construction. A massive stone bowl, with twelve columns evenly spaced, each one marked with everything from lecture notes to long forgotten promises of affection between students. His eyes were inexorably drawn upwards, to the fabled "rolling scroll" that dominated the ceiling, where the signs were marked so that they tracked, as closely as possible, to the actual locations in the sky, so regardless of the time of day or the disposition of the weather, there would always be a point of reference. Marshan had also heard that the exams were held in a different section of the campus for that reason; to keep students from cheating off of the scroll work.

He glanced around the hall, and saw that people were already seated, and that the professor had already begun.

"... our history, people have looked to the stars for answers to their questions. Whether it was a question of position, as navigators search the night sky to establish their location, or star charts are consulted to see what the future holds, a fascination with the movements of the heavens has persisted. Since before our time. Since before... their time. Indeed, our oldest records show that our understanding of the celestial pathways has only deepened since we began our quest for knowledge, although there is still much to learn. There are some who have surmised that we are still recouping much of our prior knowledge; that in fact, we are far behind from where we should be."

The professor paused dramatically at that moment, and his eyes caught Marshan, still struggling to find a seat, with his copious star charts and texts.

"Adept."

Marshan's head snapped up, and three scrolls slipped out of his hands and began unrolling, bounding and bouncing their way down the steps, until one landed, clattering to a halt at the feet of the professor, much to the glee of the other students. The professor looked down at the carefully glued parchment and wood roller, and

allowing himself a small smile, leaned down and started to calmly roll it back up before passing it to one of the students in the front row.

"Adept, did you get any sleep last night?" the professor asked, eyes calm and steady.

Marshan made a half humming, half stuttering noise, "Nnn... no, no sir. Too, ah. Excited," he said as he coughed and fidgeted. "Sir. Sorry sir. Won't happen again sir."

Rather than admonishing him, the professor simply smiled again.

"Never be embarrassed to show your love and passion for the subject matter. But in the future, do please remember that attending class on time and hearing the entire lecture with a focused mind is likely going to be of some benefit, possibly even more so than staying up late and drowning yourself in coffee the following morning."

Marshan's jaw dropped, and he began to say something, when the professor smoothly cut in, "Your shirt, adept. I don't believe that the streak of brown on the left side is part of the design." Indeed, Marshan had never changed out from his tunic from last night. He sighed heavily, feeling now both foolish and unkempt.

"Go ahead and take your seat Adept, and please stay behind after class so that I can fill you in on a few of the pieces you may have missed, as I tend to start class early."

Marshan nodded, and finally being passed his scroll by one of the other students, sat down, and the lecture continued.

"I'm sure you're all familiar with the Twelve Celestial Seals; they're inscribed here for your reference. I suggest you write them all down," he said with a wink; "during this course we'll be covering the importance of the physical positions they occupy, how they're used to assist in navigation, and of course. The impact that understanding their properties has on their invocation."

One of the younger students raised her hand, and said in a clear, high voice "Professor? I'm sure many of us know the history and the more pedestrian uses; that isn't why we're here. We're here to learn magic, aren't we?" The professor bowed his head a moment, before looking back up and leveling his gaze at the young woman. "Miss, do you know why you're here?"

"... to learn magic?"

"And do you know why you're *here*. In this place, on this campus, instead of, say, in your garden?"

She stopped, and shook her head.

"You're here because this is a repository of learning. More importantly, it's a repository of control. Do you know how much damage might be caused by someone with access to all the secrets of all twelve paths? And how to best utilize them? The amount of chaos that would spread throughout Tursh? It would be unheard of, and to an extent, unfathomable."

Your education begins here, in this place, for that reason. The intricacies of the pathways, the meaning of the signs, their applications both mundane and fantastic, must be taught in small, clear steps to create the foundation that will lead to not only a larger appreciation for the arts, but more importantly the power that it bestows. A power that it is our duty to follow, understand, nurture and grow. One misstep in your education could lead you down paths best left un-trodden. Do you understand?"

She nodded, mutely, her attention now fully fixed on the instructor.

"Good. Then let us begin our first lesson. The twelve signs of the Atharia, how they relate to you immediately, and understanding the mechanics behind them."

The Ventra Atharia

Understanding the Atharia hinges both on knowing where they are in the sky, and how the height of its ascendancy affects the magic wielded behind it. There are many arguments regarding the nature of the signs themselves; whether divine inspiration drives them, or the movement of the heavens somehow aligns other, larger celestial forces.

The following mantra summarizes all Celestial Seal Magic: "As above, so below." The effect of the movement of the heavens cannot be overstated. If one were to say it more eloquently, they might instead say, *Despiciendo suspicio, suspiciendo despicio*. "By looking down I see upward; by looking up I see downward." By which we mean that one can see the echoes of our own lives in the heavens, as well the heavens echo our lives. That by understanding the interaction of the signs, we better understand ourselves, and," he said as he looked directly at the young woman, "our magics, which we prize so highly."

Those born under one sign will have abilities and access to magic that others lack; each also holds its own particular strengths and weaknesses; vulnerabilities to other magics and effects because of their place on the chart. However, some people are more susceptible than others; Pathwalkers develop notorious weaknesses towards counter-path magic, while those who never study at all may see no visible difference from one spell to another.

Unquestionably, a direct correlation exists between one's bond with their own path, and the subtle weaknesses that creep in the further down the road they travel. While a warrior born under the sign of The Crown may demonstrate some talent, perhaps with a natural manifestation of the *Battering Ram*, they may not show the obvious weaknesses to Water magics or the sorceries of Veritais. A dedicated Truth Seeker, however, will no doubt feel the impact of that same *Battering Ram* even more harshly than the average opponent! This phenomenon is known as *Apex Inversion*. This defines the balance among the Paths, the Elements and their Alignments.

Before we can fully understand the twelve signs, we must first strive for understanding of their component elements. You see, the sign itself holds power; the Champion defining Crown is very different from the neutral imagery of Dualla's Mirror, or the perceived purity of Estheria. However, each sign is also composed of two Facets; its elemental alignment, and its Positional Alignment. Or simply, Element and Position.

The Four Elements

The four elements are viewed by most as four points on a compass; going around in the order presented by the Atharia, they are: Fire, Earth, Air and Water. However, that belies the natural conflict that exists. Fire opposes Air; Water opposes Earth. In more advanced lessons, we'll cover how learning different elements allows us to create new magics, but understand also that as in all things, these are not absolute rulings. They are guidelines, meant to instruct the student to the inherent pathways of the Atharia as much as they are intended to lay out the framework for your own life, and help you gain a better understanding of the lives of others.

In the higher callings of our various Orders, many people become set in their ways;

they assume that being born to a singular sign confers as many benefits as it does create the flaws in the individual, and some insist that stepping outside of the proscribed life-path that one sets out on at birth constitutes heresy and an unhealthy approach to life.

To them I say, simply, narrow-mindedness did not lead to the understanding of magic. During the wars, and the dark times, magic took the brunt of the blame for our woes. However, when your house shows structural weakness, you do not blame the hammer. You do not condemn the wood. You blame the carpenter. When the bridge collapses, you blame not the cross beams themselves, but the bridge builder who placed them there. However, a certain amount of respect must be paid to those who came before; without showing the proper respect for the mistakes of our forebears; those who did not institute proper controls, those who did not create a codified education, we simply condemn ourselves to another war.

Perhaps they'll call it the War of the Atharia, or the Pathway Wars. Who can say? In higher circles, in higher places, these things come under discussion over wine, brandy and pipe smoke. But I digress. We were discussing the four elements.

Fire, then, is where we shall begin this portion of the class."

"Professor Dormian?" From the far side of the room, a deeper, more resonant and commanding voice than any of his students echoed down onto the floor where the professor stood, and he froze a moment. His eyes shifted upwards, along with the rest of the class, to one of the four stairways leading down to the floor.

At the top stair, leaning against the pillar of Ramiel, in the Cardinal position, was the silhouette of a man, sword hanging loosely at his side, hat held in his hands, tousled hair hanging over his eyes, moving as if being touched by the lightest of breezes, and a cool wind swept into the hall.

"Well, your timing is impeccable, Lieutenant. We were just beginning our discussion of the first of the four elements, which would lead inevitably to..."

"It's Captain now, Professor. I've made Captain."

"Well, then, congratulations are well in order I would think. Now, will you continue to be as disruptive as you were when you were in my

first class and no more than a simple recruit who lacked these lofty expectations of leadership, or shall you sit, and take the refresher course you no doubt need? And... am I mistaken? You appear to have expanded your repertoire from when you left these halls some fifteen years ago." He nodded to himself a moment, and turned to address the class.

"Ladies and gentlemen, may I have the honor of introducing Captain Torell Marian, special attaché of the King's Guard."

The Captain trotted down the stairs in an odd gait, his polished boots sounding more like the running of an animal than a man as he stepped into the center of the meeting hall, and turned and looked back, and upwards at the signs of the Atharia, before turning and embracing the professor, leaning away from him, hands squarely on his shoulders, face beaming.

"I apologize, I didn't mean to disrupt your class, but if I could give them a more immediate example? It's cruel to make them wait for a practical until you get to Water, Professor."

The Professor folded his hands in front of him, started to open his mouth, and saw that nearly every student in the class now sat on the edges of their seats, eyes alight, wanting to see the fabled power of the King's Guard in display. And he nodded once, and began walking to the lowest tier to take a seat, pausing briefly at the officer's side. "Please try to not burn my notes this time, hmm?" With a subtle smile, sat down.

The Captain adjusted his tunic and sword a moment, before dramatically pulling the blade from its sheath, and swiftly inscribing a pattern onto the hilt, muttering quietly. There appeared to be some kind of charcoal smudged onto his finger, and when he uttered the final word of his incantation, a line of fire crawled up the edge of the blade, illuminating his face in its orange glow. The students were stunned. They had heard of this kind of thing, but had never actually seen it.

"For a practical, I have to admit, this is one of those great, flash spells that gets the attention of the populace. Much safer than my usual, direct methods such as *Flame Palm*. This is Fire Path magic, and the most obvious incarnation thereof. However..." momentarily, the flames flickered and died, and beads of sweat had formed on the young man's brow.

"Maintaining magic is work. It requires tremendous focus and concentration, and the

smallest interruption can undo a spell that took you five minutes to prepare."

"Understanding how fire does what it does, and why, is essential to being an effective fire Path Walker. In my role within the King's Guard, I am tasked with more immediate concerns; physical defense as well as some Fire Scrying." At this, many eyebrows went up as the students murmured among themselves; they had heard of Scrying Pools and that the wind whispered oddly to those who dared to listen, but Fire? It just seemed so...

"Subtle, yes, I know. Don't make the obvious mistake, the same one that I made. The moment you assume that a Water Walker only exists to heal and offer comfort – that you think that they are somehow *softer* -- you'll get an icicle in your back. Sharper than a dragon's tooth and colder than a witch's tits in Hell." The Captain took a deep breath before belting out in his finest command tones, "Do I make myself clear?" There was a silent, nodding chorus as an entire chamber full of students were suddenly straight backed, heads high, all nodding in agreement. "Good then. Professor, I give you back your floor." As the Professor stood, he extended his hands and warmly shook the Captain's in his. "Thank you for giving back to the class. You appear to have made quite an impression."

"It was my pleasure. I must return to my duties, however."

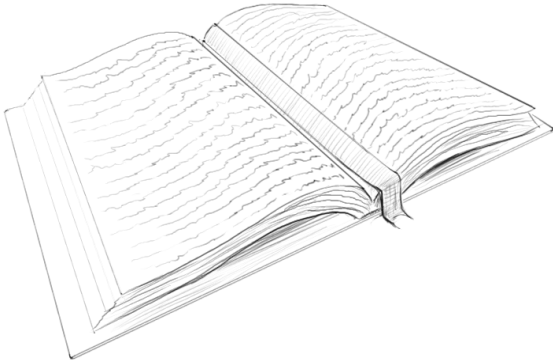
"Captain, you do you have other members of your squad with you, yes? I think today I will break tradition," he said with a wink and a smile, and Torell smiled back, nodding in understanding.

"I'll see what I can do."

"Class, please give a round of applause to Captain Marian." A small thunder of applause went up from the house, as some of the more excitable students stomped their feet and whistled. Torell went galloping back up the stairs in that same odd gait he entered in, pausing to lay a hand on the column of Ramiel, saluted it swiftly and with precision, and left the enclosure.

"Well, class, it will be an exciting day, won't it? Let us now focus on the three Fire Paths; they are Ramiel, Panthier and Kaingan."

"There are twelve known signs to the Atharia; while we have symbols for more, they are the ones that are properly defined and commonly accepted throughout the Known Lands. They are sometimes categorized by order, sometimes by



element. In all cases, we have come to respect what they represent. Each Seal holds a particular dominion over those born beneath it; each represents a different trait, and confers different abilities. While we have a shared language by which we discuss them, there are many mysteries we have yet to uncover.”

The Twelve Seals of the Atharia

Welcome, to the world of Kamarathin, and the Kingdom of Tursh. This primer serves two core functions; first, it introduces the general mechanics and layout of the signs; second, to illustrate the general possibilities when considering which sign to inherit. Selecting a sign should be more than a selection of powers or specific spell casting options; the signs are designed to compliment, or in some cases balance, any number of playing styles and role playing choices. Those who wish to burn most brightly would take the sign of Panther, the Blazing Star. A quiet, introspective hunter might take Kaingan, the Hawk, and a strong party leader, Ramiel, the Crown.

These three Seals comprise the element of fire, and each has a separate set of traits and qualities. For purposes of playing one of the *Vedra Atharia*, by campaign rule, a player must purchase the complete Package Deal for the Seal itself. For those players not specifically interested in casting, the option to inherit a Seal is available, and doing so gives you:

- The advantages, and the drawbacks, of the Seal’s package
- The option to purchase the Talents of that Seal
- The option to choose, later on to develop magical potential within the Vedra Atharia

Not everyone inherits only a single Seal; a few individuals are born on the Cusp, the two days at the end, or at the beginning, of a given Seal. The following guidelines apply to a Cusp Inheritor:

- **Born on the Cusp:** A Perquisite, “Born on the Cusp,” must be purchased, and costs five character points (5 CP).
- The two Seals must be adjacent to each other; a Cusp occurs either at the end, or the beginning, of another Seal. An individual can inherit Ohanzet and Haislin (two adjacent Seals), but could not inherit, for example, Haislin and Estheria, or any two non-adjacent Seals.
- The inheritor must purchase both Seal Packages in their entirety; they gain all the benefits of having both Seals, including using the best Seal for purposes of determining any penalties to casting or learning magic. In addition, they gain all of the drawbacks; all of the Seal’s disadvantages, and they can also never learn either magical counter-sign magic. Someone born on the Cusp of Ohanzet and Haislin, for example, can never learn either Aegian or Panthieran magics.

Below begins the synopsis of the Vedra Atharia; the general attitudes and disposition of the Seals themselves, and their traditional talents. While reading through the Seals, remember that these are the stereotypical descriptions; not all Ramiel believe they deserve to lead by advent of their sign, and more than every Haislin will make a great hunter. The Seal does not determine everything about an individual; only a mechanical starting point.

Seal System and Description

Each Seal description shares specific organizational elements; they are: The name of the Seal itself; these are the commonly used Kingdom names of the Vedra Atharia. Other cultures may use a different naming convention, but the Seals and the abilities associated with them remain constant, regardless of the label placed upon them. Second, the elemental affinity of the Seal, whether Fire, Earth, Air or Water.

Next, and one of the obscure defining elements, the Seal’s “cast,” whether it falls under the domain of Male or Female energy. Cast and

gender are not the same thing; the energy itself comes from a larger world element. There are as many male Aegians as there are female Bellarians. The position type comes next, classified as Cardinal, Mutable or Fixed. These broad classifications describe where a sign rests astronomically in relation to the others. A known, measurable relationship exists among the three positions, but the full scope is not yet understood. Lastly, the counter-sign is listed for immediate reference.

A brief synopsis of the Seal is included, covering both the general history of the Seal and a broad overview of how it's viewed in the kingdom. The mechanical bonuses and disadvantages chart comes next, followed lastly by the optional abilities available only to those born to that Seal (either as a single inheritance or a cusp inheritance).

The following section defines each element, position, the Seal combination and the structure of its magic. Lastly, a glossary of the commonly used terms has been included for immediate reference.

Element: Fire

Panthier had said, "Fire in the blood, fire in the soul." This, for Panthier, meant an expectation that all Fire Seal Inheritors would take the same aggressive, passionate approach. For Ramiel, however, Fire represents the passion of leadership, while Kaindan sees it as the light guiding towards knowledge; a constantly burning ember. Fire, as a magical influence, can bring fear, destruction, or knowledge, and the three Seals that bear it utilize it in distinct and different ways.

Element: Earth

The symbol of stability, the three Seals of Earth contrast most sharply with Water; not because of what they represent, but in part for what they do not do. The Earth Inheritors do not tend towards wild self expression, passionate discourse or particularly extreme views. Ramiel once described Bellaria as tough as "the mountains she was born in, the woman is both stable and durable." That same sensation of reliability runs through all three.

Element: Air

Equally capable thinkers and dreamers, the Air inheritors represent the free thinkers of the Vedra Atharia. While they can be excellent in social situations, many of them have quirks that trip them up at some point, as their raw intellectualism makes them either contrary or simply confounding. Their magic tends to lend itself well to deception and change.

Element: Water

Together, the three Seals of Water comprise the emotional elements of the Atharian spectrum. Aegia represents the natural desire to protect, shield and nurture; Sevda symbolizes raw passion, in both its greatest and most destructive shapes, and finally Veritais; the never ending thirst to find knowledge and share it with others. The most intuitive of the Seals, Water Inheritors represent the emotional guidance of the Vedra Atharia.

Position: Cardinal

The Cardinal position carries an implication of leadership, or being the pinnacle of their concept; the Cardinal signs are Ramiel, Aegia, Cala, and Ohanzet. Cardinal magic is forceful and dynamic; its inheritors carry traits that make them driven, passionate and proud. They also tend to be stubborn, pedantic and closed-minded. Their magic reflects direction and utility, and works towards achieving specific affects to their Seal. For Ramiel, this means magic focused on leadership, for Aegia, defense of the pack. Cala magic focuses largely on obtaining information, while Ohanzet is powerful and relentless.

Position: Fixed

Inheriting the Fixed position symbolizes stability, staunchness, and an underlying strength of character that stands well in the face of adversity. Conversely, the position also seems to confer a rampant stubbornness bordering on immovability, and a focus on self development, or inward strength, rather than outward. A leadership of the self, versus a leadership of the many, these Seals showcase the inner strength of each Element. The Fixed Positions are Bellaria, Panthier, Sevda and Haislin. Each represents an inner determination, whether Bellaria's dedication

to protection, or Sevda's all encompassing bitterness, each holds elements of that drive forward, while still self-contained and at times, limited by their reputations and proclivities.

Position: Mutable

The Mutable position speaks to a natural duality; the inheritors have been called 'the open Seals,' by many scholars in the last few years, because of the distribution of attitude among the other two Positions. While Cardinal is extrovert, and Fixed tends towards introversion, the Mutable position attempts to live in balance. Adaptable, helpful, and willing to assist to the best of their ability, the Mutable Seals – Dualla, Estheria, Kaindan and Veritais – take on almost all of their tasks in their attempt to forward their own knowledge.

Cast: Male

The Casts define the nature of the energy that the magician pulls from the elemental planes; theoretically, that energy comes in a 'positive' and a 'negative' state. The male typing has traditionally been labeled as 'positive' energy, those things that actively create change, or push forward. In the modern Atharian era, the belief is that there may be something beyond the term than is officially understood. The traditional examples of Male cast are Ramiel, for their intense leadership, and Haislin, for the inheritors continual willingness to take risks.

Cast: Female

The traditional role of the Female Cast contains 'negative energy,' those things that represent self-interest, an internal drive versus an external one. The traditional Female cast Seals include Ohanzet, with its focus on relentlessness, and Aegia, whose inheritors defend home and hearth above almost all other things. A great deal of additional research will be needed before the Casts are understood more fully.

Ramiel (Fire/Cardinal)

Ramiel magic blends the element of Fire and the Cardinal position; the spells commonly include personal defense, Killing Attack: Hand to Hand, and effects that influence others. Specifically, Ramiel magic focuses on empowering groups and leadership. Ramiel magic does not

include ranged combat, drains, or other similar effects.

Bellaria (Earth/Fixed)

Earth magic lends itself to structure and a direct connection to the earth and history; the Fixed position speaks to stability. For that reason, Bellaria demonstrates incredible defensive power, with limited attack capabilities. Force fields, force walls, and gaining earth-like strength and power fall into this Seal.

Dualla (Air/Mutable)

Dualla comes from the Air element, which demonstrates change inherently, while its Mutable nature compounds its shifting disposition. The Mirror then focuses on those magics that make the best use of change and changes in perception, often using the mirror itself to act as both the focus and the weapon of their magic, representing that images are only perception, and perceptions can change with the wind. Duallan magic contains illusions, movement, and subtle but powerful attacks.

Aegia (Water/Cardinal)

A combination of intuition and leadership, Aegian magic contains the intuitive nature of water, the feminine power of healing, and the natural leadership of the Cardinal position. Their spells include Killing Attacks: Hand to Hand communication magic and minor leadership magics, but do not include Ramiel's ability to influence others. The combination of the Cardinal Position and the Water element create a leader of the home, rather than a leader of the people.

Panthier (Fire/Fixed)

Panthier burns brighter than most other signs; the passion and explosive potential of the Fire element combined with the self-assuredness of the Fixed position create a caster who gains the ability to project fire, light and heat in the form of Killing Attacks: Ranged, Killing Attack: Hand to Hand, Flash based effects, and direct fire control. The Fixed position gives personal control, but lacks flexibility.

Estheria (Earth/Mutable)

The element of Earth lends strength, while the Mutable piece of this Seal lends it flexibility and balance. The spells of Estheria include Suppression, Transformations, and Drains as their primary magics, along with Entangles – things that bind and slow. Estheria does have minor combat abilities, but their core strength stems from their ability to use the Earth as a grounding force and to restore balance.

Cala (Air/Cardinal)

A combination of the flexibility of wind and the epitome of that element that the Cardinal position lends, Cala represents a master of craft and deceit. Cala magic focuses on communication, deception, and harnessing the power of wind itself. It includes desolidification, gliding, telepathy and darkness. Part of their ability to deceive also lends itself to Ego Attacks and other minor attacks.

Sevda (Water/Fixed)

Intuitional but very set in their way of thinking about bitterness and consistent romantic devotion, Sevda's water element blends with their Fixed position to create a caster who bears down on the emotions of their victim. Their powers include variations on Entangles, the ability to seek out weaknesses in their opponents' defense, and attacks that exploit those weaknesses, and confound their victims. Sevda magic also focuses on a single target at a time, and rarely includes any wider scale effects, but its tight focus does not limit its efficacy. While their effect range may be broad, the focus never varies.

The Four Seals of Erudition (The Final Four Seals)

Many interconnected relationships and chains bind together the Seals of the Vedra Atharia. Beneath the surface, however, past the Position and the Element, there lay deeper connections and bindings. Many of these had been lost during the Scale wars; only recently has modern knowledge of the Seals reached the point where collaboration and dedicated research have been possible. The first of many relationships that will hopefully be discovered lies within the history of the Four Seals of Erudition, symbolic of higher learning. Currently, very little is known about them, although it is believed that additional

magics which require knowledge of a combination of these Seals to learn exist, the pursuit of those spells drive many students both towards, and away from, the Academy. The Four Seals of Erudition are:

Kaindan (Fire/Mutable)

The Seals of Erudition reach beyond their combination and achieve a higher state; Kaindan, the first Seal of Erudition, is the Hunter. Fire's passion and inner heat, blended with the flexibility of the mutable position, give Kaindan both flexibility and power. The core ability of the Hunter lies in their ability to work with flame and their incredible ranged abilities. Kaindan magic grants variations on Clairvoyance, Killing Attack: Ranged, and a smattering of abilities that all cooperate directly with their hunting focus.

Ohanzet (Earth/Cardinal)

The third Earth Seal, and the second Seal of Erudition, Ohanzet combines Earth's memory and strength with the Cardinal position to create a relentless persona; a caster as unmoving and unstoppable as the Earth itself. As a symbol of Erudition, the focus of Ohanzet is on their special effect: Time. The symbolic Hourglass and Ohanzet's ability to bend time create a non-traditional and dangerous magician. Their magic always returns and in some way speaks either to destiny or minor manipulations of time itself; in many cases, this includes Clairvoyance or Danger Sense, and effects that give them the ability to act swiftly and decisively. Ohanzet also possesses some abilities which directly affect objects, a rarity among the Atharia.

Haislin (Air/Fixed)

As one of the four Seals of Erudition, Haislin's focus lies in their symbol; in this case, Luck. With the capacity of Air to create change, and the Fixed nature of inner strength, Haislin magic uses circumstance to create more advantageous situations; said another way, Luck Magic. Almost all Haislin magic contains a drawback to it, and this acts as its defining element more so than a single power class. Common powers include: Darkness, Killing Attacks (ranged or Hand to Hand), Transforms and luck-based defensive magic (including Force Fields and Force Walls).

Veritais (Water/Mutable)

The final Seal of Erudition, Veritais' dedication lies in the finding of truths. Their intuitive water sense, along with their flexible mutable nature, gives them the talent to move through places and see the flow of events, in ways that elude others. Their magics grant improved perception, attributes and abilities, all in the pursuit of a higher cause. Their power set includes Aids, Clairsentience, Killing Attacks, and a minor collection of effects that lend directly to their ability to seek and expose the truth.

Active Point Cost

This is the cost of power, with all advantages, before any limitations are applied. The only thing you want to note, again, is "with all advantages." A 15 point power, with +1 in advantages, equals $(15 * (1+1)) = 30$ Active Points. Your VPP Active Point limit (in this case, 33) determines that the most powerful spell you can slot is 33 Active Points.

This is explained in greater detail on P.94 of the Hero System 5th Edition Revised.

Apex Inversion

The term used to describe the natural limitation that surrounds all casters from the Vedra Atharia, keeping them from ever learning magic from a Seal directly counter to their own.

Real Point Cost

The purchase price of the power, and the amount of space it takes up in the VPP. A 33 point power may have a Real Cost of 8. That means of your 66 available, it would take up 8 points (leaving you with 58).

This is explained in greater detail on P.94 of the Hero System 5th Edition Revised.

Real Points Allotted

Real Points Allotted is a term you will not find in the book; it means the total number of points you have available to slot spells. Real Point Allotted is equal to your VPP * 2.

Real Points Allocated

The number of points a power actually consumes, based on its cost and element in relation the caster's elemental affinity. A Fire

elemental caster, who binds an 8 RP fire spell, allocates 8 points of their VPP. If an 8 point Earth spell were bound, it's 16 points Allocated. This drives the relationship among the Seals, and how each caster must take care in binding their spells.

The Vedra Atharia

The full proper name for the Twelve Celestial Seals, sometimes called 'the great seals,' the 'twelve travelers,' and many other names.

Atharian

One who practices magic on the Celestial Path. Someone born to Ramiel who exhibits an incredible amount of talent is 'blessed by the Seal,' but is not an Atharian. Someone born to Estheria, who exhibits no talent for the Seal and only mediocre magic potential, is an Atharian. It is a proper name used for those who practice magic, and is strongly enforced by the Academy.

Binding

The act of preparing spells from the text and committing them to yourself. A savvy, or restless, Atharian may bind, unbind, and rebind multiple times in a given day, depending on time and situational protocol. Binding does not take overly long to prepare, but it cannot be done in hazardous environments and takes too long to do while in combat.

The Twelve Seals of the Atharia

While all Atharian casters are born to a Seal, not all Seal Bearers are magicians. Everyone is born to a Seal, although they do not all display the inherent traits that are associated with it. In many cases, however, an Inheritor can be spotted by their distinguishing features. The twelve Seals of the Atharian, and their traits, are detailed here.

The Seal of Ramiel

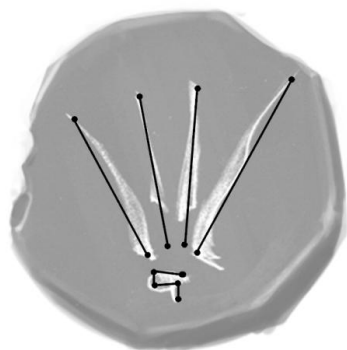
Element: Fire

Cast: Male

Position: Cardinal

Countersign: Cala

The story of the First Crown is the story of Ramiel; there is no small amount of debate as to



whether the level to which the Crown itself has been anthropomorphized properly represents the meaning behind this Seal. Whether the classical view remains accurate or not; whether Ramiel himself bore the crown, that he was a curse or spirit that inhabited the crown or the crown controlled him – no matter, really. The core in understanding Ramiel comes in understanding the need for leadership in any situation; Ramiel's focus, and gift, focuses on taking control.

This level of dedication doesn't come without its drawbacks, however. Ramiel inheritors tend to have an aura of entitlement to them; an expectation that their mere presence should convince everyone to adhere to their word; many find out that there's no small amount of resentment that goes along with this attitude, not to mention that many situations arise when a different approach may resolve a situation more amicably.

Ramiel in the Kingdom of Tursh

Total Cost: 30

Disads: 20

Ramiel still holds a proud place among the practitioners of the Atharia; his traits and abilities make him an excellent leader under many different conditions and situations. Ramiel inheritors tend to respond both swiftly and intelligent to new situations, and have a strong command of themselves under duress. Their command of Fire magic and their Talents make them valuable members of nearly any group. Like most Fire signs, Ramiel Sealbearers are best suited for the front line, although there are those who play the role of the Proud Monarch, commanding from the back.

Cost	Ability
2	+1" Running
2	+2 AGI
4	+2 CON
3	+3 ED
3	+3 PD
5	+5 PRE
3	Climbing 11-
5	Distinctive Features: Palpable Sense Of Command (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
12	Optional: Battering Ram: (Total: 17 Active Points, 12 Real Cost) Hand-To-Hand Attack +3d6 (15 Active Points); Hand-To-Hand Attack (-1/2) (Real Cost: 10) plus +2 with Battering Ram (Real Cost: 2)
8	Optional: Inspirational Fervor: +1 with HTH Combat, Uncontrolled (The effect of Inspiration Fervor lasts for one Scene; +1/2), Area Of Effect (1" Radius; +1), Usable Simultaneously (up to 16 people at once; +1 1/4) (19 Active Points); Incantations (Requires Incantations throughout; Complex; -1), Costs Endurance (Only Costs END to Activate; -1/4), Extra Time (Full Phase, Only to Activate, -1/4)
4	Optional: Sure-Footed [Ramiel]: Gliding 7", No Turn Mode (+1/4) (9 Active Points); Only On Appropriate Terrain Only on mountainous or rocky terrain (-1), Ground Gliding (-1/4) GM Note: It is commonly accepted that this power is written to match the player's base movement; a character with a base Running of 8" would simply adjust Sure-Footed to the same value. As a rule of thumb, add one Real Point for each inch.
3	Oratory 11-
10	Psychological Limitation: Always Attempts To Lead (Common, Moderate)
5	Reputation: Arrogant, 8-
2	Survival (Mountain) 11-
3	Tactics 11-

The Seal of Bellaria

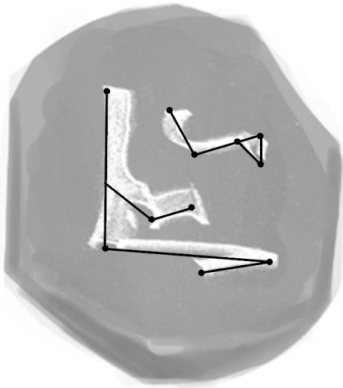
Element: Earth

Cast: Female

Position: Fixed

Countersign: Sevda

The Great Darkness shrouds many secrets; among them is the story of Bellaria, known to some as the ugly courtesan, who gave her life willingly but thanklessly for her king –



Ramiel. The truth of the matter will never be known, although there are a great many morality tales that paint Bellaria as a true heroine, and not a victim of injustice. Other stories go so far as to suggest that she was never a courtesan at all; that in fact, she had always been, and will always be remembered as, the final barricade between the king and any threat he may face. This is the most commonly accepted view of Bellaria, and the one many of the Sealbearer's take, carrying on the mantle of the Defender.

Bellaria in the Kingdom of Tursh

Total Cost: 30

Disads: 20

The Sentinels of Bellaria (the historical figure herself; her inheritors are often known as 'Bellarians,') have a fierce reputation as being strong, dedicated, and nearly unswerving from their duty. The detractors of Bellaria Sealbearers maintain that this is because they are neither brighter nor more creative than the massive primordial boar that turns silently in the sky, but much like that great beast, they are devoted to their charges, and are more than capable of lethal force when provoked.

Conversely, many of them are deeply sensitive, something used as evidence of their inheritance of the ugly courtesan, an individual who would have been kept for her artistic talent more than her beauty. Regardless of the reason, many Bellarians' possess at least an understanding of art and artistry.

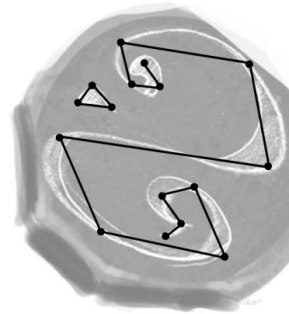
Cost	Ability
5	+10 END
4	+2 BODY

4	+2 CON
8	+4 STR
10	Enraged: [Player Choice] (Uncommon), go 11-, recover 14-
3	Hoist 11-
17	Optional: Defensive Stance: Change Environment 2" radius, -2 OCV, Personal Immunity (+1/4), Selective Target (+1/2) (26 Active Points); No Range (-1/2)
9	Optional: Fabled Strength: +15 STR (30 Active Points); Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Requires A Hoist Roll (-1/2), Increased Endurance Cost (x2 END; -1/2), Only to Lift/Move Objects (-1/2)
5	Optional: Intercede: Teleportation 8" (16 Active Points); Only to provide cover (-1), Must be aware of attack (-1/2), Must Pass Through Intervening Space (-1/4), no Noncombat movement (-1/4)
3	PS: [Choose One Artistic Skill] 11-
10	Psychological Limitation: Pig-Headed (Stubborn and dense) (Common, Moderate)
3	Seduction 11-

The Seal of Dualla

Element: Air
Cast: Male
Position: Mutable
Countersign: Cala

There are few signs as shrouded in mystery as Dualla; some believe that The Mirror shows nothing but the truth; some, nothing but lies. Duallans often say they show nothing more



than what you wish to see. For millennia we have been fascinated with our own reflections; the truth that we see, and the only time we may have a glimpse of seeing ourselves as we truly are. Penetrating that mystery – to reach through the mirror – is the core of Dualla's past, and that past may yet reach through into the present, or possibly even the future.

Dualla in the Kingdom of Tursh

Total Cost: 30

Disads: 20

Masters of deception and in turn, masters of truths, both great and personal, Duallans contain both their own version of reality, and the reality of the mirror within themselves. While there are other Seals that are more devoted to the raw pursuit of greater truths and higher reasons, those inheritors of Dualla represent the concepts of truth and deception, to the thin white lie that separates promise from peril.

The commonly held belief ascribes dual personalities to the Duallans; their own, or core personality, and that of what they see in the Mirror. Relationships can prove incredibly difficult to maintain because of this; Duallan partners learn, usually by force, to go along with these shifts in personality. Duallan magic harnesses and works with that principal, focusing on manipulation, illusion and deception.

Cost	Ability
4	+2 EGO
4	+2 INT
6	+2 OCV with deflections and similar non-traditional attacks
4	+2 REA
3	Acting 11-
3	Analyze: [Player Choice] 11-
3	Conversation 11-
3	Deduction 11-
6	Optional: Compelling Argument: Mind Control 2d6, Cumulative (48 points; +1), Continuous (+1) (30 Active Points); Incantations (Requires Incantations throughout; Complex; -1), Increased Endurance Cost (x2 END; -1/2), Only to Alter an Opinion (-1/2), Requires An INT Roll (-1/2), No Range (-1/2), Target must be able to hear and understand the argument (-1/2), Does Not Provide Mental Awareness (-1/4)
7	Optional: Inner Twin Revelation: Shape Shift (Sight, Smell/Taste, Hearing and Touch Groups), Makeover (24 Active Points); Only to Change to Twin (The form of the Twin is defined at character creation, and cannot be changed thereafter; -1), Activation Roll 13- (-3/4), Affects Body Only (-1/2)
4	Optional: Subconscious Awareness: Lightning Reflexes: +4 DEX to act first with Air Magic
10	Psychological Limitation: Of Two Minds (Uncommon, Strong)
10	Social Limitation: Irritating and Irritable (Frequently, Minor)

The Seal of Aegia

Element: Water

Cast: Female

Position: Cardinal

Countersign: Ohanzet

Aegia was a famed caster of her Age, who came into prominence during the time of Great Darkness. Her fame, or infamy, stemmed from both her steely command of battle, and for her



dedication to her troops and her team. A ferocious combatant, and a proficient healer, it was rumored that she became even more powerful when one of her own was threatened. This combination of power, toughness and dedication earned her the name *Cai Lupia*, the She-Wolf, later known simply as "the Wolf."

Aegia in the Kingdom of Tursh

Total Cost: 28

Disads: 20

Few people would turn away the opportunity to work with an Aegian caster; they demonstrate both excellent combat abilities as well as healing powers. Some of them also employ defensive and guard-related magics. Their particular spell array lends itself well to being on the front or second line in a fight, and they have additional magics used to support the party as a whole outside of battle. This wide spread versatility comes at the cost of a deeper spell library; much of Aegia's spells were crafted to be purely utilitarian, leading to comparatively little depth or diversity. Wolf magic tends to be direct and to the point, as do the Wolves themselves.

Cost	Ability
1	+1 AGI
4	+2 ACC
4	+2 CON
4	+2 EGO

4	+2 INT
2	+2" Swimming
3	Analyze: Emotions 11-
3	Conversation 11-
11	Optional: Ears of the Wolf: Passive Sonar (Hearing Group), Discriminatory, Increased Arc Of Perception (360 Degrees) (25 Active Points); Costs Endurance (-1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Restrained (Only by means other than Grabs and Entangles; a field of absolute silence, or a Hearing Flash -1/4) GM Note: While built as Sonar, the power is a special effect, allowing the Aegian to replace use their augmented sense of hearing to greater efficiency.
14	Optional: Last Stand: (Total: 30 Active Points, 14 Real Cost) Physical Damage Reduction, Resistant, 25% (15 Active Points); Costs Endurance (-1/2), Only to Defend the Defenseless (-1/2), Physical Manifestation (-1/4) (Real Cost: 7) plus Energy Damage Reduction, Resistant, 25% (15 Active Points); Costs Endurance (-1/2), Only to Defend the Defenseless (-1/2), Physical Manifestation (-1/4) (Real Cost: 7)
7	Optional: Trained Herbalist: Healing BODY 2d6, Decreased Re-use Duration (6 Hours; +1/4), Reduced Endurance (0 END; +1/2) (35 Active Points); Extra Time (5 Minutes, Character May Take No Other Actions, -2 1/4), OIF Expendable (Easy to obtain new Focus; Healing Herbs of Opportunity; -1/2), Requires An Herbalism or Similar Roll (-1/2), Others Only (-1/2)
10	Psychological Limitation: Short Tempered (Uncommon, Strong)
3	Seduction 11-
10	Social Limitation: Naturally Guarded (Frequently, Minor)



The Seal of Panther

Element: Fire

Cast: Male

Position: Fixed

Countersign: Haislin

Where Dualla is shrouded and mystery and is often baffling by intent, Panther is quite the opposite. The Blazing One, represented by a small constellation that appears nearly as a single burning star in the sky, believed to represent the final great sacrifice of this proud warrior, in his endless reach towards greatness and glory. His reward for his efforts was to be turned into a star that burned so brightly, everyone would know his name. Now, all Panther who would come after him would follow and strive towards a similar objective; to be so well remembered that others would die for the chance to stand and be recognized along with him.

Panther in the Kingdom of Tursh

Total Cost: 30

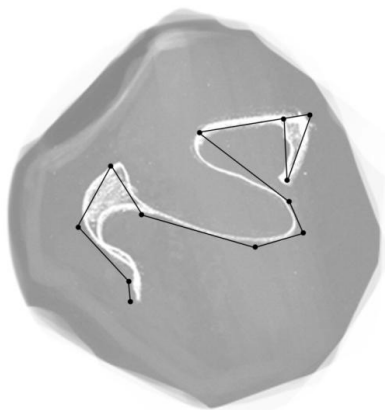
Disads: 20

Regularly accused of needless belligerence, Panther are in fact more often than not unaware of other people's boundaries, with their primary concern being on pushing themselves forwards, to greater achievements and glory. That single trait, the never ceasing willingness to strive and push forwards makes them amazing to so many others; what makes them insufferable is that they assume everyone else should strive with the same fervor and dedication. They view the world around them as a

massive, active competition, with opponents waiting to be engaged, conquered, and the prizes won.

This attitude receives support from the rest of the Panther community, who are all playing the same game, often with people who are unaware that a competition even exists, and that causes no end of aggravation. However, few can deny the Panther's boundless energy, optimism, and never-say-die attitude.

Cost	Ability
3	+1 with a tight group of attacks
2	+2 AGI
4	+2 REA
4	+2 STR
5	+5 PRE
3	Analyze: Style 11-
3	Breakfall 11-
5	Distinctive Features: Blazing Red Hair And Brilliant Green Eyes (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
3	Gambling [Players Choice] 11-
3	KS: Current Events 12-
13	Optional: Fiery Fangs: Killing Attack - Hand-To-Hand 1d6, +1 Increased STUN Multiplier (+1/4), Penetrating (+1/2) (26 Active Points); Increased Endurance Cost (x2 END; -1/2), No STR Bonus (-1/2)
13	Optional: Piercing Eyes: Find Weakness 13- with Single Attack (20 Active Points); Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, -1/4)
12	Optional: Thrill of the Hunt: Aid SPD 3 1/2d6 (standard effect: 10 points), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the recipient of the benefits of the Power, Side Effect does a predefined amount of damage; 4d6 damage to both END and STUN at the end of the effect; +0) (35 Active Points); Requires an AGI Roll (-1), Costs Endurance (-1/2), Self Only (-1/2)
5	Rivalry: Professional and Romantic (All Other Panther; Rival is Less Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)
10	Social Limitation: Hogs The Limelight (Frequently, Minor)



The Seal of Estheria

Element: Earth
Cast: Female
Position: Mutable
Countersign: Veritais

She has been known as the purifier; a wise woman in the body of a maiden, a mother, a caretaker, the keeper of the land itself. Estheria has been called the 'first historian' in the lore kept by the Sanguinaries. Her inheritors view her as a nearly druidic figure, a keeper of wisdom and a defender of purity. No one can deny the grace and beauty of those born to the sign of Estheria; her influence, and her symbol, the Hind, echo throughout history. No one knows precisely when the constellation known as The Hind came into the sky, but at its highest point on the Atharian Wheel its calming and cleansing influence can be felt throughout the kingdom.

Estheria in the Kingdom of Tursh

Total Cost: 30

Disads: 20

Those born to the sign of Estheria are often easily picked out for their striking attractiveness, possessed of the grace and beauty of the deer of their Seal. Embodied in each Estherian is a strange blend of capriciousness, reliability and wisdom. While they at times are seen as free and easy as a young fawn, they are most commonly perceived in the role of the caretaker and purifier. Many, however, seem to channel the wisdom of ages; giving Estherian's a strong place as counselors and purveyors of wisdom.

Estherian casters fit well in many parties; they can act in both a defensive capacity and as the natural diplomats of the group, although their tendency to over-analyze and give some people a feeling of inferiority intrudes, but this is explained by Estherians as a desire to improve all things, and their wisdom is often mistaken as criticism.

Cost	Ability
2	+1 EGO
2	+4 COM
8	+4 INT
3	Analyze: [Players Choice] 11-
3	Deduction 11-
3	KS: [Players Choice] 11-
6	Optional: Earth Seer [Estheria]: Retrocognitive Clairsentience (Mystic Group) (40 Active Points);

	Extra Time (1 Minute, Character May Take No Other Actions, -1 3/4), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; Character is totally unaware of nearby events; -1), Requires A PER Roll (-1), Precognition/Retrocognition Only (-1), Blackout (-1/2), No Range (-1/2)
7	Optional: Ensnarement of Horns [Estheria]: Entangle 3d6, 3 DEF (30 Active Points); Requires A STR Roll (-1), Set Effect (Hands Only) (Hands and Weapons Only; -1), No Range (-1/2), Required Hands Two-Handed (-1/2), Cannot Form Barriers (-1/4)
4	Optional: Guard of Horns: Missile Deflection (Arrows, Slings, Etc.) (10 Active Points); Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Costs Endurance (-1/2), Will Not Work Against Heavy Missiles (-1/4)
3	Persuasion 11-
10	Psychological Limitation: In The Box Thinker (Will stay the course. Only veering if there are no other options) (Uncommon, Strong)
3	Research 11-
3	Seduction 11-
10	Social Limitation: Critical and Condescending (Frequently, Minor)



The Seal of Cala

Element: Air

Cast: Male

Position: Cardinal

Countersign: Ramiel

One of the fascinating things about the Raven, both personally and historically, stems from the consistency of the image. A combination of trickster, teacher, and rogue, Raven (sometimes called crow, sometimes mistakenly called magpie, often found in groups collectively called an Unkindness) views the world through a series of self-created laws, which have little to nothing in common with the way the rest of the world works. Like many persistent images, no one knows how

the constellation of Cala came to be in the sky; but the idea that it always watched, even silently, is nestled deep in the souls of all of Tursh.

Cala in the Kingdom of Tursh

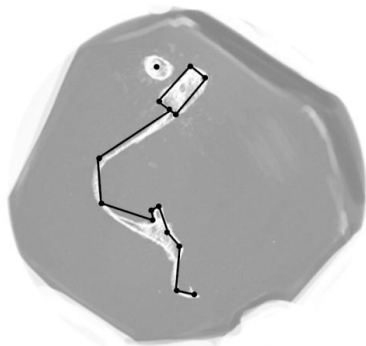
Total Cost: 30

Disads: 20

Cala Sealbearers are very much jacks-of-all-trades. They excel at borrowing; while the Duallans have their mirrors, the Calans prefer to do things the old fashioned way. They (sometimes subconsciously) pocket small, shiny objects. Their heads tend to snap back and forth when they're being observant, and in some cases their hair resembles so much feathery down. Above all this, however, the Cala hold dominion over the mind, capable of stealing almost anything, including thought-forms themselves.

But more than a thief, Raven is a trickster and an educator; in some cases, Cala has been viewed as the bridge between this world and the next. Cala count their capability of speaking with the departed among their most prized 'tricks.' Cala in this role have the strongest association with the Shades, and are the first ones to be called for the duty of communicating with them; many Cala earn their living through this skill set alone.

Cost	Ability
4	+2 EGO
4	+2 INT
4	+2 REA
3	+3 AGI
3	Acrobatics 11-
3	Breakfall 11-
3	Contortionist 11-
3	Defense Maneuver I
12	Optional: Eyes of the Sky: +4 with Shadowing
1	Optional: Redistribution of Wealth: Teleportation 1" (2 Active Points); Only Small or easily concealed objects (-1), Requires A DEX Roll (-1), Can Only Teleport To Fixed Locations (Another concealed place on your person (a pocket, or the like); -1), Restrained (Requires at least one free hand; -1/2), no Noncombat movement (-1/4), Must Pass Through Intervening Space (-1/4)
8	Optional: Thoughts of the Watchful: Telepathy 6d6 (Animal class of minds) (30 Active Points); Stops Working If Mentalist Is Stunned (-1/2), Receive Only (-1/2), Limited Class Of Minds Avians Only (-1/2), Costs END To Maintain (Full END Cost; -1/2), Subject To Range Modifier (-1/4), Does Not Provide Mental Awareness (-1/4)
10	Psychological Limitation: Superficial and Materialistic (Common, Moderate)
3	Sleight Of Hand 11-



10	Social Limitation: Easily Offended (Frequently, Minor)
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The Seal of Sevda

Element: Water
Cast: Female
Position: Fixed
Countersign: Bellaria

Angry wives whisper the story of the Poison Flower to their husbands in the middle of the night. While the Atharian Mythology casts Bellaria in the role of the courtesan defender, Sevda represents vengeful wrath; the epitome of what can be done when someone gets pushed long enough and loses any sense of remorse or consequence. The story recounts the tale of the beautiful young Sevda, a peasant's daughter, purchased and married by force of Ducal decree, and her fiancé, her lifelong love, taken and conscripted, and her family left without compensation.

Taken by force, Sevda, a beauty, an artist, an herbalist, and alone, began to wrack her brain for how to escape and return to her family and her loved one. Her tale blends elements of beauty and tragedy; an example of the transition from innocence and hope to loss and rage. Some see her as the first great assassin; others as a symbol of woman's vengeance. Those who understand her, however, see her flower, truly, as simply weeping for those things which are lost and can never be regained.

Sevda in the Kingdom of Tursh

Total Cost: 30

Disads: 20

Inheriting Sevda's Seal leads to a series of difficult life choices; the command that Sevda has over life and death, and the cycle of trust and betrayal is compelling at its weakest, and dominating at its finest. Sevda Sealbearers have a well earned reputation for their talents of intimacy and their ability to toy with emotions. They, themselves, often have a great amount of difficulty making long term attachments, although convincing someone else of how they feel is much easier than facing one's own emotions.

Cost	Ability
1	+2 COM
4	+2 CON
2	+2 ED
4	+2 EGO
2	+2 PD
8	+4 REA
3	Bribery 11-
3	Concealment 11-
16	Optional: Lover's Embrace: Entangle 3d6, 3 DEF, Entangle And Character Both Take Damage (+1/4) (37 Active Points); Does Not Prevent The Use Of Accessible Foci (-1), Cannot Form Barriers (-1/4)
10	Optional: Natural Killer: +2 with HTH Combat
22	Optional: Withering Kiss: Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +1/2) (45 Active Points); Gradual Effect (1 Minute; -1/2), OIF Expendable (Easy to obtain new Focus; Poisonous Herbs and Elements of Opportunity; -1/2)
3	Poisoning 11-
10	Psychological Limitation: Vengeful (Uncommon, Strong)
10	Social Limitation: Spiteful and Harsh (Frequently, Minor)



The Seal of Kaindan

Element: Fire
Cast: Male
Position: Mutable
Countersign: Dualla

Kaindan was known not only as a hunter, but a folk hero of his world. Some have called him the fire bringer, the first to command the element itself and bring it to the people. After the Great Darkness, it was said that Kaindan – or his advocates – continued to wander the lands of Tursh, bringing back fire and warmth and making way for the next age. A warrior, a survivor, and fiercely independent, Kaindan possessed a fiery temper to go with his skills as a hunter and an archer. Kaindan marks the first of the Four Seals of Erudition.

Kaindan in the Kingdom of Tursh

Total Cost: 30

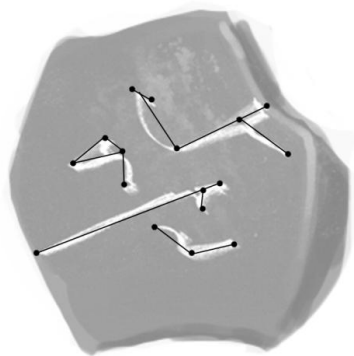
Disads: 20

The Kaindan are among the most celebrated of the twelve Seals; they represent everything that the people of the Kingdom look for in a hunter; compelling, talented, skilled. This is somewhat offset by the natural awkwardness of the Kaindan. While the general perception is that they are compelling, proud and solitary hunters, the truth is that like any great hunter, Kaindan works best in a group. Neither so weak that they should be relegated to the back, nor tough enough to be a singular combatant, Kaindans are well balanced and strong contributors to any party.

A Kaindan tends to engage from positions of elevation and surprise. Their excellent archery

skills come to them naturally, and, at the height of their talent, truly terrifying. However, Kaindan tend to believe their own mythology, and don't often recognize their need for assistance.

Cost	Ability
2	+2 AGI
4	+2 OCV with Bows
6	+3 ACC
6	+3 STR
3	Analyze: Motive 11-
3	Concealment 11-
3	Fast Draw [Arrows/Bolts] 11-
16	Optional: Expert Takedown: Drain Running 3d6, Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +1/2), Ranged (+1/2) (60 Active Points); Requires an ACC Roll (-1), PD Applies (-1), OIF Expendable (Easy to obtain new Focus (Consumes one Charge); Ranged Weapon of Opportunity; -1/2), Concentration (1/2 DCV; -1/4)
13	Optional: Hunter's Mark: Detect A Single Thing 11- (Unusual Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Sense, Tracking (20 Active Points); OIF (Either having had direct, extended contact with the individual, or are specifically carrying an object of theirs; -1/2) GM Note: Hunter's Mark allows the Kaindan to track a single, specific target (chosen specifically at the use of the ability). Many Kaindan use this power to settle old debts, or as bounty hunters. By either having come in contact with the target, or a piece of the target's belongings, the Kaindan can begin the process of tracking them down; for weaker Kaindan, the range isn't great, but allows them to pick the target from a crowd, while the more experienced Hunters can track someone across half a Duchy, or further.
7	Optional: It's My Turn to Talk: Darkness to Speech Group 1" radius, Selective Target (+1/2), Accurate (+1/2) (10 Active Points); OIF (Ranged Weapon of Opportunity; -1/2)
10	Psychological Limitation: Too Independent For Their Own Good (Common, Moderate)
10	Social Limitation: Talks First, Thinks Later (Frequently, Minor)
3	Stealth 11-



The Seal of Ohanzet

Element: Earth
Cast: Female
Position: Cardinal
Countersign: Aegia

Ohanzet has no beginning, and no end. The Hourglass represents time itself. The echoes of time and timelessness, and those things that have happened, may happen, and the myriad futures that are as of yet unaccounted for. There's no simple language in which one can describe the concepts and elements of time. In the same way, Ohanzet is equally difficult to grasp. They are the historians of Tursh; the Endless Keepers. They are revered for what they might know, and feared for what they could know. This is the Second Seal of Erudition.

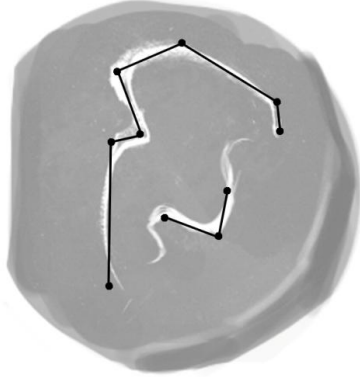
Ohanzet in the Kingdom of Tursh

Total Cost: 30

Disads: 20

They don't view the world in the same way many other Sealbearers do, because it doesn't mean the same thing to them. With a world view that comes from an understanding that time is almost entirely meaningless, by extension, it means they have much difficulty talking about the world as they view it as they do living in it. The world, despite their protestations, remains primarily linear. The Ohanzet Seal however, because of their inability to comprehend time normally, remain incredibly focused on the tasks they set for themselves. One word alone truly sums up the Ohanzet: relentless, and they wear it with pride.

Cost	Ability
4	+2 CON
4	+2 EGO
4	+2 STR
3	+3 PRE
3	Bureaucratics 11-
3	Climbing 11-
3	Instructor 11-
11	Optional: Bend The Fourth Line: Minor Transform 4d6 (Immediately Broken Object into Unbroken Object, Rebreaking the Object) (40 Active Points); Conditional Power Only to Immediately Rewind Time (Power must be used within 1 Turn; -1), Limited Power One Time Attempt (Ohanzet can only use the power once per object; -1/2), No Range (-1/2), All Or Nothing (-1/2)
20	Optional: Ravages Of Time: Dispel Manmade objects, including clothing, weapons, armor, etc. Can also cause limited erosion. 10d6 (30 Active Points); No Range (-1/2)
7	Optional: Time's Twisting Blade: Killing Attack - Hand-To-Hand 2d6, Additional Damage (The damage from Time's Twisting Blade stacks with standard weapon damage; +0) (30 Active Points); Conditional Power Only a single target, against whom the Ohanzet has sworn vengeance (Only one individual may be the target of Time's Twisting Blade at a time; -1), OIF (Weapon of Opportunity; -1/2), No STR Bonus (-1/2), Increased Endurance Cost (x2 END; -1/2), Limited Power Declaration of Intent (The Ohanzet must have Cause before invoking Time's Twisting Blade, see text.; -1/2)
3	PS: [Players Choice] 11-
15	Psychological Limitation: Stubborn and Belligerent (Common, Strong)
5	Reputation: Cold Hearted, 8-
3	Research 11-



The Seal of Haislin

Element: Air
Cast: Male
Position: Fixed
Countersign: Panthier

The wheel has so much depth and meaning that it would be difficult, if not impossible, to say where it began. Like its sister sign, the Hourglass, the wheel has elements of constancy, of perpetual motion, of progress. Unlike Ohanzet, however, Haislin retains other traits, such as compassion, forethought, and a comprehension of the holistic sense of things. Ohanzet, through erosion, through the advent of time itself, takes things apart. Haislin, as the Wheel, puts them back together again. This is the Third Seal of Erudition.

Haislin in the Kingdom of Tursh

Total Cost: 28

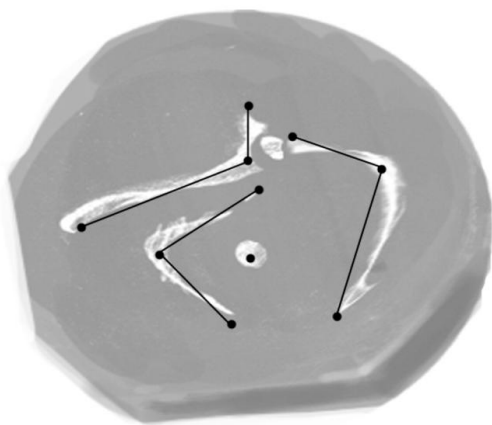
Disads: 20

The Wheel signifies fortune, but not balance. Holding one position on the wheel for an extended period of time doesn't mean that one is entitled to a new one; those who adhere to the course of the Wheel, whether widdershins or deasil, believe that things fall in a pattern. They do not necessarily believe in causes or reasons for things, as much as they think that all things eventually come around. For Haislin, misfortune and prosperity come in equal value. We all occupy a position on the Wheel, and the Wheel is ever turning.

The Haislin have a genuine knack for getting themselves into bad situations; the same

knack they seem to have for getting out of them. They've learned to work within the confines of the Wheel, and thusly of making their way through turmoil that others would find daunting. Equally capable of a compelling argument or twisting out of a set of ropes, this Seal takes the concept of fortune and throws it out. One thing they universally agree on is that they can make their own luck.

Cost	Ability
2	+2 AGI
4	+2 STR
6	+3 EGO
4	+8 END
3	Contortionist 11-
3	Disguise 11-
3	Healing 11-
7	Optional: Bringing The Fight Full Circle: Entangle 1d6, 1 DEF, Takes No Damage From Attacks All Attacks (+1/2), Based On EGO Combat Value (Mental Defense applies; +1) (25 Active Points); Incantations (Complex; -1/2), Costs END To Maintain (Full END Cost; -1/2), No Range (conversational range, usually one hex; -1/2), Stops Working If Mentalist Is Stunned (-1/2), Cannot Form Barriers (-1/4), Concentration (1/2 DCV; -1/4)
15	Optional: Life On The Wheel: Luck 3d6, Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act, Side Effect does a predefined amount of damage, Side Effect only affects the environment near the character; 3d6 Unluck; +0)
5	Optional: Rebinding The Body To The Wheel: Healing BODY 2d6 (20 Active Points); Extra Time (1 Minute, Character May Take No Other Actions, -1 3/4), Requires A Chirurgery Roll (-1/2), Others Only (-1/2), Does Not Work On Some Damage One Type of Damage (Earth Damage; -1/4), Requires Light To Use (-1/4)
3	Oratory 11-
10	Social Limitation: Standoffish and Aloof (Frequently, Minor)
10	Social Limitation: Unnecessarily Contrary (Frequently, Minor)



The Seal of Veritais

Element: Water
Cast: Female
Position: Mutable
Countersign: Estheria

Veritais, the Torch Bearer, is the bringer of light and knowledge; where Kaingan is a fire sign that brought life to the Kingdom of Tursh, Veritais is the one who sheds light in dark corners. In traditional folklore, Veritais brings forth knowledge that would have otherwise been unseen or unknowable. The final of the Four Seals of Erudition, where Kaingan is the one who brought flame and light to the world, Ohanzet is the relentless of time, and Haislin the Turning Wheel, Veritais is the end of the cycle, who brings the fire forward into the world, despite any difficulties faced.

Veritais in the Kingdom of Tursh

Total Cost: 28

Disads: 20

The Fourth, and many consider the most approachable of the Seals of Erudition, Veritais is knowledge in action. Carrying fire, racing against time, and facing many trials and perils, this Seal goes to great lengths to bring light and knowledge into the world around them, often at great expense and to the detriment of their own safety.

Veritais don't handle sudden changes well, however – they buck under new stresses and are confounded when they can't simply press forward or continue their current pursuit. Of course, the weight and responsibility of that pursuit, and knowing that time is always against

them, leaves them at times in the precarious position of having to find time for themselves, and they seize it at bizarre and often inopportune moments.

Cost	Ability
4	+2 BODY
4	+2 INT
6	+2 PER with all Sense Groups
2	+2" Swimming
3	Analyze: Emotions 11-
3	Deduction 11-
3	Forgery [Player Choice] 11-
3	Healing 11-
13	Optional: Light of Revelation: Mental Defense (22 points total) (20 Active Points); Only Works Against (Mental Images, Illusions and other forms of Deception; -1/2)
30	Optional: Sense of Falsehood: Detect A Class Of Things 13- (Unusual Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Sense, Tracking, Inherent (+1/4) (30 Active Points)
13	Optional: The Unerring Truth: +4 with HTH Combat (20 Active Points); Conditional Power Only a target of which the truth is known (A Veritais who does enough research may use, for a brief time, this talent. Only one thing or individual may be the target of this ability at a time.; -1/2)
10	Psychological Limitation: Irrational Reactions To Vexing Situations (Common, Moderate)
10	Psychological Limitation: Play Before Work (Uncommon, Strong)

Life of the Vedra Atharian

The casters of the Vedra Atharia spend much of their developmental years within the Academy, located in the capital city of Tursh. Here, they receive their training, attend classes, and prepare for the career that awaits them upon graduation. There are many roads to the Academy, and there are many ways out.

To enter, a prospective Atharian should, ostensibly, demonstrate some magical talent, proving their ability to receive training and begin their education. There have been known cases, however, where enough money exchanges hands that the adept will be enrolled without giving one whit of evidence that they can perform the simplest of the Atharian spells, even from their own Seal. This single thing acts, for many casters, as the catalyst for their disdain of the Academy. The Hedge Magicians maintain that the Academy only exists to create loyal members of the Kingdom; the Academicians believe that the

Hedge Magicians are dangerous malcontents with no respect for the proper order of things.

Hence, the primary (and the vaunted, official way) one enters into the Academy is through demonstration of magical prowess, followed by long term and significant tuition fees. In many cases, the students cannot pay their way through; this is common in the Kingdom, actually, and there are a number of known remedies. First, and the most common, has the magician enroll into the Academy much as one enrolls in the military. In exchange for their education, rank, title, and the right to practice magic in the Kingdom, they promise their skills to the Crown.

Second, they come to the attention of a ranking noble, who has the money to train a wizard and wants to ensure – for as long as possible – that wizard’s loyalty. If a noble elects to pay the tuition, then the prospective wizard will enter their personal service upon graduation. There are rumors that abound of a few younger nobles who have created a pool of wealth by which to enroll and train new wizards, although the purpose and foundation of why is still unknown.

Along that same vein, some students are the younger members of their families, and stand to gain no inheritance upon the death of the Patriarch. In that instance, the caster is “pre enrolled” to the Academy, where they won’t intrude upon the day to day living of their family, and can learn a useful skill that could benefit their family at a later date. In those cases, tragically, the child is considered expendable at best, as many families see them as nothing more than a financial drain upon their resources.

A very few, however, demand entrance to the Academy. They willingly work, handle odd jobs, assist the professors in their work, and work their way towards graduation and the promise of a better life. Those who attend the Academy are not the only ones who learn magic, however.

Those who teach magic outside of the Academy, and practice it without written permission from the Kingdom, are known collectively as Hedge Magicians. An eclectic group, there are as many reasons to be a Hedge Magician as there are magicians themselves. Unlike the Academy entrance exams, or the intricate machinations of politics required for admission, Hedge Magicians take on apprentices much as any other craftsman in the Kingdom would.

The most common reasons Hedge Magicians leave –or never join – the Academy are because of root differences in philosophy. Some magicians believe that the cause of the Scale Wars was a over-controlling, over-protective system that stopped some magical research from being done while allowing others to continue on with unethical work. Others feel that magic, like any other knowledge, tool or resource, should be made available to those willing to learn it. They aren’t going to espouse that it should be free, any more than training to fight with a blade and shield, or learn a craft come free. They do believe that the extensive expectations and post-graduation requirements placed on Academicians are excessive, and not properly representative of what they’ve already given up to learn their trade.

While the argument, “Magic is dangerous, therefore its practitioners are dangerous” does hold some weight, the Hedge Magicians generally agree that the structure of the Academy is no better suited to teaching someone the dangers of magic use any more or less than they themselves are. In many cases, because the purpose (or perceived purpose, by non-institutionalized casters) of the Academy remains to indoctrinate wizards into the ranks of the Kingdom military or place them in strategic, political positions, the threat is then in no way lessened. If anything, the false sense of security of having a royal writ only makes these renegade magicians that much more fearful of what the Academy may do.

The elite at the Academy see it entirely differently. With the greatest post-war library available to them, they work with heartfelt dedication to bring magic back to the level of prominence it once held. The work they invest they do for the sake of all magicians – even ones who don’t appreciate it – and for the people of Tursh. Staying at the Academy often limits the social interactions someone has; they tend to see only their immediate mentors, their patron (if they have one) and other students. Once they’ve left the Academy, the best place for them is a limited, structured environment similar to the one they grew up in. This guiding philosophy has created many “court magician” styled positions for the graduates, and for those seeking more adventure, they often elect a militaristic path upon matriculation.

While joining the military in no way guarantees a commission, a magician who has

enrolled in some sort of long-term service is held in very high esteem. They have command of magic and the writ to prove it, and the respect afforded to men in uniform. Many who take this path rise rapidly through the ranks, as wizards are perceived as having higher than average intelligence, and the training they receive in research and working in a tightly structured environment continues to serve them well in their military role. Magic on the battlefield itself tends to remain limited; because much of the known magic carries a limited range and duration, prohibiting a full-scale “battle caster” of the kind that was seen prior to and during the Scale Wars.

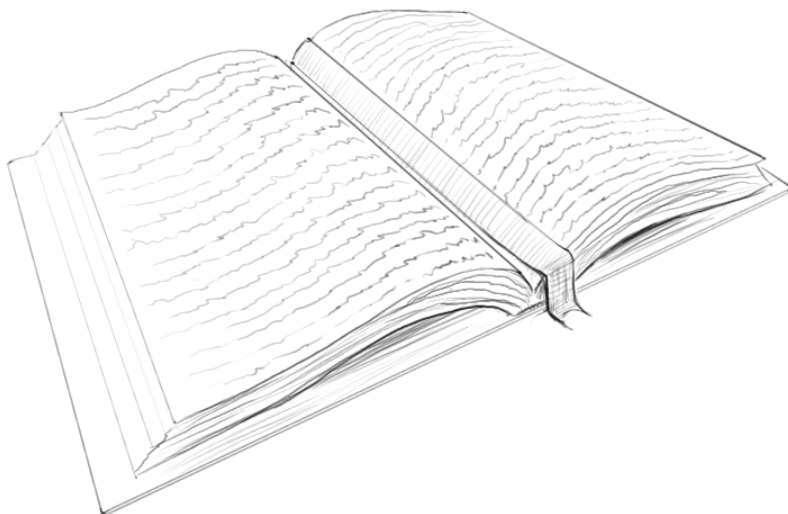
Before that decision can be made, one more challenge must be overcome. This seems to one very strong commonality between Hedge Magicians and Academy Wizards; some kind of final exam, or closing quest.

This task, set before the caster by their master, or their trainer, must be completed before the apprentice can make the transition to journeyman. The tasks given range from the incredibly simple (in very rare cases) to the wholly lethal (equally rare, but not unheard of). Ideally, the final exam should challenge those traits that the trainer prizes most highly. For a Hedge caster, that often means a great deal of travel and the anticipation that the apprentice will find uses both for the magic and their own learned, non-magical skills. The goal then is to complete the given task, return to their teacher, and present them with the evidence that the task is done. Many casters spend years on these quests; it is the most common way to encounter them outside of the Academy itself.

Regardless of the path they choose, whether professional, military or otherwise, once a caster graduates (or is released from their master), they may begin working their trade. The path they select depends as much on the Seal they were born too as it does the spells they’ve learned. Those who are familiar with the Vedra Atharia will often put out specific requests for casters from a Seal, or from among a tight group

of Seals, to fulfill specific objectives. Because a graduate automatically has the right to practice magic in the Kingdom, this allows for a wide variety of tasks and options that could not legally be undertaken by a Hedge Magician, especially where magic will be used in the open. Hedge Magicians have learned a healthy amount of paranoia when dealing with other members of the Kingdom.

Conversely, there are some jobs – missions that are undertaken by Mercenaries and those who are willing to risk more for good Kingdom coin – that an Academician would not consider taking on because of the physical danger, and the possibility of endangering their own status within the Kingdom, in the case of any shady activity. In many cases, Hedge Magicians take on these tasks, because they already suffer the



stigma of being branded threats to the Kingdom, and have less to lose, and more to gain by taking on riskier ventures.

No matter how a caster is trained, there are benefits and limitations to either of the two paths. There are personal differences and philosophical differences, as well as educational differences in the skills they acquire through their education. In most cases, however, the first time an Apprentice steps foot outside of those walls will be when they’ve learned the basics, and now must prove they can do more than recite lessons and lectures.

The Magic in the Kingdom of Tursh

The following is a purely mechanical explanation of the Atharian magic system; for a more system-specific flavored description, please see the opening text of this document.

Atharian Magic: Rules Summary

The following summarizes the rules in using the Vedra Atharian magic system; a full description follows this summation of the rules.

Enforcing balance among the various classes in a campaign can prove a difficult task, even for a veteran Game Master. That job becomes even more difficult with a new setting and a new rules set; there are many elements that make the Atharian magic system unique, and keeping track of those elements can be daunting at first, as this rules set was developed expressly for this setting, and uses specific modifications to the core HERO rules. Those changes include:

As a campaign rule, at no cost, all casters can slot double the number of Real Points in spells to their VPP. The core Variable Power Pool rules account for the same number of Real Points in slots as Active Points in the pool. The base mechanic of the Atharian System doubles the available number of Real Points; a caster with a VPP of 30 has 60 Real Points available to slot spells, in HERO system mechanics. This is a campaign rule and the casters gain this benefit at no additional cost.

- The elemental rules create variables that do not exist in the core rules, specifically, the adjustments to the Real Cost and what it costs to slot (or in Kamarathin terminology, 'bind') a spell. The variations in the system allow for a great deal of strategy and flexibility in how a caster prepared their spells, and that dynamic drives many of the decisions that a caster will make about how they research and which spells they'll select from the text.
- All spells cost END. This rule, more than almost any other, forces casters to make smart decisions. With that rule:
- Spells which are from a Seal, other than the casters, cost extra END. Each step away from the caster's most favorable seal increases the END cost by 1. Using this rule consistently will

enforce the campaign concept that "magic equals work," and help to keep magicians from overshadowing other classes.

- Some spells may not work in your campaign; do not feel obligated to use all the spells in the text. While they are canonical and will appear throughout the text and in the fiction and world setting material, they are not required to be used in every campaign; if that spell does not work for whatever reason, don't use it.
- Encourage players to develop spells; use the guidelines laid out in the description section. Should there be a question, use your best judgment and what will work in your campaign, adhering to the written descriptions.
- The caster must make an Atharian Magic roll to cast any spell; while the skill is set, it is calculated based on each element; Fire: Presence; Earth: Constitution; Air: Reaction and Water: Ego.
- A spell from outside the caster's Seal incurs a Skill Roll and END Cost penalty based on the number of steps away from the caster's own Seal. For casters born on the cusp, they always count in the most favorable direction.
- All magic costs END; most spells require END on a phase-by-phase basis, each spell details its specific END requirement.
- Any spell created must have, at minimum, the following limitations: Requires an Atharian Magic roll, Spell, and Concentration: -1/2. If a power does not already cost END, then an END cost must be added to it.
- Changing Slots requires ten minutes of preparation, plus one minute per Real Point being slotted; for non-element magic, the number of minutes required is the same as the number of Real Points that are being allocated (i.e., if a spell would require double the Real Points, it would also take double the number of minutes).

Understanding the Atharian Magic System

All Atharian magic uses the following core power construction:

In HERO terms, Atharian magic is modeled on a highly modified Variable Power Pool, or VPP. By using a VPP model, an individual can know a limitless number of spells, but can only

prepare a finite number at any given time. For a standard Variable Power Pool, a character may not use more Real Points in slots than they have in Active Points. Atharian Magic is more lenient, and grants as a campaign rule at no cost, double the amount of points in the VPP that can be committed in Real Points per day. In exchange, the point values of the spells prepared are governed by the Atharian's own element, and the elements of the spells being prepared.

Atharian Power Pool: Variable Power Pool, 30 base + 4 control cost, (45 Active Points); Requires Grimoire to Change Spells (-½); all slots Require An Atharian Magic Roll (-½), Spell (-½), VPP Powers Can Be Changed Only In Given Circumstance (Powers can only be changed with time and between scenes; -½), All Spells Cost END (All Spells must cost END; -¼), Concentration (½ DCV; -¼), Only Spells Known (-½)

When an Atharian sits down to prepare his spells, he does so by *Binding*, the hybrid spiritual and physical act of connecting themselves to the primal, elemental force that allows the magic to manifest. Naturally, it is easiest to bind spells from your own Seal and the magic from your Seal's element, but the Atharia exist in balance, and reaching outside of your own Seal becomes increasingly difficult.

In this way, it's a fairly easy matter to track what a caster has available at any given time; it is recommended to maintain a separate scrap of paper on which to keep the most commonly bound spells, and then mark off their Real Point usage. Remember: while an Atharian can constantly adjust the spells they have bound, they can still only have a number of spells *Active* equal to the Active Points of their VPP. So returning to our example of Marshan, if he had cast a spell at 15 Active Points, and was maintaining it, he could then only cast a total of 15 Active Points of other spells, or he would need to end the current spell. In this way the caster maintains some flexibility, but is still restricted in how much magic they can have in sequence at any given time.

How Atharian Magic Works

Each spell is constructed with specific limitations, all of which must be satisfied in order to cast it. The most prevalent of these is the skill roll. The caster must make an Atharian Magic roll against the Active Points of the spell divided by 10. In most systems, the skill roll is bound to a single

attribute; in the Atharian magic system, however, only one skill roll is required, as all Atharian magic works under the same core principles.

Casting a spell requires an Atharian Magic roll, based on the skill itself, and then each element uses a different attribute to derive the caster's ability with it:

- Fire: Presence
- Earth: Constitution
- Air: Reaction
- Water: Ego

Purchasing the skill, Atharian Magic, grants a total of four skills to the caster: the ability to cast spells from any element comes automatically with the original skill. Thereafter, however, the caster must build up each skill

Marshan has sat down to prepare his first set of spells; Marshan's player, Jason, checks his character sheet and sees that Marshan is only an Adept; he has an Atharian Talent Pool of 30 points, meaning that Marshan cannot bind a spell over 30 Active Points, and he can bind a total number of Real Points equal to his Atharian Pool point total times two, giving him 60 Real Points in spells at any given time. (Atharian Pool of 30 points, doubled, means 60 Real Points of spells that can be bound).

individually based on its statistic. Like a standard skill, it costs two points to raise a single skill. The Atharian then keeps track of the number of variants, based upon each attribute, and rolls their skill accordingly based on the spell being cast.

The second distinguishing factor of Atharian magic is how each magician responds based on their celestial position, and which spell they are using, based on the Seal and the Element.

The Seal determines any modifiers to the difficulty in casting the spell, relative to the caster's position. Spells from the caster's own Seal operate normally; they require the basic roll of Atharian Magic Skill - (The Spells AP/10) = Target Number. An Aegian, casting a 30 Active Point spell, calculates the skill roll as Atharian Magic (EGO), minus 3 (-3). Assuming an adjusted Atharian Magic roll of 14-, and the same 30 AP spell is cast; the target number is 11 or less.

Atharian Magic Skill Roll Modifiers													
Character Sign	Spell Sign												
	Ramiel	Bellaria	Dualla	Aegia	Panthier	Estheria	Cala	Sevda	Kaindan	Ohanzet	Haislin	Veritais	
	Ramiel	-	-1	-2	-3	-4	-5	N/A	-5	-4	-3	-2	-1
	Bellaria	-1	-	-1	-2	-3	-4	-5	N/A	-5	-4	-3	-2
	Dualla	-2	-1	-	-1	-2	-3	-4	-5	N/A	-5	-4	-3
	Aegia	-3	-2	-1	-	-1	-2	-3	-4	-5	N/A	-5	-4
	Panthier	-4	-3	-2	-1	-	-1	-2	-3	-4	-5	N/A	-5
	Estheria	-5	-4	-3	-2	-1	-	-1	-2	-3	-4	-5	N/A
	Cala	N/A	-5	-4	-3	-2	-1	-	-1	-2	-3	-4	-5
	Sevda	-5	N/A	-5	-4	-3	-2	-1	-	-1	-2	-3	-4
	Kaindan	-4	-5	N/A	-5	-4	-3	-2	-1	-	-1	-2	-3
	Ohanzet	-3	-4	-5	N/A	-5	-4	-3	-2	-1	-	-1	-2
	Haislin	-2	-3	-4	-5	N/A	-5	-4	-3	-2	-1	-	-1
	Veritais	-1	-2	-3	-4	-5	N/A	-5	-4	-3	-2	-1	-

To cast a similar Earth spell, however, would require instead for the caster to use their Atharian Magic (CON) roll, which may only be at the base level, and in turn, that caster may not have the same natural talent. If they had a CON score of 11, their base Atharian Magic (CON) skill would be 11-, but with no development of the skill to use Earth magic, the roll would require an 8- (eight or less) to cast successfully.

This balance among the casters forces careful decision making as they train; while a Hedge Magician may be more likely to learn a broader array of magic because that's what may be available to them, they face the same difficulties and challenges. Learning multiple magic elements, and mastering more than two, is incredibly uncommon.

A caster using a spell outside of their Seal suffers a penalty of -1 to the skill roll for each step along the Atharia, to a maximum of -5 for casting from a Seal that lies nearly opposite the caster. Because of the rule of Apex Inversion, no caster can ever learn a spell from a Seal that is directly opposed to them. For Cusp casters, this means that while they gain the advantage of having two elements, and two dedicated Seals, they also lose access to both opposed Seals. However, they also always cast from the most favorable position. In mechanical terms, the caster counts away from the Seal closest to one of their two Inheritances. So if a Duallan/Aegian cusp cast a Ramiel spell, then the penalty for casting would be counted from Dualla (the closer of the two) and not Aegia. However, that same caster can never learn either Kaindan or Ohanzet magic, the two Seals directly opposed to both Dualla and Aegia.

Magic is work. By campaign rule, all spells cost END to cast, and always do. This rule leads directly into the next:

Each step along the Zodiac Chart raises the END cost by 1. To return to the prior example, an Aegian, casting a spell from Estheria, would suffer -2 Penalty to the Skill Roll, and the END cost is +2. Instead of costing 3 END for that 30 AP spell, it costs 5. For those spells that must be maintained with END on every phase, the rule does not change. Instead of 3 END for an Estherian caster, it costs 5 END for an Aegian, and so on. It's harder to use magic outside of your Seal.

As noted previously, it is also more difficult for a caster to bind a non-elementally aligned spell. Magicians are most proficient at using magic from the element they are aligned with; thinking outside of that element is alien and difficult; because of this, for each step outside of their element, the Real Point Cost increases by a factor of one. The order of the Elements is: Fire > Earth > Air > Water > Fire, and so on.

Real Point Cost Increase By Element				
	Air	Water	Fire	Earth
Air	-	X2	X3	X2
Water	X2	-	X2	X3
Fire	X3	X2	-	X2
Earth	X2	X3	X2	-

Binding and Learning Atharian Magic

Atharian casters bind their spells per the rules laid out above; in order to change those spells, they require time.

At the time of character creation, an Atharian caster can know a number of spells equal to three times their initially purchased Atharian Power Pool in Real Points. Afterwards, the caster must learn their spells normally.

Learning Atharian spells requires a Research roll, modified by the elemental

adjustments of the spell and the caster. Said another way, a fire element based caster would learn their spells at a rate of 10 minutes of study per Active Point, at the end of which they would make a normal research roll against a spell in their own sign.

If the spell they were studying came from a sign two steps away (Air, In this case) they would make that same research roll at -2 for the position, and the time required to research the spell would be tripled (30 minutes per Active Point) for the elemental adjustment.

Changing out spells in your VPP is as simple as: 20 Minutes + 1 minute per Real Point Allocated to be swapped. What that means in terms of the above guidance is explained in the column below.

An Aegian wants to use Estherian magic. The element for Estheria Earth is directly opposite from Aegia's' Water. In order to prepare that Earth Magic spell they dedicate three times the regular Real Points in their VPP. So if an Aegian wanted to bind a Bellarian (Earth element) spell that spell would cost 30 Real Points to bind to their VPP.

Continuing with that example, if the same caster were instead to prepare either Fire or Wind magic it would cost 20 points; those two elements directly flank Water, and because of that double the cost to bind the 10 Real Points For the spell.

The binding penalties are element specific; an Aegian who wishes to use Sevda or Veritais magic does so at no change to the cost in the VPP; the only cost incurred would be the additional END and the penalty to the skill roll. Those casters who are born on the Cusp, again, use the most favorable position. This means, no Cusp Caster ever pays more than twice the Real Cost to slot a given spell.

Example

Captain Torell, a Ramiel, intends to sit down and prepare for an extended engagement. He wants to swap out his more utilitarian spells for more immediately combat-ready abilities. He has a VPP of 50 points, so he can prepare a total of 100 Real Points Allocated. First, he spends 10 minutes getting ready, and begins reviewing his spell book, a small heavily bound leather diary, and his available battery. For Torell, that means preparing himself mentally, some light exercise and finally sitting down and beginning his binding:

Ramiel: He begins by preparing a total of 30 real points in spells from his own Seal; this consumes 12 points of his available 100 and a total of 22 minutes).

Bellarian: 22 Real Points of defensive magic. This takes 44 minutes, as the space cost is doubled by element (Ramiel is a Fire sign, and Bellarian is an Earth sign). (66 minutes total, 56/100 points allocated).

Kaindan: 11 Real Points. (77 minutes total, 67/100 points allocated).

And so on; note that to change out the entire battery, no matter how the caster goes about doing it, will take 10 + Real Points Allocated in minutes. Of course, there's no requirement to change them all at once, by any stretch, but the 10 minutes is both comparatively easy to get, and far too long to wait if you're in a rush.

Learning magic requires the same skill roll as casting magic, although learning a new spell and inscribing it properly in the spell book is both time consuming and exacting. A caster must spend ten minutes per Real Point Allocated to learn a new spell, and when finished, makes an Atharian Casting skill roll against the Seal Element of the spell in question.

Captain Torell has an opportunity to learn a Bellarian Earth spell. He must study the spell first; because it's an Earth Spell, it takes him 10 minutes per Real Point Allocated. If it's a 25 Active Point spell, that's a TOTAL of 250 * 2, or 500 minutes of study, or about 8 hours. It doesn't need to happen all at once, but it's done most easily during down time. By contrast, learning any other fire based spell of the same 25 Active Points would take 10 minutes * Active Points, or 250 minutes.

So when he's done, our Ramiel learning Bellarian, has to make his skill roll against Bellarian, which is a basic -1 to his roll, modified by the Active Points. 25 points is officially -2, for a total of -3, and of course, use his Atharian Magic skill based on his Constitution. He has a 50 point Atharian Magic Pool, and an Atharian Magic skill of 16-. He needs to roll a 13 or less to learn it; he can devote Extra Time to his studies to improve that roll, If a magician fails to learn a spell on the initial roll, the caster could go back and "brush up," and that would be up to the GM, but the rule of thumb would be an extra hour for every point the roll was missed by, and then make a new roll.

Package Deals

A tremendous amount of training and dedication goes into learning Atharian magic. Whether that education begins at the Academy or from a personal mentor away from that institution, there are canonical elements of that training, which all of its students take with them.

The following package deals should be taken in their entirety; they represent the summation of the training that either an Academician or a Hedge Wizard receives.

Each package contains the point cost and the number of Disadvantage Points it provides. These costs do not include any of the Optional abilities.

Atharian Academy Wizard

Total Cost: 97

Disads: 15

The Atharian Wizard studied at one of the major universities, and either graduated or actively works towards graduation. They come from many different walks of life, and join the Academy for many and varied reasons, and under wildly different circumstances. Dedication to the Academy and to the preservation and research of magic are the driving factors for any Atharian.

Atharians find motivation in strange and wondrous places; some do it for the glory of being able to wield magic, and the instant recognition that goes with that kind of authority. Some prefer a life of quiet contemplation, delving deep into ancient libraries and working towards spreading the knowledge of magic across the Kingdom of Tursh. Others, of course, take a more selfish route. Ultimately, there exist as many reasons to pursue magic as there are people who wield it.

Graduates of the Academy come away with a set of core skills, and many specialize in a specific area of knowledge. However, all of this education does little to prepare the casters for reality outside of their hallowed halls. While they have extensive knowledge, they have little or no practical application skills.

In game terms the lack of any Professional Skills and the abundance of Knowledge Skills reflects that Atharian Academicians receive no 'job training' only their core education. These additional control measures on the part of the Academies helps to ensure that the Wizards who graduate are placed in

advantageous positions and remain grateful and productive ultimately expanding the larger influence of the Academy.

Cost	Ability
4	+2 INT
2	+2 PRE
4	+2 REA
4	+2 REC
3	+3 ED
3	+6 END
8	Choose 8 Knowledge Skills (KSs) from the following list: - KS: Alchemy (2 Active Points) 11- - KS: Artifact Lore (2 Active Points) 11- - KS: Circle Lore (2 Active Points) 11- - KS: Faerie Lore (2 Active Points) 11- - KS: Prominent Wizards and Magician Guilds (2 Active Points) 11- - KS: Royal Academy Doctrines (2 Active Points) 11- - KS: Spellcraft and Magical Lore (2 Active Points) 11- - KS: Spirit Lore (2 Active Points) 11- - KS: Symbol Lore (2 Active Points) 11- - KS: Ward Lore (2 Active Points) 11- - KS: Atharian Magic Styles (2 Active Points) 11-
3	Academy Trainer/Mentor: Contact (Contact has access to major institutions, Contact has useful Skills or resources) 8-
3	Analyze: Magic 11-
3	Atharian Magic: Power 11-
34	Atharian Power Pool: Variable Power Pool, 30 base + 4 control cost, (45 Active Points); Requires Grimoire to Change Spells (-½); all slots Require An Atharian Magic Roll (-½), Spell (-½), VPP Powers Can Be Changed Only In Given Circumstance (Powers can only be changed with time and between scenes; -½), All Spells Cost END (All Spells must have a phase-to-phase END cost; -¼), Concentration (½ DCV; -¼), Only Spells Known (-½)
3	Bureaucratics 11-
10	Hunted: Academy of Matriculation 8- (Mo Pow, NCI, Watching)
3	Instructor 11-
3	Inventor 11-
4	Kingdom Approved Caster: Fringe Benefit: License to practice a profession, Royal Academy Wizard
3	Language: Bluetongue (fluent conversation; literate)
1	Literacy With Native Language
1	Reputation: Graduate of the Royal Academy (A small to medium sized group) 8-, +1/+1d6
3	Research 11-
3	Scholar
5	Social Limitation: Duty to Royal Academy (Occasionally, Minor)



Atharian Hedge Wizard

Total Cost: 90

Disads: 25

'Hedge Wizard' encompasses all of those who practice Atharian Magic without the consent of the Royal Academy. These magicians lack the philosophical inheritance and pride that marks an Academy wizard, however they also represent a clear and tangible threat to the Academy structure; if one individual can learn magic outside of the walls of the Academy, than anyone can, and that knowledge can damage the Academy, the control that it developed and its position within the Kingdom. For these reasons, the Academy pursues Hedge Wizards throughout the Kingdom.

The motivation of a Hedge Wizard comes from their active avoidance of the Kingdom Academy structure. While a Hedge Wizard often seeks similar things; knowledge, power, and the ability to forward their own agenda, the

circumstances differ from their Academic counterparts. Whereas an approved Kingdom Wizard may have access to the libraries and can use magic freely throughout the Kingdom, a Hedge Wizard must take great care to not be discovered and reported to the authorities.

Unlike their academic counterparts, Hedge Magicians have significantly less education; the training they have received revolves around their ability to wield magic effectively, and beyond that, they tend to find their own way forward.

More than that, though, Hedge Wizards live in a complex world, where their layers of lies tend to accumulate, because of the nature of what they must do in order to maintain their secrecy. While Hedge wizards likely out number Academy wizards, they lack any sort of organization. At most, most Hedge Wizards know only their own mentors, and little else about other people who practice Hedge Magic outside of that.

Hedge Wizards also, because of that, lack the formal education and the broad knowledge of an Academy Caster; in exchange, though, they are often taught a Profession, sometimes two, at which they can practice their craft from time to time and use it as a shield to hide their true nature. Their mentors prepare them to face a world of control and misunderstanding to the best of their ability.

Mechanically the Hedge Wizard and the Academician share very similar traits; they both use a Variable Power Pool and ultimately cast the same Atharian spells in the same way. However the way the world approaches them is very different. The player is advised to consider not just what the package offers but what it means. Also to work with the GM in making the determination of what will fit in that campaign; while having a Hedge Wizard and an Academician in the same party can present excellent role playing opportunities it can also represent a steep challenge to the Game Master should things ever escalate. Hedge Wizards tend to value their freedom; their found closer to the coasts and the outlying regions whereas Academy wizards value position and work towards improving their position and the opportunities to obtain new positions. They can be more often found in cities and seats of power.

Cost	Ability
4	+2 CON
2	+2 ED
4	+2 INT
2	+2 PD
2	+2 REC
2	+2 STR
3	+6 END
3	3 Points Worth of Favors GM Note: Hedge Wizards don't often work for money; very often, they barter their services for promises of future assistance. Even during their development, their skills are well prized. This Perk represents those things the Hedge Wizard has done in the past that endeared him to those who could be in a position to assist him now.
3	Analyze: Atharian Seal 11-
1	Apprenticed Hedge Wizard: Reputation: Among other Hedge Wizards in the area, and possibly beyond (A small to medium sized group) 8-, +1/+1d6
3	Atharia Power Skill - Air: Power 11- - Earth: Power 11- - Fire: Power 11- - Water: Power 11-
33	Atharian Power Pool: Variable Power Pool, 30 base + 3 control cost, (45 Active Points); Requires Grimoire to Change Spells (-1/2), Limited Power (Only Spells Known; -1/2); all slots Costs Endurance (-1/2), Requires An Atharian Roll (-1/2), Spell (-1/2), VPP Powers Can Be Changed Only In Given Circumstance (Powers can only be changed with time and between scenes; -1/2), Concentration (1/2 DCV; -1/4)
2	Concealment 11- (3 Active Points); Only to conceal casting ability (-1/2) GM Note: Hedge Wizards are not authorized to practice magic; as such, they have developed multiple ways to avoid detection. Among them is their ability to conceal their casting. When using this skill in combination with a spell, the caster declares their intent to hide their casting, and then makes a Concealment Roll modified by the Active Points of the spell. If they succeed, it adds to the total difficulty of any Analyze skills used against them, and if the Analyze fails, then the individual attempting the analysis cannot immediately determine that the user has performed any magic at all. As always, common and dramatic sense apply (no one would confuse a blatant attack power as not having come from its source, but more subtle abilities can be hidden with some effort).
2	CuK: [Region] Legends and Lore 11-
3	Healing 11-
5	Hedge Wizard Craftsman Trainer: Contact (Contact has significant Contacts of his own, Contact has very useful Skills or resources) 11-
15	Hunted: Royal Academy of Wizardry 8- (Mo Pow, NCI, Limited Geographical Area, Harshly Punish)
3	Jack of All Trades

1	KS: [Region] Flora and Fauna (2 Active Points) 11-
1	KS: Alchemy (2 Active Points) 11-
1	KS: Herbalism (2 Active Points) 11-
1	PS: [Choice] (2 Active Points) 11-
1	PS: Alchemist (2 Active Points) 11-
1	PS: Instructor (2 Active Points) 11-
3	Scholar
10	Social Limitation: Illegally Practicing Zodiac Caster (Frequently, Major, Not Limiting In Some Cultures)

General Atharian Talents and Disadvantages

The following list gives a starting point for the possible advantages available to starting Atharian casters of any educational background. They may be taken by any caster; in some cases, two Talents will be mutually exclusive (Chauvinist and Feminist, for example). In all cases, the GM is encouraged to exercise both common and dramatic sense when a question of compatibility arises.

Erudite Initiate

Cost: 5

All of the Craftsmen of the Seals of Erudition were once Initiates; those who choose this path of study have a series of strenuous expectations placed upon them, but the beginning of the road grants a deeper knowledge of the four Seals, and not just the 'how' of their magic, but the 'why.' With that, the ability to learn those spells improves dramatically.

Erudite Initiate: +3 with Research (8 Active Points); Only for studying spells within the Four Seals of Erudition (-1/2)

Erudite Journeyman

Cost: 2

Expansion of knowledge of the Seals of Erudition opens new mental pathways; it enables the Initiate to widen their area of expertise, bridging from their current path of study and becoming more proficient in their own element, as the result of understanding through the Seals of Erudition how the other pieces cooperate.

Erudite Journeyman: +2 with Research, Must be an Erudite Initiate (+0) (4 Active Points); Must know at least two spells each from each of the Four Seals of Erudition (-1/2), Only for studying spells from your element (Cusp casters may take this talent only once, and must select which

element to favor at the time of selection; -1/2)

Erudite Mastery

Cost: 10

With complete Mastery of the Erudite path comes a well rounded caster. Capable of deep and complex research, reliable proficiency, and powerful spells, the Erudite Master warrants respect from anyone, regardless of their path, or their views of this research road. More experienced casters, and other high ranking officials within the Academy, and some Hedge Magicians, believe that other paths await rediscovery.

Erudite Mastery: (Total: 23 Active Cost, 10 Real Cost) +3 with Magic Combat (15 Active Points); Only with Erudite Magic (-3/4), Must be an Erudite Journeyman (-1/2) (Real Cost: 7) **plus** +3 with Atharian Magic (8 Active Points); Only for Erudite Magic (-3/4), Must be an Erudite Journeyman (-1/2) (Real Cost: 3)

Erudite Combatant

Cost: 4

Most Erudite Combatants will tell you that they began on this path to achieve this single goal; to become Erudite Combatants, and in some cases, Erudite Masters, although not all Masters are Combatants. While most who select this road come from one of those Seals, not all do, and they find the additional skill with Erudite Magic to give them a surprising, and often unexpected edge.

Erudite Combatant: +2 with Magic Combat (10 Active Points); Only for using spells from the Four Seals of Erudition (-3/4), Must be an Erudite Journeyman (-1/2)



Fire Starter

Cost: 6

The caster has a powerful connection to Fire magic, giving them a significant edge in combat when using it, as they can strike more often, deal more damage, and defend against it more easily than their peers.

Fire Starter: +2 with Magic Combat (10 Active Points); Only for using Fire Magic (-3/4)

Rain Maker

Cost: 6

The caster has a powerful connection to Water magic, giving them a significant edge in combat when using it, as they can strike more often, deal more damage, and defend against it more easily than their peers.

Rain Maker: +2 with Magic Combat (10 Active Points); Only for using Water Magic (-3/4)

Earthen Drummer

Cost: 6

The caster has a powerful connection to Earth magic, giving them a significant edge in combat when using it, as they can strike more often, deal more damage, and defend against it more easily than their peers.

Earthen Drummer: +2 with Magic Combat (10 Active Points); Only for using Earth Magic (-3/4)

Storm Harvester

Cost: 6

The caster has a powerful connection to Air magic, giving them a significant edge in combat when using it, as they can strike more often, deal more damage, and defend against it more easily than their peers.

Storm Harvester: +2 with Magic Combat (10 Active Points); Only for using Air Magic (-3/4)

Gender Bias: Chauvinist

Cost: 3

A division among the Seals exists; six of the Seals represent masculine energy, and six, feminine energy. Long debates exist as to what precisely the division implies, but no certainty exists to the deeper meaning. It is known that some casters show an inherent proclivity towards one over another. A caster with this talent demonstrates a natural bent towards masculine magic, although their ability to use feminine magic suffers because of it.

Gender Bias: Chauvinist: +2 with Male Cast Atharian Magic, Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act, Side Effect does a predefined amount of damage; -2 to any skill roll with Female Cast magic; +0) (4 Active Points); Only for Male Cast magic (-1/2)

Gender Bias: Feminist

Cost: 3

A division among the Seals exists; six of the Seals represent masculine energy, and six, feminine energy. Long debates exist as to what precisely the division implies, but no certainty exists to the deeper meaning. It is known that some casters show an inherent proclivity towards one over another. A caster with this talent demonstrates a natural bent towards feminine magic, although their ability to use masculine magic suffers because of it.

Gender Bias: Feminist: +2 with Female Cast Atharian Magic, Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act, Side Effect does a predefined amount of damage; -2 to any skill roll with Male Cast magic; +0) (4 Active Points); Only for Female Cast magic (-1/2)

Elementalist: Burning Passion

Cost: 3

The signs exist in a well defined balance; however, not all casters show the same clear-cut balance themselves. Many, in fact, find that they have a stronger affinity towards one magic over another. In some cases, for a different element than the one they were born into entirely. With

this talent, the caster gains a stronger affinity towards Fire magic, but in turn loses some skill with Air magic.

Elementalist: Burning Passion: +2 with Fire Element Atharian Magic, Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act, Side Effect does a predefined amount of damage; -2 to any skill roll with Air Element magic; +0) (4 Active Points); Only for Fire Element magic (-1/2)

Elementalist: Grounded Mind

Cost: 3

The signs exist in a well defined balance; however, not all casters show the same clear-cut balance themselves. Many, in fact, find that they have a stronger affinity towards one magic over another. In some cases, for a different element than the one they were born into entirely. With this talent, the caster gains a stronger affinity towards Earth magic, but in turn loses some skill with Water magic.

Elementalist: Grounded Mind: +2 with Earth Element Atharian Magic, Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act, Side Effect does a predefined amount of damage; -2 to any skill roll with Water Element magic; +0) (4 Active Points); Only for Earth Element magic (-1/2)

Elementalist: Wind Swept Heart

Cost: 3

The signs exist in a well defined balance; however, not all casters show the same clear-cut balance themselves. Many, in fact, find that they have a stronger affinity towards one magic over another. In some cases, for a different element than the one they were born into entirely. With this talent, the caster gains a stronger affinity towards Air magic, but in turn loses some skill with Fire magic.

Elementalist: Wind Swept Heart: +2 with Air Element Atharian Magic, Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act, Side Effect does a predefined amount of damage; -2 to any skill roll

with Fire Element magic; +0) (4 Active Points);
Only for Air Element magic (-1/2)

Elementalist: Liquid Soul

Cost: 3

The signs exist in a well defined balance; however, not all casters show the same clear-cut balance themselves. Many, in fact, find that they have a stronger affinity towards one magic over another. In some cases, for a different element than the one they were born into entirely. With this talent, the caster gains a stronger affinity towards Water magic, but in turn loses some skill with Earth magic.

Elementalist: Liquid Soul: +2 with Water Element Atharian Magic, Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act, Side Effect does a predefined amount of damage; -2 to any skill roll with Earth Element magic; +0) (4 Active Points); Only for Water Element magic (-1/2)

Positional Focus: Cardinal Magician

Cost: 3

All Atharian Seals are a unique combination of Element and Position; some casters find that they have a stronger affinity towards one position over another. In some cases, for a different position than the one they were born into entirely. With this talent, the caster gains a stronger affinity towards Cardinal magic, but in turn loses some skill with Mutable magic.

Positional Focus: Cardinal Magician: +2 with Cardinal Position Atharian Magic, Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act, Side Effect does a predefined amount of damage; -2 to any skill roll with Mutable Position magic; +0) (4 Active Points); Only for Cardinal Position magic (-1/2)

Positional Focus: Fixed Magician

Cost: 3

All Atharian Seals are a unique combination of Element and Position; some casters find that they have a stronger affinity towards one position over another. In some cases, for a different position than the one they were

born into entirely. With this talent, the caster gains a stronger affinity towards Fixed magic, but in turn loses some skill with Cardinal magic.

Positional Focus: Fixed Magician: +2 with Water Element Atharian Magic, Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act, Side Effect does a predefined amount of damage; -2 to any skill roll with Cardinal Position magic; +0) (4 Active Points); Only for Fixed Position magic (-1/2)

Positional Focus: Mutable Magician

Cost: 3

All Atharian Seals are a unique combination of Element and Position; some casters find that they have a stronger affinity towards one position over another. In some cases, for a different position than the one they were born into entirely. With this talent, the caster gains a stronger affinity towards Mutable magic, but in turn loses some skill with Fixed magic.

Positional Focus: Mutable Magician: +2 with Water Element Atharian Magic, Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act, Side Effect does a predefined amount of damage; -2 to any skill roll with Fixed Position magic; +0) (4 Active Points); Only for Mutable Position magic (-1/2)

Elemental Phobia

Cost: 15

This limitation demonstrates a strong desire to avoid any instance of the listed element, and most often the counter-element. For example, someone who fears Earth may refuse to walk on plain dirt in bare feet, or gardening, or the woods. Someone who fears Air and Wind will bar their doors and windows at the first sign of a storm, and so on. This limitation encourages imaginative role playing opportunities, and not a forced roll at the first sign of a campfire.

Elemental Phobia: Caster will take bizarre steps to avoid instances of an element other than their own. (Common, Strong)

Elemental Awkwardness

Cost: 10

Part of being inherently bound to a Seal means that in some cases, an individual will develop a natural psychological sympathy with it, and in turn, other people born to the same element. While this doesn't tend to affect their interactions with people born to the same element, it severely limits their ability to communicate well with people born to other elements. This often manifests as a -2 to all interaction rolls made with people born to elements framing their own, and -3 to all interaction rolls with people from the counter-element. If a Cusp were to take this limitation, they would only suffer the -2 to their interactions; however, the limitation would only be worth 5 points, instead of 10.

Elemental Awkwardness: The magician has difficulty talking to people of other elements outside of their own; whether they're a caster or not. (Frequently, Major, Not Limiting In Some Cultures (Among other magicians))

Known Sealbearer

Cost: 10

In some cases, a caster's affinity for their Seal goes beyond the expression of their traits and the magic they use; whether a reputation for being a caster, or simply that anyone experienced enough to know the signs can pick it out immediately, this caster suffers from being easily targeted for counter-seal magic and known counters to their own seal.

Reputation: Known Sealbearer, 11-

Seal Barrier

Cost: 20

All casters are barred from ever learning Counter-Seal magic; some magicians, however, struggle with other Seals, even ones which are not counter to their own. This is considered a significant limitation, as for some Cusp magicians (who seem to suffer from this more than other casters) it means there are three Seals that they cannot learn, and for non-cusp Atharians, two Seals they can never learn, but without the benefits.

GM Note: Some GMs may elect, as an optional rule, to force any Cusp caster to also take

Barred Seal. This can be used to minimize the advantages conveyed by the Cusp, but the GM should consider, even if made a standing rule at the start of the campaign, that this limitation can be bought off over time.

Seal Barrier: One additional Seal, not a Counter Seal (All the Time, Greatly Impairing)

Vulnerability

Cost: 10

Not all magicians live with the same natural balance as others; in some cases, they show far more susceptibility to magic from their Counterseal. While being struck with it may not be common, it's advised to avoid it at all costs.

Vulnerability: Counter Seal Magic: 1 1/2 x Effect Counterseal Spells, Talents and Effects (Common)

Spells of the Vedra Atharia

With the understanding of the two parts of every Seal – the Element and the Position – comes an understanding of the Seal's spells. The known spells of the Vedra Atharia are listed below; they include Apprentice spells (Up to 30 Active Points), Journeyman spells (31-45 Active Points) and Craftsman spells (46-60 Active Points). Different groups may use different titles for these, but these only change the titles; not the spells themselves.

The Spells of the Atharia are set; the structure is canonical and should not be altered. Like any other writing, this is the structure as its taught at the academy, and the same spells that are taught by the Hedge Magicians to their students.

There are situations where a magician does not have an effect that they need; a driving need to research a new spell. In order to craft a spell, the following requirements must be met:

- The spell should first be determined to be Apprentice, Journeyman or Master level
- All spells share the same core limitations; they all must Cost END, require Concentration, an Atharian Magic Skill Roll, and finally, they all take the limitation Spell.

The style of the spell then incorporates both the Element and the Position; this creates the unique combination that comprises each Seal. While no “hard and fast” rule for developing spells exists, each one represents the unique combination of Element and Position. This creates a unique combination that personifies certain traits. Ramiel, then, would never have Ranged Killing Attacks, while Aegia will never have the ability to influence a crowd.

Ramiel Spells

Element: Fire

Cast: Male

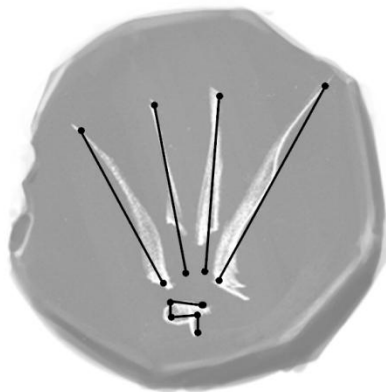
Position: Cardinal

Countersign: Cala

The magic of Ramiel contains elements both direct and indirect; the ability to influence minds and influence battles. One could say that the purpose of Ramiel’s magic is to ‘push,’ or alter the state of things through the advent of command. From a limited perspective, this view stands up, although it does not begin to speak to the depth of potential of a well trained caster in this sign.

Mages of other Seals learn Ramiel spells because: They offer opportunities to change situations and viewpoints in subtle, or at least non violent ways, compared to some more direct methods.

Some people avoid learning Ramiel because: Much of the magic focuses on others; more selfish casters, or more aggressive ones, simply won’t take the time to learn it because they’ll never bind it.



A Dedicated Band of Brothers

Active Points: 57

Real Cost: 17

Even the staunchest of warriors can benefit from the influence of a strong leader; Ramiel's ability to inspire shows up in many ways, and the formation of a Dedicated Band of Brothers (sometimes cast multiple times for large groups) is of great use and almost never turned away.

A Dedicated Band of Brothers: Aid STR, BODY, CON and STUN simultaneously 2d6+1, Delayed Return Rate (points return at the rate of 5 per Minute; +1/4), STR, BODY, CON and STUN simultaneously (+1/2), Usable Simultaneously (up to 4 people at once; +3/4) (57 Active Points); Costs Endurance (-1/2), Spell (Ramiel/Fire/Cardinal/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

A Trusted Group of Advisors

Active Points: 50

Real Cost: 15

Ramiel well knew the benefit of receiving other people's points of view; with this spell, he was able to help his advisors help him, by enabling them to think more clearly, and speak more eloquently. There are other uses for this spell, as its additional benefit, strengthening the target's will, can be invaluable from time to time.

A Trusted Group of Advisors: Aid INT, EGO and PRE simultaneously 2d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1/4), INT, EGO and PRE simultaneously (+1/2), Usable Simultaneously (up to 4 people at once; +3/4) (50 Active Points); Costs Endurance (-1/2), Spell (Ramiel/Fire/Cardinal/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Barring the King's Chambers

Active Points: 60

Real Cost: 15

Ramiel was notorious for many things; what happened behind closed doors only being two of them, both in regards to negotiation, and for when he wanted time to discuss things with Bellarian in a more private venue. Barring the King's Chambers has uses in many different

circumstances; it is one of the more coveted spells of Ramiel, especially among those who need quiet to do their work, including Sevda and Dualla.

Barring the King's Chambers: Force Wall (8 PD/8 ED), Uncontrolled (Stands until dispelled, shattered, or unlocked by the caster; +1/2) (60 Active Points); No Range (-1/2), OIF (A small key and padlock, snapped and locked onto the door to be Barred; -1/2), Only to reinforce an existing door (Cannot create a barrier in an open passageway; -1/2), Spell (Ramiel/Fire/Cardinal/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Restricted Shape (Only to conform to doors and doorways; -1/4), Concentration (1/2 DCV; -1/4)

Burning Blade

Active Points: 30

Real Cost: 9

Burning Blade causes a weapon to erupt in real fire, adding the energy based flame damage to the weapon's base strike. Many consider this "the" spell to learn when walking Ramiel's path, as it is the most blatant, but is often mislabeled as the most powerful.

Burning Blade: Killing Attack - Ranged 1d6, Deadly Blow (See Text; +0), Lingering up to 5 Minutes (+1) (30 Active Points); OIF (Edged Weapon of Opportunity; -1/2), Spell (Ramiel/Fire/Cardinal/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Command of Disarmament

Active Points: 60

Real Cost: 16

One of the more direct spells in Ramiel's suite, this Command shocks its targets into dropping their weapons. While some Ramiel are known to employ this spell to buy extra time in a fight, it is used more effectively to stop hostilities before they begin; those who are already engaged in combat are more unlikely to listen to this command because of the immediate danger it would place them in.

Command of Disarmament: Mind Control 6d6 (Sentient tool-using species class of minds), Area Of Effect (7" Cone; +1) (60 Active Points); Set Effect (Only to command a group to drop their

weapons; -1/2), No Range (-1/2), Spell (Ramiel/Fire/Cardinal/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Command of the Regent

Active Points: 30

Real Cost: 7

Ramiel was a compelling speaker, made even more so by his ability to command large groups of people. However, there were times when more direct measures needed to be taken. For this, Ramiel could intentionally deafen a single individual, the inability to hear them often keeping them from speaking coherently.

Command of the Regent: Hearing Group Flash 5d6, Area Of Effect (4" Cone; +1) (30 Active Points); OAF (Symbol of Command, symbol must be recognizable; -1), No Range (-1/2), Spell (Ramiel/Fire/Cardinal/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Requires Light To Use (-1/4), Concentration (1/2 DCV; -1/4)

Demand of Fealty

Active Points: 45

Real Cost: 10

This comparatively simply spell can be of great use in forced negotiation; so long as the Demand of Fealty is in place, any citizen will be strongly inclined to obey the commands of the Ramiel. This spell can affect anyone nominally considered a peasant or commoner, whether a shop attendant, simple guard, or actual farmer. The spell will not affect anyone used to being in a position of authority of any kind, including those who are strongly independent, such as masters of their craft, those familiar with giving orders or taking them only from specific people.

Demand of Fealty: Mind Control 9d6 (Human (Commoners and Peasants) class of minds) (45 Active Points); No Range (-1/2), Set Effect (Simple Obedience to non-lethal commands; -1/2), Stops Working If Mentalist Is Stunned (-1/2), Spell (Ramiel/Fire/Cardinal/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Incantations (Command of Fealty; -1/4), Costs END To Maintain (Half END Cost; -1/4), Does Not Provide Mental Awareness (-1/4), Concentration (1/2 DCV; -1/4)

Irrefutability

Active Points: 25

Real Cost: 7

Ramiel had a well deserved reputation for being well defended; while many people believe that the reason he was nigh untouchable, what less was known is that Ramiel was not without defense of his own. Even in situations where he did not have the Courtesan at his side, there was still no one who could find a hole in his defense. Irrefutability removes any 'holes' in the casters defense that might be exploited by a wily opponent; not many Ramiel take this spell, they forget though that anyone properly trained can Find Weakness.

Irrefutability: Lack Of Weakness (-20) for Normal Defense, Hardened (+1/4) (25 Active Points); Costs Endurance (-1/2), OIF (A reinforcible armor; -1/2), Spell (Ramiel/Fire/Cardinal/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Point of the Crown

Active Points: 30

Real Cost: 9

Bellarian kept many weapons on her person, and had a deserved reputation for being ruthless in her fervor to defend Ramiel, but when she had to improvise, she turned to Ramiel for assistance, which he could render with this spell, Point of the Crown, enabling him to turn nearly any simply weapon into a deadly instrument.

Point of the Crown: Armor Piercing (+1/2) for up to 60 Active Points of Edged Weapons (30 Active Points); OIF (Edged weapon of opportunity; -1/2), Spell (Ramiel/Fire/Cardinal/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Request for Surrender

Active Points: 45

Real Cost: 13

Knowing how to control the flow of battle is critical; Ramiel knows how to influence people for that express purpose, and can command them to put their arms down, or face defeat -- the forcefulness of this command tends to compel people to give up outright, somehow believing that the fight just became hopeless.

Request for Surrender: Change Environment 2" radius, -2 DCV, -2 OCV, Multiple Combat Effects, Selective Target (+1/2) (45 Active Points); OIF (Symbol of Command; -1/2), Incantations (Complex; A demand for surrender; -1/2), Spell (Ramiel/Fire/Cardinal/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Concentration (1/2 DCV; -1/4)

Revelation of the Infiltrator

Active Points: 60

Real Cost: 18

This spell often requires a tremendous amount of power to maintain because of its expense, however, the ability to diminish any air magic used to cloud perception, including Invisibility, Shimmer and the like, cannot be overstated. It's been said that this spell saved Ramiel's life on multiple occasions, and has at least once saved Bellarian's.

Revelation of the Infiltrator: Suppress Invisibility, Shimmer, and like Air effects used to cloud/disguise position 6d6, Area Of Effect (3" Radius; +1) (60 Active Points); No Range (-1/2), Spell (Ramiel/Fire/Cardinal/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Shield Against the Masses

Active Points: 45

Real Cost: 14

No leader is universally loved, and Ramiel was no different. There will always be ruffians, layabouts and jackanapes who seek to out-do Ramiel. With this spell, Ramiel can keep the masses at bay, including simple thrown weapons and items. While the spell will have no effect against organized resistance, when moving among the people in common areas, it can be invaluable.

Shield Against the Masses: Force Field (8 PD) (Protect Carried Items), Usable Simultaneously (up to 4 people at once; +3/4), Area Of Effect (2" radius; +3/4) (45 Active Points); Only Works Against Thrown Objects and make shift weaponry; things used by peasants and the general populace (-1/2), Spell (Ramiel/Fire/Cardinal/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Gestures

(-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

The Cover of Smoke

Active Points: 60

Real Cost: 20

Unlike Panthier, Ramiel does not always need to be the center of attention. Whether it's a matter of avoiding being seen, preparing for an assault, or making an escape, Ramiel uses this spell to avoid interruption.

The Cover of Smoke: Darkness to Sight Group 6" radius (60 Active Points); OIF (A burnt piece of wood, or lump of coal; -1/2), Spell (Ramiel/Fire/Cardinal/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Range Based On Strength (Distance that focus can be thrown; -1/4), Concentration (1/2 DCV; -1/4)

The Hunger of Power

Active Points: 45

Real Cost: 20

One of the problems with power is that it corrupts, and people who have it often hunger for more of it. In the case of Ramiel, they've learned to direct that hunger in a unique way; they can use it to consume the power of any Air element based spell used in their vicinity. There are rumors that more advanced versions of this spell turn that power into raw fuel for the Ramiel to use.

The Hunger of Power: Suppress Air and Wind Elemental Effects 9d6 (45 Active Points); Spell (Ramiel/Fire/Cardinal/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Concentration (1/2 DCV; -1/4)

Voice of the Seneschal

Active Points: 30

Real Cost: 7

The power of the Ramiel is such that they can "talk down" almost anyone with whom they work; however, this requires that the individual would already be inclined to obey the Ramiel's commands, whether as a fellow party member or a recognized authority figure. Without that bond, it's just so many words.

Voice of the Seneschal: Dispel Mind Control and similar influences 10d6 (30 Active Points); Only to dispel effects against people who would consider the Ramiel an authority (-1), Incantations (Complex; -1/2), No Range (Only within clear hearing range; -1/2), Spell (Ramiel/Fire/Cardinal/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Concentration (1/2 DCV; -1/4)

Bellarian Spells

Element: Earth

Orientation: Female

Position: Fixed

Countersign: Sevda

Like Ramiel, whom they say Bellarian has sworn to protect, Bellarian's commonly known spells revolve around defense and overt protection. Within the sign are spells both dangerous (the twice-feared *Gore*, renowned for the agony it causes), and the sublime, such as *Mettle of the Beast*.

Mages of other Seals learn Bellarian spells because: Very simply, no greater storehouse of pure defensive magic exists. It has a strong blend of defense and offense, and contains double-use spells as well, those that can act in either capacity.

Some people avoid learning Bellarian spells because: The focus of Bellarian magic pushes some casters into predefined positions; in some cases the spells can be incredibly useful, to the point of being indispensable, but few people know precisely when and how to use them appropriately and thusly avoid learning them at all.

Bellarian's Iron Grip

Active Points: 45

Real Cost: 10

Not all infiltrators were meant to be killed; in some cases, Bellarian intended to take them alive for questioning. This spell has many uses -- one of the more notorious of which was keeping Ramiel in one place long enough to thwart an alleged assassination attempt by Sevda herself.

Bellarian's Iron Grip: Entangle 4d6, 5 DEF (45 Active Points); OIF (A small piece of moldable clay; -1/2), Only on Targets in Contact with the Ground (-1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Cannot Form Barriers (-1/4), Gestures (-1/4), Incantations (-1/4), Vulnerable (Water spells and similar effects; -1/4), Only When In Contact With The Ground (-1/4), Concentration (1/2 DCV; -1/4)

Bellarian's Toughness

Active Points: 36

Real Cost: 8

A spell for almost any combat occasion, Bellarian's legendary toughness is echoed in this spell, and carried by almost all Journeymen of this Seal. Its notorious weakness to water magics, however, makes it of limited utility in certain combat situations.

Bellarian's Toughness: Armor (8 PD/8 ED), Hardened (+1/4), Difficult To Dispel (x2 Active Points; +1/4) (36 Active Points); Costs Endurance (-1/2), Does not protect against Water Spells and Water Based Effects (-1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Only When In Contact With The Ground (-1/4), Physical Manifestation (Creates a heavy earthen, almost ceramic armor around the caster; -1/4), Concentration (1/2 DCV; -1/4)

Earthen Absorption

Active Points: 60

Real Cost: 16

For all of Bellarian's weakness to water powers and its effects, this spell was her one primary defense; the ability to simply mitigate the power of any spells that struck her. When the Bellarian is the target of a Water based effect, and this spell is in use, once the spell comes into contact with the Bellarian's Earth based defense, the two cancel each other out, and the power of the water spell is diminished accordingly.

Earthen Absorption: Suppress Attack oriented water spells and effects 8d6, Damage Shield (+1/2) (60 Active Points); OIF Expendable (Easy to obtain new Focus; A small, hard ball of clay, fired to be water resistant and broken at the time of casting; -

1/2), Self Only (-1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Formation of the Herd

Active Points: 26

Real Cost: 7

Bellarian is the human side of Ramiel; she cares about protecting the people almost as much as Ramiel cares about leading them. Through this spell, Bellarian can help protect small groups of people in the herd, by constantly arranging them to the most advantageous position.

Formation of the Herd: Force Field (4 PD/4 ED), Hardened (+1/4), Usable Simultaneously (up to 8 people at once; +1), Area Of Effect (2" Radius; +1) (26 Active Points); Incantations (Requires Incantations throughout; Complex; To command the herd; -1), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Only When In Contact With The Ground (-1/4)

Gore

Active Points: 62

Real Cost: 16

Bellarian, for all of her abilities, had a ruthless streak. Her dedication to defend Ramiel created this spell, and its effect can be devastating.



Gore: Killing Attack - Hand-To-Hand 1 1/2d6 (1 1/2d6 / 2d6+1 w/STR), Uncontrolled (+1/2), Continuous (+1) (62 Active Points); OIF Expendable (Difficult to obtain new Focus; A small, sharpened piece of horn or tusk; -3/4), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Physical Manifestation (A broken piece of tusk, which must be removed; -1/4), Concentration (1/2 DCV; -1/4)

Hands Through Earth

Active Points: 44

Real Cost: 9

People often forget that among her abilities, Bellarian had excellent control of the earth itself, even to the point where she could reach through it, ignoring barriers, and creating havoc from a position of safety. Bellarian's count this among their secret weapons, as it's rarely expected and incredibly useful.

Hands Through Earth: Stretching 7", Does Not Cross Intervening Space (The Bellarian can reach into the earth, and the earth will reach up regardless of the space between; +1/4) (44 Active Points); Gestures, Requires Gestures throughout (Requires both hands; Complex; The casters hands are completely occupied and set into the Earth itself; -1 1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Extra Time (Delayed Phase, -1/4), no Noncombat Stretching (-1/4), Range Modifier Applies (-1/4), Physical Manifestation (A clear movement through the Earth; -1/4)

Ivory Hammer

Active Points: 44

Real Cost: 13

For some, this is the "go-to" spell in Bellarian's suite; they will keep it bound permanently because of its incredible power in combat, despite its expense. The caster transforms their lower arm into a powerful earthen hammer, with the density and toughness of ivory. For experienced casters, it stands out immediately as a signature Bellarian spell.

Ivory Hammer: Killing Attack - Hand-To-Hand 1 1/2d6 (2d6 / 2d6+1 w/STR), +1 Increased STUN Multiplier (+1/4), Penetrating (+1/2) (44 Active Points); OIF (A small piece of black tourmaline, polished to a shine; -1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the recipient of the benefits of the Power; Erosion; caster takes double damage from Water based combat spells; -1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Concentration (1/2 DCV; -1/4)

Living Shield

Active Points: 59

Real Cost: 16

Living Shield's reaction allows it to anticipate incoming fire, and come into position with preternatural speed, far faster than any piece of stone should be able to move. Through use of this spell, Bellarian was able to protect Ramiel and his immediate advisors from incoming fire, except for all but the heaviest of assaults.

Living Shield: (Total: 59 Active Cost, 16 Real Cost) +2 with HTH Combat (10 Active Points); Linked (Living Shield; Lesser Power can only be used when character uses greater Power at full value; -3/4), Gestures, Requires Gestures throughout (-1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Only When In Contact With The Ground (-1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 3) **plus** Missile Deflection (Bullets and Shrapnel), Hardened (+1/4), Difficult To Dispel (x2 Active Points; +1/4), Area Of Effect (2" radius; +3/4), Usable Simultaneously (up to 8 people at once; +1) (49 Active Points); Costs Endurance (-1/2), Gestures, Requires Gestures throughout (-1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Only When In Contact With The Ground (-1/4), Physical Manifestation (A shell of earth, that rises up to deflect attacks.; -1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 13)

Mettle of the Beast

Active Points: 18

Real Cost: 6

While other spells like this exist in the Atharian books, few summarize the attitude of the casters who use it as well as Mettle of the Beast does. Through this spell, the Bellarian channels the power of the terrain itself, making themselves significantly stronger and tougher than many people are ready for. The side effects, such as increased mass, are generally beneficial, but there would be circumstances in which they can be detrimental.

Mettle of the Beast: (Total: 18 Active Cost, 6 Real Cost) Growth (+5 STR, +1 BODY, +1 STUN, -1" KB, 200 kg, +0 DCV, +0 PER Rolls to perceive character, 2.5 m tall, 1.3 m wide), Usable By Other (+1/4) (6 Active Points); Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 2) **plus** Density Increase (400 kg mass, +10 STR, +2 PD/ED, -2" KB), Usable By Other (+1/4) (12 Active Points); Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 4)

Obedience of Earth

Active Points: 60

Real Cost: 15

Bellarian casters know the benefit of being able to reach beyond their own grasp; while they can terrorize with Hands Through Earth, they can level absolute destruction with Obedience of Earth. As the Bellarian slams their hands into the ground, their own strength, combined with the strength of the earth itself, rises up.

Obedience of Earth: Killing Attack - Hand-To-Hand 2d6 (2d6+1 / 2 1/2d6 w/STR), Area Of Effect (12" Line; +1) (60 Active Points); OIF (A small entrenching tool; -1/2), Gestures (Requires both hands; -1/2), Only effects targets on, or very near the ground (-1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Only When In Contact With The Ground (-1/4), Concentration (1/2 DCV; -1/4)

Shield of Ivory

Active Points: 30

Real Cost: 9

Bellarian uses this spell as her first line of defense in almost all cases; there are multiple advantages to it, although having the pieces required to use it can be problematic. Unlike many other spells, Bellarian's only need to fuel the casting once, afterwards, the spell degrades on its own over time as it absorbs punishment. Once any section of the defense of Shield of Ivory fails an 8-roll, the entire spell ends.

Shield of Ivory: (Total: 30 Active Cost, 9 Real Cost) Physical Damage Reduction, 25% (10 Active Points); Ablative BODY Only (-1/2), OIF (A shield, and a small piece of ivory or black tourmaline; -1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4), Only When In Contact With The Ground (-1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 3) **plus** Energy Damage Reduction, 25% (10 Active Points); Ablative BODY Only (-1/2), OIF (A shield, and a small piece of ivory or black tourmaline; -1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4), Only When In Contact With The Ground (-1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 3) **plus** Mental Damage Reduction, 25% (10 Active Points); Ablative BODY Only (-1/2), OIF (A shield, and a small piece of ivory or black tourmaline; -1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4), Only When In Contact With The Ground (-1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 3)

Stone Melding

Active Points: 60

Real Cost: 13

Bellarian's ability to protect others comes in part from the ability to remain hidden; within castle walls, or even plain earth and soil, allows the caster to prepare for attacks, or in some cases, avoid them altogether.

Stone Melding: Desolidification (affected by Water Elements and like Effects), Invisible to Sight Group (+1/2) (60 Active Points); Concentration,

Must Concentrate throughout use of Constant Power (0 DCV; -1), OIF (A fistful of mud; -1/2), Only When In Contact With The Ground (natural earth, stone, and soil only; -1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the recipient of the benefits of the Power; The caster slides into the stone or earth itself, and cannot move from their position; -1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4)

Sympathetic Resonance of Rage

Active Points: 25

Real Cost: 7

With this power, Bellarian channels her internal rage directly into the ground around her, disrupting the internal balance of anyone standing too close to her, making it harder to hear, and harder to fight. While this ability doesn't differentiate from friend to foe; this is often the first spell learned and most commonly prepared by those who follow this path for combat purposes.

Sympathetic Resonance of Rage: Change Environment 2" radius, -1 to Hearing Group PER Rolls, -1 OCV, Multiple Combat Effects, Personal Immunity (+1/4) (25 Active Points); No Range (-1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Only When In Contact With The Ground (-1/4), Concentration (1/2 DCV; -1/4)

Unveiling the Beauty Within

Active Points: 25

Real Cost: 11

Bellarian was never known for her beauty; but no one would say that she could be ignored. Through this spell her followers take after her, shedding any pretense at appearance for raw durability and the intimidation that goes along with it.

Unveiling the Beauty Within: Aid BODY, CON, STUN and PRE 2d6, Can Add Maximum Of 17 Points, Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect

always occurs whenever the character does some specific act, Side Effect only affects the recipient of the benefits of the Power, Side Effect does a predefined amount of damage; The signature spell of the ugly courtesan; COM is reduced to zero (0); +0), BODY, CON, STUN and PRE simultaneously (+1) (45 Active Points); Self Only (-1/2), OIF (A small pouch of rare earths and metals, whose utility lies beneath a simple 'pile of dirt.'; -1/2), Costs Endurance (-1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Wall of Tusks

Active Points: 57

Real Cost: 15

Bellarian invokes this ability when it becomes necessary to seal a passage from the more bold and aggressive. Use of this spell is often a last resort, primarily because of its high expense and maintenance. However, in its proper role, the spell can be stunningly effective.

Wall of Tusks: (Total: 57 Active Cost, 15 Real Cost) Entangle 2d6, 2 DEF (20 Active Points); Does Not Prevent The Use Of Accessible Foci (-1), Only To Form Barriers (-1), No Range (-1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Vulnerable (Uncommon; Water Spells and Effects; -1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 4) **plus** Killing Attack - Ranged 1d6, Damage Shield (+1/2), Continuous (+1) (37 Active Points); Linked (Entangle; Lesser Power can only be used when character uses greater Power at full value; -1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 11)

Weighted Fist

Active Points: 30

Real Cost: 8

Bellaria did not always have the advantage of carrying a weapon with her; this spell ensured that one wouldn't be needed. With Weighted Fist she could channel her natural strength and affinity for Earth Magic into a potent weapon in hand to hand combat.

Weighted Fist: Hand-To-Hand Attack +3d6, Lingering up to 5 Minutes (+1) (30 Active Points); Hand-To-Hand Attack (-1/2), OIF (A heavy stone; -1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Concentration (1/2 DCV; -1/4)

Wicked Stone

Active Points: 26

Real Cost: 8

Bellarian didn't always have the advantage of appearing well armed and armored; in turn, those following this Seal won't always have a weapon at hand. Wicked Stone changes that, however. While difficult to aim and throw, the stones themselves are potent, especially when backed by a Bellarian's natural strength.

Wicked Stone: Killing Attack - Hand-To-Hand 1d6 (1d6+1 / 1 1/2d6 w/STR), Range Based On STR (+1/4), +1 Increased STUN Multiplier (+1/4), Autofire (2 shots; +1/4) (26 Active Points); OIF (Small stones of opportunity; -1/2), Spell (Bellaria (Earth/Fixed/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Inaccurate 1/2 OCV (-1/4), Gestures (-1/4), Concentration (1/2 DCV; -1/4)

Dualla Spells

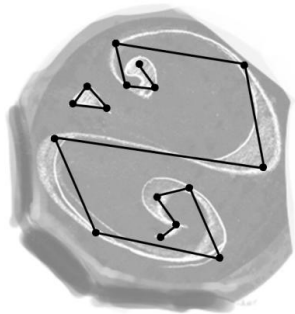
Element: Air

Cast: Male

Position: Mutable

Countersign: Kaindan

Few, if any, can say they understand what they see in the eyes of the Mirror; some say treachery, some truth. Some claim madness. The



Duallans claim none of these with a single voice, only that what each individual sees belongs to them alone. Epitomizing deceit and consternation, Duallan magic can shift perspective with a single glance.

Mages of other Seals learn Duallan spells because: the utility and versatility of the magic of Dualla. The spells range from the engagingly simple, including *Mirror's Edge*, which hones any small side blade to a ruthless cutting implement, through *Second Set of Pockets*, where the Duallan can store any object inside a mirror, and retrieve it from the same mirror at a later date.

Some people avoid learning Duallan spells because: The range of the magic makes it difficult, without being native to the Seal, to know which spells to attempt to obtain. Like Dualla, they bear similar, mentally reflective and comparatively non-descriptive names, seemingly to confound the uninitiated. This intent to occlude and muddle the issue only serves to increase the mystery surrounding Dualla.

Broken Glass

Active Points: 54

Real Cost: 14

As a group, Duallans are not terribly superstitious -- they know what really happens on the other side of the mirror, and it doesn't concern them. When it's time to break out the truly lethal spells, many of them cast Broken Glass. Anyone standing within the affected area takes additional damage while in it, as bits of glass are constantly flying around. Because the effect weakens, only the individual standing in the target hex receives the full effect, after which it breaks down over distance. Broken Glass is considered particularly lethal because of the assistance it renders to other party members, particularly Kaindans.

Broken Glass: Change Environment 4" radius, +4 Points of Damage, -4" of Running, Long-Lasting 20 Minutes, Multiple Combat Effects (54 Active Points); OIF Fragile Expendable (Easy to obtain new Focus; A piece of glass, thrown into the target hex; any sufficiently sized piece to break into multiple pieces; -3/4), Spell (Duallan/Air/Mutable/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Explosion (-1/4), Range Based On Strength (-1/4), Gestures (-1/4), Concentration (1/2 DCV; -1/4)

Displacing Mirrors

Active Points: 25

Real Cost: 5

Not everyone is a close quarter's combatant; Dualla preferred to do his fighting at a distance whenever possible, and through use of this spell, confounded his enemies as to his location. While quite potent on the surface, it does have its shortcomings. In the event the spell is cancelled prior to the user ending it willingly (either through Burnout or disruption), the spell cannot be recast for the duration of that combat.

Displacing Mirrors: +5 with DCV (25 Active Points); Activation Roll 11-, Burnout (Whenever an attack is executed against the caster, there is a chance the reflection is in place, and not the user. The power always works once, but there is a chance that the image will 'shatter' on contact (Burnout); -3/4), Costs Endurance (-1/2), Spell (Duallan/Air/Mutable/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Requires Light To Use (There must be sufficient light (no active PER penalty to Sight) and a reflective surface of some kind; -1/4), Physical Manifestation (Disrupting the reflective surface sufficiently ends the spell; -1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Fleeting Memory

Active Points: 30

Real Cost: 6

Through this spell the Duallan conjures forth a tangible image of their mirror soul; it either appears as a copy of them, or in the guise of their twin. The usefulness of this simple spell is limited only by the caster's imagination.

Fleeting Memory: Sight and Touch Groups Images 1" radius, +/-5 to PER Rolls (30 Active Points); Set Effect (Only to create an image of the Duallan, or the twin; -1), OIF (A small, reflective object, dropped in the place the illusion will originate; -1/2), Spell (Duallan/Air/Mutable/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Range Based On Strength (Wherever the caster can place the reflective object that is normally within the spells range; -1/4), Requires Light To Use (The Duallan must have a light source to reflect off of the symbol; -1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

In the Eye of the Beholder

Active Points: 43

Real Cost: 10

Many casters -- certainly Sevda and Cala - go to great lengths to walk the Duallan path long enough to learn this spell. In the Eye of the Beholder strikes fear into the hearts of the paranoid, although it has served many purposes through the ages. Dualla used it both for infiltration -- to impersonate one of Ramiel's guards, before he was caught by Bellarian -- and to act as a decoy, intentionally imitating Cala to help him by acting as a distraction.

In the Eye of the Beholder: Shape Shift (Sight and Mystic Groups, any shape), Imitation (43 Active Points); Extra Time (1 Minute, Only to Activate, Character May Take No Other Actions, -1), OIF (Reflective surface of opportunity; -1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Spell (Duallan/Air/Mutable/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Only Individuals They Have Seen in a Mirror (The caster must see the target and copy them while viewing them in a mirror; -1/4)

Liquid Portal

Active Points: 29

Real Cost: 6

While of limited utility, under the right circumstances Mirror Step can be incredibly useful; simply put, if the Duallan can see a mirror (or mirror like surface) of sufficient size, generally a minimum of 2 feet by 2 feet, they can simply slide out of it, seemingly vanishing from their current location and reappearing on the other side of the mirror. Rumors of a variation of this spell exist, wherein the caster can teleport to any location they can see in a mirror, but these rumors are as of yet unproven.

Liquid Portal: Teleportation 12", x4 Noncombat (29 Active Points); Can Only Teleport To Floating Fixed Locations (Other mirrors or highly reflective surfaces; -1/2), OIF (A mirror, sufficient to pass through (even if feet or head first) within range; -1/2), Only to a Mirror in Range (The caster must be able to see the mirror they wish to pass through; -1/2), Spell (Duallan/Air/Mutable/Male; -1/2), Requires An Atharian Magic Roll (-1/2),

Requires Light To Use (-1/4), Incantations (-1/4), Gestures (-1/4), Concentration (1/2 DCV; -1/4)

Looking Glass

Active Points: 30

Real Cost: 7

With this spell, the caster can look into one reflective surface and out of another; the second is fully mobile -- a small hand mirror, or even a large mirror, can be easily moved. However, the caster's vision is clouded by overly rapid movement; if the mirror moves too fast, then the caster must reorient themselves accordingly.

GM Note: the maximum movement for the perception point is 6" per phase; if it moves 'faster' than that, the caster is 'disoriented,' i.e., the object went out of range, and the spell must catch up again. When it does, the caster's vision reorients accordingly.

Looking Glass: Clairsentience (Sight Group), +5 to PER Roll, Mobile Perception Point (can move up to 6" per Phase) (30 Active Points); Extra Time (1 Turn (Post-Segment 12), Only to Activate, Character May Take No Other Actions, -3/4), Only Through The Senses Of Objects (Requires a mirror as a perception point; -1/2), Spell (Duallan/Air/Mutable/Male; -1/2), Requires An Atharian Magic Roll (-1/2), One Sense Only (Sight Group) (-1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Mirror's Razor

Active Points: 52

Real Cost: 14

Dualla knew of things that lived on the other side of the mirror; by use of this spell, which he shared with almost no one, he could strike creatures both material and ethereal equally. Mirror's Razor is widely considered one of the most ruthless combat spells known by the Duallans.

Mirror's Razor: Killing Attack - Ranged 2d6, Autofire (3 shots; +1/4), Affects Desolidified Any form of Desolidification (+1/2) (52 Active Points); OIF Expendable (Easy to obtain new Focus; glass dust and steel shavings; -1/2), Spell (Duallan/Air/Mutable/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Beam (-1/4), Inaccurate

1/2 OCV (-1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Mirror's World

Active Points: 40

Real Cost: 13

One of the more notorious spells for avoiding conflict, Dualla can slide into the mirror world, leaving his reflection on the outside world. The caster's reflection continues to act normally as the caster would, but can only be harmed by specifically aimed piercing attacks. This spell requires a mirror at least two feet by two feet -- large enough so that the Duallan could fit their whole body through the frame.

Mirror's World: Desolidification (affected by Specifically aimed piercing attacks, Fire effects) (40 Active Points); Spell (Duallan/Air/Mutable/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Physical Manifestation (The reflection, set in the mirror, as the caster trades a non-corporeal mirror image for his own real one; -1/4), Concentration (1/2 DCV; -1/4)

Mirror, Mirror

Active Points: 60

Real Cost: 13

The Duallan reaches into the mirror for Dural, the Twin. In order to bring Dural forth, the Duallan must have an offering -- often a favorite food of Dural's, which may repulse the caster, or a specific type of object. It should never be a weapon, but something of actual personal value; a picture drawn by the Duallan, a favorite tune, and so on. The form Dural takes is the 'twin,' it can have different capabilities completely from the caster, but should be built with the following specifications:

All of Dural's stats should be roughly equivalent to Dualla's; the spread may be different, but the points the same. The skills Dural selects should reflect a specific facet of Dualla's personality, and the powers Dualla has should compliment, or sharply contrast, Dural's.

Mirror, Mirror: Duplication, Dural, the Glass Twin (creates 150-point form), Altered Duplicates (100%; +1) (60 Active Points); Extra Time (1 Minute, Only to Activate, Character May Take No

Other Actions, The caster must physically pull their twin from the mirror; -1), Concentration (1/2 DCV; Character is totally unaware of nearby events; -1/2), Gestures, Requires Gestures throughout (-1/2), OIF Expendable (Easy to obtain new Focus; A personal object of great value to the "twin" (defined at the time the spell is selected, often a set of things; see notes); -1/2), Spell (Duallan/Air/Mutable/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Incantations (-1/4)

Mirroring Senses

Active Points: 20

Real Cost: 11

Duallans are perceptive -- almost precognitively so. Many attribute this to their ability to tap into their mirror's senses, to perceive things that others miss because they have the advantage of an entirely separate set of senses. The truth lives somewhere between here, and the mirror.

Mirroring Senses: (Total: 40 Active Cost, 11 Real Cost) +5 PER with all Sense Groups (15 Active Points); Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), OIF (A piece of ulexite, that's been in the mirror in the last two days; -1/2), Costs Endurance (-1/2), Spell (Duallan/Air/Mutable/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4) (Real Cost: 4) **plus** Increased Arc Of Perception (360 Degrees) with all Sense Groups (25 Active Points); Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), OIF (A piece of ulexite that's been in the mirror in the last two days; -1/2), Costs Endurance (-1/2), Spell (Duallan/Air/Mutable/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4) (Real Cost: 7)

The Mirror Looks Back

Active Points: 60

Real Cost: 15

Duallans are not the truth seekers that the Veritais are, but certainly, they know the power of forcing an individual to face themselves. By means of this spell the caster does precisely that; they engage their target and make them see themselves as they truly are. Even for the proud Panther are subject to this spell, since in many cases their pride is subject to their fragile ego.

The Mirror Looks Back: Ego Attack 6d6 (Human/Sentient (those who can understand they see their own reflection) class of minds) (60 Active Points); Eye Contact Required (The caster appears to take on the mien of the target, forcing them to look at themselves, it requires 'face to face' interaction; -1/2), Spell (Duallan/Air/Mutable/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Does Not Provide Mental Awareness (-1/4), Subject To Range Modifier (-1/4), Reduced By Range (The effect is reduced by one die for each Range Increment; -1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Twin's Strike

Active Points: 60

Real Cost: 17

Through this spell, the caster is able to attack their targets through any mirror that they can perceive; this includes both the spell "Looking Glass," as well as a complex series of reflections, should the need arise. While the spell is marked as No Range modifier, the range modifier in fact comes from the distance of the mirror to the target -- however, so long as the caster can perceive the target through a mirror, the distance from the caster to the target is irrelevant.

Twin's Strike: Killing Attack - Ranged 2d6, Indirect (Any origin, always fired away from attacker; +1/2), No Range Modifier (Range Modifier based on distance from the mirror (see text); +1/2) (60 Active Points); OIF (Mirror, or mirrors, of opportunity; -1/2), Spell (Duallan/Air/Mutable/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Requires Light To Use (-1/4), Concentration (1/2 DCV; -1/4)

Twin's Unbridled Strength

Active Points: 45

Real Cost: 15

Pulling from within, the caster creates an invisible 'second set of hands,' and in the case of a Duallan, they have always been the twin's hands, to help them move or manipulate heavy objects. While difficult to maintain over long periods of time, the ability to conjure forth this kind of

assistance is invaluable in the proper circumstances.

Twin's Unbridled Strength: Telekinesis (23 STR), Fine Manipulation (45 Active Points); Incantations (Requires Incantations throughout; The caster constantly 'speaks' to the twin, whose strength manifests in the real world through this spell; -1/2), Spell (Duallan/Air/Mutable/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Concentration (1/2 DCV; -1/4)

Two Sets of Senses

Active Points: 22

Real Cost: 5

The first of two spells of this type that the Duallan learns, Two Sets of Senses allows them to tap, with great effort, into the senses of their mirror and take greater stock of the world around them. There is a great deal of preparation involved for this spell, as it is one of the earlier versions and designed to teach the caster -- whether Duallan or not -- to reach within, and then project that internal image outwards.

Two Sets of Senses: +5 PER with all Sense Groups, Difficult To Dispel (x4 Active Points; +1/2) (22 Active Points); Extra Time (1 Turn (Post-Segment 12), Only to Activate, Character May Take No Other Actions, -3/4), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Costs Endurance (-1/2), Spell (Duallan/Air/Mutable/Male; -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4)

Aegia Spells

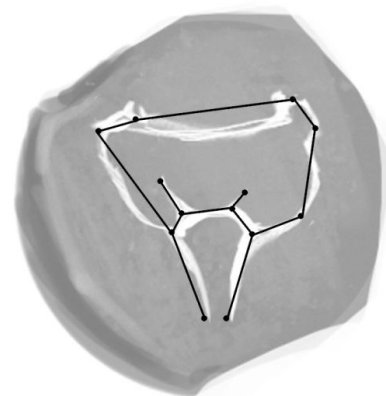
Element: Water

Cast: Female

Position: Cardinal

Countersign: Ohanzet

Aegia, known to many as The Wolf, fulfills a different role than Bellarian. While both signs are defensively focused, Aegia's magic assumes in some cases that the best defense is a good offense. The spells of this Seal focus on healing, protection, and counter attacking; defense of the home, hearth and loved ones are the focus of the magic within.



Mages of other Seals learn Aegian spells because: These spells represent some of the best that magic offers; easy to understand defensive magic, healing, and powerful counter-attack spells, such as *Salt the Wound*.

Some people avoid learning Aegian spells because: They aren't of the appropriate mind set to want to fulfill the role of defender. Much of Aegia's magic is dependent upon the situation, and taking advantage of that situation, like the wolf she was named for.

Alpha's Dominance

Active Points: 60

Real Cost: 15

The forceful personality of the pack Alpha can extend outwards, so much so that anyone can pick it up as a palpable sense of nigh invincibility. Through means of this spell, the Aegian caster can embolden allies, making them more stalwart in the face of adversity.

Alpha's Dominance: +20 PRE, Usable Simultaneously (up to 8 people at once; +1), Area Of Effect (4" Radius; +1) (60 Active Points); Only to Defend Against PRE Attacks (-1), Costs Endurance (-1/2), Spell (Aegia Spell (Water/Cardinal/Female); -1/2), Requires An Atharian Roll (-1/2), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Barrier to the Den

Active Points: 30

Real Cost: 8

Aegia developed this spell for the Omega, so that they could both practice their magic and be useful at the same time; Barrier to the Den creates a very solid first line of defense, capable of

being placed almost anywhere, although it is most commonly used to erect a defense prior to a party camping for the night.

Barrier to the Den: Force Wall (8 PD), Uncontrolled (Stands until dispelled, shattered, or banished by the caster; +1/2) (30 Active Points); No Range (-1/2), Ablative BODY Only (-1/2), Spell (Aegia Spell (Water/Cardinal/Female); -1/2), Requires An Atharian Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Dedicated Defender

Active Points: 44

Real Cost: 12

Aegia believed in defending the defenseless; this spell allowed her to do precisely that. While it can only be cast in those circumstances where the Aegian would be forced to protect someone else, or to rise well above the call of duty, it represents the internal reserve these Seal Bearers can draw upon when that is precisely what's needed.

GM Note: This spell is not so powerful that the Aegian should never be able to cast it, however, it is not a 'first line' spell; there should be a specific moment the caster is reacting too to justify its use.

Dedicated Defender: Aid STR and SPD simultaneously 2 1/2d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1/4), STR and SPD simultaneously (+1/2) (44 Active Points); Conditional Power Power does not work in Common Circumstances (Can only be cast when another individual must be defended, or there is clear risk or a greater loss at hand; -1/2), Self Only (-1/2), Costs Endurance (-1/2), Spell (Aegia Spell (Water/Cardinal/Female); -1/2), Requires An Atharian Roll (-1/2), Concentration (1/2 DCV; -1/4)

Echoing Howls

Active Points: 60

Real Cost: 24

Aegian Craftsman have learned to harness their powerful voices to confound their opponents, creating an echoing area that distracts their opposition and makes it far more difficult for them to pinpoint a specific point of sound or pick up a stealthy opponent.

Echoing Howls: Change Environment 8" radius, -3 to Hearing Group PER Rolls, -3 to Atharian Casting Rolls with Incantations, Multiple Combat Effects, Selective Target (+1/2) (60 Active Points); Spell (Aegia Spell (Water/Cardinal/Female); -1/2), Requires An Atharian Roll (-1/2), Gestures (-1/4), Concentration (1/2 DCV; -1/4)

Home and Hearth

Active Points: 59

Real Cost: 13

As misunderstood spells go, Aegians argue that what they consider their signature spell is all too often forgotten by members of the other Seals. Home and Hearth creates a warded area, protecting anyone within its boundaries from temperatures, minor illness, and airborne agents. While the spell takes time to establish, there are almost no Aegians who would argue against its efficacy.

Home and Hearth: Life Support (Eating: Character only has to eat once per week; Immunity: Common Cold/Flu; Safe in Intense Cold; Safe in Intense Heat; Self-Contained Breathing), Uncontrolled (This spell lasts until the Aegian ends it, everyone else leaves, or after roughly eight hours (at most).; +1/2), Usable Simultaneously (up to 8 people at once; +1), Area Of Effect (4" Radius; +1) (59 Active Points); Extra Time (5 Minutes, Only to Activate, Character May Take No Other Actions, -1 1/4), OIF (A memento of the Aegia's personal home, or memory of absolute safety; -1/2), Spell (Aegia Spell (Water/Cardinal/Female); -1/2), Requires An Atharian Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Hunting Hound

Active Points: 44

Real Cost: 13

Among their odder quirks is the Aegian's desire to never be alone. Whenever they fight, they always want to work within their pack. Use of this spell opens up new options for tactics as the Aegian can direct the Hound in any number of directions, and as an ephemeral creature, it easily passes through obstacles that would impede other attacks.

Hunting Hound: Killing Attack - Ranged 1 1/2d6, Indirect (Attacking, Ephemeral Hound) (Any origin,

any direction; +3/4) (44 Active Points); Limited Mobility (Next Attack Must be Within 6" of Last Attack; -1/2), Spell (Aegia Spell (Water/Cardinal/Female); -1/2), Requires An Atharian Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Licking Wounds

Active Points: 45

Real Cost: 8

While named for the canine habit to lick one's wounds, this spell is useful not only because of its general efficiency, but because the Aegian can treat multiple people at once. With a little time, the Aegian can put a group back together and if not in complete fighting condition, at least capable of recovering and moving on.

Licking Wounds: Healing BODY 2d6, Decreased Re-use Duration (6 Hours; +1/4), Area Of Effect (3" Radius; +1) (45 Active Points); Extra Time (5 Minutes, Character May Take No Other Actions, -2 1/4), Others Only (-1/2), Spell (Aegia Spell (Water/Cardinal/Female); -1/2), Requires An Atharian Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Does Not Work On Some Damage One Type of Damage (Cannot heal damage caused by Earth magic; -1/4), Concentration (1/2 DCV; -1/4)

Nightfall Declaration

Active Points: 45

Real Cost: 8

The pack Beta learn this spell as part of their training to keep a pack organized; Nightfall Declaration is modeled after the howling of wolves and baying at the moon, to communicate the news of the day. Once the spell is initiated, communication can pass freely among any linked members, until the caster ends the spell.

Nightfall Declaration: Mind Link, Human/Sentient class of minds, Any Willing Target, No LOS Needed, Number of Minds (x16) (45 Active Points); Extra Time (1 Minute, Only to Activate, -3/4), Costs Endurance (-1/2), Stops Working If Mentalist Is Stunned (-1/2), Spell (Aegia Spell (Water/Cardinal/Female); -1/2), Requires An Atharian Roll (-1/2), Does Not Provide Mental Awareness (-1/4), Gestures (-1/4), Incantations (-1/4), Normal Range (-1/4), Restrained (Only by means other than Grabs and Entangles; Any

individual who is restrained from Hearing cannot participate until the effect is lifted; the ability of an individual to hear normally does not affect the outcome, but magical interference does; -1/4), Concentration (1/2 DCV; -1/4)

Nose of the Hunter

Active Points: 30

Real Cost: 7

Aegians often need to find people -- whether people they were designated to protect, or otherwise. With this spell, the Aegian's sense of smell becomes equivalent to that of their namesake; it allows the Aegian to pick up scents over much longer distances than they could have otherwise.

Nose of the Hunter: +10 PER with Smell/Taste Group, Difficult To Dispel (x4 Active Points; +1/2) (30 Active Points); Extra Time (1 Minute, Only to Activate, Character May Take No Other Actions, The caster must spend this time attuning to the object and then picking up the trail; -1), Costs Endurance (-1/2), OIF (An object touched by the target in the last day; -1/2), Spell (Aegia Spell (Water/Cardinal/Female); -1/2), Requires An Atharian Roll (-1/2), Restrained (Only by means other than Grabs and Entangles; Stopped by Aniseed, Mustard Seed and similar agents; -1/4), Concentration (1/2 DCV; -1/4)

Omega is Listening

Active Points: 30

Real Cost: 5

One of the first communication spells that Aegian casters (known sometimes as 'Omegas,' as the youngest, newest, or simply most in need of protection) Omega is Listening exemplifies the penchant this Seal shows for knowing when to talk -- and when to listen. Cala has often envied this particular ability because of its simplicity; one can simply stop and listen, and the ears of the Wolf pick up many things the rest of us might miss.

Omega is Listening: Telepathy 6d6 (30 Active Points); Concentration (0 DCV; Character is totally unaware of nearby events; The caster becomes completely absorbed in the act of listening, much as anyone who is intently focused on a task, they lose track of the world around them; -3/4), Stops

Working If Mentalist Is Stunned (-1/2), Language Barrier (-1/2), Costs END To Maintain (Full END Cost; -1/2), Receive Only (Only to perceive surface thoughts; -1/2), Spell (Aegia Spell (Water/Cardinal/Female); -1/2), Requires An Atharian Roll (-1/2), Normal Range (-1/4), Subject To Range Modifier (-1/4), Does Not Provide Mental Awareness (-1/4)

Pack Tactics

Active Points: 58

Real Cost: 18

Not one to fight alone, Aegia knew that the best chance in victory lay in well prepared allies. Through use of Pack Tactics, she bolstered the skill of everyone in her unit, turning veteran troops into an elite fighting squad, even if only temporarily, and at great expense. Ramiel Seal Bearers will go to great lengths to get their hands on this spell.

Pack Tactics: +3 with HTH and Ranged Combat, Usable Simultaneously (up to 8 people at once; +1), Area Of Effect (4" Radius; +1), Selective (+1/4) (58 Active Points); Costs Endurance (-1/2), Spell (Aegia Spell (Water/Cardinal/Female); -1/2), Requires An Atharian Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Predator's Senses

Active Points: 20

Real Cost: 6

With their penchant for 'non-traditional combat magic,' as they put it, the Aegians have learned to compensate by not needing to be concerned with elements in the environment that confound the senses of others. By converting both their hearing and their sense of smell into dedicated combat senses. Unlike many other spells of this type, the Aegian has complete control over their senses and are not more vulnerable to extreme bursts of sound or pungent gas effects.

Predator's Senses: Targeting with Smell/Taste Group (20 Active Points); Costs Endurance (-1/2), Spell (Aegia Spell (Water/Cardinal/Female); -1/2), Requires An Atharian Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Restful Slumber

Active Points: 30

Real Cost: 5

Aegia, always the protector, believed as most mothers do in the benefits of a good night's rest. Through this spell she could ensure that sleep would be even more beneficial than usual. Restful Slumber is a common spell among Aegian casters; almost all of them know it, and they willingly share it with each other, ensuring that it's commonly available.

Restful Slumber: Healing BODY 3d6 (30 Active Points); Gradual Effect (6 Hours; -1 1/2), Extra Time (1 Minute, Only to Activate, Character May Take No Other Actions, -1), OIF (A pinch of sand, and a few pieces of feather down; -1/2), Others Only (-1/2), Spell (Aegia Spell (Water/Cardinal/Female); -1/2), Requires An Atharian Roll (-1/2), Restrained (Only by means other than Grabs and Entangles; Keeping the target awake during this period; -1/4), Gestures (-1/4), Conditional Power Power Only Works When Target Can Sleep (-1/4), Concentration (1/2 DCV; -1/4)

Salting Wounds

Active Points: 60

Real Cost: 16

That which can heal can also harm, so goes the old saw. Aegia knew this well enough, and developed a knack for knowing precisely where to strike her opponents to deal the most damage in a short amount of time, constantly worrying a single targeted area. By crushing salt into an open wound, she was able to cripple otherwise seemingly unstoppable foes.

Salting Wounds: Hand-To-Hand Attack +6d6, No Normal Defense (To carry no wounds; +1) (60 Active Points); Hand-To-Hand Attack (-1/2), OIF Expendable (Easy to obtain new Focus; A pinch of salt, or lemon juice; -1/2), Spell (Aegia Spell (Water/Cardinal/Female); -1/2), Requires An Atharian Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Worrying Bite

Active Points: 30

Real Cost: 11

With this spell, the caster gains a powerful tenacity, once they have engaged an opponent, their strikes land unerringly through their hands, the magic surrounding them powerful and violent. While called 'worrying bite' for the wolf's ability to attack and stay attached, this spell symbolizes it in granting the caster a similar attribute -- to remain engaged with their target almost indefinitely.

Worrying Bite: Killing Attack - Hand-To-Hand 1d6 (1d6+1 / 1 1/2d6 w/STR), Continuous (+1) (30 Active Points); Spell (Aegia Spell (Water/Cardinal/Female); -1/2), Requires An Atharian Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Panther Spells

Element: Fire

Cast: Male

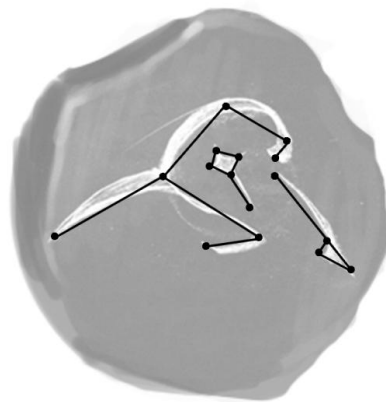
Position: Fixed

Countersign: Haislin

The Burning Seal embodies the spirit of adventure itself. Possessed of great drive and determination to achieve whatever goal they have for themselves, the Panther strive towards greatness, in whatever form they envision it. Panthers wish to burn ever more brightly than those around them; sometimes to the detriment of their party members.

Mages of other Seals learn Panther spells because: their magic often lends itself directly to combat and dramatic effect. For large, flashy fire-based effects, no sign compares to Panther.

Some people avoid learning Panther spells because: Panther magic shows heavy influence towards form over function in some cases. For casters who show no interest in combat or being the center of attention, these spells offer very little benefit.



Accelerant

Active Points: 30

Real Cost: 8

Accelerants are those things which help fire burn; with this spell, the caster can fuel a specific spell, giving it additional power and life; they can also use it to add fuel directly to a fire, causing that fire to spread faster.

GM Note: like anything in the HERO system, fire consumes END; in a metagame sense, it spreads when it has things to eat, which it converts to END to burn hotter and faster. The net effect of this spell is that it increases the overall power of any other spell that it touches.

Accelerant: Aid Fire Damage and Effects 3d6 (30 Active Points); Costs Endurance (-1/2), Others Only (Pre existing flames and spells already in place; -1/2), Spell (Panther Spell (Fire/Fixed/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Backdraft

Active Points: 44

Real Cost: 13

What many casters learn as the precursor to Flashover, Backdraft is a powerful pre-prepared spell, primarily used as a trap, although it has been used simply to deter pursuit once the Panther has put it in place. The smallest crack in a door or small opportunity and chance to be properly fueled will activate Backdraft, to the detriment of anyone standing on the other side of the effect.

Backdraft: Killing Attack - Ranged 1 1/2d6, Trigger (Activating the Trigger requires a Zero Phase Action, Trigger requires a Turn or more to reset; The catalyst event that allows the 'primed' spell to execute; +1/4), Explosion (Cone; -1 DC/2"; +1/2) (44 Active Points); No Range (-1/2), Spell (Panther Spell (Fire/Fixed/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Ever Burning Flame

Active Points: 45

Real Cost: 12

Through use of this spell, the Panther can stand toe-to-toe in many magical combats that might otherwise destroy a caster without a similar defense; the Panther is unconcerned with getting hit; in some cases, that's precisely their intent. While the defense is not perfect, the caster who uses Fuel the Fire has an edge over many other casters, but the counter-element, Air, slices straight through this defensive spell.

Ever Burning Flame: Absorption 3d6 (energy, END), Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +1/2), Provides Resistant PD and ED (+1/2), Absorption As A Defense (x2) (45 Active Points); Cannot absorb Air damage and effects (-1/2), Costs Endurance (-1/2), Spell (Panther Spell (Fire/Fixed/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Exemplar of the Internal Flame

Active Points: 55

Real Cost: 20

Exemplar of Internal Flame is considered by many Atharians "the" spell of the Panther; by focusing their own internal energy, they unleash an inferno that dances around them, adding its force to the damage done by the caster in combat, and making the caster too hot to approach in combat. As difficult as it is to cast, many casters, including Ohanzet, attempt to find and learn this spell.

Exemplar of the Internal Flame: Killing Attack - Ranged 1d6+1, Damage Shield (Offensive; +3/4), Continuous (+1) (55 Active Points); Spell (Panther Spell (Fire/Fixed/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Flashover

Active Points: 60

Real Cost: 16

The thought of Flashover being used can cause abject terror in those people who have seen it in use; Flashover does precisely what it describes. When an accelerant (flour, saw dust, or any combustible vapor) is in the air, this spell ignites it into a tremendous explosion. The critical component of Flashover, however, is having that additional accelerant. Without it, the spell simply creates a small, ineffectual spark.

GM Note: Spells such as The Terror and the Flame, and Heat Mirage, which have +Temperature elements, can in the right environment create the circumstances to allow Flashover.

Flashover: Killing Attack - Ranged 2 1/2d6, Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect does a predefined amount of damage, Side Effect always occurs whenever the character does some specific act; Only does 1d6 of fire damage, with no explosion, when no accelerant is present; +0), Explosion (+1/2) (60 Active Points); OIF Expendable (Difficult to obtain new Focus; Accelerants of opportunity (wood vapor, saw dust, flour, etc.); -3/4), Spell (Panther Spell (Fire/Fixed/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Restrained (Only by means other than Grabs and Entangles; Flashover will not function in a heavily moist environment; during or immediately after a rain storm, etc.; -1/4), Concentration (1/2 DCV; -1/4)

Fury of Battle

Active Points: 60

Real Cost: 16

Panther love the spotlight, and they love conflict -- they can share this love of battle with others, including those who may otherwise have total command of their senses. This spell lends

itself to Panther's passion; they've been known to cast it on people purely to start a fight to showcase their own talents.

Fury of Battle: Mind Control 8d6, Cumulative (+1/2) (60 Active Points); Set Effect (To render someone incapable of telling friend from foe, and inspire them to battle; -1/2), Spell (Panther Spell (Fire/Fixed/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Does Not Provide Mental Awareness (-1/4), Gestures (-1/4), Incantations (-1/4), Normal Range (-1/4), Concentration (1/2 DCV; -1/4)

Hands of Flame

Active Points: 30

Real Cost: 10

The caster, using one of the much more dramatic spells available in the Atharian arsenal, causes their hands to explode in flame, which they can either use to strike directly (without hurling it) or by actively throwing it at their opponents.

GM Note: The advantage, "Lingering," allows what is normally an 'instant' effect to be treated either as 'held' or 'thrown' as part of its special effect. Should the caster attack with this ability in any way, they still consume END for that attack as they did when the spell was cast.

Hands of Flame: Killing Attack - Ranged 1d6, Lingering up to 5 Minutes (+1) (30 Active Points); Spell (Panther Spell (Fire/Fixed/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Range Based On Strength (-1/4), Concentration (1/2 DCV; -1/4)

Heat Mirage

Active Points: 45

Real Cost: 16

Heat Mirage is often called the Panther's idea of 'subtlety.' The searing heat generated creates waves that lift off the ground, completely obscuring the vision of anyone trying to even see out of it. Like many spells of its type, this spell can quickly alter the course of a battle.

Heat Mirage: Change Environment 8" radius, -3 to Sight Group PER Rolls, +3 Temperature Level Adjustment, Long-Lasting 20 Minutes, Multiple Combat Effects (45 Active Points); Spell (Panther Spell (Fire/Fixed/Male); -1/2), Requires An

Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Ice Melter

Active Points: 30

Real Cost: 8

While not technically opposed, Panther magic exemplifies all things about fire, including its propensity to convert water to steam, and ice back to water. Through use of this spell, the caster breaks down any active water-based effect (solid ice, sheets of water, and so on).

Ice Melter: Dispel Water barriers, shields, and defenses 10d6 (30 Active Points); Only Works Against (Ice and water manifested effects; -1/2), Spell (Panther Spell (Fire/Fixed/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Beam (-1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Read the Ashes

Active Points: 45

Real Cost: 7

Panther Seal Bearers have a deep rooted understanding of fire and "how it works," and why it works the way it does. Similarly to the other central signs, this casting group has always had a strong direct affinity with the element itself. Strong enough that they can often tell the history of an area from the perspective of the flame. Aegians sometimes learn this spell to better understand a house from its fireplace, while Kaindan use it to understand the history of the forest.

Read the Ashes: Retrocognitive Clairvoyance (Mystic Group), Discriminatory (45 Active Points); Extra Time (1 Minute, Character May Take No Other Actions, -1 3/4), Retrocognition Only (Only to know what caused a fire; -1), Gradual Effect (1 Minute; -1/2), Restrained (If the caster cannot search an area, this power cannot function; -1/2), No Range (The caster must actively search the area; -1/2), Spell (Panther Spell (Fire/Fixed/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Concentration (1/2 DCV; -1/4)

Singe

Active Points: 30

Real Cost: 10

Reaching back to their more animalistic roots, some Panther have developed the ability to hunt by smell alone. Other Panther with the same gift know competition when they see it, and Singe was the result of the Panther rivalry. A spell that, too many other Atharians, serves no purpose beyond Panther Sealbearers creating bright, hot flash-burns in each other's eyes, which leave a momentary, but powerful burning smell.

Singe: Sight and Smell/Taste Groups Flash 5d6 (30 Active Points); OIF Expendable (Easy to obtain new Focus; A small pinch of dust; -1/2), Spell (Panther Spell (Fire/Fixed/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Concentration (1/2 DCV; -1/4)

Suffocating Grip

Active Points: 45

Real Cost: 12

A powerful spell by any measure, many Panther don't make use of it, because it lacks any real 'flash' and is simply terrifying in its efficiency. The caster raises the temperature of whatever they've grabbed, causing massive damage. The shock and pain rip through opponents, leaving them scorched and vulnerable. The raw power needed to create the effect tends to put a heavy tax on the caster, however.

Suffocating Grip: Killing Attack - Hand-To-Hand 1d6 (1d6 / 1d6+1 w/STR), No Normal Defense ([Standard]; Safe in Intense Heat; +1), Does BODY (+1) (45 Active Points); Restrained (Requires a complete grip on the target; -1/2), Increased Endurance Cost (x2 END; -1/2), Spell (Panther Spell (Fire/Fixed/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

The Purity of War

Active Points: 56

Real Cost: 20

This spell completes the trifecta of spells used by high ranking Craftsman ranked casters who follow the road of Panther. With fire as their ally, they alter their opponent's perceptions of

them and confound them with the blaze. However, the blazing light makes the Panther incredibly easy to spot on a battlefield; in some cases that's very good; in others, very bad.

The Purity of War: Change Environment 1" radius, -2 DCV, -2 OCV, Multiple Combat Effects, Personal Immunity (+1/4), Mobile (The aura moves as the caster moves, up to 6"; +1) (56 Active Points); Spell (Panther Spell (Fire/Fixed/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

The Terror and the Flame

Active Points: 60

Real Cost: 16

Creating a burning aura around themselves, the Panther uses this spell to inspire raw terror in those they face. The Terror and the Flame is a signature Panther Seal spell, not commonly learned by other casters, although Ramiel Seal Bearers have been known to cast it. This spell creates chaos on the field, as the caster seemingly erupts into a fiery heat wave, disrupting the attacks of those trapped within it and inspiring an ancient fear of fire.

The Terror and the Flame: (Total: 60 Active Cost, 16 Real Cost) Change Environment 2" radius, +3 Temperature Level Adjustment, -3 OCV, Multiple Combat Effects, Personal Immunity (+1/4) (45 Active Points); No Range (-1/2), Spell (Panther Spell (Fire/Fixed/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Explosion (-1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 13) plus +15 PRE (15 Active Points); Only to Make Presence Attacks (Only to inspire fear of fire; -1), Linked (Hand to the Fire; Lesser Power can only be used when character uses greater Power at full value; -3/4), Costs Endurance (-1/2), Spell (Panther Spell (Fire/Fixed/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Physical Manifestation (A fiery aura that springs around the caster; -1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 3)

Traces of Luminance

Active Points: 30

Real Cost: 9

The Panther can create a flickering luminescence that drenches everything in light -- brightening the area, and making it that much easier to find and strike targets that are captured in the glare.

Traces of Luminance: Suppress Invisibility, sight-based darkness effects, et al. 4d6, Explosion (+1/2) (30 Active Points); Cannot Suppress Air Based Effects (-1/2), Spell (Panther Spell (Fire/Fixed/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Estheria Spells

Element: Earth

Cast: Female

Position: Mutable

Countersign: Veritais

The bearers of the Seal of Estheria often struggle to explain themselves to other people. Their primary focus, purity and grounding, defies simple description. For those who grasp the meaning of the Seal, however, a level of enlightenment and stability comes from Estheria that no other sign offers, and for this reason the descriptors 'unique' and 'situation specific' are often ascribed to them.

Mages of other Seals learn Estherian spells because: the raw utility of their magic cannot be overstated. The circles and protective magigrams that are the hallmark of this Seal have protected many a group over many hundreds of years.

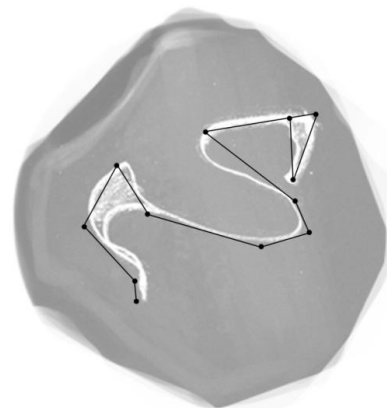
Some people avoid learning Estherian spells because: they have difficulty envisioning proper use of the magic itself. Some of the spells are circumstantial, and casters who lack foresight tend to eschew these magics in favor of more direct applications.

Distillation of Impurities

Active Points: 60

Real Cost: 20

Distillation is a powerful spell, even by the measure of other magics. Like similar spells of



its ilk, its uses are many and varied, whether it's being used to completely cleanse an object of its impurities or to break a shaped object into its component state. While it's no good against a pure object, made from a single pure element which has no impurities to dispel, it can break down any normal sword back to its component ores.

GM Note: Distillation of Impurities will break down nearly anything; most objects made of stone aren't "pure stone," they're composed of many different elements. It's possible that someone could have a necklace of pure gold, or a weapon of pure silver; these things would be immune. Generally, however, any weapon will be broken down and take damage normally.

Distillation of Impurities: Dispel Any metal, stone work or similar object that has been worked with other minerals 10d6, Cumulative (240 points; +1) (60 Active Points); No Range (-1/2), Spell (Estheria Spell (Earth/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Concentration (1/2 DCV; -1/4)

Earthen Foundation

Active Points: 45

Real Cost: 13

Where Bellarian's use the Earth as a defense, Estherians prefer to use it in their own view, where it acts as grounding and purifying element, and as a foundation builder. With Strength of Earth, the caster lends the fortitude and stability of the terrain to their allies.

Earthen Foundation: Aid CON and BODY 3d6, CON and BODY (+1/2) (45 Active Points); Costs Endurance (-1/2), Spell (Estheria Spell (Earth/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Only When In Contact With The Ground (Both caster and target must be in contact with the ground; -1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Earthen Road

Active Points: 60

Real Cost: 18

A comparatively unknown spell of Estheria, she used Earthen Road almost as often as she walked anywhere, finding it in many cases simply more convenient. She was also known to make use of it as a matter of avoidance, while she couldn't breathe underground, it did enable her to stay below ground for moments at a time, some of them critical moments.

Earthen Road: Tunneling 6" through 6 DEF material, Fill In, Uncontrolled (While movement always costs END, the spell remains active through the duration of a given scene or combat; +1/2) (60 Active Points); Only When In Contact With The Ground (natural earth, stone, and soil only; -1/2), Spell (Estheria Spell (Earth/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Echoes of Stone

Active Points: 20

Real Cost: 5

Echoes of Stone is the traditional name of this spell, although contact with any terrain will do. The caster's 'hearing' does not improve, per se, but converts the sympathetic vibrations caused by other things into sound, allowing them to dramatically extend their hearing range.

Echoes of Stone: +10 PER with Hearing Group (20 Active Points); Costs Endurance (-1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Spell (Estheria Spell (Earth/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Extra Time (Full Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4), Only When In Contact With

The Ground (The caster must touch the ground to 'hear' the vibrations; -1/4)

Fortitude of Mountains

Active Points: 60

Real Cost: 18

The Fortitude of Mountains was the spell that Estheria, the icon of stability, developed in response to the changeling, Dualla and that Seal's ability to alter their own state of being, although any Air based magic can be countered with this spell.

The Fortitude of Mountains: Dispel Air based magics and effects 10d6, Affects Desolidified Any form of Desolidification (+1/2), Any two air based magics or special effects simultaneously (+1/2) (60 Active Points); No Range (-1/2), Spell (Estheria Spell (Earth/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Grasping Mud

Active Points: 44

Real Cost: 13

Grasping Mud speaks to Estheria's desire to take stock of a situation. Anyone caught within its grip slows down dramatically, in some cases nearly grinding to a halt as the mud creeps up and wraps around limbs and squeezes the breath from those trapped within it.

Grasping Mud: Suppress SPD 5d6, Area Of Effect (3" Radius; Only affects those targets in contact with the ground (two-dimensional); +1), Two-Dimensional (-1/4) (44 Active Points); Only When In Contact With The Ground (natural earth, stone, and soil only; Grasping Mud must be cast on natural terrain; -1/2), Spell (Estheria Spell (Earth/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Grounding Energy

Active Points: 30

Real Cost: 7

Estherian mages learn early in their careers that the earth is a powerful ally; many of their abilities focus on grounding and redirecting energy. In this case, they simply contain it within the earth itself, creating a 'dead zone' that magic

has difficulty reaching, and thus, making it far more difficult to cast spells while within it. As sometimes happen with earlier magic, it cannot overcome the countersign (Veritais) or its element (water), but its utility is still well respected.

Grounding of Energy: Change Environment 4" radius, -6 to Atharian Magic rolls (30 Active Points); Does Not Affect Some Spells (Veritais Seal Bearers and Water Magic; -3/4), Only When In Contact With The Ground (natural earth, stone, and soil only; All targets must be in contact with the ground; -1/2), Spell (Estheria Spell (Earth/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Two-Dimensional (-1/4), Concentration (1/2 DCV; -1/4)

Hurtling Stones

Active Points: 45

Real Cost: 13

In a suite that deals almost no damage, Hurtling Stones stands out as not only a "pure attack spell," but a brutally efficient one capable of banging through armor. While the Estherian is limited to those things of the appropriate weight and size, when they have the right tools, they can rain pain on their opposition.

Hurtling Stones: Killing Attack - Ranged 2d6, Penetrating (+1/2) (45 Active Points); OIF (A sufficiently sized natural stone, piece of metal, etc. of opportunity (at least the size of a fist, or a minimum of 1 pound); -1/2), Spell (Estheria Spell (Earth/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Inaccurate 1/2 OCV (-1/4), Concentration (1/2 DCV; -1/4)

Infamous Fastidiousness

Active Points: 30

Real Cost: 7

An odd spell, Fastidiousness speaks to the spinsterish nature of Estheria in her older years; while she appears to take only a moment, the results of her efforts are shocking. This spell can remove blood, dirt, stains, and reorder disorganized things. Estherian soldiers tend to always be slightly better organized, and better presented. Estherian casters, however, are always impeccably presented, and this spell is why.

Infamous Fastidiousness: Cosmetic Transform 6d6 (Disorderly, dirty areas into ordered, clean things) (30 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4), No Range (-1/2), Spell (Estheria Spell (Earth/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Natural Grounding

Active Points: 60

Real Cost: 18

The Estherian's ability to ground themselves supersedes the ability of any other class; this spell enables them to convert energy that they encounter -- any energy, in fact -- into additional reserves. However, to do this they must be able to channel that same energy back into the earth and purify it; they must be 'grounded,' or in contact with natural earth, soil or stone.

Natural Grounding: Absorption 4d6 (energy, END), Can Absorb Maximum Of 44 Points' Worth Of Energy Damage, Absorption As A Defense (x2) (60 Active Points); Only When In Contact With The Ground (natural earth, stone, and soil only; -1/2), Costs Endurance (-1/2), Spell (Estheria Spell (Earth/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Concentration (1/2 DCV; -1/4)

Penetration of Lies

Active Points: 30

Real Cost: 11

With their ability to purify the area around them, this spell enables the Estherian, surreptitiously, to determine the existence of illusory magics and effects in the area and see them for what they truly are.

Penetration of Lies: Detect Illusions and Desolidified Creatures 11- (Sight Group), Concealed (-5 with Detect PER Rolls), Discriminatory, Analyze, Tracking (30 Active Points); Spell (Estheria Spell (Earth/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Re-Energize

Active Points: 45

Real Cost: 10

A canonical spell of Journeymen Estherians, Energize causes opponents to stumble badly as the caster absorbs the energy of their opponent and converts it into energy for their own use.

Re-Energize: Transfer 2d6 (STUN to END and STUN), Variable Effect (To) to END and STUN simultaneously (+1/2) (45 Active Points); Others Only (-1/2), OIF (A well cut crystal, which the caster has had in their possession more than one day; -1/2), Only When In Contact With The Ground (natural earth, stone, and soil only; -1/2), Spell (Estheria Spell (Earth/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Returning to Earth

Active Points: 30

Real Cost: 9

Estherians are not known for being highly aggressive, but they are known for being able to subtly alter the condition of a battle, and this spell receives much of the praise for those results. This spell calls for a return of the target's strength back to the Earth from whence it came -- all at once. Because of its immediate and obvious combat use, this spell is sought by many casters, but Bellarian's and Ohanzet's make it a point to learn it, despite the increased difficulty.

Returning to Earth: Drain STR 3d6 (30 Active Points); Only When In Contact With The Ground (natural earth, stone, and soil only; The target must be grounded; -1/2), Spell (Estheria Spell (Earth/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Stone Club

Active Points: 45

Real Cost: 16

Through this spell, the Estherian is rarely unarmed. Not unlike its sister-spell Ivory Hammer, Stone Club allows the Estherian to pick up almost any significant piece of stone, anything they can get a good grip around, and through their magic

extend it into a significant weapon. Stone Club is one of the spells considered to be necessary by many other casters simply because of its absolute dead usefulness.

Stone Club: Killing Attack - Hand-To-Hand 1d6+1 (1d6+1 / 2d6 w/STR), +1 Increased STUN Multiplier (+1/4), Lingering up to 5 Minutes (+1) (45 Active Points); Spell (Estheria Spell (Earth/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Sudden Sinkhole

Active Points: 60

Real Cost: 12

The ability to keep things from happening too swiftly, before giving it due consideration continues to be an Estherian trait. With this spell, the caster can cause the ground itself to suddenly sink; bringing multiple opponents to a sudden halt at once. While they still have access to their weaponry, their mobility is destroyed. Ohanzet casters are often on the lookout for this spell because of its incredible utility. Cala has also found consistent use for this spell, but often in different circumstances.

Sudden Sinkhole: Entangle 4d6, 4 DEF, Autofire (3 shots; +1/4), Entangle And Character Both Take Damage (+1/4) (60 Active Points); Does Not Prevent The Use Of Accessible Foci (-1), Set Effect (Feet and Legs Only) (-1), Spell (Estheria Spell (Earth/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Cannot Form Barriers (-1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Cala Spells

Element: Air

Cast: Male

Position: Cardinal

Countersign: Ramiel

The Raven loves to know; whether taking the knowledge through guile, or direct methods, Raven will go to great lengths to know just about anything, and Cala and the associated Sealbearers do not deviate from this. A "mage's mage," in that sense, the bearers of this Seal are truly dedicated to unearthing all the knowledge that they can.

What they do with it afterwards, however, varies wildly.

Mages of other Seals learn Calan magic because: Simply put, "stealing stuff is fun." Whereas Dualla has utility in a similar vein with its mirrors, Cala can steal almost anything that isn't nailed down, and in addition, they have strong combat magic, often used in the event they get caught. Many advanced Cala insist that those spells should never need to be bound to a caster. A Cala should never be caught.

Some people avoid learning Cala spells because: Simply put, "stealing stuff is fun." For some people, far too much fun. The temptation and the freedom to obtain things without permission can be a powerful experience; uncontrolled it can also be a dangerous one, and those who are untrained have no business meddling with magic that requires skill, finesse and timing.

A Cloud of Feathers

Active Points: 40

Real Cost: 9

It's important, if you are not a natural combatant, to know how to avoid a fight -- or at least getting struck. Cloud of Feathers does precisely that, by allowing the caster to avoid many kinds of attacks. While it is far from fool-proof, it has saved many casters' lives in many different circumstances.

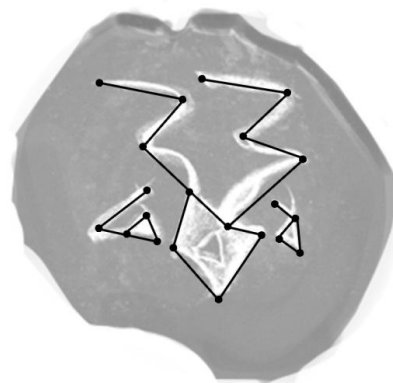
A Cloud of Feathers: Desolidification (affected by Earth based spells and effects) (40 Active Points); Activation Roll 11- (-1), Cannot Pass Through Solid Objects (-1/2), Spell (Cala Spell (Air/Cardinal/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

A Conspiracy of Ravens

Active Points: 31

Real Cost: 9

Through this spell, one of the more notorious, Cala breaks down the mental wherewithal of their target, often murmuring things that seem nonsensical (at worst) to the outsider, but somehow slide into the mind of their victim. Victims tend to stammer and stare off at nothing, searching for things that aren't there, insisting that they've heard voices uttering names



from the past. Alternate versions title this spell, simply, "Nevermore."

A Conspiracy of Ravens: Ego Attack 2 1/2d6, Invisible Power Effects, SFX Only (Fully Invisible; +1/4) (31 Active Points); Spell (Cala Spell (Air/Cardinal/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Does Not Provide Mental Awareness (-1/4), Gradual Effect (1 Turn (Post-Segment 12); -1/4), Incantations (-1/4), Normal Range (-1/4), Subject To Range Modifier (-1/4), Concentration (1/2 DCV; -1/4)

A Predilection to Shiny Objects

Active Points: 30

Real Cost: 9

Cala bearers have been known to get flustered when this spell is brought up in conversation -- few, if any, know what it's original purpose was or how it's used currently. There are a few, though, who simply get a broad smile across their faces, shrug innocently, and refuse to comment further on the topic.

A Predilection to Shiny Objects: Detect A Class Of Things (Shiny objects, value notwithstanding) 14- (Unusual Group), Discriminatory, Analyze, Sense, Targeting (30 Active Points); Costs Endurance (-1/2), Spell (Cala Spell (Air/Cardinal/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

A Talent of Sharp Talons

Active Points: 60

Real Cost: 10

Like much of the Atharian magic, Cala would argue that this isn't really a 'spell,' so much as a 'knack.' This is the kind of thing that Cala is prone to say, and many other Atharians find it inherently maddening. The nature of the spell leads to an idea of simplicity that the Cala is simply 'speaking to it with her hands' and while that explanation seems sufficient for other Cala, many other Atharians find it woefully short.

A Talent of Sharp Talons: Minor Transform 6d6 (Locked device to unlocked, Relocking) (60 Active Points); Limited Target ([Very Limited]; Only locks and similar devices used to bar passage; -1), Gestures (Complex; Requires both hands; -3/4), All Or Nothing (-1/2), No Range (-1/2), Extra Time (Full Phase, -1/2), Spell (Cala Spell (Air/Cardinal/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Alighting Upon Rooftops

Active Points: 8

Real Cost: 2

Traveling the Thieves' Highway -- moving from rooftop to rooftop -- is a long time preference for many Cala. Through use of this spell, it becomes much simpler, as they can cross significant distances much more easily, and in some cases, has enabled the caster to take an exit route that may have otherwise proven too severe a fall. Kaindan tend to seek out this spell as it allows them to move more swiftly and more quietly than they might otherwise, and gives them a distinct advantage when in pursuit.

Alighting Upon Rooftops: Gliding 8" (8 Active Points); Coasting (-1/2), Costs Endurance (-1/2), Spell (Cala Spell (Air/Cardinal/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Cala's Hidden Mind

Active Points: 20

Real Cost: 7

Cala had many things from which he needed to hide; not the least of which were various hunters, seekers and guards looking to take back whatever he'd stolen. Cala knew full well how to hide in plain sight; hiding from the commands of Ramiel and the sweeping scans of Ohanzet were entirely different matters. This spell keeps the Cala from being subject as no one can actually perceive them.

Cala's Hidden Mind: Invisibility to Mental Group, No Fringe (20 Active Points); Spell (Cala Spell (Air/Cardinal/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Chatter of Crows

Active Points: 40

Real Cost: 11

This spell emulates one of the lesser known traits of Cala -- he was a talker. Almost an excessive one. The reason for this was because in part he knew that gaining the trust of people allowed him to gain information, and information meant getting to new things which he could wrap his talons around. The nature of Chatter of Crows notes that 'incantations are required throughout,' this represents the need for the Calan to be engaged with a single individual (or small group) on a personal level.

Chatter of Crows: +10 with Conversation (40 Active Points); Incantations (Requires Incantations throughout; -1/2), Only an individual or small group (Chatter of Crows cannot engage massive groups of people; -1/2), Costs Endurance (-1/2), Spell (Cala Spell (Air/Cardinal/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Concentration (1/2 DCV; -1/4)

Denseness of Air

Active Points: 45

Real Cost: 13

Through use of this enchantment the Cala carefully binds a feather about a piece of incense, which when fueled creates an incredibly dense cloud of choking sweet incense and completely

obscures visibility in the area. Cala tend to bind this spell when the situation calls for either infiltration or exfiltration; some Panthier cannot abide by this spell, for reasons no one has ever fully understood.

Denseness of Air: Darkness to Sight and Smell/Taste Groups 4" radius (45 Active Points); OIF Expendable (Easy to obtain new Focus; A bit of incense, and a raven's pinion; -1/2), Spell (Cala Spell (Air/Cardinal/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Range Based On Strength (However the caster can place the feather and incense marks the focal point of the spell; -1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Ghosts Upon the Floor

Active Points: 45

Real Cost: 12

Cala has many ways of altering perceptions; chief among them is this spell, known by almost all Cala Journeymen, that allows the caster to directly alter the world the target perceives. While the caster can generally only alter one individual's mind and within certain limits, it can be an invaluable tool in the right circumstances.

Ghosts Upon the Floor: Mental Illusions 9d6 (Human/Sentients class of minds) (45 Active Points); Stops Working If Mentalist Is Stunned (-1/2), Costs END To Maintain (Full END Cost; -1/2), Spell (Cala Spell (Air/Cardinal/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Persistence of Memory

Active Points: 60

Real Cost: 12

There are few Cala who know this spell and don't simply carry a memory stone they can prepare quickly. While not a powerful effect, it's strong enough (and the caster has sufficient time to prepare it) to confound an opponent long enough to at least create a significant distraction. Against the weak willed, it's incredibly potent, as few people have the appropriate defenses to shed the weight of the memory stone.

Persistence of Memory: Mind Control 9 1/2d6 (Human/Sentient class of minds), Delayed Effect (The caster can prepare this spell in advance, or cast it on the fly. If cast in advance, then the Extra Time is spent at the time of preparation.; +1/4) (60 Active Points); Extra Time (1 Turn (Post-Segment 12), Only to Activate, The caster must place the new memories in the stone.; -3/4), Set Effect (Only to alter and remove memories; -1/2), OIF (A small stone, in which the caster has whispered the new memory; -1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act; The target will never remove the Memory Stone, but should it be taken off of their person, the spell immediately ends.; -1/2), Spell (Cala Spell (Air/Cardinal/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Silence Unbroken

Active Points: 52

Real Cost: 17

While not known for their combat abilities, Cala has developed spells that he could use to swiftly and quietly deal with opposition; unlike Sevda's preference for elimination, Cala never had a killer instinct, but would use this spell from the shadows as a less than subtle way of handling his foes. Despite a stereotypical preference for killing, Sevda Seal Bearers will often pay very well for this spell if they don't know it.

Silence Unbroken: Energy Blast 6d6, Autofire (3 shots; +1/4), Invisible Power Effects, Source Only (Fully Invisible; +1/2) (52 Active Points); OIF (A small bag of soot, and a pinch of gravedirt; -1/2), Spell (Cala Spell (Air/Cardinal/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Concentration (1/2 DCV; -1/4)

Snatching Claws of the Raven

Active Points: 44

Real Cost: 11

"The best way to steal something," quoth the Raven, "is to not be there when it gets stolen." Claws of the Thief allows precisely that. While the spell is limited in what it can reasonably lift, the level of control the caster has over it more than makes up for its comparative lack of strength.

GM Note: Remember that this is not a traditional telekinesis; Claws of the Raven only allows for the manipulation and seizure of objects; it cannot make attacks, double as an entangle, etc.

Snatching Claws of the Raven: Telekinesis (13 STR), Fine Manipulation, Indirect (Same origin, any direction; +1/2) (44 Active Points); Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Not Combat Capable (This limitation specifies that the telekinesis cannot 'fight;' it cannot swing like a fist, although it could try and grab a weapon., seize an item from a belt, and so on.; -1/2), Spell (Cala Spell (Air/Cardinal/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Physical Manifestation (An ethereal raven, barely visible, but most certainly tangible; -1/4), Gestures (-1/4), Incantations (-1/4), Cannot Be Used With Multiple-Power Attacks (-1/4)

Speak with Shade

Active Points: 45

Real Cost: 8

Very little is known about Shades; those elements of an individual's soul which remain behind after the release of their final breath. Through this spell the Cala -- once they've located the shade -- can communicate with it. The power of the spell allows the caster to reach out and learn the section of its life that the Shade can recall, including most of its previous life up to the point of death.

Speak with Shade: Telepathy 9d6 (Shades and the Undead class of minds) (45 Active Points); Extra Time (1 Minute, Only to Activate, Character May Take No Other Actions, -1), Costs END To Maintain (Full END Cost; -1/2), Language Barrier (-1/2), Spell (Cala Spell (Air/Cardinal/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Communication Only (-1/4), Gestures (-1/4), Incantations (-1/4), Does Not Provide Mental Awareness (-1/4), Concentration (1/2 DCV; -1/4)

Thief of Thoughts

Active Points: 60

Real Cost: 13

Considered the signature Cala spell, and the ultimate fulfillment of their self-appointed role of purveyors of the unknowable, Thief of Thought

is a spell that is rarely, if ever, taught. There are no copies of it in the academy, and no Cala in known records knows how to recreate it.

GM Note: This is a powerful spell in this setting, and may allow the caster to obtain information that the GM may not otherwise want to reveal. It can be used as an NPC weapon, but use it with discretion.

Thief of Thoughts: Telepathy 6d6 (Human/Sentient class of minds), Invisible Power Effects, Hide effects of Power (Fully Invisible; +1) (60 Active Points); Costs END To Maintain (Full END Cost; -1/2), Language Barrier (-1/2), Stops Working If Mentalist Is Stunned (-1/2), Increased Endurance Cost (x2 END; -1/2), Spell (Cala Spell (Air/Cardinal/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Concentration (1/2 DCV; -1/4), Mandatory Effect EGO +10 (This is the minimum required to obtain information; -1/4), Normal Range (-1/4)

Wing Buffet

Active Points: 30

Real Cost: 13

The Cala appears to extend a hand, and a volley of feathers fly forward, reaching out blinding anyone it strikes.

Wing Buffet: Sight Group Flash 6d6 (30 Active Points); Spell (Cala Spell (Air/Cardinal/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Concentration (1/2 DCV; -1/4)

Sevda Spells

Element: Water

Cast: Female

Position: Fixed

Countersign: Bellaria

Life and Death mean about the same thing to Sevda as they do to most people; the difference being Sevda has a strong personal understanding of the delicate balance that needs to be struck to attain harmony, and more importantly, how easily it all comes undone. Beautiful and lethal, Sevda attracts people in many ways, and kills them in many more. Contained within the Poison Flower are secrets of love, loss, hope, and near endless possibilities, as well as death, fear, and frustration.



Mages of other Seals learn Sevda spells because: They count in their number some of the most efficient means of silently dispatching opponents known, whether it's the evidence eliminating *Icicle of Mourning* or the more egalitarian *Goodnight Kiss*, Sevda magic walks the line between things that can be taught and things that should never be taught.

Some people avoid learning Sevda spells because: they carry a taint with them; as though simply knowing some of the darker, more condemning spells in the group makes one a party to them, or somehow approving of this behavior that Sevda is known for.

Bleeding Heart

Active Points: 60

Real Cost: 17

Sevda, fortunately, rarely make use of this spell; like the Cala's knack for picking locks, Sevda casters would suggest that this isn't a "spell" at all -- although it can be learned by other casters -- as much as it is a manifestation of rage, anger and pain. The only time a Sevda, or any caster, can use Bleeding Heart is when they have sunk to a state of blind pain, rage or fear. Only then can their mana be tapped into with no barrier, and no trained safeguard. When this happens, Bleeding Heart unleashes tremendous punishment against anyone unfortunate enough to be hit with it.

GM Note: This is not an extra time requirement, it's a Conditional Power. The character casting the spell must be in an extreme emotional state, thusly losing their normal judgment. Use sound judgment when this spell comes into play, it can turn the tide of battle. It

can also be used as a central story arc, considering its incredible rarity.

Bleeding Heart: Killing Attack - Hand-To-Hand 2d6 (2d6+1 / 2 1/2d6 w/STR), Indirect (Any origin, always fired away from attacker; +1/2), Penetrating (+1/2) (60 Active Points); Conditional Power Power does not work in Very Common Circumstances (Only usable when in an extreme emotional state; -1), Requires An Atharian Magic Roll (-1/2), Spell (Sevda Spell (Water/Fixed/Female); -1/2), Side Effects (Side Effect does a predefined amount of damage; The caster takes 2d6 EGO Drain damage when the spell is cast, and acts as a normal Drain in all respects; -1/4), Concentration (1/2 DCV; -1/4)

Blending with the Crowd

Active Points: 44

Real Cost: 13

Regardless of which version of Sevda one accepts -- whether the beautiful killer or the releaser of souls to the next path in life -- there is little argument that they don't have the most popular of duties. For some, this spell gives them the ability to quietly blend into the crowd to go about their business. Others use it for more nefarious purposes.

Blending with the Crowd: Invisibility to Sight and Mental Groups , Costs END Only To Activate (+1/4), Uncontrolled (Once the Sevda has blended with a crowd, they can stay there, seemingly part of it, until they take an action that would separate them (an attack, shouting loudly for no reason, etc.); +1/2) (44 Active Points); Only When Not Attacking (In this case, attacking means performing any action that would draw specific attention to the caster; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Sevda Spell (Water/Fixed/Female); -1/2), Increased Endurance Cost (x2 END; -1/4), Gestures (-1/4), Concentration (1/2 DCV; -1/4)

Cold Hearted Blade

Active Points: 56

Real Cost: 16

Through this spell, the Sevda pulls forth a wicked long icicle from their own breast, roughly the length of a stiletto, which they may use immediately or throw at their target. Once

thrown, the Cold Hearted Blade can be recovered, although if anyone else were to attempt to use it, it simply melts back into water. While the effect is lingering, the Sevda may strike with it like a normal weapon, although many who learn this spell do not like to use it. In order to cast Cold Hearted Blade, an individual must focus inwards on a painful -- a very painful -- memory. The downside of course being that this weakens one will, as drawing forward so much negative energy at once is not healthy for the soul or the caster. The effect, however, is dramatic.

Cold Hearted Blade: Killing Attack - Hand-To-Hand 2d6-1 (2d6 - 1 / 2d6+1 w/STR), Range Based On STR (+1/4), Armor Piercing (+1/2), Lingering up to 1 Turn (+1/2) (56 Active Points); Incantations (Complex; The caster mutters a personal litany, recalling the pain associated with the memory; -1/2), Gestures (Complex; The icicle must be drawn forth, physically, from the body; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Sevda Spell (Water/Fixed/Female); -1/2), IIF (A specific, painful memory -- this spell cannot be cast without one; -1/4), Concentration (1/2 DCV; -1/4)

Curtain of Water

Active Points: 25

Real Cost: 6

A very limited, but potent defense against flame based magic, Curtain of Water breaks and deflects fire-based combat magic, part of the theory behind Sevda's development of this spell was in part based on her paranoia that Ramiel would hunt her down for her crimes. Tragically, her defenses were not prepared for Bellaria.

Curtain of Water: Force Field (10 ED) (Protect Carried Items), Hardened (+1/4) (25 Active Points); OIF (A small, fire-hardened crystal; -1/2), Only Works Against Fire based magic and Effects (-1/2), Limited Coverage 180 Degrees (Only three hex-sides in which the user is facing; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Sevda Spell (Water/Fixed/Female); -1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Entwining Fingers

Active Points: 30

Real Cost: 6

One of the early spells most Sevda learn, as it is both utilitarian (and for more than combat) and suggestive of much of Sevda's suite of spells, Entwining Fingers allows the caster to turn their rather small piece of chain into a significant length of chain that wraps itself around the nearest thing the Sevda can reach, whether the hands or feet. Once the chain is in use, it behaves in all ways as a constricting chain. When the spell ends, or the entangle is broken, the Sevda can retrieve the chain length for re-use; this spell does not consume the chain in the casting.

Entwining Fingers: Entangle 3d6, 3 DEF (30 Active Points); Set Effect (Hands Only/Feet Only) (Depending on the circumstances, the Sevda can bind either the hands or feet -- but not both -- with one casting; -1), No Range (-1/2), OIF (A small golden chain, as one would use for a locket or bracelet; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Sevda Spell (Water/Fixed/Female); -1/2), Cannot Form Barriers (-1/4), Incantations (-1/4), Gestures (-1/4), Concentration (1/2 DCV; -1/4)

Final Kiss

Active Points: 30

Real Cost: 8

Part of the difficulty in understanding Sevda stems from understanding their magic. Atharians hold that Final Kiss represents everything wicked and wrong about this Seal; that the power within it should somehow be barred. Sevda casters, and its proponents, hold with a different view entirely. For one, the spell can have many beneficial uses, a pleasant passing being one of them. Second, it speaks to Sevda's original role, that of the bridge from this life to the next, although much of the evidence that speaks to such a position no longer exists.

Final Kiss: Transfer 2d6 (BODY to BODY and STR) (30 Active Points); Limited Power Power loses about half of its effectiveness (Only on Targets At Negative BODY; -1), Requires An Atharian Magic Roll (-1/2), Spell (Sevda Spell (Water/Fixed/Female); -1/2), Gestures (-1/4),

Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Gentle Caress

Active Points: 44

Real Cost: 11

With a single touch, a Sevda can place another individual into a state of semi-catatonic bliss; with Loving Embrace, they do so in such a way that the victim does not attempt to resist or break free. They simply allow the Sevda to keep them in place. Maintaining this spell requires more effort than some others, in contrast though, most individuals have no means by which they can break free from the confines of it. Many people ban the use of this spell outright, not because other spells don't have similar effects, but because of the way in which Loving Embrace works.

GM Note: While NPCs in Tursh may find the spell distasteful, the design falls within the campaign guidelines; please do not confuse the setting desire to ban it with a suggestion to not allow it.

Gentle Caress: Entangle 2 1/2d6, 2 DEF, Based On EGO Combat Value (Mental Defense applies; +1), Range Modifiers Apply (-1/4) (44 Active Points); Costs END To Maintain (Full END Cost; -1/2), No Range (-1/2), Stops Working If Mentalist Is Stunned (-1/2), Requires An Atharian Magic Roll (-1/2), Spell (Sevda Spell (Water/Fixed/Female); -1/2), Cannot Form Barriers (-1/4), Concentration (1/2 DCV; -1/4)

Honey to the Ear

Active Points: 40

Real Cost: 8

Sevda always knew precisely what to say and how to say it, to almost anyone she met. In many cases, other casters can replicate the effect through the use of this spell. While it requires some preparation -- the caster must believe, on a basic level that they warrant the attention, Honey to the Ear does the rest, radiating a presence that seems to magnetically draw attention.

Honey to the Ear: +10 with Seduction, Difficult To Dispel (x2 Active Points; +1/4) (40 Active Points); Extra Time (1 Minute, Only to Activate, Character May Take No Other Actions, The Sevda must spend time preparing for the encounter, whatever it may be; -1), OIF (Any eye catching accessory or

outfit; the caster must dress the part, however they perceive it.; -1/2), Only in Appropriate Circumstances (Only works on those that the caster has prepared for; they could not court a Duchess in a peasant blouse, no matter how fetching they are; -1/2), Gestures (Complex; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Sevda Spell (Water/Fixed/Female); -1/2), Concentration (1/2 DCV; -1/4)

Liquid Kiss

Active Points: 41

Real Cost: 15

The caster traditionally kisses the victim -- although this is not strictly required -- and swiftly suffocates them. Liquid Kiss is not a spell that the casters commonly use in combat; they often use it at the most opportune moments, when they know that it will work, and the target will have no defense against it. When it works, the effect is swift and dramatic, as the caster can keep the target engaged until they collapse.

Liquid Kiss: Killing Attack - Hand-To-Hand 1d6 (1d6 / 1d6+1 w/STR), +1 Increased STUN Multiplier (+1/4), No Normal Defense (Self Contained Breathing, or, Finding the Caster Unattractive; If the target can breathe on their own, this spell has no effect; if they find the caster unattractive, or in different circumstances would not want to kiss them, the spell fails; +1/2), Continuous (+1) (41 Active Points); Requires An Atharian Magic Roll (-1/2), Spell (Sevda Spell (Water/Fixed/Female); -1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Peculiarities of Perception

Active Points: 30

Real Cost: 8

Sevda have a strange ability to find the chink in anyone's armor, and then exploit that weakness to their advantage. The idea that Sevda spells are somehow 'deadlier' comes up often, and while not inaccurate, does not paint the most accurate picture of how their magic works. Sevda learn early on how to find and exploit weaknesses in their opponents, or to put them in positions that leave them open for attack. While other Seals (Bellarian, Estheria) can bind or weaken their opponents, Sevda take the ability to exploit a weakness to an art form. Through use of this spell,

the caster reduces their opponent's defenses against Water magic and elemental effects; while highly specific, in the Sevda's capable hands it is devastating.

Peculiarities of Perception: Find Weakness 13- with Related Group of Attacks (Water Magic and Effects) (30 Active Points); OIF (A piece of metal, worked to the point it is malleable and easily twisted; -1/2), Costs Endurance (-1/2), Requires An Atharian Magic Roll (-1/2), Spell (Sevda Spell (Water/Fixed/Female); -1/2), Extra Time (Full Phase, Only to Activate, -1/4), Gestures (-1/4), Concentration (1/2 DCV; -1/4)

Rapid Erosion

Active Points: 44

Real Cost: 13

The reputation surrounding Sevda -- that the Seal focuses on deceit, treachery and backstabbing -- comes from the tragedy of Sevda herself, the Scorned Lover. In some tales, she had fallen in love with Ramiel, and in other versions, Aegia, though no evidence exists either way. Despite variances in the origin, the reputation remains well deserved. Rapid Erosion represents the casters ability to break things down, to seemingly wear away at targets features, and their willpower along with it. Some say Sevda created this effect purely to showcase the folly of vanity. The mention of this spell make the proud Estheria shiver in sympathy -- and fear.

Rapid Erosion: Drain COM and EGO 2 1/2d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1/4), COM and EGO simultaneously (+1/2) (44 Active Points); OIF Expendable (Easy to obtain new Focus; A small flower, crushed under heel at the time of casting; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Sevda Spell (Water/Fixed/Female); -1/2), Incantations (-1/4), Gestures (-1/4), Concentration (1/2 DCV; -1/4)

Sensory Deprivation

Active Points: 60

Real Cost: 18

A certain grim satisfaction comes from knowing how to silence an entire group simultaneously, and with this spell, the caster ensures that everyone can experience the same

bitter loneliness Sevda knew in her life, if even for a brief moment.

Sensory Deprivation: Darkness to Sight, Hearing, Mental, Smell/Taste and Mystic Groups 4" radius (60 Active Points); OIF (A blindfold, a ball of wax, a rope and a rag; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Sevda Spell (Water/Fixed/Female); -1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Tightening Embrace

Active Points: 60

Real Cost: 11

Considered an anomaly among the signs, Sevda seems to intentionally defy description, and this spell is powerful evidence of this. The 'poison plant' falls into the Water sign category, but many other Atharian still debate endlessly that this spell (and others in the suite) provide sufficient evidence that the sign is more Earth based. The other sign that behaves in a similar fashion -- Veritais, the Torch Bearer, also a water sign -- creates similar confusion. Regardless of the disposition of those trying to understand it, Tightening Embrace can be a very effective tool. Causing multiple vines to rip out of the ground and each and all of them acting independently, it can slow down the most dedicated of advances. While the vines can only grapple, there's no limit to what they can grapple; simply, they can behave exactly as animate vines might, bending, twisting, grabbing, and so forth.

Tightening Embrace: Telekinesis (16 STR), Trigger (Activating the Trigger requires a Zero Phase Action, Trigger requires a Zero Phase Action to reset; Tentacles Grab Immediately Upon Target Entering Zone; +1/2), Area Of Effect (4" Radius; +1) (60 Active Points); Limited Power Power loses about half of its effectiveness (Creeping Vine can only execute grapple attacks; -1), OIF Expendable (Difficult to obtain new Focus; A piece of dried vine from a large, sprawling plant (such as a Kudzu); -3/4), Location Requirement (The caster must be in an area that supports plant life of some kind; the spell conjures nothing, and only calls forth the local vegetation; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Sevda Spell (Water/Fixed/Female); -1/2), Incantations (-1/4), Gestures (-1/4), Inaccurate 1/2 OCV (-1/4), Concentration (1/2 DCV; -1/4)

Whispered Conversation

Active Points: 30

Real Cost: 7

Sevda gets her way -- often, decisions made in the heat of the moment that later have no grounding in reality, other than the victim attempting to vainly justify the nature of their actions.

Whispered Conversation: Mind Control 6d6 (30 Active Points); Set Effect (Only to overcome simple protestations; -1/2), Incantations (Complex; -1/2), No Range (Must be close enough to hear a sotto voce suggestion; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Sevda Spell (Water/Fixed/Female); -1/2), Mandatory Effect EGO +10 (-1/4), Does Not Provide Mental Awareness (-1/4), Concentration (1/2 DCV; -1/4)

Withering Stare

Active Points: 45

Real Cost: 10

Breaking down an individual's will -- to play mind games with them, to twist their heads into knots -- these are the purview of the Cala, although Sevda has been known to make use of similar talents. In this case, Sevda takes a comparatively direct route, and while they must make eye contact with the target, the sensation of scorn overwhelms them, and the mind reels and retreats in an attempt to defend itself.

Withering Stare: Ego Attack 4 1/2d6 (Human/Sentient class of minds) (45 Active Points); Eye Contact Required (-1/2), Concentration (1/2 DCV; Character is totally unaware of nearby events; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Sevda Spell (Water/Fixed/Female); -1/2), Beam (-1/4), Gestures (-1/4), Subject To Range Modifier (-1/4), Normal Range (-1/4), Does Not Provide Mental Awareness (-1/4)

Kaindan Spells

Element: Fire

Cast: Male

Position: Mutable

Countersign: Dualla

Few things inspire people like the image of Kaindan; the firebringer, the Hawk, the perfect hunter. Kaindan is the epitome of Fire in many

ways, whether the swiftness with which they can burn, their even and constant burn of concentration, no matter, they are symbolic of many things to the people, and their signature arrow based magic adds one more easily identifiable symbol to that aura.

Mages of other Seals learn Kaindan spells because: they fancy themselves proficient archers, and want to provide support to their team mates.

Some people avoid learning Kaindan spells because: the utility is very niche. Many of Kaindan's more powerful combat magics require talent with a bow.



Burning Claws of the Hunter

Active Points: 60

Real Cost: 14

While Kaindan's ability to assist others would not stand alongside Aegian magic, that does not preclude instances where aiding one's allies becomes critical. With this spell, the Kaindan lights a number of normal arrows in magical flame, giving them both their normal damage, and granting them additional incendiary damage.

Burning Claws of the Hunter: Killing Attack - Ranged 1d6+1, Linging up to 1 Turn (+1/2), Usable Simultaneously (up to 32 people at once; To enchant the specified number of rounds of ammunition; +1 1/2) (60 Active Points); OIF Expendable (Easy to obtain new Focus; A small piece of oil-soaked cloth; -1/2), Only to Enchant Arrows, Stones, Bolts and the like (-1/2), Spell (Kaindan Spell (Fire/Mutable/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Limited Range (A group of projectiles within 10"; -1/4),

Gestures (-1/4), Incantations (-1/4), Extra Time (Full Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Chains of Flame

Active Points: 40

Real Cost: 12

Coming from an Element known for its flash and visually impressive magic, much of Kaindan's repertoire contains far more subtle magics than its counterparts. The First Hunter does have a few visually stunning spells, but they serve very specific purposes. Chains of Flame converts one of the casters normal arrows into a whirling wreath of fire, which wraps around the target and binds them in place. There are rumors of a more advanced version of this spell, now lost, where the Chains become aggressive, burning anyone other than the caster who comes too close.

Chains of Flame: Entangle 4d6, 4 DEF (40 Active Points); OIF (Consumes a single arrow in use; -1/2), Spell (Kaindan Spell (Fire/Mutable/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Cloud of Smoke

Active Points: 15

Real Cost: 3

While some use smoke for cover, Kaindan casters take control of it, rendering it to a semi-solid, capable of deflecting small missiles. A simple, but highly effective spell.

Cloud of Smoke: Missile Deflection (Arrows, Slings, Etc.), Adjacent Hex (+1/2) (15 Active Points); OIF (A fir of opportunity, large enough to produce enough smoke to cloud one hex (a sufficiently large torch); -1/2), Costs Endurance (-1/2), Spell (Kaindan Spell (Fire/Mutable/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Limited Coverage [181-360] Degrees (Only those sides covered in smoke; -1/4), Gestures (-1/4), Incantations (-1/4), Will Not Work Against Heavy Missiles (-1/4), Concentration (1/2 DCV; -1/4)

Eyes in the Sky

Active Points: 45

Real Cost: 10

Kaindan himself had a reputation for never losing his quarry, and those who follow in the Fire Bringer's footsteps share that near mythical status. Kaindan himself had a gift for hunting that surpassed almost anyone of his time; however, part of that gift came from a lack of pride. Kaindan used every tool available to track his prey, including the birds themselves, who lend their eyes to Kaindan for the asking. Once Kaindan can establish a direction to begin the search, these allies can follow along, granting the hunter far greater range of sight than he would have otherwise.

Eyes in the Sky: Clairsentience (Sight Group), 4 Perception Points, Discriminatory, Mobile Perception Point (can move up to 12" per Phase) (45 Active Points); Only Through The Senses Of Others (Hawks, Owls, and other hunting birds; -1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), OIF (A swiftly moving object, thrown or fired in the direction the birds should begin; -1/2), Requires A Power Roll (-1/2), Spell (Kaindan; -1/2), Gestures (-1/4), Incantations (-1/4), One Sense Only (Sight; -1/4)

Eyes of the Hunter

Active Points: 9

Real Cost: 2

Kaindan casters have a command of the battlefield entirely different from their Ramiel counterparts; their magic allows them to reach out and have a sense of a target beyond what sight, smell or hearing could otherwise afford. While the spell requires another airborne hunter whose senses the Kaindan can borrow temporarily, many casters make sure to keep this spell prepared at all times. Some of them even train their own falcons for this, and other purposes.

Eyes of the Hunter: Penalty Skill Levels: +3 vs. Range Modifier with All Attacks (9 Active Points); OIF (A bird of prey (of any size) within the general area, whose senses bolster the Kaindan's; -1/2), Requires A Power skill Roll (-1/2), Spell (Kaindan; -1/2), Costs Endurance (-1/2), Gestures (-1/4),

Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Eyes of the Owl

Active Points: 12

Real Cost: 3

"Kaindan never went hungry" has become so clichéd that parents use it to scold their children for asking for an early supper, implying that the child can get their own apple. The truth of the matter lies right next to the cliché; Kaindan magic can often be divided into two sections; hunting and fire. This spell falls under the former, and draws the envy of both Sevda and Dualla in equal measure.

Eyes of the Owl: Ultraviolet Perception (Sight Group), Discriminatory, Telescopic: +4, Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect does a predefined amount of damage, Side Effect only affects the recipient of the benefits of the Power; User takes double damage from Sight-Based Flash abilities; +0) (12 Active Points); OIF Expendable (Easy to obtain new Focus; A bit of phosphorescent material; -1/2), Costs Endurance (-1/2), Spell (Kaindan Spell (Fire/Mutable/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Fiery Cable

Active Points: 50

Real Cost: 13

Known by nearly every Kaindan bounty hunter in the Kingdom, Fiery Cable fills many functions for the caster. This spell calls forth a thin, flexible cord of flame. Many Kaindan consider this spell indispensable.

Fiery Cable: Stretching 10" (50 Active Points); OIF (Consumes one arrow in the casting; -1/2), Spell (Kaindan Spell (Fire/Mutable/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Range Modifier Applies (-1/4), Physical Manifestation (-1/4), Concentration (1/2 DCV; -1/4)

Gaze of the Hawk

Active Points: 60

Real Cost: 16

Few people can withstand the penetrating gaze of a dedicated hunter; a deer gets trapped when faced with sudden flares that they can't see past, and some prey simply freezes when engaged in a deadlock of stares. Gaze of the Hawk allows the caster to slice through most opponents' awareness and trap them in a state of shock momentarily. Some Kaindan use this to prevent fights; others use it to start them.

Gaze of the Hawk: Ego Attack 6d6 (60 Active Points); ED Applies (-1), Spell (Kaindan Spell (Fire/Mutable/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Requires Eye Contact (-1/4), Does Not Provide Mental Awareness (-1/4), Concentration (1/2 DCV; -1/4)

Marksman of Legend

Active Points: 45

Real Cost: 13

Many other Atharians find the focus of Kaindan is so tight that they find it restrictive, and yet envy it for its clarity. Marksman of Legend lends to the hunting aspect of Kaindan, giving them access to many different kinds of information at once, including windage and range. With this data, the Kaindan can get a clear understanding of the battlefield, and land arrows with terrifying precision.

Marksman of Legend: No Range Modifier (+1/2) for up to 90 Active Points of Bows, regardless of design (45 Active Points); OIF (Ranged Weapon of Opportunity; -1/2), Extra Time (Extra Segment, Only to Activate, Character May Take No Other Actions, -1/2), Spell (Kaindan Spell (Fire/Mutable/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Concentration (1/2 DCV; -1/4), Gestures (-1/4)

More Than Vision Reveals

Active Points: 40

Real Cost: 12

A more targeted and specific version of Sensory Overload, "More Than Vision Reveals" allows the Kaindan to overcome impediments to their vision, and hunt with their ears. Aegian

casters often seek out this spell, believing that it should fall under the purview of their Seal; many Kaindan teach it willingly to them, but being of the Journeyman group, finding it can sometimes prove a challenge.

More Than Vision Reveals: Targeting with Hearing Group, Difficult To Dispel (x4 Active Points; +1/2), Uncontrolled (Alters the Kaindan's perception for the duration of a single scene (one combat, one specific section of a hunt, and so on); +1/2) (40 Active Points); Costs Endurance (-1/2), Spell (Kaindan Spell (Fire/Mutable/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Searing Talons of the Raptor

Active Points: 44

Real Cost: 15

Searing Talons of the Raptor creates three burning brands of flame from a single arrow, converting the arrow itself into a set of fiery claws. The conversion from a real projectile to a multi-faceted bolt of flame gives this spell a highly valued place in the Kaindan arsenal.

Searing Talons of the Raptor: Killing Attack - Ranged 2d6+1, Autofire (3 shots; +1/4) (44 Active Points); OIF (Requires Bow and Ammunition; -1/2), Spell (Kaindan Spell (Fire/Mutable/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Ranged Based on Weapon (-1/4), Concentration (1/2 DCV; -1/4)

Sensory Overload

Active Points: 25

Real Cost: 6

Opening oneself up to the entire stimulus the world has to offer can yield incredible results. It allows the user to perceive in ways that not otherwise possible, and exposes them simultaneously to a dangerous level of exposure. The body has this capability naturally, but the natural defenses in place keep things locked out intentionally; the Kaindan can overcome this limitation, with the associated risk.

Sensory Overload: Increased Arc Of Perception (360 Degrees) with all Sense Groups, Side Effects, Side Effect occurs automatically whenever Power

is used (Side Effect does a predefined amount of damage, Side Effect only affects the recipient of the benefits of the Power; Double damage from all Flash-Based Powers; +0) (25 Active Points); OIF Fragile (3 small mirrors; -3/4), Costs Endurance (-1/2), Spell (Kaindan Spell (Fire/Mutable/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

The First Firebringer

Active Points: 4

Real Cost: 1

Kaindan Sealbearers find themselves far more attuned to the natural world than either Ramiel or Panthier; part of Kaindan's embodiment of this element comes from a direct, powerful connection to fire itself. The First Firebringer, an almost universally known spell both by Kaindan and those that flank this Seal, renders unbreathable environments temporarily survivable. While intended for use against Fire, it has found other uses.

The First Firebringer: Life Support (Extended Breathing: 1 END per Minute; Safe in Intense Heat) (4 Active Points); Costs Endurance (-1/2), Spell (Kaindan Spell (Fire/Mutable/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Winged Flame

Active Points: 52

Real Cost: 16

Even great hunters don't fight alone; they work in teams. For the Kaindan, who are by nature fairly solitary, this sometimes means needing to provide their own support. They do this through Winged Flame, which creates an aerial, mobile fiery raptor. Directing Winged Flame to attack constitutes an attack action, although the rules for Multiple Power Attack apply.

Winged Flame: Killing Attack - Ranged 2d6, Lingering up to 1 Minute (+3/4) (52 Active Points); OIF Expendable (Easy to obtain new Focus; The feather of a raptor, lit on fire and thrown upwards to take flight; -1/2), Spell (Kaindan Spell (Fire/Mutable/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-

1/4), Concentration (1/2 DCV; The Kaindan must Concentrate to direct the Raptor to attack; -1/4)

Winged Round

Active Points: 60

Real Cost: 18

A Winged Round removes a great deal of doubt from the Kaindan's mind, because the round takes flight from the bow with a fiery streak, and flies truer than any archer could naturally ask, additionally, the round itself is composed of elemental flame, and deals damage above and beyond most arrows of its type.

Winged Round: Killing Attack - Ranged 2 1/2d6, No Range Modifier (+1/2) (60 Active Points); OIF (Bow and arrow of opportunity; -1/2), Spell (Kaindan Spell (Fire/Mutable/Male); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Ohanzet Spells

Element: Earth

Cast: Female

Position: Cardinal

Countersign: Aegia

"The Hourglass flows regardless of whether it's watched or not." – A traditional Ohanzet proverb. What it refers to is the flow of time; it can't be stopped, but in some cases, a caster can shift it.

Mages of other Seals learn Ohanzet spells because: the ability to seemingly slip back and forth through the flow of time, even at a cost, has incredible value.

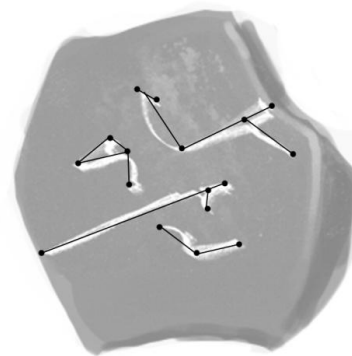
Some people avoid learning Ohanzet spells because: controlling time does not come free; the spells can be difficult to track down and most casters won't reach beyond the obvious and try to understand the depths of the Ohanzet spell library.

A Momentary Glimpse of Danger

Active Points: 30

Real Cost: 8

Being able to perceive through time marks the next piece of an Apprentice Ohanzet's training. While they cannot truly see forward



through the veil of possibilities, they can know within a moment that something could go very, very wrong.

A Momentary Glimpse: Danger Sense (immediate vicinity, out of combat, Discriminatory) (30 Active Points); OIF (A concave lens, of high quality; -1/2), Costs Endurance (-1/2), Requires An Atharian Magic Roll (-1/2), Spell (Ohanzet Spell (Earth/Cardinal/Female); -1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4) 26-/31-

Advantageous Foreknowledge

Active Points: 40

Real Cost: 9

Knowing how things flow allows the Journeyman caster to -- even if they can't know what will happen -- still be prepared for it. Many casters seek out this spell, as it serves many different purposes in many different situations.

Advantageous Foreknowledge: Aid INT, REA and EGO 2d6, INT, REA and EGO simultaneously (+1) (40 Active Points); Only For Making Skill Rolls (The advantages granted by Advantageous Foreknowledge only affect Skill Rolls with the associated stat; -1/2), Self Only (-1/2), Costs Endurance (-1/2), Requires An Atharian Magic Roll (-1/2), Spell (Ohanzet Spell (Earth/Cardinal/Female); -1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Blinking Speed

Active Points: 27

Real Cost: 10

The Ohanzet embody the essence of time itself; with Blinking Speed they take the first steps towards true time manipulation, giving themselves a momentary burst of celerity, although it's confined to swift, short motions, such as short arms and melee.

Blinking Speed: Autofire (3 shots; +1/4) for up to 90 Active Points of Melee and Close Combat Weapons, Usable By Other (+1/4) (27 Active Points); Requires An Atharian Magic Roll (-1/2), Spell (Ohanzet Spell (Earth/Cardinal/Female); -1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Hands Seizing the Internal Clock

Active Points: 55

Real Cost: 20

The terror of facing even a Journeyman of the Sands of Time stems in part from this spell. While it does not impart the same level of power - of long term damage -- that similar spells, the effect is so staggering that few want to stand against it. While the spell itself will rarely kill, the sensation sends chills down the spine of the victims.

Hands Seizing the Internal Clock: Drain BODY 2d6, Personal Immunity (+1/4), Ranged (+1/2), Area Of Effect (4" Radius; +1) (55 Active Points); Requires An Atharian Magic Roll (-1/2), Spell (Ohanzet Spell (Earth/Cardinal/Female); -1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Hastening Clocks

Active Points: 60

Real Cost: 16

Easily among the most sought-after Craftsman Ohanzet spells known, Hastening Clocks rapidly accelerates the target's speed.

Hastening Clocks: Aid SPD 3d6, Area Of Effect (3" Radius; +1) (60 Active Points); OIF (A piece of polished quartz crystal; -1/2), Costs Endurance (-1/2), Requires An Atharian Magic Roll (-1/2), Spell (Ohanzet Spell (Earth/Cardinal/Female); -1/2),

Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Heart's Final Contemplation

Active Points: 60

Real Cost: 17

Some people fear age, and Ohanzet can force that, briefly, onto someone. When people think of the spells that inspire raw fear -- those that they have to establish any meaningful defense against -- Heart's Final Contemplation stands among the most powerful of the known Atharian magics. Extensive moral debates rage over the when and the why of employing this spell, but compelling arguments exist on both sides. They say there are two kinds of Craftsman casters who know this spell; those who've never used it, and thusly teach it and those who never teach it, because they've used it.

Heart's Final Contemplation: Killing Attack - Ranged 1d6+1, No Normal Defense (To not have a heart, or not use it (A Vampyr, Automaton, etc.); +1), Does BODY (+1) (60 Active Points); No Range (The spell can only affect a target no more than 1" away; touch is not required; -1/2), Concentration (0 DCV; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Ohanzet Spell (Earth/Cardinal/Female); -1/2), Gestures (-1/4), Incantations (-1/4)

Inescapable Weight of Age

Active Points: 57

Real Cost: 21

Age, and eventually death, comes to all things. The sands of the hourglass eventually run out; in some cases, sooner than one expected. The caster channels the power of earth to grind down the bones and the skin of their target, settling the weight of stone into their frame and bringing them to their knees.

Inescapable Weight of Age: Drain STR, CON, INT and SPD 2d6+1, Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +1/2), STR, CON, INT and SPD (+1) (57 Active Points); Requires An Atharian Magic Roll (-1/2), Spell (Ohanzet Spell (Earth/Cardinal/Female); -1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Ohanzet's Pre-Destined Force

Active Points: 45

Real Cost: 14

Magic requires the channeling, and releasing, of elemental forces. While a great deal of effort goes into their preparation, the effects tend to be swift and decisive. Pre-Destined Force goes against the grain, because the caster casts it in advance, and then releases it at the most opportune moment. The spell functions by drawing forth a significant amount of Earth energy and then placing it in a temporal suspension; releasing the suspension unleashes the spell.

Ohanzet's Pre-Destined Force: Killing Attack - Ranged 2d6, Delayed Effect (+1/4), Semi-Armor Piercing (+1/4) (45 Active Points); OIF (A small hourglass, flipped over at the time of casting; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Ohanzet Spell (Earth/Cardinal/Female); -1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Ohanzet's Single Barricade**Active Points: 58****Real Cost: 12**

Reaching outwards, the caster attempts to personally bring things to a grinding halt; many Ohanzet consider this spell a complete failure, because of the backlash of creating a temporal barrier. There are recorded uses of it, but they are few and far between in comparison to the more common, lethal effects.

Ohanzet's Single Barricade: Force Wall (7 PD/7 ED; 2" long and 2" tall), Affects Desolidified Any form of Desolidification (+1/2) (58 Active Points); Feedback (The caster extends outwards, attempting to seize time in their own hands; they can protect others, but not themselves; -1), Ablative BODY Only (-1/2), No Range (-1/2), Requires An Atharian Magic Roll (-1/2), Spell (Ohanzet Spell (Earth/Cardinal/Female); -1/2), Gestures (-1/4), Incantations (-1/4), Restricted Shape (Only to create a forward shell; -1/4), Concentration (1/2 DCV; -1/4)

Sands of Erosion**Active Points: 60****Real Cost: 13**

Sands of Erosion wears down objects, and does so quickly. While the use of the spell lacks any sort of subtlety, Ohanzets are not always concerned with that sort of thing, and more interested, in general, in results.

Sands of Erosion: Killing Attack - Ranged 2d6, Area Of Effect (7" Cone; +1) (60 Active Points); Only Against Objects and Tangible Spell Effects (-1), No Range (-1/2), OIF (A fistful of sand; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Ohanzet Spell (Earth/Cardinal/Female); -1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Self Acceleration**Active Points: 30****Real Cost: 8**

Among the more dramatic spells that the Ohanzet learn early on, they can accelerate themselves into an entirely new state of speed. This spell can benefit nearly any caster who learns it, though Kaindans, Duallans and Sevda are the most likely to learn it early on.

Self Acceleration: Aid SPD 3d6 (30 Active Points); Costs Endurance (-1/2), Self Only (-1/2), Requires An Atharian Magic Roll (-1/2), Spell (Ohanzet Spell (Earth/Cardinal/Female); -1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Swift Sliding**Active Points: 29****Real Cost: 9**

Like Haislin's ability to lift themselves through the power of wind, the Ohanzet can harness time around themselves and bend it away, creating a space of non-time, allowing them to slip between spaces. To the outside observer, the caster appears to take a step forward, and end it somewhere else entirely.

Swift Sliding: Teleportation 12", x4 Noncombat (29 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect does a predefined amount of damage; Ages the caster roughly one month each time the power is used; -1/2), Requires An Atharian Magic Roll (-

1/2), Spell (Ohanzet Spell (Earth/Cardinal/Female); -1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Time's Wicked Memory

Active Points: 40

Real Cost: 13

With this spell, the Ohanzet calls up all of the old wounds, scars, events and other moments of the target's life that would have best been forgotten. While the damage is rarely permanent, it's enough to give someone significant pause as they suddenly have the shock of those past experiences bearing down on them.

Time's Wicked Memory: Killing Attack - Ranged 1d6+1, No Normal Defense (Not having been in a dangerous fight, or ever barely escaped from lethal danger; +1) (40 Active Points); Requires An Atharian Magic Roll (-1/2), Spell (Ohanzet Spell (Earth/Cardinal/Female); -1/2), Gestures (-1/4), Incantations (-1/4), Cannot Be Used With Multiple-Power Attacks (-1/4), Concentration (1/2 DCV; -1/4)

Haislin Spells

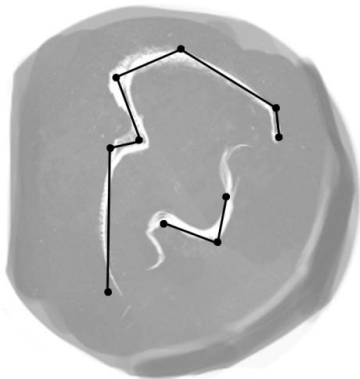
Element: Air

Cast: Male

Position: Fixed

Countersign: Panther

Haislin magic shares little in common with any of the other Seals; rather than seeming truly elemental, it takes the near whimsical and chaotic nature of the wind and harnesses it into a powerful force for change. Change, however, means different things to different people, and the Haislin believe above all, that they can change



their luck.

Mages of other Seals learn Haislin spells because: of their incredible ability to change the expectations on the battle field. Few things are more difficult to anticipate than an opponent who attempts the impossible – only to suddenly succeed.

Some people avoid learning Haislin spells because: its lack of predictability goes both ways. While it can change the fortunes of the caster, it can just as easily destroy them. Many casters can't handle that level of uncertainty.

A Bizarre Coincidence

Active Points: 60

Real Cost: 20

Haislin have a bizarre knack for finding opportunities where others may not have seen them, or in some cases, simply bearing witness to strange circumstance. This spell explains more of those situations than others might realize; by way of this spell, the caster seems to only bear witness to the strange calamities that happen to others.

A Bizarre Coincidence: Killing Attack - Ranged 2d6, Invisible Power Effects, Source Only (Fully Invisible; +1/2), Armor Piercing (+1/2) (60 Active Points); OIF (An object of opportunity; a pothole, a chandelier, even a chance circumstance; the caster need only describe the sequence and result for the spell to take effect, but it must be reasonable; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Haislin Spell (Air/Fixed/Male); -1/2), Incantations (A comment, as though the caster sees it coming a moment before it happens, or may shout "Look out!" a split second too late.; -1/4), Concentration (1/2 DCV; -1/4)

A Dramatic Shift in the Odds

Active Points: 55

Real Cost: 11

Haislin believe in luck above almost everything else; except their ability to fundamentally change a situation through liberally applying it. By casting A Dramatic Shift in the Odds, the caster gives all of his allies a tremendous opportunity to do things that would otherwise be impossible for them; conversely, they have a nearly equal opportunity to put themselves into precarious (but often entertaining) positions.

GM Note: The use of Luck in this setting invites dramatic moments; its inclusion allows the

players who may not have otherwise seen a branch, a lever, or noticed a chandelier in the right place to do so. However, with dramatic Luck, comes the dramatic opportunity for failure. Like Luck, employ Unluck to dramatic effect, not simply to harm or to cause the players to fail.

A Dramatic Shift in the Odds: Luck 4d6, Area Of Effect (2" radius; +3/4), Usable Simultaneously (up to 8 people at once; +1) (55 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (With this spell, the Wheel remains in balance, as the recipients all gain 4d6 of Unluck as well.; -1), OIF (A four leaf clover, horse shoe, or similar; -1/2), Costs Endurance (-1/2), Requires An Atharian Magic Roll (-1/2), Spell (Haislin Spell (Air/Fixed/Male); -1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

A Rueful Day

Active Points: 45

Real Cost: 13

Anyone who has faced a Haislin Journeyman in combat has, whether they know it or not, fallen victim to this spell. Very often it's hard to tell precisely what's happened, until the collection of bizarre events just collapse on someone simultaneously, utterly thwarting any attempt to mount a decent offense or defense.

A Rueful Day: (Total: 45 Active Cost, 13 Real Cost) Negative Combat Skill Levels (-4 to opponent's DCV) (20 Active Points); OIF (Thirteen pennies, scattered onto the ground at the time of casting; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Haislin Spell (Air/Fixed/Male); -1/2), Gestures (-1/4), Incantations (-1/4), Physical Manifestation (A weighted stone appears about the casters neck, which can be attacked; -1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 6) **plus** Negative Combat Skill Levels (-4 to opponent's OCV) (20 Active Points); OIF (Thirteen pennies, scattered onto the ground at the time of casting; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Haislin Spell (Air/Fixed/Male); -1/2), Gestures (-1/4), Incantations (-1/4), Physical Manifestation (An albatross, which appears near the victim, but not always in an easily reachable or targetable location; -1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 6) **plus** Negative Penalty Skill Levels (increase Range Modifier character suffers with [a single attack] by -3) (5 Active Points); OIF (Thirteen

pennies, scattered onto the ground at the time of casting; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Haislin Spell (Air/Fixed/Male); -1/2), Gestures (-1/4), Incantations (-1/4), Physical Manifestation (An albatross, which appears near the victim, but not always in an easily reachable or targetable location; -1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 1)

Chain Lightning

Active Points: 45

Real Cost: 11

Haislin have to use their best judgment when casting Chain Lightning; the nature of the spell means that while the target will certainly take a wicked hit, the next closest thing to the target will take the next one, and so on down the line. Upon casting the spell, the Haislin must make a Luck roll; if they get more 1s than 6s, then the chain goes in a decidedly unfavorable direction (and can, in strange circumstances, come back to the caster). In a situation of more 6s than 1s, however, the caster can direct Chain Lightning in nearly any way they see fit, so long as the spell makes at least two jumps prior to coming back to its initial target.

If no Luck value returns, then the spell strikes normally from target to target, naturally striking the next closest target in the order, whether friend or foe.

Chain Lightning: Killing Attack - Ranged 2d6, Autofire (5 shots; +1/2) (45 Active Points); OIF (A small piece of heavy metal; -1/2), Luck Dependent (This spell requires a Luck roll; see text; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Haislin Spell (Air/Fixed/Male); -1/2), Extra Time (Delayed Phase, The caster must focus and gather the appropriate amount of power to unleash it; -1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Down on Your Luck

Active Points: 40

Real Cost: 11

Sometimes, wishing someone ill can prove far more detrimental than one might think. Once the victim finds things not going their way, they'll remember back to the die-rolling gambler who was giving them the eye. Fortunately, the

effect doesn't last very long, but it can significantly alter outcomes for the victim.

GM Note: Normally, the forcing of Unluck would be a Major Transform; however, the limited duration (a single scene) reduces this to a Minor transform.

Down on Your Luck: Minor Transform 4d6 (Target into Target with 3d6 Unluck, Time (the effect does not last beyond a single scene)) (40 Active Points); OIF (A set of weighted dice; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Haislin Spell (Air/Fixed/Male); -1/2), Gestures (-1/4), Incantations (-1/4), Limited Target ([Slightly Limited]; No Haislin, or anyone who already has Unluck, is affected by this; -1/4), Concentration (1/2 DCV; -1/4)

Finding Cover at the Strangest Times

Active Points: 60

Real Cost: 16

Craftsman Haislin don't mention this spell much past their apprentices, although many younger Sealbearers aspire to it because of its signature application of dumb luck. With this spell, the caster can hide behind almost anything; if it would provide even a modest amount of cover, through Strangest Times it becomes a valid defense. Should the caster step out from behind it, the spell ends, and it only covers attacks from the protected side, but that defense can prove invaluable.

Finding Cover at the Strangest Times: Force Field (10 PD/10 ED) (Protect Carried Items), Hardened (+1/4), Costs END Only To Activate (+1/4), Uncontrolled (Lasts until the 'cover' is destroyed; +1/2) (60 Active Points); Ablative BODY Only (-1/2), Limited Coverage [61-180] Degrees (Only protects from the same direction as the cover itself; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Haislin Spell (Air/Fixed/Male); -1/2), Physical Manifestation (An object suitable (or even somewhat unsuitable) as "cover;" a slim pillar, a potted plant, a chair, etc.; -1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Haislin's Talisman

Active Points: 45

Real Cost: 12

The Haislin are remarkably resilient; in some cases, so lucky that in situations where they reasonably should be dead they (or their allies) inexplicably survive. If the caster has Lucky Break prepared, they may Abort to it; however, the spell can be employed only in the following circumstances: When the caster aborts, closely following a received injury, but prior to being investigated by another character, or if the caster is there when someone is recovering from a strike or blow, but before the full extent of the injuries are known. Regardless, the spell cannot be cast after the scene ends.

Haislin's Talisman: Healing BODY 4d6, Can Heal Limbs (45 Active Points); Limited Window (Only immediately after damage is received, or when first to assist someone prior to receiving other medical assistance; -1), Increased Endurance Cost (x2 END; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Haislin Spell (Air/Fixed/Male); -1/2), Concentration (1/2 DCV; -1/4)

Haphazard Deflection

Active Points: 45

Real Cost: 10

A Haislin's luck often benefits them -- it does not often benefit those around them. Haphazard Deflection embodies both traits; it protects the caster almost flawlessly, but tends to create chaos on the battlefield because no one knows which way any deflected round will go. While the spell remains subject to a Haislin's own luck, when their luck comes up (more 6s than 1s) they can declare a dramatic effect for a reflection beyond a simple strike.

Haphazard Deflection: Missile Deflection (Bullets and Shrapnel), Missile Reflection, Reflect At Any Target (45 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act, Side Effect affects both character and recipient of Power's benefits; Whenever the caster attempts a deflection, they must make a Luck roll on 3d6; if there are more 1s than 6s, than the deflection inadvertently targets an ally. If the caster already has Luck, then they roll their own Luck dice normally; -1), Costs Endurance (-1/2), Requires An Atharian Magic Roll (-1/2), Spell (Haislin Spell (Air/Fixed/Male); -1/2),

Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Harness of the Storm

Active Points: 60

Real Cost: 13

When people who are unfamiliar with the true nature of Haislin think of their magic, this is the one that most often springs to mind. They don't often realize that the phrase, "about as likely to be struck by lightning..." takes its inspiration from it. Some view Harness of the Storm as an extension of the restless winds that surrounds these casters; others say it's a manifestation of incredible odds. Either way, those Craftsman Haislin who prefer to handle things directly make use of this spell.

Harness of the Storm: Killing Attack - Ranged 2d6, Indirect (Same origin, always fired away from attacker; +1/4), +1 Increased STUN Multiplier (+1/4), Penetrating (+1/2) (60 Active Points); OIF (A small piece of heavy metal; -1/2), Increased Endurance Cost (x2 END; -1/2), No Range (-1/2), Requires An Atharian Magic Roll (-1/2), Spell (Haislin Spell (Air/Fixed/Male); -1/2), Extra Time (Delayed Phase, The caster must focus and gather the appropriate amount of power to unleash it; -1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Incandescent Bolt

Active Points: 30

Real Cost: 11

Incandescent Flash creates a single energetic bolt that explodes in a single flash, blinding anyone in the immediate area. While only active for a brief period of time, the caster holds onto the power of the storm long enough to lay down a sequence and blind multiple opponents.

Incandescent Bolt: Sight Group Flash 3d6, Explosion (+1/2), Lingering up to 1 Turn (+1/2) (30 Active Points); Requires An Atharian Magic Roll (-1/2), Spell (Haislin Spell (Air/Fixed/Male); -1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Luck in the Stars

Active Points: 60

Real Cost: 18

Every Atharian tends to believe that, ultimately, the Seal to which they were born serves them best; Panthier tend to believe that there is no better Seal; Estherian's that they are fortunate to be born into a Seal so graceful. The Haislin believe that the stars they were born under are a matter of luck, and luck can be changed. With this spell, the caster temporarily but forcibly changes the stars under which someone was born, in turn altering the bonuses and penalties taken when using Atharian magic. While not nearly as detrimental to Apprentices, Journeymen and Craftsman Casters dread its use.

Luck in the Stars: Major Transform 4d6 (Any aligned Seal to another Element, Standard Time (BODY healing) or recasting of Winds of Change) (60 Active Points); Limited Target ([Limited]; Only Atharian Seal Bearers; this spell has no affect on those who are not bound to a Seal; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Haislin Spell (Air/Fixed/Male); -1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Luck of the Draw

Active Points: 30

Real Cost: 8

An early example of cause and effect, this spell allows the Haislin to experience both; while the spell can be incredibly useful, the caster has no way of knowing which penalty they'll suffer in turn.

Luck of the Draw: Change Environment 1" radius, +1 Points of Damage, -2 DCV, -2 OCV, Multiple Combat Effects (30 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (The caster takes one of the penalties, regardless; roll a d6; on a 1-2, they take an extra point of damage, on 3-4, -1 DCV, and on 5-6 -1 to their OCV; -1/2), Requires An Atharian Magic Roll (-1/2), Spell (Haislin Spell (Air/Fixed/Male); -1/2), Nonselective Target (-1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Storm Sunder

Active Points: 30

Real Cost: 7

The Haislin, like Kaingan, embody a principal; the power of the storm itself. The electrical power that embodies the terrible force of nature, the luck of the draw that determines where any bolt of lightning lands. This spell allows the caster to channel that raw power and violently force it into a target. The Haislin lack Kaingan's range capability, and spells such as Storm Sunder allow them to operate in close quarters with great efficiency.

Storm Sunder: Killing Attack - Ranged 2d6 (30 Active Points); OIF (A small piece of heavy metal; -1/2), Increased Endurance Cost (x2 END; -1/2), No Range (-1/2), Requires An Atharian Magic Roll (-1/2), Spell (Haislin Spell (Air/Fixed/Male); -1/2), Extra Time (Delayed Phase, The caster must focus and gather the appropriate amount of power to unleash it; -1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Unknowable Outcomes

Active Points: 30

Real Cost: 8

Haislin like to create their own luck; they also like to ensure that when necessary, other people can't see what they intend. Unknowable Outcomes gives the caster a maintainable area that other Atharians cannot perceive into, and for the Haislin, sometimes that's even better than being lucky.

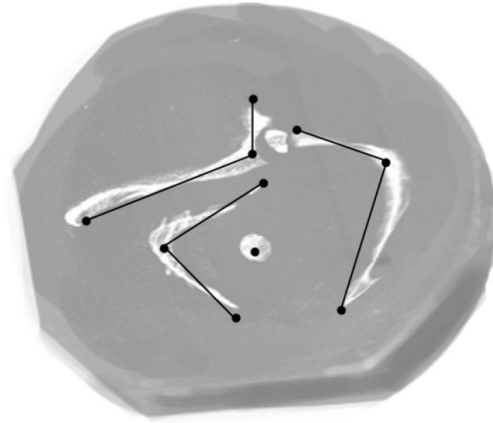
Unknowable Outcomes: Darkness to Mystic and Mental Groups 5" radius (30 Active Points); Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), No Range (-1/2), Requires An Atharian Magic Roll (-1/2), Spell (Haislin Spell (Air/Fixed/Male); -1/2), Gestures (-1/4), Incantations (-1/4)

Veritais Spells

Element: Water

Cast: Female

Position: Mutable



Countersign: *Estheria*

The Veritais, as a general rule, will sacrifice almost anything in their pursuit for the truth. Rarely does it get to the point where they would place their desire for knowledge above their friendships and alliances, but if that were to draw anyone, if any Seal were to come to a breaking point for a decision of that nature, it would be the Veritais.

Mages of other Seals learn Veritais spells because: they put great stock in the ability to find the truth, and also, find additional, creative uses for their spell repertoire.

Some people avoid learning Veritais spells because: the focus is very tight on investigation, and many of its other spells have similar echoes through other Seals, making them very useful, but not required.

A Staunch Defense

Active Points: 38

Real Cost: 12

The Veritais have an uncanny ability to suss out the truth in nearly any situation; some of the Sealbearers insist that having the ability to know what's true from what's false at the moment it's uttered has incredible value. While no spell can truly determine the precise truth from a lie, A Staunch Defense can defray many effects that might otherwise convince the caster of an untruth.

A Staunch Defense: Mental Defense (27 points total), Hardened (+1/4), Difficult To Dispel (x2 Active Points; +1/4) (38 Active Points); Costs Endurance (-1/2), Spell (Veritais Spell (Water/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4),

Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Blinded by the Truth

Active Points: 30

Real Cost: 8

Truth, as the Veritais now well, can devolve into elements of relative perspectives. The power of this spell enables the caster to proclaim their own, personal truth and direct it forcefully at an individual, temporarily overwriting the target's truth with their own. This shock to the system severely disorients an individual, temporarily rendering them blind and deaf as their own reality attempts to reassert itself.

Blinded by the Truth: Sight and Hearing Groups Flash 5d6 (30 Active Points); Incantations (Complex; -1/2), OIF (A small scale of balance; the symbol of justice; -1/2), Spell (Veritais Spell (Water/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Concentration (1/2 DCV; -1/4)

Eloquent Accusation

Active Points: 60

Real Cost: 15

A comparatively limited spell, a clever caster can find multiple uses for it, beyond the obvious. Eloquent Accusation allows the caster to strike swiftly and powerfully at the core of an individual's identity, although it requires some foreknowledge or preparation to take the proper effect, as even though the caster may know some kind of truth, that truth must carry some weight with the target.

Eloquent Accusation: Ego Attack 2d6 (Sentient class of minds), Does BODY (+1), No Normal Defense (Not having committed the crime you've been accused of; +1) (60 Active Points); Eye Contact Required (-1/2), OIF (Evidence of wrongdoing; -1/2), Spell (Veritais Spell (Water/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Does Not Provide Mental Awareness (-1/4), Normal Range (-1/4), Limited Range (Only within the caster's vocal range; -1/4), Concentration (1/2 DCV; -1/4)

Eyes of Creation

Active Points: 45

Real Cost: 10

Veritais are purveyors of truth -- while they come from the water, a core element of creation, the Veritais retain a close relationship with earth bound creatures. Through this spell the caster can perceive through the senses of other creatures, using them to extend their sight beyond what they could see normally.

Eyes of Creation: Clairsentience (Sight Group), 4 Perception Points, Discriminatory, Mobile Perception Point (can move up to 12" per Phase) (45 Active Points); Only Through The Senses Of Others (Land based mammals and earth bound fowl; -1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), OIF (A swiftly moving object, thrown or fired in the direction the birds should begin; -1/2), Requires A Power Roll (-1/2), Spell (Kaingan; -1/2), Gestures (-1/4), Incantations (-1/4), One Sense Only (Sight; -1/4)

Flawless Recollection of Law

Active Points: 30

Real Cost: 6

Many Veritais find a natural calling in the pursuits of investigation and law. With this spell, the Veritais, seemingly with a snap of their fingers, can recall nearly anything they've read. While known by name to every Veritais, they never went about changing it on the books. A simple spell, many of them considers it a genuine ace up their sleeve.

Flawless Recollection of Law: Aid INT 3d6 (30 Active Points); Only to Assist with Recollection of material that the caster has read (-1), Costs Endurance (-1/2), Self Only (-1/2), Spell (Veritais Spell (Water/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Hand of Judgment

Active Points: 40

Real Cost: 12

Many Veritais -- and non-Veritais, when they can -- take Hand of Judgment. It's both a powerful Water spell, and easier to learn than the Craftsman spell, Triple Edged Blade. While the

spell lacks application in certain circumstances, its overall functionality in both offensive and defensive situations outweighs, in many people's eyes, any restrictions on its casting.

Hand of Judgment: Killing Attack - Hand-To-Hand 1d6+1 (1 1/2d6 / 2d6 w/STR), Based On EGO Combat Value (Standard Defenses apply; +1) (40 Active Points); OIF (Evidence of wrong doing, or active threat posed by the opponent; -1/2), Spell (Veritais Spell (Water/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

In Pursuit of Truth

Active Points: 22

Real Cost: 5

Sometimes things stand out more so than others; a moment of clarity where our eyes snap focus to something fully relevant. The effect of this spell is less about seeing more and closer to enabling the caster to see things that are immediately relevant to their current quest. Truth is often relative. When employing this spell, the caster becomes focused on the available evidence and can pull things out of a scene others may miss. An odd smell in the air, an errant scarf, and so on.

In Pursuit of Truth: +5 PER with all Sense Groups, Uncontrolled (For scene, or specific moment of investigation; +1/2) (22 Active Points); Only in Pursuit of the Truth (This ability only assists the user in pursuit of truth; -1), Spell (Veritais Spell (Water/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Nonpersistent (-1/4), Extra Time (Delayed Phase, -1/4), Concentration (1/2 DCV; -1/4)

Justice Will Prevail

Active Points: 45

Real Cost: 10

Few things impede a Veritais when pursuing their objectives; this spell represents their seemingly insurmountable will, and their ability to assemble clues and bits of information and reach new, powerful and insightful

conclusions. If a journeyman Veritais knows no other spells, Justice Will Prevail will assuredly be in their repertoire.

Justice Will Prevail: Aid INT and STR 3d6, INT and STR simultaneously (+1/2) (45 Active Points); Self Only (-1/2), OIF (A specific obstacle that must be overcome while pursuing truth or their objective; -1/2), Costs Endurance (-1/2), Spell (Veritais Spell (Water/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Light of Knowledge

Active Points: 60

Real Cost: 14

Pursuing the truth can lead into bizarre places, from crypts, to forests, or a sudden need for late night illumination. For experienced Veritais, this spell makes their inclusion in almost any group an inarguable. Its extended illumination enables the caster to keep the area illuminated while leaving their hands free to engage in other tasks. Light of Knowledge provides a tremendous amount of illumination, filling dark corners with clear, colorless light.

Light of Knowledge: Sight Group Images 1" radius, +/-10 to PER Rolls, Uncontrolled (For the duration of a single scene; +1/2) (60 Active Points); Set Effect (Only to create light; -1), Only While in Pursuit of Truth (-1/2), Spell (Veritais Spell (Water/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Necessity of Truth

Active Points: 60

Real Cost: 22

Veritais often contend with other people's insistence on hiding things, often through the veil of illusion. While more conventional methods require basic investigation, when there's the chance of dealing with a Cala, or people who know Cala or similar magics, Necessity of Truth becomes invaluable. The effect is large enough to fill a room, and seriously impede any illusion spell in the area.

Necessity of Truth: Suppress Illusions and similar effects 6d6, Area Of Effect (3" Radius; +1) (60

Active Points); Spell (Veritais Spell (Water/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Revelations of Evidence

Active Points: 40

Real Cost: 5

Not many Veritais -- or casters close enough to this Seal to have easy access to Veritais magic -- often take this spell. Proponents of it, those who handle extensive research, however, swear by it. With enough work, effort and evidence, the caster can recreate an almost perfect image of the case or situation they've researched, to the point where they can envision the scene precisely and move within it, although it acts in all ways as a memory, and the caster cannot interact with it, or gain new information from the Revelation itself.

Revelations of Evidence: Retrocognitive Clairsentience (Mental Group) (40 Active Points); Extra Time (6 Hours, Character May Take No Other Actions, There is an extensive amount of research required to cast this spell; -3 3/4), Retrocognition Only (-1), OIF (Materials for research to understand a case or situation; -1/2), No Range (-1/2), Spell (Veritais Spell (Water/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Truth is a Triple Edged Blade

Active Points: 60

Real Cost: 18

Among this Seal, "Truth is a triple edged blade" often spear heads any conversation. The nature of the premise lies in the idea that any truth contains elements of both sides; often the accuser and the defender, and between the two lies reality. Triple Edged Blade manifests as a rapier like edge, capable of piercing things both seen, and unseen. While a Triple Edge Blade can be dodged, it plunges through the real and the ephemeral equally well.

Truth is a Triple Edged Blade: Killing Attack - Hand-To-Hand 2d6 (2d6+1 / 2 1/2d6 w/STR), Affects Desolidified Any form of Desolidification

(+1/2), Lingering up to 1 Turn (+1/2) (60 Active Points); Only While in Pursuit of Truth (-1/2), Spell (Veritais Spell (Water/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Incantations (-1/4), Gestures (-1/4), Concentration (1/2 DCV; -1/4)

Wearing Down the Witness

Active Points: 30

Real Cost: 9

Many Veritais describe this spell in less than shining terms; in their pursuit for truth, creating a situation where someone becomes purely pliable, instead of compelled to tell their version of the truth, can lead to false information and thusly bad accusations. That doesn't preclude people from learning it, or finding new and terrifying uses for it.

Wearing Down the Witness: Drain EGO 3d6 (30 Active Points); Extra Time (Extra Phase, Only to Activate, -1/2), Spell (Veritais Spell (Water/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Web of Lies

Active Points: 50

Real Cost: 15

Web of Lies enables the caster to lock down an individual who the caster knows has lied or otherwise engaged in falsehood, keeping them in one place long enough to try and establish the truth -- or at the very least, the necessity of the lie. Many Veritais prefer to never use this spell except to detain those who might otherwise run, but it has known use for less noble efforts.

Web of Lies: Entangle 2d6, 2 DEF, Takes No Damage From Attacks All Attacks (+1/2), Based On EGO Combat Value (Mental Defense applies; +1) (50 Active Points); Only When The Target has Actively Lied (The spell can only be cast against a target that the caster has verified has told, and been caught in, a lie; -1/2), Spell (Veritais Spell (Water/Mutable/Female); -1/2), Requires An Atharian Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)

Sanguinary Magic

There was little question as to why her kind preferred graveyards, basements, and dark, quiet places. Few sounds came in, and fewer went out. The girl's throat had been stripped with her constant screaming, her pleading, her whining and sobbing. She was almost out of tears. She was certainly exhausted. Orelia did not doubt there was still fight left in her, though, and she couldn't take any chances.

"Are the straps... quite tight?" she asked in an airy, condescending voice, "I had been practicing, you see. I wanted to make sure that they hurt as much as possible. That your hands had just enough blood to be in pain. The blood, you see, must course through your entire body. It must touch every element of your being."

The girl fixed her eyes on the mad woman; her skin was pallid, her eyes nearly black and her hair tightly wrapped and bound, giving her the severe look of a matron despite her youth. There was no light in those eyes; no compassion, and no remorse. They were the eyes of a starving predator, eyes that seek only satisfaction. The look within them was feral. Evil. Unabashedly so.

"I'm..." the girl gasped, and coughed "I'm not a virgin... don't you need virgin blood?"

"No, not for this ritual. I admit that little piece of information may have ruined other plans I could have had, but no. I simply need a child who is pure of heart. And you do so love your family, and your daughter, don't you? Oh yes, I know all about it. The lengths you've gone too to be a good mother, the pure love you felt for your fiancé before he was killed. Oh yes." And she turned, and her eyes turned wholly black and seemed to emit their own eerie glow in the candle light, and when her lips parted her fangs pierced her lower lip and blood dribbled slowly down her chin.

"I know all about it. And it's going to be delicious."

Not too far away, certainly not at the speeds she could run, Nichole lifted her head, carefully sniffing the wind. Her senses were sharp; her eyes wide and gleaming silver, reflecting the moonlight in which she stood. She knew she was close, she could feel the heartbeats through the ground itself, but she still had been unable to pinpoint their precise location. Laurena was the seventh girl in as many moons to be taken. Moons, not months, and always at the half way mark, always heading towards a new moon – waning,

not waxing. Unfortunately, Nichole had no idea what ritual was being prepared; that was part of the problem with the Vampyr. They tended to write their own rituals to themselves; as the spoiled bloodline of true Sanguinary, their magic must speak to them first, and manifest to the world, second.

For whatever reason, Orelia had come to this dreary little backwater well off the beaten path. Barely even in civilized kingdom territory. Probably for the best, though. Nichole was still distressed that it had taken this long to track the older caster down. She was clever. She hid her tracks well. But there was no disguising the hammering staccato rhythm of a young woman's heart. She was close now. She focused momentarily on her Reliquary, giving herself the speed she would need and praying that she would make it in time.

She focused as she ran, honing in on the heartbeat. The thumping became insistent, and Nichole knew that her time was growing short. It was critical to make the most of the reserve in the reliquary; using too much, too soon, could prove disastrous when it came time to face off against the Vampyr in close combat. Orelia would not go quietly, and Nichole would need all the strength she had. Even as her pounded across the field, her head began to throb; she new Orelia's heart nearly never beat. But still, she heard two heart beats. One pounding with panic. One tiny, barely alive, and reacting only to the panic his mother felt. Nichole cursed under her breath. She had suspected, but now had her confirmation. She cursed again, and pushed her legs to move ever faster.

To save both a mother and the distant dream of a child.

Orelia was lost in her work; the ritual was well under way. Although she would still need two more women to complete it, the results were well worth the minor sacrifice. Nine nights, over nine moons. She would have her own child; the ritual would guarantee it. The death of the mother was unfortunate; all she wanted was the child's heart, but it needed to be bathed in its mother blood for purity. The trick was finding women who had conceived in true and genuine passion and love. It had taken her two years to find this little hamlet. Her timing was impeccable. Plenty of young brides and strapping young men. She could almost ignore Laurena's screaming.

Nichole heard it now. The desperate and pitiable cries for help. Her own blood pounded as her heart worked twice as hard, Nichole desperate to control her rising desperation, well aware that Orelia was just as capable of hearing her heartbeat as she was of hearing hers – if she had one. Running until her lungs burned, she loped straight up the hill and into the graveyard. It was a simple matter of finding the old mausoleum, it was the only place big enough on the lot to house Orelia, her prey, and give her the room she'd need to perform whatever ritual she had dreamt up.

As Nichole reached the mausoleum doors, she stopped cold in her tracks. She'd known Orelia a long time – knew her well enough to know that she was never unprepared. Nichole's eyes swept over the entrance, and she knelt down and sniffed around, looking for traces of her target's own blood magics. She could have laid traps, a trip wire, or any number of things. No, what frightened Nichole was the idea that Orelia may have a trap in place designed to damage her Reliquary, or sabotage her blood flow. The old witch was already far more powerful than she was, and she knew it. Knew it all too well. But none of that could get in the way. She needed a new way in.

A new scream erupted from within the stone confines of the building, and Nichole felt the blood rush to her head. She had to move, and quickly, if she intended to save either of their lives. She began searching around the building. She didn't need much... a crack, a seam; anywhere she could feel a breeze would be sufficient. She ran her hands over the smooth marble exterior. Some Sanguinaries could simply scale the wall, regardless of its composition; her style wasn't nearly as subtle. She checked her Reliquary. She had burned a great deal of blood getting here and certainly didn't have the time to refill it. And in that moment, in that crystallized moment, she understood how Vampyr came to be. The easy temptation to 'borrow' just a little... just once. Any of them could do it. So long as the blood passed through the arcane patterns of the Reliquary it was charged for use. It was the reason that any of her order could use anyone else's Reliquary; and it was the exact same reason such use was forbidden.

Nothing, she realized, is more tempting than unlimited power. But the Sanguinaries were trained to block out such thoughts. Blood is life. It

carries knowledge. And power. So easy to get. So easy to abuse.

Nichole leaned her head back and looked back up at the half-fat moon, and took a long slow breath. Panic would only waste time. And wishing for more blood wouldn't give it to her. She knew what she had to do, and knew just how vulnerable she would be. No matter. She took a deep breath, focused, and felt the screaming pain of her own blood boiling out of her body as she focused it into her legs and leapt upwards.

She landed softly on the roof of the mausoleum, and looked for a crack in the stone work. Many of these things were pretty on the walls, where people can see them, but the ceilings tended to be haphazard. After a moment of searching she found two stones where the mortar between them had eroded from wear and time. She placed her ear to it, and heard the soft chanting of Orelia's focusing mantra, and knew she found what she needed. She closed her eyes and began her own incantation, speaking swiftly, focusing entirely on channeling the blood from her Reliquary to do the impossible.

In a moment that seemed both strangely slow and then all too swift, her body seemed to slide apart, becoming nothing more than ethereal black smoke.

Orelia had placed careful, deep set patterns into Laurena's wrists. As she bled out the patterns smoldered on her skin, as the ritual censer's smoke flowed and began wrapping around her, taking on a life of its own. The smell of the incense and burning blood were so pungent, that the vampyr didn't know anything was wrong until there was a horrendous snapping pain, and she was suddenly looking in the eyes of Nichole, who, arms spread wide, took a long step backwards as Orelia's lifeless body fell over.

Nichole had slid, empty and adrift, down through the cracks in the ceiling. She flowed among the stones, and then pressed her near total smoke form body against the wall, as she slid along it, getting as close as she could to Orelia. Nichole knew that the scent of her smoke-form would immediately tip the Vampyr off – fortunately, Orelia was so focused, and the scent of the incense so pungent, that it would have taken something truly dramatic to draw away her attention.

Nichole knew precisely what that would be. She stepped, silently, behind the chanting Vampyr, took a deep breath and held it as she put

her hands in place, released the pattern in her mind. Immediately, her body refocused into reality, and her hands, now solid, seized Orelia at the chin and behind her head in a crossed "X" pattern. Nichole snapped Orelia's head like a child with a spinning top. There was a horrendous crunch, a wicked series of snaps, and the look of shock on Orelia's face... was immediately replaced by a look of fury before her body tumbled to the ground.

Nichole stepped back, arms spread wide, as she locked eyes with Orelia. Even as her body slumped, she stepped over it and began undoing the leather straps holding Laurena in place on the table.

"You... you... you killed her!" Laurena gasped, now verging on total hysteria. "You killed her! Please don't kill me... oh please, my baby, please..."

Nichole unbuckled the second strap and glanced quickly behind her.

"Shut up. I don't have time to coddle you. You have to get out of here. Now."

"She's dead! How ... you're like her!" her voice rose into a fever pitch as she took up her screaming with renewed vigor as full on panic struck her. "Help! Somebody! Help me oh gods please help me!"

Nichole, in one smooth motion, coiled her spine and then uncoiled, her hand moving with incredible speed, and cracked Laurena across the face with thunderous force. The woman fell silent, her screams cut off as she stared at Nichole, seeing her for the first time.

"Be. Silent. I need to get you out of here. I've undone the bands on your arms – help me. Undo the strap on your hips; I'll free your legs."

"You... but you killed her!"

Nichole took a deep breath. "No. I didn't. Now get up." Nichole took another furtive glance behind her and pulled the pregnant woman to her feet. She twisted Laurena's wrist, and saw the horrendous scarring on it, and on her belly.

"I'm sorry," she said, her voice filled with genuine compassion. "You're going to have those scars for some time... now move." She half pulled, half shoved Laurena towards the door to the mausoleum,

Even as she pushed Laurena on as hard as she could, she couldn't help but look back, and see that Orelia's head was slowly realigning itself. Nichole drew her ceremonial blade, her personal Serratus Daegaard. The Serratus Daegaard was a

crude way of getting blood for her reliquary, but a most efficient weapon in combat, considering that this one had been forged for her out of silver, reinforced with magic, and given to her as a personal gift.

The two women reached the door, and Nichole swiftly threw off the bar that had held it shut, and pushed on the heavy piece of wood and stone. There was a hiss as air was sucked out of the room and Nichole could smell the night once more. She turned around to put her back to the door and her eyes widened as she saw Orelia sitting up, slowly cracking her neck.

"Nichole..." she rasped, "you never knew when to be obedient, did you?"

"Mother, this has to stop!"

Laurena stopped and turned in shock.

"She... you're her..."

Nichole turned and her eyes flared with power as she pulled reserve energy from her reliquary and focused her stare, looking deep in Laurena's eyes, and time stopped a moment for Laurena as realization set in.

"Stupid girl! Don't just stand there!"

Nichole shoved her through the door with superhuman strength, and screamed, "Run! Idiot! Run for your accursed life and tell them all to shutter their doors!" Laurena turned back to say something, the drama now sharp in her mind, and understood that Nichole had made a horrible decision, and was about to pay an even steeper price for her own simple life, in her simple hamlet.

Nichole was going to kill her own mother, to save her, Laurena's, life and child.

"Mother!" Nichole screamed as she began nearly flying down the hallway towards the center of the mausoleum. The room was small, and other than the clutter of Orelia's preparations; empty, save for the sconces on the wall and the large table in the center. Orelia stood up, shaking out her hands as she dropped into a defensive stance and prepared herself for Nichole's attack.

Nichole hurtled down the hall, stepped into the main causeway of the mausoleum, and launched herself into the air, twisting her body to bring her ankle crashing down on Orelia's shoulder. Orelia moved swiftly, grabbed Nichole's ankle and swung her, in mid flight, into the stone wall. The walls of the building shook from the impact and dust rained down from the ceiling as bits of rubble fell around Nichole.

Nichole coughed heavily and muttered "You're still fast. But you must be weak. This ritual

can't be cheap." She raised her head, and looked straight into her mother's eyes, screaming, "Is this how you made me too? Is it?! Mother!"

Nichole started to get to her feet but Orelia was on top of her, and reached down with one hand and seized her daughter by her neck and lifted her completely off the ground. Even though Orelia was a full two inches shorter than the hunter in her grip, the strength in her arm kept Nichole suspended.

"Is this how you repay all I have done for you? By betraying me? By hunting your own mother?!" She pivoted on her back foot and smashed Nichole's forehead into the stone altar that Laurena had been bound too moments before. There was a sickening crunch as Nichole's nose shattered, blood spurting outwards and washing the altar in steaming crimson. Nichole's head bounced once and she collapsed beside the altar, coughing up blood.

"I raised you!" Orelia screamed as she kicked Nichole in the side. "I had you inscribed in the scrolls of the Enclave!" again, her heavy leather boot found Nichole's undefended side, and Nichole popped off the ground and into the side of the table with a cracking sound that could only be breaking ribs. "I gave you everything! Training! My life! My dedication! I tried to show you a path beyond the simple, restricted teachings of the Enclave!" With that Orelia reached down and seized Nichole with both hands and lifted her up, so they were eye to eye.

"All this! All this and you repay me by hunting me! By seeking to Silence the Blood in ME!" Orelia shook her with all her rage and fury. "WHY?!"

Nichole met her mother's gaze evenly, and blinked through the haze of pain. She never expected her to be this strong, and took a deep breath – before plunging her Serratus Daegaard straight into her mother's unprotected armpit, so hard and deep that the tip pierced her shirt on the other side.

Orelia instantly released her grip and staggered backwards, the silver in the blade having given her a grievous wound.

"Because," she said and she pulled the blade free. "This is how you taught me to be, mother. Before you became this. Before your name was stricken from the rolls. Because this is who you made me to be!" Orelia stared at the blade, and then at her daughter, and asked "Is that... the same...?"

Nichole said nothing as her foot whistled through the air, catching Orelia on her left temple, sending her sailing across the room and into the far side wall, where she collapsed in a heap amidst the scattered remains and belongings of the six women she had murdered over the last six months.

Laurena watched, half hidden behind the door, and struggled to determine if she should run, or help. The village was too far, and she didn't want to go in the dark. Thinking that possibly the coast would be clear, with Orelia having been knocked down; she crept forward as quietly as possible. She unlimbered a torch from the wall and moved, barefoot and slowly, towards Nichole.

Orelia lay amidst the wreckage, and began to quietly weep. "I'm sorry, Mother." Nichole muttered, now choking back her own tears, and falling to her knees, clutching her side, her breath raspy and shaky. "But there is no other way." Orelia nodded. "I know, Little Nick. That's why I'm crying." Orelia lifted her left hand and beckoned her daughter closer, and Nichole, reflexively, got to her feet and staggered forward. Realizing too late her critical mistake as a wall of force took her in the chest and sent her flying down the back hallway where she smashed into a heavy stone statue of some forgotten priestess set to watch over the dead. Orelia got to her feet, her right arm still dangling at her side, her left now throbbing with wicked pulsing black energy as she stalked down the hall, extending her arm towards the altar, which on command, ripped itself out of the ground and went in a straight line down the hallway.

Nichole was just pulling herself to her feet when she saw the massive piece of marble coming straight for her, and hit the ground, and acting before she could think, slid beneath it, swinging her legs and rolling to her feet, went into a dead sprint towards her mother, effortlessly sliding back and forth, now running on nothing short of magic and adrenalin. She placed her Serratus Daegaard between her teeth, reached behind her for her pack, and pulled out a pair of sharpened wooden stakes with silver tips.

She didn't have time to scream before she saw Laurena reaching back with the torch, swinging it at Orelia's head.

Orelia reached back, but was so completely focused on the task at hand that she almost didn't react in time to Laurena coming up behind her with a heavy torch, swinging it as hard

as she could at the back of her head. Orelia flickered out of the space for a brief moment, her body in place one moment, and gone the next. Laurena staggered forward and bumped into the wall, dropping the torch.

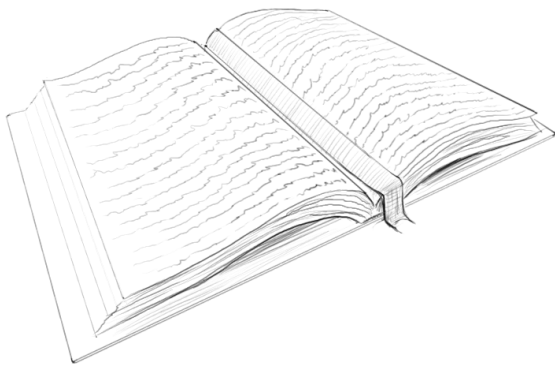
Orelia, desperate for blood, reached out and seized Laurena with her spiritual arm, and pulled her white neck towards her, to get the blood she required to keep fighting. It gave Nichole the opening she needed.

She slipped in under Orelia's guard and plunged the first stake upwards into her lower jaw, pinning her mouth shut. Orelia staggered backwards, grabbing the stake and struggling to pull it free, but couldn't do it before Nichole plunged the second straight into her chest, through her still, lifeless heart.

"Mother," she whispered as Orelia fell backwards. "I'm sorry."

The Core Principles and Practices

Sanguinaries aren't born – they're taught. There are four primary Enclaves, each oriented geographically in the same pattern as the Atharian Wheel; to the North, Fire, the East, Water, the South, Air, and the West, Earth. Throughout Kamarathin, mages deal with controlling the four critical elements for all life; Fire, Air, Earth and Water. Sanguinaries ignore all of that to an extent; they feel that these are external forces, and that true power comes from within. This is codified in their belief in the power of blood, and focused and honed into a structured focus on the power of life itself. The Sanguinary believes deeply in the focus on, and preservation of, life as a whole. Not a 'single life,' which has immense value, but as a higher concept: that life is something to be



protected and nurtured that as an ideal, it can be upheld. With that, they understand the nature of death. They understand and accept it as a natural element of the life cycle. However, unlike the Academics, who focus on the Vedra Atharia, the Sanguinaries are far more active in the world around them. Rather than focus their efforts on the development of magic, they use the training they receive to develop their own inner power, called *élan*, and strike out into the land to conduct their research. Using a combination of craft, wit and talent, the Sanguinaries have become the foremost experts on the history of the Kingdom and modern events. Their controlling governments – the Enclaves – each focus their efforts on their specific region, working at recording the lore, knowledge, and history of that area.

There are many jobs within the Enclaves; there are the Initiates who handle the bulk of the scribing duties, the Apprentices who have selected a discipline and study with a Journeyman, and those Apprentices who spend more time on the road, moving from Enclave to Enclave, staying in pre-established 'safe houses' during their travels. The safe house network was established so that Sanguinaries would have a place to recover after passing through the plague lands of the West, and have since been enhanced. They now traditionally contain notes, directions, and tips on moving through the area safely, as well as the next waypoint depending on which way the Sanguinary is moving.

The establishment of the Blood Wall pressed the Predominants of the time into making certain that not only would the information they needed to exchange could be moved safely, but that their messengers would have a place to rest with minimal exposure to the plagues that ravaged the West.

The Four Enclaves

As much as the Atharians are governed by their Seals, the Sanguinaries seek to listen to the blood within them; they pay homage to the Elemental Planes through their training regimen, while the magic they use is more about the manipulation and understanding of their own life forces than it is about the elements themselves, although rumors abound that each Enclave has a specialized, secret store of dedicated spells and rituals known only to the Journeymen, and a few only to the Scholar, of that institution.

All Bloodcasters, regardless of Enclave, are taught, first, to bring forth their physical potential. Sanguinaries maintain their bodies very well, and strive to keep in excellent physical shape; they go through brutal training, much of which is designed to bring the mind and body into alignment. The punishments they endure during their initiation harden them both mentally and physically. Some students fail, and leave the Enclave. Of those who fail, some of them begin the long walk home; the rest lay buried in minimally marked graves.

Enclave Organization

The Enclaves organize by rank; the lowest ranked members, the Initiates, comprise the core of any Enclave. As they gain knowledge, they begin to train in the use of élan, and how to effectively defend their homes, learning the martial style that the Enclave teaches.

Initiate

The Initiates start life at the Enclave with very little; most do not yet know how to read and write, core skills required for the preparations of the Rolls. Stable and comparatively dull, most Initiates spend their days in a combination of extensive class work, scroll design and preparation, and the rudiments of combat training.

The following Perquisites represent a combination of Guild Member rank and a reflection of the general strength of the caster:

- 1 point: Initiate, No reliquary or Sanguinary Cruors points
- 2 point: Apprentice, Maximum Reliquary, 15 points
- 3 point: Journeyman, Maximum Reliquary, 30 points
- 4 point: Scholar, Maximum Reliquary, 45 points
- 5 point: Preceptor/Predominant, Maximum Reliquary, 60 points

Apprentice

An Apprentice experiences a much broader array of what the Enclave has to offer; they begin learning the rudiments of exploration, the surrounding area and how to survive in it, and gain more knowledge of how the Enclaves structure (and in the event of an emergency,

restructure). Passage from an Initiate to an Apprentice also grants the Sanguinary a Reliquary, and their training in the use of élan. From time to time, an Apprentice may be granted leave to expand their horizons, or pursue a minor piece of information that won't provide a great deal of difficulty. However, there have been multiple incidents where a seemingly simple information gathering assignment has become something much larger and unexpected.

Journeyman

Those who have dedicated their lives to the path of the Sanguinary strive for the rank of Journeyman; at this stage of their training, they have reached a certain level of stability and discipline with their magic and their martial arts. The Journeyman still engage in many of the same exercises that the Apprentices do: they practice both their combat skills and their élan, they prepare the Rolls, and pour over maps in preparation for the delivery of the Rolls that year. However, the Journeyman Sanguinary takes on jobs and responsibilities beyond the Apprentice. This includes more extensive reconnaissance assignments in uncharted terrain, and extensive information gathering assignments. In rare cases, a veteran Journeyman may receive the job of pursuing a recently corrupted Sanguinary, and begin gathering the necessary intelligence to find, contain, and either redeem, or destroy, the Vampyr.

Scholar

After years in the role of Journeyman, a Sanguinary may become eligible for advancement to a Scholar. The Scholars are the most powerful and knowledgeable Sanguinaries that an individual will likely ever meet. They have deep Reliquaries, a variety of élan and effects on which to draw, and the kind of experience that comes from many years of hard monastic living. Scholars rarely leave the Enclave; most of them stay behind and review the rolls, organize information, and become very heavily involved in their own Enclave's research, advancing to become experts in their respective fields. The rank of Scholar leans back to the roots of the Sanguinary life, really, in that they return to the roots established during their Initiate rank, leaving the extensive missions and pursuit of those who have broken their Reliquaries to the Apprentices and Journeymen.

Preceptor/Predominant

Among the Sanguinaries, the most respected and experienced among them have risen to the rank of Preceptor, those who oversee the duties of the Enclave at the highest levels. From those ranks, one Preceptor is named to the highest office of the Enclave: Predominant. These individuals make the ultimate determination of who may enroll, and who may not. Each Predominant also determines when someone may be raised in rank within the rolls; from initiate (untrained), to apprentice, then journeyman, and finally Preceptor. The rolls themselves are maintained by the initiates and the apprentices within the Enclave.

The rolls contain a complete list of all the Sanguinaries trained inside an Enclave's walls and once a year, the rolls are painstakingly copied by the Apprentices for distribution among the other training sites. A great deal of effort goes into the preparation and distribution, so that all the Enclave Predominants have a complete registry of the known Apprentices, Journeymen, and Scholars. The rolls include critical information, such as research specialization, known locations, and any specific relevant history in regards to that Sanguinary. These scrolls, in the right hands, contain enough information to reconstruct an Enclave from the ground up; it enables a site to move if necessary and be completely restructured. This practice existed prior to the Time of Plagues, and the building of the Plague Wall (as the Easterners call it), but the rolls were exchanged once every five years; the idea of having the entire system torn down by one cataclysmic event never occurred to the Predominants. Now, in a land where knowledge is at such a premium, the Predominants unanimously agreed that a redoubling of their efforts would be required. Once the rolls are exchanged, a comparison of last year's rolls to the newest edition is done to see who's rising, who's fallen, and who's missing.

That last piece for some represents the nature of the rolls: to detail specific changes in status. those who have risen in rank, new inductees, those who have left, who have been cast out, and finally, those who are known to have frozen their blood, and have become Vampyrs. Beyond that, however, and not as widely known, are the copies of the notes that have been made during the last year, of all the new research,

projects, and observations of the Sanguinaries. Copies of maps, break downs of lineage, deep discussions of political maneuvers and the rise and fall of various powers. Each Enclave monitors its pre-defined area, acting as researchers, observers, and the preeminent holders of knowledge.

As the lore holds, the Atharians tapped into the power of the elemental planes to work their magic; the Sanguinaries stood as the guardians to that knowledge, although they did not use it themselves. Because of this, they were sometimes called "gatekeepers," although all that remains of this history are the names of the Enclaves themselves.

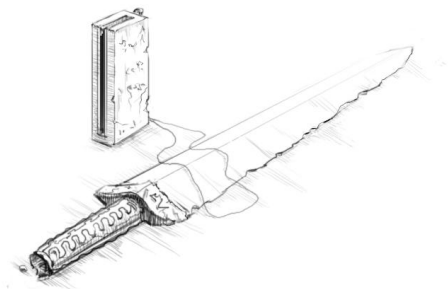
Each Enclave is bound to a specific location, and is oriented in accordance with the flow of the Atharian Seals; the Northern most position is held by the Burning Gate, representing fire. Then, to the East, the slot held by Aegia is reflected in the Sanguinaries of the River Within. The Southlands are monitored by the Opening Way, and lastly the West houses the Iron Road.

All of the Enclaves are well learned, their Initiates being fully literate, and spending much of their time working on scribing the Rolls and creating multiple copies of the manuscripts that are delivered during each year to the other Enclaves. The Enclaves diligently work to keep track of what's happening in their surrounding duchies, but each also focuses specifically on an educational discipline. Driven by their philosophy more than anything, the disciplines allow other Enclaves to request assistance on specific projects based on the expertise of the other three.

Package Deals

The life of a Sanguinary begins in the Enclave; each Enclave focuses its teachings in specific areas, and imparts that knowledge to its students. While all Sanguinaries practice blood magic, they learn different skills and talents based on their training. All Sanguinary package deals include, by default, one point in Guild Membership (Initiate), a 30 point Reliquary, and the structure for the Sanguinary Multipower.

The GM should generally have PCs begin as Apprentices, and only after significant adventuring allow them to improve to Journeyman. A PC will generally never start their career outside of the Enclave at the Initiate level, as they have no Reliquary and have not completed their training sufficiently to have any Martial



Maneuvers. Barring extremely high-powered campaigns, at no point should a PC have Scholar level or abilities. Even starting at Apprentice, the Sanguinary will have very limited magical ability compared to an Atharian; the focus of a Sanguinary falls on their research and knowledge of history, not their combat prowess.

All Sanguinary characters must include the Sanguinary Initiate Training package in addition to their specific Enclave package.

Sanguinary Initiate Training

Total Cost: 30

Disads: 20

Originally tasked with the maintaining of the knowledge of Atharian Magic, now, the Enclaves bend their talents for research and the preservation and discovery of knowledge. Now, in the aftermath of the Scale Wars, the Enclaves seek to expand their knowledge of Atharian magic, and the cause of the Scale Wars.

Very early on, the members of the Enclave are taught the nature of their terrain; all styles focus both on their ability to defend the Enclave from attack and embracing élan holistically. That in turn means that the students become extremely familiar with their surroundings, and learn the basics of survival outside of the Enclave.

The Bloodcasters are raised in the Enclave; they have a general knowledge of how things are done, the proper order in which they're done, the trials that face initiates before they become Apprentices, and so on. This skill also imparts a general knowledge of the other three Enclaves and their practices.

Through years of preparation, and a required yearly creation (or review), the

Sanguinary is fully knowledgeable of The Rolls of their own Enclave; it would take a great deal of research to have a chance of convincing a blood caster that they trained at their Enclave without being able to recite The Rolls and their history within it.

Cost	Ability
5	+1 with HTH Combat
2	AK: General Area Surrounding [Players Choice of Enclave] 11-
3	Defense Maneuver I
2	KS: Enclave History and Practices 11-
3	KS: The Sanguinary Rolls of Membership 11-
1	Literacy With Native Language
2	PS: Research Assistant 11-
10	Reputation: Known Keeper of Knowledge, 11-
3	Research 11-
10	Social Limitation: Bound to the Structure of the Enclave (Frequently, Major, Not Limiting In Some Cultures)
3	Teamwork 11-
2	WF: Common Melee Weapons
4	Language: Bluetongue (completely fluent; literate)

The Burning Gate

Location: Nirrah Hills

Predominant: None

Focus: Social Interactions

Symbolically, the Fire Enclave tests and challenges those who sought to practice Atharian magic, and reach beyond their own world to pull magic from the elemental planes forward. Now, in the modern era, they focus on research to the north of the Plague Wall, and the study of the cultures and societies around it. Like the Panther, followers of the Burning Gate live for the thrill of a challenge, but also for the opportunity to help others overcome the challenges that face them. They believe in their role as gate keepers that they can prepare themselves, and others, for the challenges that will face them on The Iron Road.

Burning Gate practitioners have adopted an extremely dramatic, flashy fighting style. They often fight with two weapons, engage in dizzying acrobatics, and focus on strikes and disruptive techniques. The Burning Gate does not include many grapples or submission techniques, and focuses more heavily on offense than defense.

Situated at the base of the Nirrah Hills, just to the north of the Plague Wall and within a stone's throw of the Water Wood, the Apprentices and Journeyman of the Burning Gate spend their time studying the collection of cultures that have settled sporadically in this area. Many of them have familiarized themselves enough with the customs of the Bezzi that they know how to move in relative safety through their lands, and have had to learn how to do so given the current social climate. Currently, much of their Journeymen are researching the phenomenon of the Cult of the Devourer. However, this research has proven incredibly difficult, as the Bezzi xenophobia, combined with the deeply inquisitive nature of the Sanguinaries has led, in most cases, directly to violence. In some, rare instances the Sanguinaries have used the paranoia and superstitious nature of the Bezzi to temporarily anoint themselves as "powerful spirits," but this deception rarely lasts for long.

Currently, the Burning Gate has no Predominant; Predominant Layne died at a young age, having only held the position for seven years. Most Predominants have nearly a decade of experience as Preceptors, and currently, the Burning Gate has only two Preceptors, neither of whom believes they can take on the mantle. Beyond that, no single Predominant has held the position for more than two or three years in the last few decades, leading to a great deal of frustration among the other Predominants, as it lends to instability among the rest of the Enclaves. However, the two Preceptors, Dillian and Shan, have done a remarkable job of maintaining the Enclave despite the superstition that surrounds the position of Predominant. If one of them does not quickly take the title, however, the other Predominants may promote one of them without their consent.

Social interactions and social forces define the focus of the intellectuals within the Burning Gate. They engage in complex studies of

inter-racial behavior, relationships, and those things that drive people and the decisions they make. They are the foremost experts on species behavior, currently focusing a vast amount of their resources to understanding the Cult of the Devourer.

The Sanguinary Apprentice has extensive knowledge of the practices and routines of the Enclave; they know what the normal procedures are for daily routines, handling crises, and so on. They know the procedures for the handling of the rolls, and also the routes traveled to deliver them, the safe-houses along the way, and so on.

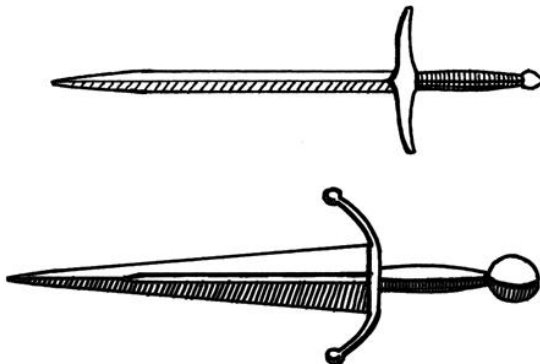
While the Sanguinary do not themselves practice Atharian magic, they have extensive knowledge of it and its development. They have a deep familiarity with all three Seals under the element their Enclave represents, and can be indispensable in the research of new magic.

Burning Gate Package

Total Cost: 112

Disads: 50

Cost	Ability
3	+1 with Martial Maneuvers
4	+2 EGO
4	+2 REC
6	+3 INT
10	10pts of Sanguinary Cruors
1	AK: Nirrah Hills (2 Active Points) 11-
1	AK: Water Wood (2 Active Points) 11-
3	Analyze: Combat 11-
3	Breakfall 11-
10	Chose at least 10 pts of maneuvers - Eye Slash: 1/2 Phase, -1 OCV, -1 DCV, Flash 4d6 - 4 pts - Scorching Sweep: 1/2 Phase, +2 OCV, -1 DCV, 3d6 Strike, Target Falls - 3 pts - Flashover: 1/2 Phase, -2 OCV, +1 DCV, 6d6, Strike - 5 pts - Flashover is a high spinning heel strike, and uses a 2d6+1 hit location - Dodging Flame: 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort - 4 pts - Leaping Flame: 1/2 Phase, -- OCV, +4 DCV, Dodge All Attacks, Abort; FMove - 5 pts - Elbow Smash: 1/2 Phase, +0 OCV, +2 DCV, Strike - 4 pts - Twin-Knuckle Strike: 1/2 Phase, -2 OCV, +0 DCV, HKA 1d6 +1 - 4 pts - Snapping Block: 1/2 Phase, +2 OCV, +2 DCV, Block, Abort - 4 pts
3	Conversation 11-
1	CuK: Bezzi Laws and Customs (2 Active Points) 11-
10	Distinctive Features: Sanguinary Sacrificial Scarring (Easily Concealed; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)



2	Élan Cruor: Elemental Control, 10-point powers, (5 Active Points); all slots OIF (Sanguine Reliquary; -1/2), Spell (Sanguinary Blood Magic; -1/2), Requires A Bloodcraft Roll (-1/2), Self Only (All Sanguinary Magic Only Affects the Caster; -1/2)
5	Enclave Scholar Trainer: Contact (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has useful Skills or resources) 11-
2	Fringe Benefit: Enclave Rank: Apprentice Sanguinary
3	Healing 11-
10	Hunted: Cult of the Devourer 11- (As Pow, Limited Geographical Area, Harshly Punish) The Burning Gate Sanguinaries are well and properly hated by the Cult of the Devourer; so much so that in many instances the Cultists attack outright, before any questions can be asked or observations made. It's made moving through parts of the Water Wood very treacherous. There are those that the Sanguinaries can communicate with, but they decrease in number on a regular basis.
2	KS: Atharian Fire Seals and Magic 11-
2	KS: Historical Relics and Forgotten Sites 11-
2	KS: The Old Faith Doctrines 11-
2	KS: Water Wood Flora and Fauna 11-
2	Language: Bezzi (fluent conversation)
3	Language: Gibberish (completely fluent)
1	Language: Highlander (fluent conversation) (2 Active Points)
1	Language: Igardian (fluent conversation) (2 Active Points)
2	Language: Swampspeak (fluent conversation)
3	Linguist
2	Navigation (Land) 11-
3	Persuasion 11-
3	Power: Sanguinary Bloodcraft 11-
2	PS: Anthropologist 11-
3	PS: Sanguinary 11-
10	Psychological Limitation: Constant Interviewer (Uncommon, Strong) The members of the Burning Gate focus largely on the study of other societies; any chance to meet new people is a chance to learn more about other parts of the Kingdom, and the power of that individual's personal stories. For the Burning Gate, those things that drive people forward are those things worth learning about and recording.
10	Reputation: Known Sanguinary on the Rolls, 14- (Known Only To A Small Group)
3	Sanguinary Reliquary: Endurance Reserve (15 END, 10 REC) Reserve: , Difficult To Dispel (x2 Active Points; +1/4) (11 Active Points); OIF (-1/2); REC: (10 Active Points); Extra Time (1 Minute, Character May Take No Other Actions, See notes; -1 3/4), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act, Side Effect does a predefined amount of damage; Character loses one BODY per infusion period; this damage only heals at the normal BODY healing rate of 1/week; -1), OIF (The Sanguinary Reliquary; -1/2), Slow Recovery 1 Minute (-1/2), Personal REC (-1/2)

10	Social Limitation: Prone to asking personal questions (Frequently, Major, Not Limiting In Some Cultures) The Burning Gate have become so accustomed to learning about other cultures that they sometimes forget not everyone is an interview subject; this has led to some unintentionally awkward moments, which can often be smoothed over, but people who aren't familiar with the Burning Gate could find reason to become offended.
2	Survival (Temperate/Subtropical) 11-
3	Traveler
10	Two-Weapon Fighting (HTH)

The Iron Road

Location: Boman Wood

Predominant: Girode

Focus: Gobryn Duchy/the Time of Plagues

The academics of the Iron Road believe in the significance of the journey itself. While the Fire Enclave can prepare an individual for hardship, members of the Earthen Enclave believe in the power of travel and journey. They are natural wanderers, curiosity seekers, and willingly aid those who seek self improvement. They wholeheartedly embrace their role as guardians on what they call the Iron Road; the sequence of challenges and choices that make the journey just as significant as the destination.

The fighting style of The Iron Road makes strong use of the basic walking staff; the same type that many travelers use in their own journeys. With it, they easily blend offensive and defensive maneuvers, providing a stout defense, blended with strikes and take downs. Many of the other Enclaves cite The Iron Road as the most balanced of all four fighting styles.

Now, the Iron Road spends much of their time involved in local duties, and some of the younger, more aggressive Apprentices have taken a personal interest in seeing the Duchy of Gobryn freed from the weight of the robber-barons who control it, and help bring stabilization to the West. To that end, Duke Kridlare has opened communications with Predominant Girode. While this flies against the more traditional academic role of the Sanguinary, they remain as much a part of society as anyone else, and often look for ways to contribute meaningfully beyond the long term value of their studies.

Predominant, Girode has held her position for nearly two decades. She continually exemplifies the purpose of the Enclaves, assisting in the training of Initiates, teaching classes, and

was instrumental in pushing for a more consistent structure of the Rolls, and the inclusion of the research being done, based on the history that her own Enclave suffered through. She is also a strong voice for Shan to take the role of Predominant in the Burning Gate.

Long before she took office, Girode also studied the history of the Plague Wall and the involvement of The Iron Road during the Time of Plagues. Although the Enclave makes its home in Boman Wood, the Time of Plagues pushed them East, in a combination of horror, a need to research and a chance to find solutions and hope. They found death, and have kept a series of safe-houses near the wall ever since to continue their studies. While their focus remains on more current events and the state of Gobryn Duchy, many of the Iron Road were instrumental in recording a nearly unbiased history of the Time of Plagues from the side of The Blood Wall.

The Sanguinary Apprentice has extensive knowledge of the practices and routines of the Enclave; they know what the normal procedures are for daily routines, handling crises, and so on. They know the procedures for the handling of the rolls, and also the routes traveled to deliver them, the safe-houses along the way, and so on.

While the Sanguinary do not themselves practice Atharian magic, they have extensive knowledge of it and its development. They have a deep familiarity with all three Seals under the element their Enclave represents, and can be indispensable in the research of new magic.

The Iron Road Sanguinaries have become accustomed to a life of travel; in fact, many of the trainees in this Enclave find themselves growing increasingly bored with even new places, and strike out to find continue their journey. However, this also makes them rather familiar with the many roads and paths throughout the Kingdom.

Iron Road Package

Total Cost: 102

Disads: 50

Cost	Ability
3	+1 with Martial Maneuvers
4	+2 CON
4	+2 INT
6	+3 BODY
6	+3 REC
10	10pts of Sanguinary Cruors
1	AK: Boman Wood (2 Active Points) 11-
1	AK: Gobryn Duchy (2 Active Points) 11-
1	AK: Roads of the Blood Wall (2 Active Points) 11-
3	Analyze: Combat 11-
3	Breakfall 11-
10	Chose at least 10pts worth of maneuvers - Power Rush: 1/2 Phase, +0 OCV, -2 DCV, 4d6 +v/5 Strike, FMove – 4 pts - Iron Guard: 1/2 Phase, +1 OCV, +3 DCV, Block, Abort – 5 pts - Stiff Arm: 1/2 Phase, +1 OCV, +3 DCV, 2d6 Strike – 5 pts - Single Hand Snap: 1/2 Phase, +1 OCV, +0 DCV, Grab One Limb; 1d6 NND ; Target Falls – 4 pts - Iron Clutch: 1/2 Phase, -1 OCV, -1 DCV, Grab Two Limbs, 20 STR for holding on – 3 pts - Martial Escape: 1/2 Phase, +0 OCV, +0 DCV, 25 STR vs. Grabs – 4 pts - Impact Position: 1/2 Phase, +0 OCV, +0 DCV, 25 STR to resist Shove; Block, Abort – 4 pts - Double-Hand Press: 1/2 Phase, +0 OCV, +0 DCV, 25 STR to Shove – 4 pts - Throat Slam: 1/2 Phase, +2 OCV, +1 DCV, 2d6 Strike; You Fall, Target Falls – 3 pts - Fallaway Strike: 1/2 Phase, +2 OCV, +2 DCV, 4d6 Strike, Must Follow Block – 4 pts - Weapon Element: Staffs – 1 pt
1	CuK: Gobryn Duchy Heraldry (2 Active Points) 11-
1	CuK: Gobryn Duchy Laws and Customs (2 Active Points) 11-
10	Distinctive Features: Sanguinary Sacrificial Scarring (Easily Concealed; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)
10	Distinctive Features: World traveler (Concealable; Noticed and Recognizable; Detectable By Virtually Everyone) There's something about the way the Iron Road Enclave members carry themselves, the way they tell their stories, the bizarre mix of languages, and the ease with which they move that speaks to how well traveled they are. It's nearly impossible for them to ever pass themselves off as locals or simple passer-by.
2	Élan Cruor: Elemental Control, 10-point powers, (5 Active Points); all slots OIF (Sanguine Reliquary; -1/2), Spell (Sanguinary Blood Magic; -1/2), Requires A Bloodcraft Roll (-1/2), Self Only (All Sanguinary Magic Only Affects the Caster; -1/2)
5	Enclave Scholar Trainer: Contact (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has useful Skills or

	resources) 11-
2	Fringe Benefit: Enclave Rank: Apprentice Sanguinary
3	Healing 11-
2	KS: Atharian Earth Seals and Magic 11-
2	KS: Robber Barons of Gobryn 11-
2	KS: The Old Faith Doctrines 11-
1	Language: Aigulf (fluent conversation) (2 Active Points)
2	Language: Gibberish (fluent conversation)
2	Language: Kvonite (fluent conversation)
2	Language: Rivertongue (fluent conversation)
3	Linguist
2	Navigation (Land) 11-
3	Power: Sanguinary Bloodcraft 11-
3	PS: Sanguinary 11-
10	Psychological Limitation: Wanderlust (Common, Moderate) The Iron Road Sanguinaries have become accustomed to a life of travel; in fact, many of the trainees in this Enclave find themselves growing increasingly bored with places easily, and strike out to find new ones. However, this also makes them rather familiar with the many roads and paths throughout the Kingdom.
10	Reputation: Known Sanguinary on the Rolls, 14- (Known Only To A Small Group)
3	Sanguinary Reliquary: Endurance Reserve (15 END, 10 REC) Reserve: , Difficult To Dispel (x2 Active Points; +1/4) (11 Active Points); OIF (-1/2); REC: (10 Active Points); Extra Time (1 Minute, Character May Take No Other Actions, See notes; -1 3/4), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act, Side Effect does a predefined amount of damage; Character loses one BODY per infusion period; this damage only heals at the normal BODY healing rate of 1/week; -1), OIF (The Sanguinary Reliquary; -1/2), Slow Recovery 1 Minute (-1/2), Personal REC (-1/2)
10	Social Limitation: Too Well Traveled (Frequently, Major, Not Limiting In Some Cultures) The Iron Road adherents love to trade stories of their travels; much of the work on their rolls is done during this exchange, as scribes make notes from the regaling of their tales. Not everyone is interested in hearing what the sanguinary has to say, and they tend to be on the long-winded side, taking forever to make their point, and getting lost in the story itself.
2	Survival (Temperate/Subtropical) 11-
3	Trading 11-
3	Traveler
1	WF: Staffs



The Opening Way

Location: Kesseven Forest

Predominant: Armah

Focus: Archaeology

The ultimate task of the Opening Way is to discover that which was formerly hidden; to unlock ancient secrets and open formerly closed doors. Located on the edge of the Kesseven Forest, these Sanguinaries have not even begun to discover all that their designated area has to show them. Predominant Armah, the only non-Tursh Predominant and an Aigulf, teaches that the ultimate purpose of the wind is to push things; to open new ways, to show new paths, and to serve as the catalyst for greatness.

The Initiates of the Opening way learn quickly that acting as the catalyst can make for a difficult job. The people who train in this enclave rarely concern themselves with simplicity, however. They practice a difficult, complex style of combat based heavily on movement, blended with a willingness to stop avoiding and engage directly with their opponents. The nature of their training focuses on the psychological; they help people see options and opportunities they may not have seen otherwise. In some cases, this can be a subtle gust, and in others, a full gale force wind. Doors don't always open quietly.

Opening Way fighters take full advantage of their mobility, sweeping through fights, using their unique twisting motions to disarm, disrupt and distress the opposition. The trained weapon style of the Opening Way is the dagger, a light and nimble weapon that blends well with their high mobility and stealthy style.

With their chosen profession of archaeology, mobility can often be the dividing line between falling prey to traps and being able to return to their Enclave with new information.

The Enclave of the Opening Way familiarizes its Apprentices with the concepts that

drive the metaphysical world of Kamarathin. They understand how the planes interact and where the raw power itself comes from. To that end, the core of their study focuses on archaeology; the study and investigation of ancient sites of power, in an ongoing attempt to understand the history of the Scale Wars. In their studies of the Scale Wars, they also expand their knowledge of the planes that surround Kamarathin itself.

The Sanguinary Apprentice has extensive knowledge of the practices and routines of the Enclave; they know what the normal procedures are for daily routines, handling crises, and so on. They know the procedures for the handling of the rolls, and also the routes traveled to deliver them, the safe-houses along the way, and so on.

While the Sanguinary do not themselves practice Atharian magic, they have extensive knowledge of it and its development. They have a deep familiarity with all three Seals under the element their Enclave represents, and can be indispensable in the research of new magic.

Opening Way Package

Total Cost: 97

Disads: 50

Cost	Ability
3	+1 with Martial Maneuvers
4	+2 ACC
6	+3 EGO
10	10pts of Sanguinary Cruors
3	Analyze: Combat 11-
3	Breakfall 11-
10	Chose at least 10pts worth of maneuvers - Hurricane Slam: 1/2 Phase, -2 OCV, -1 DCV, Grab Two Limbs, 20 STR for holding on; FMove – 5 pts - Switch Rip to Slide: 1/2 Phase, -- OCV, +4 DCV, Dodge All Attacks, Abort; FMove – 5 pts - Pursuit to Slam: 1/2 Phase, +0 OCV, -1 DCV, 2d6 +v/5 Strike; You Fall, Target Falls; FMove – 3 pts - Spinal Strike: 1/2 Phase, +2 OCV, +0 DCV, 4d6 Strike – 4 pts - Slide-By Leg Snap: 1/2 Phase, +0 OCV, +0 DCV, 2d6 +v/5; Target Falls; FMove – 5 pts - Wrist Warping Strike: 1/2 Phase, +0 OCV, +0 DCV, Grab Weapon, 20 STR to take weapon away – 5 pts - Sliding Elbow Snap: 1/2 Phase, +1 OCV, +0 DCV, 2d6 +v/5; FMove – 5pts - Sliding Wrist Grapple: 1/2 Phase, -1 OCV, -1 DCV, Disarm, 20 STR to Disarm; FMove – 5 pts - Weapon Element: Blades – 1 pt
3	Climbing 11-
1	CuK: Eastern Kingdom Heraldry (2 Active Points) 11-
1	CuK: Joneal Duchy (2 Active Points) 11-

10	Distinctive Features: Sanguinary Sacrificial Scarring (Easily Concealed; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)
2	Élan Cruor: Elemental Control, 10-point powers, (5 Active Points); all slots OIF (Sanguine Reliquary; -1/2), Spell (Sanguinary Blood Magic; -1/2), Requires A Bloodcraft Roll (-1/2), Self Only (All Sanguinary Magic Only Affects the Caster; -1/2)
5	Enclave Scholar Trainer: Contact (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has useful Skills or resources) 11-
2	Fringe Benefit: Enclave Rank: Apprentice Sanguinary
3	Healing 11-
3	Jack of All Trades
1	KS: Asunite Religious Doctrines (2 Active Points) 11-
1	KS: Atharian Air Seals and Magic (2 Active Points) 11-
1	KS: Myths and Lore of the Scale Wars: Eastern Kingdom Legends (2 Active Points) 11-
1	KS: Religion and Religious History (2 Active Points) 11-
1	KS: The Old Faith Doctrines (2 Active Points) 11-
1	KS: The Planes of Kamarathin (2 Active Points) 11-
2	Language: Aigulf (fluent conversation)
1	Language: Boglar (fluent conversation) (2 Active Points)
4	Language: Igardian (completely fluent; literate)
2	Language: Mariner (fluent conversation)
3	Linguist
3	Power: Sanguinary Bloodcraft 11-
1	PS: Archaeologist (2 Active Points) 11-
1	PS: Cartographer (2 Active Points) 11-
2	PS: Sanguinary (3 Active Points) 11-
20	Psychological Limitation: Constantly questing for answers (Very Common, Strong) More than any other Sanguinary, the practitioners of the Opening Way are constantly questing for answers; answers to questions and sometimes, looking purely for new questions to ask. Each sanguinary handles this differently, some making a point of asking questions, some refusing to let things go.
10	Reputation: Known Sanguinary on the Rolls, 14- (Known Only To A Small Group)
3	Sanguinary Reliquary: Endurance Reserve (15 END, 10 REC) Reserve: , Difficult To Dispel (x2 Active Points; +1/4) (11 Active Points); OIF (-1/2); REC: (10 Active Points); Extra Time (1 Minute, Character May Take No Other Actions, See notes; -1 3/4), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act, Side Effect does a predefined amount of damage; Character loses one BODY per infusion period; this damage only heals at the normal BODY healing rate of 1/week; -1), OIF (The Sanguinary Reliquary; -1/2), Slow Recovery 1 Minute (-1/2), Personal REC (-1/2)
3	Scholar
10	Social Limitation: Never Simple Answers (Frequently, Major, Not Limiting In Some Cultures) The Opening Way, as catalysts, often feel that simple answers don't apply, no matter how simple the question may have been. This comes largely from an over-developed

	awareness of the world around them and the idea that things really may not be as simple as they appear.
4	Survival (Underground, Urban) 11-
3	Traveler

The River Within

Location: Lake Kristy

Predominant: Thibyas

Focus: *Trin*; the Capital of Tursh

Among the Enclaves, these Sanguinaries are considered the most introspective, a reputation that has spread among the other Enclaves, as the history of the Plague Wall has been studied more fully. Unlike the other three, who specialize in history and current events, the River Within places its focus squarely on the changes that occur within an individual, more so than the world around them. They share a similar philosophy to the Enclave of the Iron Road, in they believe deeply in the power of the journey, but whereas the Earth Enclave trains for survival on the road itself, the River trains for recognition of the self when the journey ends. This philosophical bent confounds the Burning Gate, as they believe in taking charge of events when possible, especially when those events could bring harm to others. The world of the River Within does not have the luxury of taking direct action; they live in a world of politics. Living and studying the Capital as their current task has created a deep appreciation of politics and a need for patience in their dealings.

Even though these warriors can act offensively, their greatest strength lay in their ability to change the momentum of an event, whether physically or verbally; to bring an opponent's energy back to within themselves. Not misdirection, but redirection. For combat purposes, the water enclave weapon style trains them in two handed weapons, which they bend their bodies around and use along with their grappling and choking combat maneuvers.

While the Iron Road Sanguinaries lived through and recorded the events that led up to the creation of the Plague Wall, and lost many members, many of the River Within Enclave members watched in horror and disgust as it happened. This hasn't caused the rift that some might suspect, although it would be fair to say that no small amount of frustration lay on the side of the River Within, there's also an understanding of

the task at hand. No one, however, could have possibly anticipated what Ser Garren ordered.

In turn, much of the training for the River Within involves dealing not just with people, but with politics. Predominant Thibyas (tih-BYE-us) finds himself pulled into political conflicts that disrupt the Enclave's ability to remain impartial. His Initiates are tasked with the review of documents of lineage, among many other things. Because of this, they are experts in the fields of document forgery, and have reviewed nearly every critical document created adding to their value and political savvy. This has led to the Enclave becoming embroiled in the political scheming of the Capital far more than the other Predominants (or Shan and Dillian) are comfortable with. While all of them recognize the need to move beyond the traditional role of recordation, there are still reasonable questions of just how far their involvement should go in order to maintain some measure of objectivism.

As those who have the requisite talent and skills to do the research and record it, both the Iron Road Sanguinaries and the River Within Sanguinaries knew that by the time the dust had cleared and the screams had subsided, nothing could have been done. But it did spur the Enclaves to action, and it was that event, more than any other, that escalated the work and distribution of the Rolls.

The Sanguinary Apprentice has extensive knowledge of the practices and routines of the Enclave; they know what the normal procedures are for daily routines, handling crises, and so on. They know the procedures for the handling of the rolls, and also the routes traveled to deliver them, the safe-houses along the way, and so on.

While the Sanguinary do not themselves practice Atharian magic, they have extensive knowledge of it and its development. They have a deep familiarity with all three Seals under the element their Enclave represents, and can be indispensable in the research of new magic.

River Within Package

Total Cost: 98

Disads: 50

Cost	Ability
3	+1 with Martial Maneuvers
6	+3 EGO
10	10pts of Sanguinary Cruors
1	AK: Duchy of Aslyn (2 Active Points) 11-

3	Analyze: Combat 11-
3	Breakfall 11-
10	Chose at least 10pts worth of maneuvers • Limb Twist to Break: 1/2 Phase, -1 OCV, -2 DCV, Grab One Limb; HKA 1d6 +1, Disable – 5 pts • Grapple to Weapon Steal: 1/2 Phase, +0 OCV, +0 DCV, Grab Weapon, 15 STR to take weapon away; Target Falls – 5 pts • Critical Nerve Knuckle Strike: 1/2 Phase, -1 OCV, +1 DCV, 2d6 NND – 4 pts • Throat Grab to Crush: 1/2 Phase, -2 OCV, +0 DCV, Grab One Limb; 2d6 NND – 4 pts • Heavy Block: 1/2 Phase, +2 OCV, +2 DCV, Block, Abort – 4 pts • Inside Step Takedown: 1/2 Phase, +2 OCV, -1 DCV, 3d6 Strike, Target Falls – 3 pts • Follow-Up Crush: 1/2 Phase, +0 OCV, +0 DCV, 6d6 Crush, Must Follow Grab – 4 pts • Push-Back Block: 1/2 Phase, +1 OCV, +1 DCV, Block, Target Falls – 3 pts • Grapple Breaker: var Phase, -1 OCV, -2 DCV, 25 STR to Escape; Grab Two Limbs – 4 pts • Weapon Element: Two-Handed Weapons
1	CK: Trin (2 Active Points) 11-
3	Cryptography 11-
1	CuK: Duchy of Aslyn Heraldry (2 Active Points) 11-
10	Distinctive Features: Sanguinary Sacrificial Scarring (Easily Concealed; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)
3	Eavesdropping 11-
2	Élan Cruor: Elemental Control, 10-point powers, (5 Active Points); all slots OIF (Sanguine Reliquary; -1/2), Spell (Sanguinary Blood Magic; -1/2), Requires A Bloodcraft Roll (-1/2), Self Only (All Sanguinary Magic Only Affects the Caster; -1/2)
5	Enclave Scholar Trainer: Contact (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has useful Skills or resources) 11-
2	Forgery (Documents) 11-
2	Fringe Benefit: Enclave Rank: Apprentice Sanguinary
3	Healing 11-
20	Hunted: The Nobles of Trin 11- (As Pow, NCI, Limited Geographical Area, PC has a Public ID or is otherwise very easy to find (the Enclave), Capture) • The Apprentices of the Enclave have developed a distinct reputation among the nobility for their skills; all of them are literate, they have a keen comprehension of loyalty, and understand through years of study the nature of the political climate. For that reason, many nobles and barons seek out Apprentices and Journeymen to assist them in their tasks and schemes.
3	Jack of All Trades
2	KS: Asunite Religious Doctrines 11-
2	KS: Atharian Water Seals and Magic 11-
2	KS: Nobles of Trin 11-
2	KS: Southern Nobles and Baronial Leaders 11-
1	Language: Boglar (basic conversation)
1	Language: Cadic (basic conversation)
1	Language: Gibberish (fluent conversation) (2 Active Points)

1	Language: Igardian (fluent conversation; literate) (3 Active Points)
1	Language: Mariner (fluent conversation) (2 Active Points)
3	Linguist
3	Power: Sanguinary Bloodcraft 11-
1	PS: Courtier (2 Active Points) 11-
2	PS: Sanguinary (3 Active Points) 11-
1	PS: Scribe (2 Active Points) 11-
10	Reputation: Capable operatives in the Capital, 11-
10	Reputation: Known Sanguinary on the Rolls, 14- (Known Only To A Small Group)
3	Sanguinary Reliquary: Endurance Reserve (15 END, 10 REC) Reserve: , Difficult To Dispel (x2 Active Points; +1/4) (11 Active Points); OIF (-1/2); REC: (10 Active Points); Extra Time (1 Minute, Character May Take No Other Actions, See notes; -1 3/4), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act, Side Effect does a predefined amount of damage; Character loses one BODY per infusion period; this damage only heals at the normal BODY healing rate of 1/week; -1), OIF (The Sanguinary Reliquary; -1/2), Slow Recovery 1 Minute (-1/2), Personal REC (-1/2)
3	Security Systems 11-
4	Survival (Temperate/Subtropical, Urban) 11-
3	Traveler
1	WF: Two-Handed Weapons

The Role of the Sanguinary

Despite their physical training, research remains the primary task of a Sanguinary. They painstakingly prepare the rolls, and spend a great deal of time practicing Cartography, remapping the world since the Scale Wars. They also work at understanding their own magic, élan, and developing new uses for it. The known élan powers are fixed; all Sanguinaries use the same set of spells; unlike Atharian magic, the elements themselves play no role in the use of their spells. It is, collectively, “life magic.” These powers stem from élan, and are formed into Cruor.

The Tools of the Sanguinary

With their extensive focus on research, study and intellectual pursuits, the martial prowess of the Sanguinary often gets overlooked. In combination with their physical gifts and combat training, all Sanguinaries receive training with their traditional weapon – the Daegrus Serratus – more commonly known as the Bloodletter.

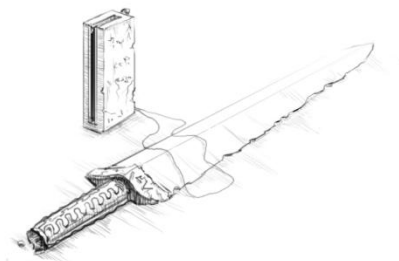
A traditional Bloodletter has a serrated blade, designed to tear the skin open in a painful, bloody manner, so the blood flows freely into the glass opening of the reliquary, where it passes through the arcane patterns and releases the élan within it. The Sanguinary can then focus on the patterns, drawing out the power of the reliquary and channeling it back into themselves. The nature of sanguinary magic is self-enhancement; it enables the caster to sharpen their senses, or

Daegrus Serratus: (Total: 45 Active Cost, 16 Real Cost) Killing Attack - Hand-To-Hand 1d6+1, Range Based On STR (+1/4), +1 Increased STUN Multiplier (+1/4), Reduced Endurance (0 END; +1/2) (40 Active Points); OAF (-1), STR Minimum 12 (-1/2), Real Weapon (-1/4) (Real Cost: 14) **plus** +1 Damage Class (5 Active Points); OAF (-1), STR Minimum 12 (-1/2), Limited Power (Only vs. Unarmored Hit Locations; -1/4), Real Weapon (-1/4) (Real Cost: 2)

improve their own physical attributes.

The other half, and the far more critical of the two tools used by the Sanguinary, is the Reliquary. The device can take many forms; most commonly composed of stone and glass, the device contains a complex series of internal patterns, marked outside by delicate filigree and ancient designs. The Reliquary provides both the

Sanguinary Reliquary: Endurance Reserve (15 END, 10 REC) Reserve: , Difficult To Dispel (x2 Active Points; +1/4) (11 Active Points); OIF (-1/2); REC: (10 Active Points); Extra Time (1 Minute, Character May Take No Other Actions, See notes; -1 3/4), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act, Side Effect does a predefined amount of damage; Character loses one BODY per infusion period; this damage only heals at the normal BODY healing rate of 1/week; -1), OIF (The Sanguinary Reliquary; -1/2), Slow Recovery 1 Minute (-1/2), Personal REC (-1/2)



channel for the blood and the mystic effect that releases the élan from it. Despite constant research, none of the Enclave members currently know the full extent of the functionality of the reliquary, or how they are built. For this reason, the Sanguinaries will go to extreme lengths to obtain new ones. Without it, élan cannot be

The Sanguinary can elect in times of great need to use their own blood if they must without first focusing it into the Reliquary. This exacts a horrendous toll on the body (1 END of élan created deals 2d6 NND STUN damage per use). Nichole knows that she can shake off the effects so she's willing to take the gamble. But in a combat situation it's a move of final desperation. It is believed that Vampyrs have mastered the ability to use another individual's blood freely, twisting it into new patterns entirely at will, although the full scope, power and nature are neither known nor understood.

channeled into a cruor.

Many Journeymen, and a few of the more adventurous Scholars, have the ongoing task of finding new caches. Currently, the Enclaves have enough reliquaries to support a significant number of new Apprentices, but the resource remains limited. More importantly, the job of the Sanguinary is dangerous, and while grim, each Enclave has a pair of Journeyman whose primary task is finding the remains of the lost and reclaiming their devices. Sometimes, this means engaging in direct combat with those who have turned away from the teachings of the Sanguinaries – the Vampyrs.

Of Sanguinaries and Vampyrs

Vampyrs have chosen to exist outside of that natural order, becoming a creature neither truly alive nor truly dead, their pattern being

twisted and warped into something entirely new, and that is where the fatal flaw lay. Once trained and known Sanguinaries, Vampyr have elected to use the blood of others to fuel their rituals and their magic. It is believed, but not known, that the placing of another's blood into the Reliquary is the first step towards Vampirism, although no Sanguinary will willingly test it to be certain.

Sanguinary magic improves perception, physical reactions, and can help the caster and the caster's allies. Vampiric magic is forceful, powerful and terrifying, but a blunt instrument; with the blood corrupted, the Vampyr becomes a tool of destruction.

The Predominants have engaged highly ranked Scholars to determine the cause of the shift. If there is a critical event, if possibly they are at fault for admitting certain students into the Enclave and placing them on the roll, or if possibly, a larger reason exists. That for the Sanguinaries to uphold and defend life, there must in turn be agents of death.

The Sanguinary Reliquary requires preparation prior to use; the caster must focus the energy into their blood, and then pour that energy into the Reliquary itself. The recovery is equal only to the caster's REC, and requires one minute per recovery period. Hence, a Sanguinary with a 6 REC would be able to put 6 END into their Reliquary every minute. The Reliquary cannot recover more than 10 END in a single minute (infusion period), regardless of the Sanguinary's REC. All Reliquaries are constructed at the maximum 10 point REC.

In order to use any power, the Sanguinary makes a Bloodcraft roll; the power of the blood is focused through the body, and in turn is based on the BODY characteristic.

Sample Sanguinary Cruors

All Sanguinary Cruor requires blood to run it; the nature of Sanguinary Cruor means that it never reaches beyond the caster. The abilities themselves channel the energy the caster has sacrificed into their reliquary into a new shape, enabling them to do incredible things for very brief periods of time. Sanguinary Cruor operates on very different principles than Atharian magic, however. Among other things, it cannot bend reality as Atharian magic does. It cannot generate massive, world shattering effects, but the nature of Élan doesn't require that kind of work. It does take time and concentration to draw the power of

the blood from the Reliquary and channel it into a magical effect, however.

Élan Cruor: Elemental Control, 10-point powers, (5 Active Points); all slots Self Only (-1/2), Élan Cruor (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Analyze Defense

Active Points: 40

Real Cost: 9

Blending their combat style with the élan, the Sanguinaries developed a Cruor that gives them a decisive advantage against armored opponents. While no Sanguinary would knowingly put themselves in a position to fight a group of armored opponents, it happens far more regularly than they would like.

Analyze Defense: Find Weakness 15- with Related Group of Attacks (Enclave Combat Style) (40 Active Points); Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Costs Endurance (Only Costs END to Activate; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Armor - Apprentice

Active Points: 15

Real Cost: 2

In many situations, the primary objective of the Sanguinary is not to win a fight, but to survive it. This power, taught to every Apprentice as part of their core training (although there are some who adamantly refuse to learn it) is their first line of defense in the face of conflict. Like Advocacy, this Cruor opens a conduit that the Sanguinary constantly pulls from to fuel the pattern while it's active.

Apprentice Armor: Armor (5 PD/5 ED) (15 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Armor - Journeyman

Active Points: 26

Real Cost: 5

Functionally identical to the Apprentice version of this Cruor, the Journeyman pattern provides more extensive protection than the Apprentice version.

Journeyman Armor: Armor (7 PD/7 ED), Hardened (+1/4) (26 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Armor - Scholar

Active Points: 37

Real Cost: 8

The much coveted Scholar version of Armor provides protection that rivals all but the heaviest metal armors. While it can prove difficult to maintain for an extended combat, a prepared Scholar can stand against almost any foe with this Cruor pattern enabled.

Scholar Armor: Armor (10 PD/10 ED), Hardened (+1/4) (37 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Bio-Feedback

Active Points: 30

Real Cost: 3

By use of Bio-Feedback, the Sanguinary focuses their élan back into themselves, binding and healing their own wounds. Even this powerful ability cannot heal the damage done when filling the reliquary, however.

Bio-Feedback: Healing 3 BODY (30 Active Points); Extra Time (Regeneration-Only) 20 Minutes (Character May Take No Other Actions; -2 1/4), Self Only (-1/2), Increased Endurance Cost (x2 END; -1/2), Cannot Heal Daegrus Serratus Wounds (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Blood Alteration: Antitoxin

Active Points: 44

Real Cost: 9

This power, known only to a few Scholars, enables the Sanguinary to cleanse their blood of poisons and toxins. In some cases it requires multiple applications to have the full effect required. While very taxing, it can save the life of the user.

Blood Alteration: Antitoxin: Suppress Poisons and Toxins 7d6, Costs END Only To Activate (+1/4) (44 Active Points); No Range (-1/2), Self Only (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Blood Alteration: Antiviral

Active Points: 44

Real Cost: 11

This power, known only to a few Scholars, enables the Sanguinary to cleanse their blood of diseases and viruses. In some cases it requires multiple applications to have the full effect required. While very taxing, it can save the life of the user.

Blood Alteration: Antiviral: Suppress Diseases and Their Effects 7d6, Costs END Only To Activate (+1/4) (44 Active Points); Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Body Alteration: Empowered Leaping

Active Points: 15

Real Cost: 2

Through this Cruor the Sanguinary can reach incredible heights; like many of the abilities in the Body Alteration set, the pattern creates a one-time effect; it does not enable the caster to jump from point to point. Each use of Leaping requires a refocusing of blood from the Reliquary and a new creation of the pattern.

Body Alteration: Empowered Leaping: Leaping +10" (12" forward, 6" upward) (Accurate) (15 Active Points); Restrained (-1/2), Élan Cruor (-1/2)

1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Body Alteration: Night Vision

Active Points: 15

Real Cost: 2

Used extensively by those Sanguinaries who prefer to move in the darkness to avoid possible conflict in hostile lands, especially for the delivery of the Rolls and other critical documents, Night Vision has proven an invaluable tool in their ability set.

Body Alteration: Night Vision: Infrared Perception (Sight Group), +5 to PER Roll, Discriminatory (15 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Body Alteration: Perfect Grip

Active Points: 15

Real Cost: 2

Among the Body Alteration abilities, the pattern for Perfect Grip is known most commonly by those of the Opening Way, for its use in climbing and other, similar activities.

Body Alteration: Perfect Grip: Clinging (25 STR) (15 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Body Alteration: Perfectly Light

Active Points: 6

Real Cost: 1

Through their use of élan, the caster can adjust the way their body reacts to the world around them; not becoming genuinely lighter, but manipulating themselves in such a way that the world treats them as though they are. This, comparatively simple use of élan, is one of the first

spells the Initiates are taught as they begin to learn to focus and control their reliquary.

Body Alteration: Perfectly Light: Gliding 6" (6 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Ground Gliding (-1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Bolstering - Apprentice

Active Points: 15

Real Cost: 2

One of the first Cruor patterns taught to any Apprentice, the first step of Bolstering allows them to augment their physical abilities for a short period of time. This Cruor finds use both for physical tasks, as well as the more obvious combat usage.

Apprentice Bolstering: Aid 1d6, any physical characteristic, one at a time (+1/4), Delayed Fade Rate (points fade at the rate of 5 per Minute; +1/4) (15 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Bolstering - Journeyman

Active Points: 30

Real Cost: 6

With the advancement to Journeyman, the Sanguinary Bolstering is taught to the advanced student. With more flexibility and more power, it remains the choice among users even once they've learned Scholar Bolstering. The Journeyman level allows a balance between the simplest, most limited version, and the extremely élan consuming Scholar level power.

Journeyman Bolstering: Aid 2d6, any physical characteristic, one at a time (+1/4), Delayed Fade Rate (points fade at the rate of 5 per Minute; +1/4) (30 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Bolstering - Scholar

Active Points: 45

Real Cost: 10

Unlike the Apprentice and Journeyman versions, the Scholar level of Bolstering allows the Sanguinary to improve any single characteristic, using their blood in ways that almost go beyond what the Sanguinary currently believe élan capable of. However, this version of the Cruor can be extremely taxing, even for Scholars who have sufficient resources in their reliquary.

Scholar Bolstering: Aid 2d6, Delayed Fade Rate (points fade at the rate of 5 per Minute; +1/4), any four base characteristics simultaneously (+1) (45 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Combat Advocacy - Apprentice

Active Points: 8

Real Cost: 1

The first level of Combat Advocacy grants the Sanguinary an enhanced ability to react in a fight, channeling their blood to make them significantly more effective. This particular Cruor ability opens a conduit to the Reliquary, which the Sanguinary draws from every phase they have Combat Advocacy enabled.

Apprentice Combat Advocacy: +2 with HTH Combat (10 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Requires A Blood Crafting Roll (-1/2), Self Only (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Combat Advocacy - Journeyman

Active Points: 16

Real Cost: 3

This Cruor functions exactly as the Apprentice level, with the advantage of giving the Sanguinary a heavier boost to their skill.

Journeyman Combat Advocacy: +3 with All Combat (24 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Requires A Blood Crafting Roll (-1/2), Self Only (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4),

Concentration (1/2 DCV; -1/4)

Combat Advocacy - Scholar

Active Points: 32

Real Cost: 7

At the Scholar level, this Cruor more than almost any other has given the Sanguinaries a reputation as effective warriors. A Scholar, well trained in the fighting methods of their Enclave, becomes truly lethal when using this Cruor. Many Sanguinary Scholars will still default to the significantly less expensive Journeyman version of Advocacy, but will never hesitate to use it if they feel the situation warrants it.

Scholar Combat Advocacy: +4 with All Combat (32 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Combat Awareness

Active Points: 37

Real Cost: 8

The Sanguinary can heighten their awareness to preternatural levels, giving them an incredible ability to react to a threat far in advance of most others. It is most commonly used when the possibility of danger is known, as it bends the casters élan to a hyper-aware state. Poorly trained casters will often "double check" this power, wasting precious élan.

Combat Awareness: Danger Sense (immediate vicinity, in combat, Function as a Sense, Intuitional, Targeting Sense) (37 Active Points); Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Costs Endurance (Only Costs END to Activate; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4) 21-

Deflection - Apprentice

Active Points: 10

Real Cost: 1

One of the most dramatic powers of the Sanguinary, and the first Cruor that leads to the Scholar ability to disperse, Deflection is actually misnamed. The Sanguinary doesn't truly 'deflect' any attack, as much as they use the blood from

their reliquaries to create a second layer of hardened skin that keeps light rounds from penetrating.

Apprentice Deflection: Missile Deflection (Arrows, Slings, Etc.) (10 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Deflection - Journeyman

Active Points: 30

Real Cost: 7

A far more efficient version of the Apprentice version, the Journeyman level gives the Sanguinary far more control over the ability, shaping the defense and improving it significantly, making it far more efficient and reliable.

Journeyman Deflection: (Total: 30 Active Cost, 7 Real Cost) Missile Deflection (Bullets and Shrapnel) (15 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 3) **plus** +3 with Ranged Combat (15 Active Points); Linked (Scholar Deflection; Lesser Power can only be used when character uses greater Power at full value; -3/4), Only for Missile Deflection (-1/2), Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 3)

Deflection - Scholar

Active Points: 45

Real Cost: 11

At this level, the Sanguinary uses their Cruor pattern to twist incoming attacks and bend them away from their bodies with incredible force. At this level of talent, the user can efficiently direct targets back to their source, the layer directly above their skin seeming to warp like a red pool for a moment before firing the attack in the direction it originated. There is a theorized Predominant level of this ability that allows the user to direct an attack literally anywhere.

Scholar Deflection: (Total: 45 Active Cost, 11 Real Cost) Missile Deflection (Bullets and Shrapnel), Missile Reflection (35 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 8) **plus** +2 with Ranged Combat (10 Active Points); Only for Missile Deflection (-1/2), Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 2)

Detect Élan Cruor

Active Points: 30

Real Cost: 6

Detect sanguinary magic, if successful, reveals the nature of the blood used. While it can't discriminate from 'male' to 'female' or 'Tursh' to 'Aigulf,' it can discriminate from Sanguinary, to Vampire, to non-Sanguinary. This pattern gives the caster the ability to perceive spells and their effects, including Vampyric Rituals. Additionally, the caster can determine the previous use of those effects (a highly limited Retrocognition). While they cannot 'see into the past,' they can determine if an Sanguinary Cruor was used in the area, at a rate of roughly one hour per ten Active Points.

Detect Élan Cruor: Detect A Class Of Things [Sanguinary Magics and Traces of Blood] 21- (Smell/Taste Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees) (30 Active Points); Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Costs Endurance (Only Costs END to Activate; -1/4), Restrained (Only by means other than Grabs and Entangles; Ammonia or other devices that conceal the scent of blood; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Detect Heartbeat

Active Points: 43

Real Cost: 8

The user can detect the heartbeat of an individual and track it down; this is especially useful in situations where there are very few

heartbeats, or when a group is known to the user in an otherwise protected area. This is the first and most basic Sanguinary Cruor; its initial use was to hear one's own heartbeat, but its utility was rapidly expanded outward. Indeed, the initial concept was to train Sanguinary Adepts to 'block out' the heartbeats of others as a meditation exercise.

GM Note: The spell costs END to Activate, and only lasts for a given scene (GM's discretion). However, the user must Concentrate (and make a sanguinary roll) to locate a given heart and then track it down. Detect Heartbeat acts as a Targeting Sense for combat purposes. Trained users can easily discriminate one heart from another (via Analyze).

Detect Heartbeat: Detect Heartbeats 21- (Hearing Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Targeting, Tracking (43 Active Points); Requires A Sanguinary Magic Roll (RSR Skill is subject to Skill vs. Skill contests; Can be resisted by Biofeedback and other spells or exercises; -3/4), OIF (Reliquary; -1/2), Élan Cruor (-1/2), Self Only (-1/2), Gestures (-1/4), Incantations (-1/4), Restrained (Only by means other than Grabs and Entangles; Does not work in Silenced areas or if the user is deafened; -1/4), Costs Endurance (Only Costs END to Activate; -1/4), Concentration (1/2 DCV; User must stop and concentrate to hear heartbeats; -1/4), Extra Time (Delayed Phase, Only to Activate, -1/4)

Resistance - Apprentice

Active Points: 15

Real Cost: 2

Often learned in conjunction with the Armor line of Cruor patterns, the Resistance pattern has become the preferred method for some, as it provides a different kind of defense than the more direct Armor patterns.

Apprentice Resistance: Physical Damage Reduction, Resistant, 25% (15 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4)

Resistance - Journeyman

Active Points: 30

Real Cost: 8

At the Journeyman level, the Sanguinary adds the ability to resist energy based attacks, such as those thrown by Atharian casters, Druids and the like to their repertoire. This Cruor, in cooperation with standard armor, is the defensive pattern of choice for many Sanguinaries who are preparing for direct combat.

Journeyman Resistance: (Total: 30 Active Cost, 8 Real Cost) Energy Damage Reduction, Resistant, 25% (15 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 3) **plus** Physical Damage Reduction, Resistant, 25% (15 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 3)

Resistance - Scholar

Active Points: 45

Real Cost: 30

The most wide-reaching of the Cruors in this set, the Scholar level provides defense of both body and mind, giving up nothing of the prior two iterations, the Scholar adds an additional level of protection to their mind. There are many higher level Atharian effects that can manipulate how one views the world, and this power, more than any other, protects the Sanguinary from them.

Scholar Resistance: (Total: 45 Active Cost, 30 Real Cost) Energy Damage Reduction, Resistant, 25% (15 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 4) **plus** Physical Damage Reduction, Resistant, 25% (15 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 4) **plus**

Mental Damage Reduction, 25% (15 Active Points); Costs Endurance (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 4)

Vaporous Form

Active Points: 40

Real Cost: 6

Each Sanguinary takes on a form that is similar to their own element; Fire turns to Smoke, Air turns to Mist, Water becomes a living, mobile semi-solid liquid, and Earth becomes a shifting sand form. SFX that are based on the counter-element (Fire is affected by Water and Ice; Earth is affected by Wind, etc.)

Vaporous Form: Desolidification (affected by Counter-Element Contact (See Text)) (40 Active Points); Extra Time (1 Turn (Post-Segment 12), Character May Take No Other Actions, -1 1/2), Cannot Pass Through Solid Objects (-1/2), Élan Cruor (-1/2), Self Only (-1/2), Requires A Blood Crafting Roll (-1/2), OIF (Reliquary; -1/2), Gestures (-1/4), Concentration (1/2 DCV; -1/4)

*"Be sure that it is not you that is mortal, but only your body.
For that man whom your outward form reveals is not yourself;
the spirit is the true self, not that physical figure which and be pointed out by your finger." - Cicero*



Chapter 5:
CHARACTER CREATION

Introduction

Character creation. This is where it all begins. No game can take place without the characters and their players. This Chapter is dedicated to this particular aspect of the game.

Within this chapter you will find all of the racial write-ups and cultural packages that are primarily available within the Kingdom of Tursh. After that you will be able to find the professional packages that were not covered within Chapters 2 and 4, these are the professions that are not associated with magic or religion.

Next you will find the explanations for the new Characteristics and how they are handled within Kamarathin. Then it's the Skills and how they have changed or how the newer ones operate.

Towards the end of character information but before we get into equipment and the all too necessary weapons and armor we explore the world of Combat Tricks and we even supply some examples to get you started.

We close the chapter with equipment lists a discussion on the nuances of armor use within Kamarathin and finally a collection of weapons.

Character Creation Basics

Characters within the world of Kamarathin should begin with 75 Character Points + 75 points worth of Disadvantages for a total of 150 Character Points. All characters are constrained by the Normal Characteristic Maxima rules outlined on pages 28 and 32 of the Hero System 5th Edition, Revised.

Racial Packages

The sheer variety of Races and Cultures that live upon the world of Kamarathin can be rather overwhelming. To manage them, we will only cover the races that exist within the Kingdom of Tursh. Each future book will cover additional races or cultures as they apply to area being written about.

Keeping with the plausible feel that we are striving for with Kamarathin, we will be avoiding the monoculture take on races that many game worlds have followed. Instead each race will

have multiple cultures that may or may not be similar to one another.

Each of the following races will list a genetic template as well as a cultural package. This allows for a member of one race being raised within the culture of another.

At the beginning of each race/culture description there is a field called EBoN. This refers to a program called the 'Everchanging Book of Names' which can be found at <http://ebon.pyorre.net/> and is quite possibly the best name generator on the net. Each entry will reference a 'Chapter' within EBoN that has the best representation of the respective culture's naming conventions.

Aigulf

Species: Canid Government: Clan Language: Aigulf State Religion: The Choir EBoN: Europe, British Isles: Gaelic

The Aigulf occupy the hill-lands in the eastern part of Tursh. They are nomads who wander from town to town selling their wares and sheep. They are a joyous bunch who tries to avoid open conflict with anyone outside of their clans, but if provoked they become a screaming horde, dressed only in dyed fur.

The Aigulf are a carefree race who delights in wrestling and tale telling. Their entire history is kept alive by the Skalds (shaman bards). These Skalds entertain the clans with stories that amaze and educate the Aigulf about their history and beliefs. The Skalds are very close in power to the chieftains of the Aigulf and are the only ones who can speak to and for their gods, Rhiannon, the mare goddess, being chief among them.

Many Aigulf have taken up residence in some of the outlying Tursh towns and serve as a contact between Tursh merchants and their clansmen. This close relationship between the two peoples has forged an unwritten alliance and either culture will come to the aid of the other.

General

The Aigulf greatly resemble humanoid wolves. They have short to medium length fur that covers their entire bodies, the color of which ranges from a light, almost white, grey to an

almost black, dark grey. Their eyes are almost always brown with very rare exceptions of ice blue and amber.

The Aigulf stand approximately 5'10" on average and weight in at about 180lbs.

Canids have the standard lifespan, attaining adulthood at the age of 15 and considered middle aged around 45. Most do not live beyond the age of 80.

Language

The Aigulf have their own spoken language and utilize it exclusively when amongst themselves or during religious ceremonies. They do not have a written language, relying heavily on their oral traditions.

However, when dealing with other cultures they are very willing to learn that cultures native language and will generally learn their written language as well if the outside culture relies heavily on the written word.

Fears and Inabilities

The Aigulf are not particularly afraid of anything that exists within the material world. They are, however, prone to superstition and the spirit realm holds many dark spirits in their religious history.

Prejudices

The Aigulf have no racial prejudices and prefer to treat everyone on an individual basis. Past experiences have taught them to be a bit wary of the Bezzi and people that don't laugh are considered a bit odd, but otherwise, the Aigulf are a friendly lot.

Clothing and Adornment

The Aigulf wear a skirt called a kilt. Each kilt has the pattern of their individual clan sewn into it, this form of heraldry is very confusing and near impossible to discern if not raised by the Aigulf. Around their torso's the Aigulf wear a kaern, which is a blanket rolled up and draped across one shoulder and then tied on the opposite hip. The kaern serve as blankets or makeshift roofs while the Aigulf are camping for the night.

The Aigulf are very fond of jewelry. The torc or neck ring, commonly made of gold, is an almost indispensable piece of jewelry for any self



respecting Aigulf. Males almost always wear a belt and women frequently wear girdles of chain. The nobility of both sexes wear arm rings, finger rings, ankle rings, and bracelets as well as the omnipresent torc. Brooches are used to fasten cloaks and tunics and in multiples as decoration.

Technology and Magic Level

The Aigulf are a nomadic people, preferring a simple life of herding sheep and sleeping beneath the stars. This does not mean that they are a primitive people. In fact, the Aigulf are quite talented metal smiths and artisans.

Aigulf Skalds are far and away the most common type of spell casters among these nomads. Though Atharia and Sanguinary are not unheard of, they tend to be much less common.

Art and Architecture

The Aigulf are nomads and rely on lean-to's and makeshift tents when traveling with their herds. Those that do settle down into cities will invariably utilize the local architecture in their buildings.

The Aigulf utilize a lot of wood, stone and bone carving in their art, preferring intricate knot and spiral patterns that depict the cycle of life and the road to the spirit world. Fur dying is another tradition, utilizing a blue dye called Woad. This dye is often rumored to have protective qualities when properly prepared by a Skald.

Lifestyle

The Aigulf are a nomadic people, traveling the circuit of their clans' pastures during the spring and summer months and then gathering together in the fall at their winter camps. Here they celebrate the past seasons with large feasts, weddings and new alliances.

Wealth within Aigulf society is based on livestock ownership. Rank, position, and status within the nobility of the Aigulf is determined by individual strength and skill. Boasting of one's achievements and victories in battle, as well as the achievements and victories of one's ancestors, is an integral part of Aigulf society. Display of physical wealth, such as an abundance of gold and jewelry is also very important.

Marriages and Family

Among the Aigulf there are several forms of marriage, including polygamy and concubinage. These marriages can be permanent or temporary, though most will settle down with a single life partner in their later years.

It is a sign of honor that each party brings an equal amount of property to the marriage, usually consisting of sheep or gold. It is an exceptional insult, and exceedingly rare, for one member to bring more wealth to the marriage than another. This inevitably results in the canceling of the marriage and the start of a feud between the two clans.

Males and females will raise the children equally with each being responsible for teaching

the children those particular adults' chores within the family group.

Religion

The Aigulf have numerous gods and goddesses, with each clan having their own. Many clans worship the same gods simply changing their names to reflect their own histories. Many of the smaller gods and goddesses are location specific, having dominion over a certain spring, river, clearing, wood, or hill.

Each clan generally has a divine father or tribal god who is linked to the welfare of the clan and the power and authority of the chieftain. This god is responsible for the well being and protection of the clan. If the chieftain is acceptable to the divine father god, the clan prospers. If he is unacceptable, the clan will languish.

On the whole, the mare goddess, Rhiannon, is considered to be the mother of all Aigulf and is worshipped either primarily or secondarily to the Tribal Father.

Social Organization

The clan is basically divided into three classes: the Nobility, composed of herd owners and warriors; the Skalds, men of art and learning, craftsmen, and religious leaders; and the Commoners who own no herds, instead working the herds of the nobility.

Craftsmanship and technical skills are highly regarded by the Aigulf and mastery of a craft could alter one's social status. The possessors of those skills, the Skalds, are free of other clan obligations. They are free to travel between the grazing lands controlled by different clans. Their skills are respected wherever they go and they are accepted and welcomed without threat.

Trade

The Aigulf trade between the Tursh, Vaerdi and Matharians is well established. Salt, animal skins and furs, and amber are traded for luxury goods such as glass, coral, precious metal goods and raw metals, and large quantities of wine. Among themselves the principal basis of exchange is sheep, but the Aigulf do use some coinage when dealing with other peoples.

Naming Conventions

The Aigulf are very informal with their names except when introducing themselves for the first time. All Aigulf will go through life with only one name, though nicknames are commonly granted and are usually blatantly obvious or morbidly ironic. For example, an Aigulf who has lost a hand may be called 'One Hand' or the less obvious; 'The Juggler'.

When an Aigulf formally introduces themselves it is always done in the following manner; 'I am Cail of Clan Sorchadh!' and in a loud and proud voice.

Sample Aigulf names can be found in Appendix 1.

0	Survival (Temperate/Subtropical Plains) 8-
3	Take Down: 1/2 Phase, +2 OCV, +1 DCV, 2d6 Strike; You Fall, Target Falls

Canid Genetic Template

Total Cost: 27

Disads: 5

Cost	Ability
4	+2 Constitution
4	+2 Reaction
8	+4 Strength
-2	-2 Presence
1	Acute Hearing: +1 PER with Normal Hearing
1	Acute Smell: +1 PER with Normal Smell
5	Distinctive Features: (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
10	Fangs: Killing Attack - Hand-To-Hand 1/2d6
1	Tough Skin: Damage Resistance (1 PD/1 ED)

Aigulf Cultural Package

Total Cost: 11

Disads: 0

Cost	Ability
0	Acting 8-
0	AK: Home Region 8-
0	Climbing 8-
0	Concealment 8-
0	Conversation 8-
0	CuK: Aigulf Heraldry 8-
0	CuK: Aigulf Laws and Customs 8-
0	CuK: Aigulf Legends and Lore 8-
0	Deduction 8-
4	Escape: 1/2 Phase, +0 OCV, +0 DCV, 25 STR vs. Grabs
0	Healing 8-
0	KS: Aigulf Spirit Worship 8-
0	Language: Aigulf (idiomatic) (4 Active Points)
0	Navigation (Land) 8-
0	Oratory 8-
0	Persuasion 8-
4	Reversal: var Phase, -1 OCV, -2 DCV, 25 STR to Escape; Grab Two Limbs
0	Shadowing 8-
0	Stealth 8-

Bezzi

Species: Halfling

Government: Tribal Dictatorship

Language: Bezzi

State Religion: Spirit Worship or Cult of the Devourer

EBoN: Africa: Berber

The Halflings once occupied the entirety of the Beaded Plains, but were pushed out by the more aggressive races during the Great Darkness. As the humans expanded their holdings the Halflings were scattered. The Bezzi are one of these scattered peoples who settled in the Water Wood.

General

The Bezzi are a diminutive people, standing at 3'6" on average. They have tanned complexions with black hair and dark brown eyes.

They age as humans do; attaining adulthood at the age of 15 and considered middle aged around 45. Most do not live beyond the age of 100.

Language

The Bezzi are not a sociable people and prefer to remain in their marshes. Those few tribes that have not fallen to the Cult of the Devourer occasionally venture out and learn to speak Highlander, Swampspeak and Rivertongue or even Aigulf, but most are content to keep their own language.

As rare as it is for a Bezzi to learn another language it is almost unheard of for them to become literate. The Bezzi, themselves, do not have a written form of their language.

Fears and Inabilities

The Bezzi are a highly superstitious people taking great pains to appease all manner of spirits to insure good omens.

Prejudices

In general the Bezzi can be aptly described as blood thirsty cannibals. They despise all other races and peoples, considering them nothing more than a food source or threat. These descriptions are actually more appropriate for the Bezzi that have taken up the worship of the Devourer, rather than a true picture of the entire Bezzi people.

Those few tribes that don't follow the Devourer are less aggressive towards outsiders though they still have a healthy dose of caution.

Clothing and Adornment

The Bezzi wear very little in the way of clothing during the summer months. Both male and female wear nothing more than loincloths and the occasional poorly fitted shirt. In the winter and fall, however, they wear, thicker hide shirts and breeches.



What they lack in clothing, however, is more than made up for with jewelry, piercing, tattoos and ritual scarification. Necklaces, bracelets and piercings made of bone, freshwater shells, wood and stone adorn every Bezzi regardless of age or gender.

Many paint or tattoo geometric shapes along their limbs, foreheads and/or torsos. Scarification is another practice that covers their bodies in repeating patterns.

Their shamans and tribal elders will often be decorated with the skulls and jaw bones of fallen enemies or animals. Colorful feathers also adorn the ears and hair of the women and shamans.

Technology and Magic Level

The Bezzi have nothing more than Stone Age technology. Obsidian, wood and bone make up the materials they use for tools and weapons. Even so, they are able to manufacture everything they need to survive in the marshes and to easily repel any and all invaders.

Shamans are the primary spell-casters and are highly respected among the tribes. The Bezzi shamans are well known for their ability to take on the forms of insects, animals, and vegetation.

Art and Architecture

The Bezzi have a simple architecture of small, one room huts built from branches, twigs, reeds and animal skins. These structures are always raised on short stilts made of split logs. These huts are rarely decorated as Bezzi art is limited to their bodies and jewelry.

The one exception to this is the Maghmir (Bezzi meaning Gathering Hut). This structure is always at the center of the Bezzi village and is about three times the size of the other structures. This is the central meeting hall for the Bezzi and the home of the Chieftain.

The inside walls are covered with animal hides and painted with dyes in bright colors depicting geometric shapes and stylized animals and spirits. A great mask is carved to represent the Devourer (or patron spirit of the tribe) and is hung from the wall over the entrance.

Lifestyle

Life for the Bezzi consists of hunting and war. They are the top predators of the Water Wood and they take great advantage of it. The daily routine consists of hunting for pleasure and food, the occasional power struggle as individuals jockey for position within the tribe and planning raids on rival villages or homesteads and caravans of outsiders.

Various Kings and Queens of Tursh have attempted to eradicate the Bezzi, but all have failed. Their diminutive size and incredible skill at stalking, hiding and setting traps has insured their survival.

The Bezzi hunt and war with wooden clubs, stone tipped spears and knives, as well as blow-pipes made from rolled leaves or hollow reeds. To compensate for their smaller size, they have developed many different kinds of poisons from various plants and animals within the marshes.

Despite their reputation among those beyond the Water Wood, the Bezzi are not all cannibals and bad attitude. Many tribes, particularly those close to the Gaver River have made long standing truces with the various rivertraders and Tursh villages near there. Some Bezzi even sign on to river boats as guides and translators, others brave the outside world, captured by the mystique of the so-called 'civilized' life. These Wanderers are often met with suspicion and prejudice until they reach the duchies and lands furthest from the Water Wood where their kind are either better known or never heard of.

Marriages and Family

The Bezzi have nothing that would be considered a marriage. Instead they operate under a polygamous state where each Bezzi is able to have as many mates as he or she can control through intimidation as well as being able to fend off other challengers.

Children are born and raised by the mother until they are weaned. From that point on, they are left to fend for themselves as best as they can. Adults are not allowed to attack a child until it reaches puberty, at which point they are considered able to fend for themselves against adults.

Religion

Among most of the tribes, the Cult of the Devourer has taken root. These tribes are the most bloodthirsty of the bunch. Every new moon the tribe will go forth and capture as many people as they can and bring them back to the village, where the shaman will sacrifice them to their twisted goddess.

Once the sacrifices are finished a great feast begins, starting with the fresh sacrifices. It is

not unheard of for fights to break out and the unfortunate loser becoming part of the feast.

For those tribes that have not fallen to the Devourer, the shamans worship the spirits of the marsh with each tribe having a patron spirit that is worshipped above all others. These tribes will hunt down a rival Bezzi tribesman to sacrifice to their patron spirit on the new moon. Should a rival not be found, then the leader of the hunt will be sacrificed in his place, though not eaten. Instead the sacrifice is tossed into the nearest predator's lair or left on trees or wooden poles as warnings to invaders.

All Bezzi are highly superstitious and wear all manner of fetishes and charms to ward away vindictive spirits and bad energy. Most will wear a small pouch with the claws of a marsh cat or the fangs of a viper in order to gain the aggressive protection of the animal's spirit.

The Bezzi shamans are renowned for their ability to shape-shift. Many a Tursh or Aigulf warband has been slaughtered by a single shaman who was able to strike and disappear within the marsh, disguised as a plant or animal.

Social Organization

The Bezzi have a very simple dictatorship. A chieftain is in charge of the entire tribe with a shaman acting as the spiritual guide to insure that the proper taboos are kept. It is not uncommon for the chieftain to also be the shaman. A chieftain is replaced when another Bezzi is able to kill off the current chieftain; this also applies for the shaman.

The rest of the tribe establishes a pecking order based on who can pummel who, with the strongest or most manipulative at the top. Gender and age are irrelevant to the Bezzi, only strength and cunning.

Trade

The Bezzi do not trade, even among themselves. They are a warlike people that believe completely in survival of the fittest. They only believe in taking what they want by trickery or by force.

Naming Conventions

The Bezzi use only singular names to refer to themselves and others. If it is necessary to distinguish two individuals with the same name then they will add a descriptor or, if they are of

different tribes, then they will indicate that instead.

Sample Bezzi names can be found in Appendix 1.

Halfling Genetic Template

Total Cost: 13

Disads: 10

Cost	Ability
4	+2 Accuracy
2	+2 Agility
4	+2 Reaction
-2	-2 Presence
-4	-2" Running
-8	-4 Strength
10	Distinctive Features: Halfling (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
13	Halfling Size: Shrinking (0.89 m tall, 8.75 kg mass, -2 PER Rolls to perceive character, +2 DCV, takes +3" KB), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (20 Active Points); Always On (-1/2)
4	Hard To Perceive: +2 with Stealth

Bezzi Cultural Package

Total Cost: 27-29

Disads: 35

Cost	Ability
0	Acting 8-
0	AK: Water Wood 8-
7-9	Choose 2 Maneuvers: Block, Eye Gouge, Hoist 'n' Heave, Kidney Blow, Low Blow, Punch/Backhand, or Tackle
0	CK: [Home City] 8-
0	Climbing 8-
0	Concealment 8-
0	Conversation 8-
0	CuK: Bezzi Heraldry 8-
0	CuK: Bezzi Laws and Customs 8-
0	CuK: Bezzi Legends and Lore 8-
0	Deduction 8-
7	Disease Resistance: Life Support (Immunity: All terrestrial diseases) (10 Active Points); Activation Roll 14- (-1/2)
2	Forest Walker: Environmental Movement (no penalties in underbrush)
0	Healing 8-
0	KS: [Cult of the Devourer Doctrines] or [Bezzi Spirit Worship] 8-
0	Language: Bezzi (idiomatic) (4 Active Points)
2	Limb Walker: Environmental Movement (no penalties on Narrow Surfaces)
0	Mimicry 8-
10	Money: Destitute
0	Persuasion 8-
7	Poison Resistance: Life Support (Immunity: All terrestrial poisons) (10 Active Points); Activation Roll 14- (-1/2)
0	Poisoning 8-

15	Psychological Limitation: Superstitious (Common, Strong)
10	Reputation: Bloodthirsty Cannibal, 11-
0	Shadowing 8-
0	Stealth 8-
0	Survival (Temperate/Subtropical Forests) 8-
0	Tracking 8-
0	Weaponsmith (Blowguns, Maces And Hammers, War Clubs) 8-
4	WF: Common Melee Weapons, Blowguns, Boomerangs and Throwing Clubs

Kvonite

Species: Goblin

Government: Matriarchy

Language: Kvonite

State Religion: Stag, Horse and Mother

EBoN: Americas: Indian Tribes

Known for their tenacity, respect for life and supreme horsemanship, the goblins are a hardy breed and tend to stay within the Great Plains near the center of the continent rather than venturing forth into other lands. The Kvonite tribes left their mountain homes and went east into what would become the Kingdom of Tursh rather than west into the Great Plains with the rest of their brethren.

General

Males are short averaging between 4 and 5 feet while the females are easily a foot taller and are much more heavily muscled.

Regardless of gender all Kvonites have a reddish-orange complexion, black hair and amber eyes that resemble a cats with a vertical pupil rather than a circular one.

Language

The Kvonites speak their own language almost exclusively with only the matriarch of any given tribe commonly learning the languages of nearby kingdoms to facilitate trade.

Fears and Inabilities

As a people the Kvonites do not have any exceptional fears or inabilities, though they are a little leery of going places where their horses are unable to follow.

Prejudices

The Kvonites are not a prejudiced people. The matriarchs tend to deal better with females of other species, but they do not have any culture wide biases against males from the other races.

Due to their past, the Kvonites of both genders are a bit nervous around reptilian races, but even here they display their trademark even handedness.

Clothing and Adornment

Kvonite dress is mainly leather pants and moccasins and in winter when a leather shirt is worn. Bone, feathers and stone beads are common decorations. During rituals and celebrations the Kvonite will wear outlandish costumes of feathers, paint and stone beads. Often, oversized clay or wood masks will be worn by the Caiutes for religious festivals.

Technology and Magic Level

The Kvonites prefer a nomadic life, living within their conical tents and utilizing spear and bow to hunt game. They are not metalworkers themselves, but they do trade frequently with other cultures for these items.

The nomadic lifestyle of the Kvonites has necessitated the carrying and production of few goods that are not easily disassembled and able to be transported.

Magic use among the tribes is generally relegated to that of the Caiute as the Kvonites are not generally accepted or able to train in the Zodiac or Sanguinary arts.

Art and Architecture

The Kvonites art consists primarily of geometric shapes and stylized representations of animals that are made of beads sewn into clothing, dyed patterns, or painted onto the skin or the hides of their horses. Every bit of the art tells a story or has a spiritual significance to the artist or the person it is made for.

The goblins live in conical tents called teepees that are constructed with straight poles made from birch and then wrapped in hides that have been bleached with lime and then painted with symbols that represent the owner's family.

Lifestyle

The Kvonites are a nomadic matriarchal society that stay within tribal groups until the time of the Great Meet where all of the tribes gather, electing a new Empress who will speak on behalf of the Kvonites to the Great Stag. The Great Meet is also a time to share news, catch up with old friends, sell or trade males as well as other commerce.

The Kvonites tell of their origin through Mother and Father, the first Goblins. They were chased from their mountain homes by Snake and sought refuge among the plains.

Stag and Horse took pity on them and showed them the ways of the plains. Father was a mighty warrior, proud and arrogant. He soon forgot to give the proper thanks to each spirit when he hunted.

Mother tried reasoning with him, to remind him of the teachings of Stag and Horse, in anger, Father began killing the animals of the plains to prove that he was mightier than Stag or Horse.

Eventually the spirits, angered by Father's actions, convinced Spider to poison him. Lying under the stars, Father slowly died. Mother held him; crying out for the spirits to have mercy on her beloved. She promised to watch over him and to teach him to respect the ways of the spirits.

Stag and Horse appeared to her and they agreed to her plea but placed a curse on Father, that all of his Sons shall be small and weak, so that they could not harm the spirits again and they placed Mother as his keeper until Father and his Sons could redeem themselves.

Marriages and Family

Kvonites do not marry; instead the males are passed around the tribe and cared for much like sheep or cattle. When a female decides that she is ready to have children, she selects from the most promising stock and beds him.

During the pregnancy she is cared for by several males who take on the chores of midwives and handmaidens. Once the child is born, he or she is raised by the attending males.

Once a female attains puberty she is taken from the males and is assigned to a ranking

female within the tribe. This arrangement called, Unia, is similar to an apprenticeship.

Once the female attains womanhood, usually around the age of 18 or so, she is given the opportunity to catch and tame her first horse. Until she is able to single-handedly capture and tame her horse, she will not be considered a full member of the tribe.

Religion

Kvonite religion centers on the veneration of ancestral and natural spirits. To the goblins there is nothing in the world that does not have an inherent spirit.

Primary among these spirits are the Trinity of Stag, Horse and Mother. These are considered the founders of the Kvonite people and are worshipped first among all the others.

Shamans, called Caiute, are always female and are generally the leaders of any given tribe, though this is not an absolute.



Caiute preside over any event that the tribe deems significant. This can range from the birth of a child, a hunt, a battle, the creation of a new teepee, mating, or even the naming of a horse.

In addition to the spiritual needs of the tribe, a Caiute is also the one who remembers the tribes past and educates and advises through tales of past ancestors and spirits. All of the Caiutes teaching and advice will be in the form of a story or allegory.

Social Organization

The Kvonites are a strongly matriarchal society. The females are larger, stronger and faster than the males. All positions of authority are held by women, from hunters to warriors to Caiutes.

Males within the society are second class citizens at best, with no rights. It is their responsibility to maintain the baggage trains, children, elderly and the hunting gear of their females. A females horse(s) is considered a more useful and favored creature than a male.

It is considered a major transgression and dishonor to treat a male poorly, however, so it is a very rare occurrence for a female to inflict abuse. Even still, never is a male considered anything more than a child that is likely to get himself in trouble if left to his own devices.

Trade

The Kvonites are a very gregarious people. They trade openly with all nations that border their nomadic routes.

Kvonite horses are considered a great treasure and Kvonite beadwork is a sought after novelty in lands far from the Great Plains. In return, the goblins acquire manufactured goods of metal and wood, as well as cloth.

Naming Conventions

The Kvonites name their men and women differently. For the women they are given a birth name, which they retain from the time they are born until they capture and tame their first horse, at which point they are given an adult name by her Unia. A female who retains her birth name past the age of 18 is treated like a cripple within the tribes for she has yet to have attained her womanhood.

The males of the tribes are given a single name and it is not uncommon for his current owner/caretaker to rename him should the name not be to her liking.

Sample Kvonite names can be found in Appendix 1.

Goblin Genetic Template: - Male

Total Cost: 6

Disads: 0

Cost	Ability
2	+1 Reaction
4	+2 Constitution
-2	-1" Running
-4	-2 Ego
-4	-2 Intelligence
-2	-2 Presence
0	Distinctive Features: Kvonite (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
4	Fangs: Killing Attack - Hand-To-Hand 1 point (1/2d6 w/STR) (5 Active Points); Reduced Penetration (-1/4)
5	Goblin Eyes: Nightvision
3	Goblin Senses: +1 PER with all Sense Groups

Goblin Genetic Template: - Female

Total Cost: 23

Disads: 0

Cost	Ability
3	+1 PER with all Sense Groups
2	+1 Reaction
4	+2 Constitution
4	+2 Strength
5	Bite: Killing Attack - Hand-To-Hand 1 point (1/2d6 w/STR)
0	Distinctive Features: Kvonite (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
5	Nightvision

Kvonite Cultural Package: - Male

Total Cost: 4

Disads: 25

Cost	Ability
0	Acting 8-
0	AK: Great Plains 8-
0	Animal Handler (Equines) 8-
1	Concealment 11- (3 Active Points); Only in Plains (-1)
0	Concealment 8-
0	Conversation 8-
0	CuK: Kvonite Heraldry 8-
0	CuK: Kvonite Laws and Customs 8-
0	CuK: Kvonite Legends and Lore 8-
0	Deduction 8-
0	KS: Drugs, Poisons, and other Intoxicants 8-

0	KS: Herbalism 8-
0	KS: Kvonite Spirit Worship 8-
0	Language: Kvonite (idiomatic) (4 Active Points)
10	Money: Destitute
0	Navigation (Land) 8-
0	Persuasion 8-
0	PS: Bowyer/Fletcher 8-
0	PS: Cook 8-
0	PS: Groom 8-
0	PS: Leatherworker 8-
0	Shadowing 8-
15	Social Limitation: Male (Frequently, Severe, Not Limiting In Some Cultures)
1	Stealth 11- (3 Active Points); Only in Plains (-1)
0	Stealth 8-
2	Survival (Temperate/Subtropical Plains) 11-

	Weapons
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Kvonite Cultural Package: - Female

Total Cost: 55

Disads: 0

Cost	Ability
4	+1 with HTH and Ranged Combat (6 Active Points); Only When Mounted (-1/2)
0	Acting 8-
0	AK: Great Plains 8-
0	Animal Handler (Equines) 8-
0	Breakfall 8-
1	Concealment 11- (3 Active Points); Only in Plains (-1)
0	Concealment 8-
0	Conversation 8-
0	CuK: Kvonite Heraldry 8-
0	CuK: Kvonite Laws and Customs 8-
0	CuK: Kvonite Legends and Lore 8-
0	Deduction 8-
0	Healing 8-
8	Horse Dancer: Armor (5 PD/5 ED), Usable By Other (+1/4) (19 Active Points); Custom Modifier (Only For Characters Mount; Must Be Mounted; -3/4), Requires A Riding Roll (-1/2)
0	KS: Kvonite Spirit Worship 8-
1	Kvonite Plains Goblin: Reputation: Supreme Horseman (A small to medium sized group) 8-, +1/+1d6
0	Language: Kvonite (idiomatic) (4 Active Points)
15	Light Warhorse: Follower
0	Navigation (Land) 8-
10	Outdoorsman: +2 with all "Outdoor" Skills
0	Persuasion 8-
0	PS: Hunter 8-
3	Riding 11-
0	Shadowing 8-
5	Skilled Rider: Running +5" (6"/11" total), Usable By Other (+1/4) (12 Active Points); Custom Modifier (Only For Characters Mount; Must Be Mounted; -3/4), Requires A Riding Roll (-1/2)
1	Social Status: Fringe Benefit: Female
1	Stealth 11- (3 Active Points); Only in Plains (-1)
0	Stealth 8-
2	Survival (Temperate/Subtropical Plains) 11-
0	Tracking 8-
4	WF: Common Melee Weapons, Common Missile

Mathar

Species: Dwarf

Government: Hierarchy

Language: Mathar

State Religion: Cult of the Forge

EBoN: Core Chapters/Khuzdul

The Mathar are descendants of the Seven Fathers, the original Dwarves who were crafted from the earth by the A-ar. Ilum is especially venerated by the Mathar. He was the finest smith of the A-ar and considered to be their creator.

Following their birth the Seven Ilkhans formed clans based on their lineage and separated. Although these seven clans have since spread across Hylrexia, they have remained close and have spawned a universal reputation for ruggedness, practicality and unwavering loyalty. Most groups favor the rocky highlands and deep caverns of the mountains, for the Mathar remember their origin and heritage.

Mathar are superb miners and craftsman, and unsurpassed stoneworkers. They live in tightly knit groups and favor underground cities that are cut into rugged hills and mountains.

The Mathar believe that each lineage has a common spirit that permeates them all and ties them together. They revere their ancestors above all things except Ilum, their creator, and believe that in each Ilkhan exists a part of his predecessors.

Mathar are sober, quiet, possessive, suspicious, pugnacious, introspective, and often very greedy. Tenacious warriors, they fight without quarter and never retreat. Each Mathar treats his kind as brothers and non-dwarves as

lesser beings who, one way or another, are a constant threat. Their blood is thick and their bonds are deep. They enter into agreements with extreme care but, once made, honor them to the letter. The old adage is true: "No friend ever did a Dwarf a favor, no enemy a wrong, without being repaid in full."

General

Dwarves are naturally dense, compact creatures. They stand no taller than 4-1/2 feet, but they have the breadth and depth of creatures nearly twice their height. Their arms are long for their height, their hands reaching down nearly to



their shins. Their torsos are in proportion to their height, though, as are their legs. Both males and females are heavily muscled, with thick, well-rounded limbs and broad shoulders and hips.

Dwarves have an extended lifespan, attaining adulthood at the age of 15 and considered middle aged around 240. Most do not live beyond the age of 400.

Language

The dwarves have a long tradition of oral and written histories. With their fervent religious beliefs, the Matharians carry this tradition to even loftier standards. Wherever possible, Matharian

craftsmen engrave scriptures from their holy tomes, covering every surface with blessings from their Ancestors.

As for other cultures, the Matharians learn their languages as needed for commerce or diplomacy. They neither go out of their way nor discourage the learning of other tongues.

Fears and Inabilities

Despite Agoraphobia and Hydrophobia being much more common among the dwarves than other races, the Matharians are not considered to have any intrinsic fears and inabilities.

Prejudices

The Matharians have a strong pride in their ancestors and they tend to distrust those that do not have the same. To the Matharians, it is a lost and dangerous soul that cannot or will not learn from their ancestors.

Clothing and Adornment

Matharians of both genders wear baggy pantaloons tucked into sturdy leather boots, the pants are held up by a thick, colorful sash wrapped around the waist. A long, hooded, sleeveless robe is then worn above a long-sleeve tunic.

Men and women both wear their hair long bound by no less than two metal rings. Men wear goatees with the beard grown long and braided into one or more braids. Some will grow only the mustache with each tip grown long and unbraided but oiled and twisted to a point.

Both genders are very fond of jewelry and rings, necklaces, armbands, and wristbands made of precious metals are worn by all but the poorest of Matharians.

Technology and Magic Level

The Matharians are consummate metal-smiths and stoneworkers. They are far more advanced in metal working than any of the surrounding kingdoms and they make a brisk trade in raw ore, refined metals and stone, as well as completed goods.

Magic within the Matharian clans is just as varied as those of the humans; still, the greatest amount of Spell casters comes from the noble priests and paladins.

Art and Architecture

Matharian art consists almost exclusively of stone and metal work. Carvings and engravings of a religious nature cover nearly every surface the Matharians can get their hands on. Whether it is the scrollwork on a ring, or the rune-carved pillars that support their stone entrances, the Matharians carve constant reminders of their beliefs, history and ancestry in everything they make.

Matharian architecture is solid, squat and, other than the ornate carvings, is more functional than decorative. Whenever possible the Matharians prefer to carve their structures from the living stone rather than build something that is free-standing.

The Matharians also prefer to build horizontal rather than vertical. It is a rare thing to find a Matharian structure that is more than one or two stories in height, but many are the buildings that are several hundred feet deep and wide.

In all cases, the Matharian skill at working stone is evident in every precise angle and near seamless doorway. Complicated airducts crisscross the Matharian caves to remove smoke and recycle fresh air.

Lifestyle

Matharian life is filled with industry and religion. Sloth is considered one of the worst sins an individual can commit against the clan. The long-lived dwarves have an age old tradition for how each member of the clan is able to best fulfill their duties.

At the age of 10 a Matharian child will be apprenticed in the clan's craft. This apprenticeship will last until puberty when the child will be given the chance to graduate to a full journeyman. Should the apprentice pass the necessary tests, a ritual will be held to give them their adult name.

After the ritual, the new adult is likely to pursue the clans craft for the rest of their lives. However, it is not entirely uncommon for them to strike out into a new career to expand their knowledge or pursue an artistic dream.

Some will receive visions from their ancestors that will set them upon the path of cleric or paladin, following the guidance of the ancestors. These Matharians are admitted into the Ironborn and given the training to become the

spiritual and political leaders of the Matharian Clans.

Marriages and Family

Matharians are monogamous and dedicated spouses and parents. Matharians tend to marry late in life, generally after their 75th name day. Once married, a Matharian couple settles down in their clan's territory and begin a domestic life of craft and child rearing.

The birthrate among the Matharians is low, with most couples having only one or two children over their entire lifetime. The pregnancy lasts for nearly a full year, the last half of which, the woman is nearly helpless, relying on her husband and female relatives for support.

Once the birth has happened there is a great celebration within the clan as the High Priest of the clan (called an Arshasa) invites relatives from far and near to come and honor the new mother and to begin planning the new child's future. The new parents are given the next decade to focus solely on the child and all of their clan duties are distributed among their closest relatives, until the child is apprenticed off.

Religion

Religion is a driving force within the Matharian clans. Each one has a specific Khan that is said to have founded their family line. Above them is the Great Ilkhan, Mathar, and above him is the father of the dwarves, Ilum.

The Matharian religion, called the Cult of the Forge is founded upon this premise. Ilum is worshipped as the founder and creator of the dwarves. The priests who speak for him are called Ilumites; next in the hierarchy are the Forgeborn, those who speak for Mathar and then finally, the Ironborn, those who speak for the family Khan.

The Matharians offer praise to their ancestor gods with every deed they perform. Many offer small tokens of engraved gold to a forge fire before they undertake a journey, new business venture or even before each meal. To the Matharians, every act should be undertaken with the honor of the ancestors in mind.

Social Organization

Matharian society is formed exactly as their church. The priests are the ones that govern and are ranked by the hierarchy of who they serve.

The next level of society is that of the warriors, the ones who have dedicated their lives to the defense of the clans. These are followed very closely by the craftsmen who continue to increase the holdings and wealth of the clans.

Next are the merchants, those who travel to foreign lands in search of markets for Matharian goods. Though an essential part of Matharian commerce, they do not actually produce any material items and are thus looked at with not a small share of pity.

The last rungs of Matharian society are the entertainers, thieves and transients. By Matharian standards they are the least deserving of respect and honor as they have chosen not to contribute to the clan's well-being.

Men and women hold equal position within the clan and only their chosen profession dictates their place within it. Those who have attained elderly status are accorded proper respect if they have contributed to the society throughout their lives.

Trade

The Matharians have a thriving trade with every culture they have come across. Their metal and stone crafts are highly sought after as are their refined and raw ores.

In turn, the Matharians trade for cloth, oil, lumber and foodstuffs from the peoples of other lands.

Naming Conventions

The Matharian naming convention is one of honored history and lineage. Every Matharian has a name that starts with his birth name and then goes on to list every family name within his genealogy until it finally ends with his clan name. To listen to a formal introduction of an Ilumite can take nearly a full day.

In practice the Matharians maintain only three names for common use; their birth name, their family name and their clan name.

Sample Matharian names can be found in Appendix 1.

Dwarf Genetic Template**Total Cost:** 24**Disads:** 0

Cost	Ability
4	+2 Body
2	+2 Energy Defense
2	+2 Physical Defense
4	+2 Strength
6	+3 Constitution
3	+6 Endurance
-2	-1" Running
-2	-2" Swimming
0	Distinctive Features: Dwarf (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
5	Dwarven Eyes: Nightvision
2	Dwarven Longevity: Life Support (Longevity: 400 Years)

Matharian Cultural Package**Total Cost:** 1**Disads:** 0

Cost	Ability
0	Acting 8-
0	AK: [Home Region] 8-
0	CK: [Home City] 8-
0	Climbing 8-
0	Concealment 8-
0	Conversation 8-
0	CuK: Matharian Heraldry 8-
0	CuK: Matharian Laws and Customs 8-
0	CuK: Matharian Legends and Lore 8-
0	Deduction 8-
0	KS: Family Ancestral Line 8-
0	KS: Cult of the Forge Religious Doctrine 8-
0	KS: Matharian History 8-
0	KS: Stonework 8-
1	Language: Matharian (idiomatic; literate) (5 Active Points)
0	Navigation (Other Underground) 8-
0	Persuasion 8-
0	PS: [Choose One] 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival (Mountain, Underground) 8-

Simeret

Species: Dragon-Folk
Government: Militocracy
Language: Simeret
State Religion: None
EBoN: Core Chapters: Valarin

The Simeret are the youngest of the Kamarathin races, said to have been created by dark priests of Crimmor and Merdashtes as shock troops during the Scale Wars. Few remember these rumors and fewer still believe them, although their militaristic and often evil nature does lend the tales credence.

General

Simeret resemble winged lizardmen or humanoid dragons, with a draconic head filled with sharp, dagger-like teeth and reptilian eyes. They have sharp claws at the end of their fingers and toes and a thick tail that is about half as long as the Simeret is tall.

Large, leathery wings sprout from their backs with a wingspan equal to twice the Simerets height. These wings provide the Dragon-folk with the ability to fly. Their bodies are covered in thick scales easily the equal of a rhino's hide.

The Simeret have no single coloring with each individual being different. The colors range from iridescent, vibrant primaries all the way to drab grays and browns. Their eyes are always red, however.

The average Simeret will stand at around 6' tall and weigh in at a solid 200 lbs.

Simeret have an extended lifespan, attaining adulthood at the age of 15 and considered middle aged around 180. Most do not live beyond the age of 300.

Language

The Simeret speak their own language but utilize the written languages of other cultures when they need to record something

permanently. As a primarily mercenary people, they are quick to learn the tongue of the nearest employer in order to better facilitate negotiations.

Fears and Inabilities

The Simeret do not have any natural fears or inabilities.

Prejudices

The Simeret are a warrior people with strong military traditions that are ingrained from the moment they hatch. As a people, they are only impressed by military strength and consider anything less to be a sign of weakness and thus, contempt. While there are those individuals that don't necessarily follow this point of view they are rare and they are the most likely to leave their Warband and travel the lands as outcasts.

Clothing and Adornment

The Simeret tend not to wear much more than a loincloth. Their thick skin negates the need for any armor lighter than chainmail and these heavier armors would impact their ability to fly.

The Simeret love gold and other precious metals, seemingly drawn to them by some long forgotten instinct. Any Simeret can tell the wealth of another by the sheer volume of gold they are wearing.

Aside from jewelry, the Simeret will generally only wear or adorn themselves with



items that make them appear fiercer such as trophies gained in battle. Often this can be a rather grisly sight.

Technology and Magic Level

The Simeret are not builders or craftsmen, they are born and bred only for war. The technology level of any given warband is based solely on what they have taken from conquered peoples or what their slaves are capable of manufacturing.

Magic among the Simeret is almost always that of the Zodiac. Though Spell casters are not overly abundant, the ones that do exist tend to focus on signs that favor combat more than anything else.

Art and Architecture

The Simeret do not build or craft, all of the Warbands art will be stolen from other peoples and hoarded for the glory of the Warlord.

The Simeret prefer the natural defensibility of caves that are carved into the sides of cliffs rather than any man-made structures. Their natural flight gives them the capability to take advantage of these inaccessible fortresses.

Lifestyle

The Simeret seem to be interested in only a single thing; war. To them, there is no greater pursuit than that of military prowess. Each and every Simeret is expected to learn and perfect their chosen aspect of war with little focus on anything else.

Simeret life, for all genders and ages, is filled with war and training for war. Duels are often fought between each other when they are not able to battle captured creatures in their arenas.

Every Warband is a self-sufficient army, complete with a chain of command and slave labor to support and feed the soldiers. The chain of command operates as the Warbands nobility and only military prowess will allow a Simeret to advance.

Marriages and Family

While not what most cultures would consider to be marriage the Simeret do mate for life, with only the officers being able to take advantage of this arrangement. The females will

lay a single egg once every five years or so. Every female that has a life-mate will lay their eggs at the same time. The eggs are watched over by an elite cadre of soldiers called Ukišai who will defend their charges to the death.

Once the eggs hatch, the newborn hatchlings will grow up, train and war together until they are all killed or leave the Warband for some transgression.

Religion

The Simeret do not follow any specific god or set of gods. Having been created through alchemical means they don't feel any particular attachment to the divine.

However, since the end of the Scale Wars, many have taken to following some deity or other that has sparked an interest. This is a purely individual decision and the god or goddess is always from a culture other than the Simerets own.

Social Organization

Each Warband is divided up into Crèches, each approximately 30-50 individuals strong. Each Crèche focuses on a particular style of combat or role on the battlefield. Each one is commanded by an Ibeth and each Ibeth is attended by a council of Umata, who act as non-commissioned officers.

The Warband is lead by the Warlord who is the undisputed military leader, at least until he loses a battle, at which point he will likely be challenged by one of his Ibeth.

Below the Umata are the common soldiers who are the mainstay of the Simeret Warbands. The last rung of the Simeret social ladder contains the slaves that consist of captured soldiers and civilians.

The Simeret hierarchy is very straightforward and very rigid. One does not advance without literally clawing his way up over the bodies of his or her superiors.

Trade

The Simeret do not often trade, preferring to conquer to gain what they need or want. Often they are courted as mercenaries and they will gladly negotiate for what they need as payment. However, the buyer-beware, for though the Simeret always honor their contracts, they will often honor the letter rather than the spirit should the employer show any weakness.

Sometimes a Warband will trade slaves if the buyer is offering gold or other precious metals, but despite the Simerets love for these metals, this is a very rare occurrence.

Naming Conventions

The Simeret have very long names. Not only do they utilize a three name format for formal occasions, and to the Simeret, all occasions are formal, but the individual names themselves are incredibly long. Folks from other cultures will invariably refer to a Simeret with truncated version of one of the names, but never to the Simerets face unless they are on very good terms.

A Simerets name will consist of his given name, the name of his Crèche and finally the name of his Warband.

Sample Simeret names can be found in Appendix 1.

Dragonfolk Genetic Template

Total Cost: 52

Disads: 10

Cost	Ability
1	+1 Energy Defense
1	+1 Physical Defense
6	+3 Constitution
10	+5 Strength
8	Claws: Killing Attack - Hand-To-Hand 1/2d6 (1d6+1 w/STR) (10 Active Points); Reduced Penetration (-1/4)
10	Distinctive Features: Dragon Folk (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
1	Dragon Longevity: Life Support (Longevity: 300 Years)
8	Fangs: Killing Attack - Hand-To-Hand 1/2d6 (1d6+1 w/STR) (10 Active Points); Reduced Penetration (-1/4)
5	Tail: Extra Limb (1), Inherent (+1/4) (6 Active Points); Limited Manipulation (-1/4)
4	Tough Skin: Damage Resistance (4 PD/4 ED)
8	Wings: Flight 6" (12 Active Points); Restrained (-1/2)

Simeret Cultural Package

Total Cost: 24-26

Disads: 15

Cost	Ability
0	Acting 8-
0	AK: [Home Region] 8-
0	Breakfall 8-
10	Bullheaded: (Total: 20 Active Cost, 10 Real Cost) +10 PRE (10 Active Points); Custom Modifier (Only To Resist Intimidation And Fear Attacks; -1) (Real Cost: 5) plus +5 EGO (10 Active Points); Custom Modifier (Only To Resist Intimidation And Fear Attacks; -1) (Real Cost: 5)
7-9	Choose 2 Maneuvers: Block, Eye Gouge, Hoist 'n' Heave, Kidney Blow, Low Blow, Punch/Backhand, or Tackle
0	CK: [Home Warband] 8-
0	Climbing 8-
0	Concealment 8-
0	Conversation 8-
0	CuK: Simeret Heraldry 8-
0	CuK: Simeret Laws and Customs 8-
0	CuK: Simeret Legends and Lore 8-
0	Deduction 8-
3	Defense Maneuver I
5	Enraged: When Martial Prowess Is Questioned (Uncommon), go 8-, recover 14-
0	Fast Draw [Choose Weapon] 8-
0	Feint 8-
0	Healing 8-
0	KS: [Kingdom] Military History 8-
0	KS: Combat Styles 8-
0	KS: Precious Stones and Metals 8-
0	Language: Simeric (idiomatic) (4 Active Points)
0	Mimicry 8-
0	Persuasion 8-
0	PS: Mercenary 8-
5	Reputation: Ruthless Warrior, 8-
5	Rivalry: Professional (All Warriors; Rival is More Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Unaware of Rivalry)
0	Shadowing 8-
0	Stealth 8-
0	Tactics 8-
0	Teamwork 8-
4	WF: Common Melee Weapons, Common Missile Weapons

Tursh

Species: Human
Government: Feudalism
Language: Igardian
State Religion: Church of Asuna or Old Faith
EBoN: Europe, British Isles: English/Welsh

The Kingdom of Tursh lies upon the northeast tip of the crescent shaped continent of Hylrexia. It is a lush and green land filled with many rivers and lakes.

The kingdom is split in twain, both figuratively and literally. In the more "civilized" east, wealth and privilege have created a climate of decadence among the nobility and a life of squalor for the peasantry who have come to think of themselves more as prey than sentient creatures. In the northeast, the paranoid religious rhetoric of the Duchy of Gwen threatens to engulf the region in civil war, while the Duchy of Aslyn in the southeast shows signs of a cultural renaissance.

General

The Tursh stand about 5'10' on average at a weight of 180 lbs. Their complexions are generally fair with a wide range of hair colors from blond to red to black.

Humans have the standard lifespan, attaining adulthood at the age of 15 and considered middle aged around 45. Most do not live beyond the age of 100.

Language

The Tursh speak the native tongue of their land but are just as likely to pick up additional languages as they deem necessary. For more information on the various dialects and languages of Tursh go to Chapter 1.

Fears and Inabilities

As a people the Tursh do not have any innate fears.

Prejudices

Settled by many of the human tribes during the Great Darkness after the Scale Wars, Tursh has become well known for its tolerance of many different cultures.

Clothing and Adornment

The Tursh tend to dress in a practical manner with men wearing woolen tunics, belted at the waist, that have been embroidered around the hem. Over this they have woolen cloaks fastened with a brooch. Woolen leggings fastened with cross-gartered leather strips are also worn.



The women wear woolen dresses trimmed with white linen and embroidery, belted at the waist. Over this is worn a woolen cloak and a headdress made out of linen and held in place with a headband, the wealthier the individual the finer the materials and the more intricate the embroidery.

Technology and Magic Level

The Tursh are the most technologically advanced people in northern Hylrexia. Everything from military technology to farming to architecture, the Tursh seem to have conquered it all. While they are hardly exceptional in any one

technology, they are quick to adapt the technologies of other lands should they prove superior to what the Tursh already have.

In the realm of magic the Tursh have managed to establish an actual academy in the capital, though the student population is small, the Royal Academy of Mages is a phenomenal center for learning among the nobility.

Art and Architecture

The Tursh prefer a split timber and stone architecture in the common buildings with the more important structures, such as castles and churches being constructed almost entirely from stone.

Glass is an expensive commodity and reserved only for the wealthy and this usually takes the form of stained glass within cathedrals.

Art for the Tursh ranges from the commoner whittling a wooden horse for his child to grand statues and paintings of the gods, saints or nobility. The grand pieces are always commissioned by nobles as a showing of wealth or as a bit of grease for the wheels of politics.

Lifestyle

Life for the typical Tursh greatly depends on what rung of the social ladder he or she was born. The vast majority are yeoman who eek out a living off their farms, growing just enough food to make the taxes with a bit left over to last the family through winter.

Those who live in the cities are poor craftsmen, homeless beggars, urban rogues, or some of the lucky ones who have carved out a niche as wealthy merchants or members of prestigious guilds.

Life for the nobility is markedly different with grand balls, days spent lounging in manicured gardens and dining on the finest cuts of meat cooked in the rarest of spices. Or at least that's what the peasants believe. In truth, most of the nobility are either deeply engaged in political maneuvering or preparing their forts and castles for the inevitable resurgence of the Blight.

The rise of the Asunian Church hasn't helped matters at all. The more urbanized nobles of the Eastern Duchies have embraced the new religion and many have made its worship mandatory within their holdings. This has caused the rift between noble and commoner to widen even further.

Marriages and Family

The Tursh are predominantly monogamous with the marriage bond being considered a spiritual as well as civil union. Marriage is for life, though among many nobles this is merely a matter of political convenience with affairs being a common public secret. Tales of philandering nobles are all the rage among the gossips and rumormongers.

Among the commoners, marriages are much more likely to be for love and several generations of family will live under the same roof with everyone lending a hand with the chores and family business.

Sons and daughters are generally expected to follow in the family business or at least supply their own family with a sufficient dowry if they wish to marry out of it.

Religion

The entirety of Chapter 2 is dedicated to this topic.

Social Organization

Social Organization is covered in greater detail within Chapter 1.

Trade

Trade is covered in Chapter 1.

Naming Conventions

Within Tursh, only those that are granted a Writ of Heritage are able to use a surname. In general, this would be either the House name (for those without lands) or the name of the territory they govern. Commoners may be known by more than just their given name, but this will usually be a descriptor of a prominent physical feature or possibly where they are from such as, "the Red", "of Rayne", "the Fisher", etc.

Sample Tursh names can be found in Appendix 1.

Human Genetic Template

Total Cost: 0**Disads:** 0

Cost	Ability
0	Distinctive Features: Human (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)

Tursh Cultural Package

Total Cost: 0**Disads:** 0

Cost	Ability
0	Acting 8-
0	AK: [Home Region] 8-
0	CK: [Home City] 8-
0	Climbing 8-
0	Concealment 8-
0	Conversation 8-
0	CuK: [Regional] Heraldry 8-
0	CuK: Tursh Laws and Customs 8-
0	CuK: Tursh Legends and Lore 8-
0	Deduction 8-
0	Healing 8-
0	KS: [Church of Asuna or Old Faith] Religious Doctrine 8-
0	Language: [Native Dialect] (idiomatic) (4 Active Points)
0	Persuasion 8-
0	Shadowing 8-
0	Stealth 8-

Vaerdi

Species: Human

Government: Clan

Language: Amo

State Religion: Thodinrir

EBoN: Core Chapters: Viking

The Vaerdi are a race in decline. Once occupying the entire range of the Akini-et-Togo, they have been reduced to the second largest nation by the predations of the beastmen from central Hylrexia. A situation many Vaerdi have lost their lives trying to remedy.

These large humans are descended from the same stock that created the Tursh and the enigmatic Atharâns. Many claim they are merely another clan of the Tursh rather than a separate race unto themselves. However, differences in their size and appearance as well the existence of the rare shape shifters among them would indicate otherwise.

General

They are an extremely hairy race and their tendency to wear furs gives them an “animal-like” appearance. They prefer their hair long and unkempt with colors of blonde and red being the most common; men have large bushy beards the color of which matches their hair. They are a large people averaging 6’ 4”.

Humans have the standard lifespan, attaining adulthood at the age of 15 and considered middle aged around 45. Most do not live beyond the age of 100.

Language

As a reclusive people the Vaerdi tend not to learn much of the other races

languages. However, due to the recent move to other populated lands, this is slowly changing.

Fears and Inabilities

Essentially none, though they are very uncomfortable in civilized areas.

Prejudices

The Vaerdi prefer to judge each person on their own merits, though they do delight in causing city-folk more than their fair share of discomfort in the wilderness.

Clothing and Adornment

Vaerdi wear skins and furs with cloaks made from the skins of large carnivores. Feathers, bones and animal teeth are common adornments in the form of necklaces and bracelets. Both genders will braid parts of their hair and keep the braid held with bones, leather strips, feathers and beads.

They are not metal smiths and jewelry made from precious metals will have been acquired through trade or from the bodies of fallen foes.

Technology and Magic Level

Vaerdi are fairly low on the technology scale and they prefer it that way. What items they



cannot produce with wood, are found through trade or from raids conducted into the Malgit. Metal items like weapons and some bits of armor are the main types of equipment gathered in this manner.

Magic among the Clans is not uncommon with the Afknir being the most common.

Art and Architecture

Art among the Vaerdi consists of stone and woodcarvings that are further decorated with dyes and stains from various plant and mineral concoctions. Generally these objects will be representations of Aräw or of some kind of religious significance.

These religious carvings are placed inside or around the Vaerdi homes. The homes are constructed of wood and stone and never exceed the first floor; they are long, squat and rectangular shaped with angled roofs covered with pine branches and thatch. Each house is the home of a single family that could include several generations.

Lifestyle

Vaerdi tend to shy away from civilized areas feeling cramped and nervous around the constant hustle and bustle. They are loners by nature, but enjoy their rare moments with others.

Generous and normally quiet, they can become jovial and explosive when in social situations.

Their deep, thundering laughter is legend. As warriors, they are fierce and often uncontrollable. This is particularly true of the rare shape changers, for they have a tendency to transform into bears when outraged or overly harassed. Once bears, they can attack with tremendous force, and have little more than single-minded instinct to work upon.

The Vaerdi subsist primarily on controlled hunting and foraging with limited farming of berries and roots within their villages. Since the Geidbrir arrived in the Olemecans, however, the clans have become much more reliant on hunting and some gathering of nuts, tubers and berries. Some have even become proficient fisherman along the lowland rivers and lakes.

Marriages and Family

Vaerdi put a lot of emphasis on heredity and ancestral lines and each family can be traced back to the Scale Wars. This line is traced through

the male's family so fathers are constantly trying to play matchmaker for their daughters. However, the daughter does not have to marry unless she so chooses and whom she chooses.

Marriages are for life and the female will move in to the male's family house. Familial responsibilities including the rearing of children, gathering of food and community defense are shared equally among all members. Elders and children are generally given lighter duties if any at all and in turn the elders educate the children through oral traditions.

Religion

The Vaerdi religion centers around the Cult of the Bear called Thodinrir. This religion teaches that the Vaerdi are the guardians of Aräw, the bear god, who sleeps under the Akini-et-Togo. The head of the cult is called the Afknir. This individual is almost always one of the famed shape shifters.

During their secluded ceremonies these men and women take the form of bears or wear bearskins and recreate their ancient legends and epics using complex dance rituals. These gatherings used to occur at specific holy places that have some connection to Aräw, but with the Vaerdi displacement they have taken to performing these rituals in areas of great natural beauty or exceptional ruggedness.

Social Organization

Each clan is lead by two people, the head shaman or Afknir and a Chieftain. The Afknir is the overall leader of the clan, handling internal disputes and decisions as well as handling foreign affairs.

The Chieftain is essentially a warlord and hunt master. It is his duty to organize defenses, raids, and training of warriors as well as organizing hunts and insuring that the lands surrounding the clan village are not over hunted or stripped of forage able foodstuffs.

The Afknir holds his position for life and can only otherwise be removed by a majority clan decision when he or she is considered to be a detriment to the clan. This has never happened in all the years of the clans.

The Chieftain can be replaced at anytime through tests of skill and strength. This happens less often than expected and a Chieftain can often hold his or her title until their death.

As is the case in most of the Vaerdi society, either position can be held by either gender regardless of social ranking among the community. However, no one ever challenges one of the rare shape-shifters because of their hereditary lines.

Both leaders of a clan will almost always consult with an unofficial council of elders. This council is made up of the eldest member of each family within the clan. These people are highly respected and their words carry much weight between the Chieftain and the Afknir, unless of course the two leaders are the oldest members of the clan, themselves. Even then the council will be listened to.

Among the individual families the matriarch or patriarch will be the head of the household; this will also be the member of the family that is on the council.

Trade

The Vaerdi have taken to offering their services as warriors and mountaineers in exchange for the goods their clan may need. Furs and skins supplement this trade and Vaerdi clothes have recently become known as the best cold weather clothing that can be found in Northern Hylrexia.

Naming Conventions

The Vaerdi love descriptive titles. Though at birth they are given their names, invariably, this will be added to as they grow-up and on into their deaths. For example, let's follow the names given to Dagny.

Soon after she was born she was called Dagny the Mighty for she was an extremely large baby. When she reached eleven she managed to out wrestle a boy half again her age and she became known as Dagny the Rock. At adulthood she had grown her famously red hair to nearly the length of her back and became known as Dagny the Firehair by those of the visiting clans. This trend of renaming themselves goes on for the entirety of a Vaerdi's life and some have even been renamed after death as the tales of their deeds continue to be told.

Sample Vaerdi names can be found in Appendix 1.

Human Genetic Template

Total Cost: 0

Disads: 0

Cost	Ability
0	Distinctive Features: Human (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)

Vaerdi Cultural Package

Total Cost: 21 (46 if Blood of Barak)

Disads: 0 (15 if Blood of Barak)

Cost	Ability
2	+1 BODY
4	+1 with All Combat (8 Active Points); Only in Mountains (-1)
4	+2 CON
4	+2 STR
0	Acting 8-
0	AK: Olemecan Highlands 8-
1	Climbing 11- (3 Active Points); Only in Mountains (-1)
0	Climbing 8-
1	Concealment 11- (3 Active Points); Only in Mountains (-1)
0	Concealment 8-
0	Conversation 8-
0	CuK: Vaerdi Heraldry 8-
0	CuK: Vaerdi Laws and Customs 8-
0	CuK: Vaerdi Legends and Lore 8-
0	Deduction 8-
0	Healing 8-
0	KS: Thodinrir Doctrines 8-
0	Language: Amo (idiomatic) (4 Active Points)
2	Mountain Walker: Environmental Movement (no penalties on rugged slopes)
0	Persuasion 8-
0	Shadowing 8-
1	Stealth 11- (3 Active Points); Only in Mountains (-1)
0	Stealth 8-
2	Survival (Mountain) 11-

Optional: Blood of Barak	
5	Social Status: Fringe Benefit: Bear Blood
2	Blood OF Barak: Reputation (A small to medium sized group) 8-, +2/+2d6
18	Bear Form: Multiform (155 Character Points in the most expensive form) (31 Active Points); Extra Time (1 Turn (Post-Segment 12), Only to Activate, Character May Take No Other Actions, -3/4)
15	Enraged: In Stressful Situations (Uncommon), go 11-, recover 11-

Package Deals

In most RPG's the players are forced to take specific classes or professions that inherently limit the characters abilities. In the HERO System this is not the case. That being said, most players are very familiar with the class system and can get quickly overwhelmed with the concept of free choice.

To help with this, the concept of Package Deals was developed. A package deal is a collection of abilities and skills that form a cohesive guide for players to start with.

The Fantasy Hero book comes with many packages that would work within Kamarathin with slight tweaking, as will those found in Valdorian Age. However, the following packages have been created solely by us for the world of Kamarathin or taken from Ed Hastings website (www.killershrike.com) and modified to fit the idiosyncrasies of our campaign world.

It is recommended that the packages should be taken in total unless the choice is listed as optional.

Each package will list its point value as well as the number of Disadvantage Points it provides. These costs do not include any of the Optional abilities.

Acrobatic Thief

Total Cost: 113

Disads: 0

The classic second story man and cat burglar; the acrobatic thief is agile and slippery, preferring to access their targets through the upper stories where their supreme balance comes into its own and the security is generally far lighter.

Cost	Ability
5	+1 with All Combat (8 Active Points); Requires An Acrobatics Roll (-1/2)
3	+3 AGI
5	Acrobatics 12-
14	Advanced Move Silently & Hide in Shadows: Invisibility to Sight Group and Normal Hearing , Reduced Endurance (1/2 END; +1/4) (31 Active Points); (Only When Not Attacking; -1/2), Only in Shadows or Darkness (-1/2), Requires A Stealth or Concealment Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)
5	Breakfall 12-
3	Climbing 11-
6	Combat Luck: Armor (3 PD/3 ED) (9 Active Points); Not While Wearing Armor (-1/2)
3	Concealment 11-

3	Detect Noise: +3 PER with Normal Hearing
10	Detect Traps A Class Of Things 11- (Sight Group), Discriminatory
2	Language: Gutterspeak (fluent conversation)
2	Limb Walker: Environmental Movement (no penalties on Narrow Surfaces)
3	Lockpicking 11-
2	PS: Acrobat/Tumbler 11-
15	Security Systems 15-
3	Sleight Of Hand 11-
3	Stealth 11-
3	Streetwise 11-
2	Survival (Urban) 11-
1	WF: Blades



Adventuring Merchant

Total Cost: 120

Disads: 35

Mercantile trade makes the world go round; it is the lifeblood of any kingdom. The adventuring merchant package represents those individuals who are willing to travel to distant lands, braving the unknown for the chance to discover that lucrative, exotic trade route.

Cost	Ability
3	3pts Worth of Contacts
3	3pts Worth of Favors
5	5 Points of Area Knowledge's, City Knowledge's, or Cultural Knowledge's
5	5 Points of Languages
3	Bribery 11-
3	Bureaucratics 11-
10	Charming: +15 PRE (15 Active Points); Requires A Conversation Skill Roll (-1/2)
6	Combat Luck: Armor (3 PD/3 ED) (9 Active Points); Not While Wearing Armor (-1/2)
5	Conversation 12-
17	Danger Sense (self only, out of combat, Function as a Sense, Intuition) 11-
3	KS: Assess Value 12-
3	KS: Black Marketeering 11-
4	KS: Prominent Merchants, Merchant Guilds, Trade Houses 12-
4	KS: Trade Laws 12-
1	Language: Gutterspeak (basic conversation; literate) (2 Active Points)

3	Linguist
1	Literacy With Native Language
3	Persuasion 11-
15	Psychological Limitation: Competitive (Common, Strong)
15	Psychological Limitation: Profit Seeker (Common, Strong)
20	Puissant: +2 Overall
5	Rivalry: Professional (Other Merchants; Rival is More Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Unaware of Rivalry)
3	Sharp: +1 PER with all Sense Groups
3	Streetwise 11-
2	Survival ([Players Choice]) 11-
3	Trading 11-
3	Trading 11-
3	Traveler
4	WF: Common Melee Weapons, Common Missile Weapons

Aigulf Noble

Total Cost: 56

Disads: 10

An Aigulf noble is expected to be an example to his people. He is not only held to the same ideals of his fellow Aigulf, but he is expected to exceed them. The best warrior, the best herdsman, the best storyteller, the best drinker and even the best in bed are all titles a noble of the Aigulf must strive to attain and hold in order to keep the respect of his fellow Aigulf. This package assumes that the character is the child of a noble and still has much to prove before he or she can take on the mantle of leadership themselves.

Cost	Ability
3	+3 PRE
5	5 Points of Area Knowledge's, City Knowledge's, and/or Cultural Knowledge's
1	AK: [Home Region] (2 Active Points) 11-
2	Animal Handler (Sheep) 11-
3	Breakfall 11-
1	CuK: Aigulf Heraldry (2 Active Points) 11-
1	CuK: Aigulf Laws and Customs (2 Active Points) 11-
1	CuK: Aigulf Legends and Lore (2 Active Points) 11-
3	Fringe Benefit: Herdsman, Writ of Carriage
3	High Society 11-
2	KS: Famous Nobles 11-
2	KS: The Choir Doctrines 11-
1	Money: Well Off; Limited Power (Only To Determine Starting Wealth; -1)
4	Optional: Choke: 1/2 Phase, -2 OCV, +0 DCV, Grab One Limb; 2d6 NND
3	Optional: Hold: 1/2 Phase, -1 OCV, -1 DCV, Grab Two Limbs, 20 STR for holding on
3	Optional: Slam: 1/2 Phase, +0 OCV, +1 DCV, 2d6 +v/5, Target Falls
3	Oratory 11-

3	Persuasion 11-
2	PS: Noble 11-
5	Psychological Limitation: Aigulf Code (Uncommon, Moderate)
5	Social Limitation: Held To A Higher Standard (Frequently, Minor, Not Limiting In Some Cultures)
2	Survival (Temperate/Subtropical) 11-
3	Trading 11-
3	Traveler
2	WF: Common Melee Weapons

Archer

Total Cost: 95

Disads: 5

Archers are warriors who have focused their skills on the use of a bow. Archers can be extremely effective at range but generally suffer once combat has reached them. Until that moment, however, archers are superb at supporting their more heavily armored brethren.

Cost	Ability
10	+1 SPD
4	+2 ACC
2	+2 AGI
4	+2" Running
1	Acrobatics 8-
2	Armor Familiarity (Light Armor)
3	Breakfall 11-
10	Choose One - Far Fighter: (Total: 10 Active Cost, 10 Real Cost) +1 with Ranged Combat (Real Cost: 5) plus +1 with DCV (Real Cost: 5) - Ranged Expert: (Total: 10 Active Cost, 10 Real Cost) Penalty Skill Levels: +4 vs. Range Modifier with Normal Sight (Real Cost: 6) plus Penalty Skill Levels: +2 vs. Range Modifier with [a single attack] (Real Cost: 3) plus +1 with one specific weapon (Real Cost: 1) - Weapon Focus: (Total: 10 Active Cost, 10 Real Cost) +1 with All Combat (Real Cost: 8) plus +2 with one specific weapon (Real Cost: 2) - Well-trained: +1 Overall
8	Combat Archery: +5 OCV with Bows (25 Active Points); Only To Prevent Hitting Non-Enemies When Firing Into Melee (-2)
3	Fast Draw [Arrows/Bolts] 11-
1	Keen Of Eye: +2 versus Range Modifier for Normal Sight
4	Penalty Skill Levels: +2 vs. Range Modifier with Any Bow
30	Precision: Find Weakness 13- with Bows
4	Rapid Archery: +2 with Rapid Fire for bows
5	Rapid Attack (Ranged)
5	Social Limitation: Archer (Resented by many other warriors) (Frequently, Minor, Not Limiting In Some Cultures)
4	WF: Common Melee Weapons, Common Missile Weapons

Armiger**Total Cost:** 122**Disads:** 0

Armigers represent those people who have dedicated their lives to the art of war. These fighters are strong, skilled and fast. Highly trained and highly dedicated to the art of war, they are the fighter's fighter in every sense of the word.

Cost	Ability
2	+1 REA
10	+1 SPD
5	+10 END
4	+2 EGO
4	+2 REC
8	+4 BODY
8	+4 CON
16	+8 STR
6	Armor Familiarity (Heavy Armor, Medium Armor, Shield)
16	Choose One - Aggressive: +2 with All Combat - Skilled: (Total: 16 Active Cost, 16 Real Cost) +1 Overall (Real Cost: 10) plus +2 with a tight group of attacks (Real Cost: 6) - Defender: (Total: 16 Active Cost, 16 Real Cost) +2 with DCV (Real Cost: 10) plus +2 with a tight group of attacks (Real Cost: 6)
4	Choose One - Load Bearing: +6 STR (12 Active Points); Only For Encumbrance Purposes (-1 1/2), No Figured Characteristics (-1/2) - Strength Of Will: +6 STR (12 Active Points); Requires An EGO Roll (-1), No Figured Characteristics (-1/2), Increased Endurance Cost (x2 END; -1/2)
10	Choose One - Balanced: (Total: 10 Active Cost, 10 Real Cost) +1 with HTH Combat (Real Cost: 5) plus +1 with DCV (Real Cost: 5) - Defensive Training: +2 with DCV - Maneuvering: Defense Maneuver I-IV - Offensive Training: +2 with HTH Combat - Well Rounded: +1 Overall
7	Deadly Blow: +1d6 (any circumstance, weapon of choice)
1	Expensive Equipment: Money: Well Off (3 Active Points); Only For Determining Starting Equipment (-2)
3	Fast Draw [Players Choice] 11-
3	Penalty Skill Levels: +1 vs. penalties due to Wearing Medium Armor with DCV and AGI
6	Penalty Skill Levels: +2 vs. penalties due to Wearing Heavy Armor with DCV and AGI
2	PS: [Choose One That Is Appropriate To Training] 11-
3	Tactics 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Backbiter**Total Cost:** 60**Disads:** 0

Backbiters are the opposite of the Armiger in both skill set and mentality. The Backbiters are dedicated to the shadows and striking from ambush. Though they are capable of straightforward combat, they are far more skilled at removing targets from behind and from surprise.

Cost	Ability
3	+1 with Blades
3	Acrobatics 11-
14	Advanced Move Silently & Hide in Shadows: Invisibility to Sight Group and Normal Hearing, Reduced Endurance (1/2 END; +1/4) (31 Active Points); (Only When Not Attacking; -1/2), Only in Shadows or Darkness (-1/2), Requires A Stealth or Concealment Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)
3	Breakfall 11-
6	Combat Luck: Armor (3 PD/3 ED) (9 Active Points); Not While Wearing Armor (-1/2)
5	Concealment 12-
20	Optional: +2 Overall
16	Optional: +2 with all non-combat Skills
4	Optional: +2" Running
15	Optional: +3 with AGI based Skills
15	Optional: Advanced Acute Hearing: (Total: 15 Active Cost, 15 Real Cost) +5 PER with Normal Hearing (Real Cost: 5) plus Targeting with Normal Hearing (Real Cost: 10)
8	Optional: Climb Walls: Clinging (25 STR) (15 Active Points); Requires A Climbing Roll (-1/2), Cannot Resist Knockback (-1/4)
25	Optional: Detect Traps: Detect A Class Of Things 14- (Unusual Group), Discriminatory, Analyze, Increased Arc Of Perception (240 Degrees), Range
2	Optional: Language: Gutterspeak (fluent conversation)
10	Optional: Lightning Reflexes: +10 REA to act first with [Single Action]
3	Optional: Lockpicking 11-
10	Optional: Psychological Limitation: Backstabber Mentality (Common, Moderate)
15	Optional: Psychological Limitation: Self Centered (Common, Strong)
5	Optional: Reputation: Backstabber, 8-
5	Optional: Social Limitation: Prior Conviction (Got caught at some point in the past and has done some time incarcerated or otherwise detained by the Law; known to local Law Enforcement) (Frequently, Minor, Not Limiting In Some Cultures)
30	Optional: Sublime Lockpicker: (Total: 180 Active Cost, 30 Real Cost) Suppress Unusual Locks 16d6, any 1 power construct "lock" at a time (+1/4), Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +1/2), Reduced Endurance (0 END; +1/2) (180 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4), Limited Special Effect Uncommon SFX (-1), Limited Power Lock Completely Resets After 5 Minutes (-1), No Range (-1/2), Required Hands Two-Handed (-1/2), Concentration (1/2

	DCV; -1/4), Requires A Lock Picking Roll (No Active Point penalty to Skill Roll, RSR Skill is subject to Lock Picking vs. Magic Skill of Locking Caster; -1/4), Conditional Power Character May Take No Other Actions (-1/4) (Real Cost: 30)
3	Shadowing 11-
14	Sneak Attack: Deadly Blow: +2d6 (Only with blows struck from behind or against Surprised targets)
5	Stealth 12-
3	Streetwise 11-
1	WF: Blades

Bandit

Total Cost: 87

Disads: 5

Bandits rely on intimidation and reputation to persuade their victims to drop their weapons and coin purses. While perfectly capable warriors and survivors, they would much rather avoid a confrontation that descends into swordplay.

Cost	Ability
5	+1 with All Combat (8 Active Points); Only in Wilderness Regions (-1/2)
3	+1 with Blades
4	+2" Running
3	+3 PRE
3	Acrobatics 11-
14	Advanced Move Silently & Hide in Shadows: Invisibility to Sight Group and Normal Hearing, Reduced Endurance (1/2 END; +1/4) (31 Active Points); (Only When Not Attacking; -1/2), Only in Shadows or Darkness (-1/2), Requires A Stealth or Concealment Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)
3	Breakfall 11-
3	Climbing 11-
6	Combat Luck: Armor (3 PD/3 ED) (9 Active Points); Not While Wearing Armor (-1/2)
5	Concealment 12-
2	Forest Walker: Environmental Movement (no penalties in underbrush)
2	Mountain Walker: Environmental Movement (no penalties on rugged slopes)
7	Persuasion 13-
5	Reputation: Bandit, 8-
3	Shadowing 11-
7	Sneak Attack: Deadly Blow: +1d6 (Only with blows struck from behind or against Surprised targets)
5	Stealth 12-
3	Streetwise 11-
4	Survival (Temperate/Subtropical, Mountain) 11-
3	Tracking 11-
2	WF: Common Melee Weapons



Bezzi Wanderer

Total Cost: 25

Disads: 0

Some Bezzi sign on to river boats as guides and translators, others brave the outside world, captured by the mystique of the so-called 'civilized' life. These Wanderers are often met with suspicion and prejudice until they reach the duchies and lands furthest from the Water Wood where their kind are either better known or never heard of.

Cost	Ability
2	AK: Gaver River 11-
1	Choose One - Language: Aigulf (basic conversation) - Language: Highlander (basic conversation) - Language: Swampspeak (basic conversation)
3	Conversation 11-
3	Eavesdropping 11-
2	Gambling (Dice Games) 11-
2	KS: Prominent Rivertraders and Ships 11-
1	Language: Rivertongue (basic conversation)
2	Navigation (Marine) 11-
3	Sharp: +1 PER with all Sense Groups
1	TF: Small Rowed Boats
3	Trading 11-

Bezzi Warrior

Total Cost: 100

Disads: 10

Bezzi warriors are skilled woodsmen and combatants. While they are stronger than their average tribesmen, their primary strength relies in stealth and ambush. Combined with their knowledge and use of local toxins, the Bezzi are able to field a frightening guerilla force that strike and then fade into the swamps.

Cost	Ability
4	+2 STR
6	+3 ACC
3	+3 AGI
6	+3 REA
3	+3 with Blowgun
2	AK: Water Wood 11-
6	Alert: +2 PER with all Sense Groups
8	Choose Two - Block: 1/2 Phase, +2 OCV, +2 DCV, Block, Abort - Eye Gouge: 1/2 Phase, -1 OCV, -1 DCV, Flash 4d6 - Kidney Blow: 1/2 Phase, -2 OCV, +0 DCV, HKA 1d6 +1 - Low Blow: 1/2 Phase, -1 OCV, +1 DCV, 2d6 NND - Punch/Backhand: 1/2 Phase, +0 OCV, +2 DCV, 4d6 Strike
3	Climbing 12-
6	Combat Luck: Armor (3 PD/3 ED) (9 Active Points); Not While Wearing Armor (-1/2)
5	Concealment 12-
3	Fast Draw (Blowgun Needles) 12-
3	Mimicry 11-
2	Navigation (Land) 11-
3	Poisoning 11-
2	PS: Hunter 11-
10	Psychological Limitation: Ambusher Mentality (Common, Moderate)
3	Shadowing 11-
14	Sneak Attack: Deadly Blow: +2d6 (Only with blows struck from behind or against Surprised targets)
6	Spider Climb: Clinging (normal STR) (10 Active Points); Requires A Climbing Roll (-1/2), Cannot Resist Knockback (-1/4)
5	Stealth 13-
2	Survival (Temperate/Subtropical Forests) 11-
3	Tracking 11-
2	Trackless Stride: Gliding 3" (3 Active Points); Ground Gliding (-1/4)

Brawler

Total Cost: 79

Disads: 0

This package represents someone who has had his fair share of fist fights and has managed to learn a thing or two that gives him an advantage over the typical fighter.

Cost	Ability
2	+1 REA
10	+1 SPD
2	+2 PD
6	+2 with Martial Maneuvers
6	+3 STR
41	Brawling - Block: 1/2 Phase, +2 OCV, +2 DCV, Block, Abort - Disarm: 1/2 Phase, -1 OCV, +1 DCV, Disarm; 20 STR to Disarm roll - Eye Gouge: 1/2 Phase, -1 OCV, -1 DCV, Flash 4d6 - Hoist 'n' Heave: 1/2 Phase, -2 OCV, -2 DCV, Grab Two Limbs, 20 STR to Throw - Kidney Blow: 1/2 Phase, -2 OCV, +0 DCV, HKA 1d6 +1 - Low Blow: 1/2 Phase, -1 OCV, +1 DCV, 2d6 NND - Punch/Backhand: 1/2 Phase, +0 OCV, +2 DCV, 4d6 Strike - Roundhouse/Two-Fisted Smash: 1/2 Phase, -2 OCV, +1 DCV, 6d6 Strike - Tackle: 1/2 Phase, +0 OCV, +0 DCV, +v/5; You Fall, Target Falls - Throw: 1/2 Phase, +0 OCV, +1 DCV, 2d6 +v/5, Target Falls - Weapon Element: Clubs
3	Breakfall 11-
6	Combat Luck: Armor (3 PD/3 ED) (9 Active Points); Limited Power (Only While Not Wearing Armor; -1/2)
6	Optional: Fleet: Running +2" (8" total), Reduced Endurance (0 END; +1/2) (6 Active Points)
5	Optional: Frightening Intensity: +10 PRE (10 Active Points); Offensive Use Only (-1)
5	Optional: Physical Limitation: Old Injury (Infrequently, Slightly Impairing)
10	Optional: Psychological Limitation: Roughneck Mentality (Common, Moderate)
10	Optional: Ready For Another Round: +15 REC (30 Active Points); Only When Taking A Non-Post Segment 12 Recovery In Combat (-2)
5	Optional: Reputation: Ill Tempered Brawler, 8-
5	Optional: Rivalry: Professional (Other Brawlers; Rival is More Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Unaware of Rivalry)
5	Optional: Won't Stay Down: Healing 1 BODY, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (20 Active Points); Extra Time (Regeneration-Only) 1 Hour (-2 1/4), Self Only (-1/2)
3	Streetwise 11-

Caravan Guard

Total Cost: 75

Disads: 5

Overland trade is always a dangerous prospect; between the weather and the terrain there are countless ways that a caravan could be lost. Another threat is bandits and thieves who have proven to be even more deadly than a flash flood. To combat this threat every caravan master worth his salt hires as many swords as he can to protect his investment.

Cost	Ability
2	+1 BODY
2	+1 CON
10	+1 SPD
8	+1 with All Combat
6	+3 STR
5	5 Points of Area Knowledge's, City Knowledge's, or Cultural Knowledge's
5	5 Points of Languages
5	5 Points Worth Of Contacts
1	AK: [Region] Trade routes 11-
1	Animal Handler (Equines) 8-
5	Choose One +1 with DCV +1 with HTH Combat +1 with Ranged Combat
1	Choose One - Acute Hearing: +1 PER with Normal Hearing - Acute Sight: +1 PER with Normal Sight
2	Gambling (Dice Games) 11-
2	KS: Prominent Merchants and Trade Guilds 11-
3	Linguist
1	Navigation (Land) 8-
3	Riding 11-
5	Social Limitation: Grunt (Services command less money; thrown into the thick of battle, get fewer considerations of comfort, afforded less respect, etc) (Frequently, Minor, Not Limiting In Some Cultures)
2	Survival (Temperate/Subtropical) 11-
3	Teamwork 11-
1	TF: Carts & Carriages, Equines
3	Traveler
4	WF: Common Melee Weapons, Common Missile Weapons

Carpenter

Total Cost: 26

Disads: 5

Not all heroes are brought forth fully armed and armored or slinging spells straight from the womb. The vast majority have a much more mundane origin. Carpenters are merely one of the myriad occupations that are possible within the kingdom.

Cost	Ability
2	KS: Assess Value 11-
2	KS: Woodworking 11-
2	KS: Carpenters Guild Law 11-
2	PS: Carpenter 11-

3	Trading 11-
3	Carpenters Guild Journeyman: Fringe Benefit: License to practice a profession, Membership
12	Membership Has Its Privileges: Contact: Carpenters Guild (Contact has very useful Skills or resources, Good relationship with Contact), Organization Contact (x3) (12 Active Points) 8-
5	Social Limitation: Duty to Guild (Occasionally, Minor)

Chirurgeon

Total Cost: 15

Disads: 0

Not all heroes are brought forth fully armed and armored or slinging spells straight from the womb. The vast majority have a much more mundane origin. Chirurgeons (surgeons) are merely one of the myriad occupations that are possible within the kingdom.

Cost	Ability
3	Chirurgy 11-
3	Conversation 11-
3	Deduction 11-
2	KS: Chirurgy 11-
2	KS: Herbalism 11-
2	PS: Chirurgeon 11-

Ex-Soldier

Total Cost: 62

Disads: 0

Serving in one of the ducal house guards or even the Royal Guard of Trin is a dangerous and generally short term career. However, there are those who have managed to survive and serve out their term. This package represents those soldiers.

Cost	Ability
2	+1 BODY
2	+1 CON
10	+1 SPD
6	+3 STR
4	Armor Familiarity (Medium Armor, Shield)
16	Choose One - Aggressive: +2 with All Combat - Defender: (Total: 16 Active Cost, 16 Real Cost) +2 with DCV (Real Cost: 10) plus +2 with a tight group of attacks (Real Cost: 6) - Skilled: (Total: 16 Active Cost, 16 Real Cost) +1 Overall (Real Cost: 10) plus +2 with a tight group of attacks (Real Cost: 6)
2	CuK: [Regional] Heraldry 11-
2	CuK: Tursh Laws and Customs 11-
3	Fast Draw: Broadsword 11-
1	KS: [Region] Military History 8-
5	Optional: Physical Limitation: Old Injury (Infrequently, Slightly Impairing)
5	Optional: Social Limitation: Grunt (Services command

	less money; thrown into the thick of battle, get fewer considerations of comfort, afforded less respect, etc) (Frequently, Minor, Not Limiting In Some Cultures)
5	Optional: Social Limitation: Prior Conviction (Got caught at some point in the past and has done some time incarcerated or otherwise detained by the Law; known to local Law Enforcement) (Frequently, Minor, Not Limiting In Some Cultures)
2	Penalty Skill Levels: +1 vs. armor penalties to DCV and AGI with Medium Armor
2	PS: Soldier 11-
3	Tactics 11-
3	Teamwork 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Farmer

Total Cost: 9

Disads: 0

Not all heroes are brought forth fully armed and armored or slinging spells straight from the womb. The vast majority have a much more mundane origin. Farmers are merely one of the myriad occupations that are possible within the kingdom.

Cost	Ability
3	Animal Handler (Bovines, Porcines) 11-
2	KS: Horticulture 11-
2	PS: Farmer 11-
1	Tracking 8-
1	Trading 8-

Fighter

Total Cost: 97

Disads: 0

Fighter is a generic term for a skilled warrior, someone who has been trained in the arts of war. This individual uses heavy armor, weapons and special talents/skills that he has trained and perfected for most of his life.

Cost	Ability
5	+10 END
4	+2 EGO
4	+2 REC
6	+3 BODY
6	+3 CON
10	+5 STR
16	Choose One - Aggressive: +2 with All Combat - Defender: (Total: 16 Active Cost, 16 Real Cost) +2 with DCV (Real Cost: 10) plus +2 with a tight group of attacks (Real Cost: 6) - Skilled: (Total: 16 Active Cost, 16 Real Cost) +1 Overall (Real Cost: 10) plus +2 with a tight group of attacks (Real Cost: 6)
6	Choose One

	- Load Bearing: +6 STR, Reduced Endurance (0 END; +1/2) (18 Active Points); Only For Encumbrance Purposes (-1 1/2), No Figured Characteristics (-1/2) - Strength Of Will: +9 STR (18 Active Points); Requires An EGO Roll (-1), No Figured Characteristics (-1/2), Increased Endurance Cost (x2 END; -1/2) - Weapon Strength: +4 STR, Reduced Endurance (0 END; +1/2) (12 Active Points); No Figured Characteristics (-1/2), Only To Offset Strength Minima (-1/2)
10	Choose One - Balanced: (Total: 10 Active Cost, 10 Real Cost) +1 with HTH Combat (Real Cost: 5) plus +1 with DCV (Real Cost: 5) - Defensive Training: +2 with DCV - Maneuvering: Defense Maneuver I-IV - Offensive Training: +2 with HTH Combat - Well Rounded: +1 Overall
20	Choose Up To 20pts Worth Of Kamarathin Talents
1	Expensive Equipment: Money: Well Off (3 Active Points); Only For Determining Starting Equipment (-2)
3	Penalty Skill Levels: +2 vs. penalties due to Wearing Heavy Armor with AGI and DCV
2	PS: [Choose One That Is Appropriate To Training] 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Fisherman

Total Cost: 13

Disads: 0

Not all heroes are brought forth fully armed and armored or slinging spells straight from the womb. The vast majority have a much more mundane origin. Fishermen are merely one of the myriad occupations that are possible within the kingdom.

Cost	Ability
2	KS: [Players Choice] River or Sea/Ocean 11-
1	Navigation (Marine) 8-
2	PS: Fisherman 11-
2	PS: Tale Telling (5 Active Points); Limited Power (Only Stories That Involve Fishing; -1) 14-
1	Survival (Marine Surface) 8-
1	TF: Small Rowed Boats
3	Trading 11-



Gambler

Total Cost: 93

Disads: 15

Those who make their living by the toss of the dice or play of the cards are represented by this package. A combination of skill, charm and blind luck are the tools of the trade for these people.

Cost	Ability
10	Better Lucky Than Good: Luck 2d6
10	Charming: +15 PRE (15 Active Points); Requires A Conversation Skill Roll (-1/2)
6	Choose Two Skill Enhancers - Jack-Of-All-Trades - Linguist - Scholar - Traveler
6	Combat Luck: Armor (3 PD/3 ED) (9 Active Points); Not While Wearing Armor (-1/2)
5	Conversation 12-
17	Danger Sense (self only, out of combat, Function as a Sense, Intuition) 11-
16	Gambling (Board Games, Card Games, Dice Games, Sports Betting, Roulette) 14-
2	KS: Games of Chance 11-
15	Psychological Limitation: Compulsive Gambler (Common, Strong)
20	Puissant: +2 Overall
0	Rivalry: Professional (Other Gamblers; Rival is As Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Unaware of Rivalry)
1	WF: Blades

Heavy Fighter

Total Cost: 77

Disads: 0

Heavy Fighters believe in keeping a thick layer of armor between themselves and the enemy. Mobility is sacrificed for the ability to deflect and absorb large amounts of damage. These warriors are much more likely to go through an opponent than to dance around them.

Cost	Ability
5	+10 END
4	+2 EGO
4	+2 REC
6	+3 BODY
6	+3 CON
10	+5 STR
4	Armor Familiarity (Heavy Armor, Shield)
16	Choose One - Aggressive: +2 with All Combat - Skilled: (Total: 16 Active Cost, 16 Real Cost) +1 Overall (Real Cost: 10) plus +2 with a tight group of attacks (Real Cost: 6) - Defender: (Total: 16 Active Cost, 16 Real Cost) +2 with DCV (Real Cost: 10) plus +2 with a tight group of attacks (Real Cost: 6)
4	Choose One - Load Bearing: +6 STR (12 Active Points); Only For Encumbrance Purposes (-1 1/2), No Figured Characteristics (-1/2) - Strength Of Will: +6 STR (12 Active Points); Requires An EGO Roll (-1), No Figured Characteristics (-1/2), Increased Endurance Cost (x2 END; -1/2)
10	Choose One - Balanced: (Total: 10 Active Cost, 10 Real Cost) +1 with HTH Combat (Real Cost: 5) plus +1 with DCV (Real Cost: 5) - Defensive Training: +2 with DCV - Maneuvering: Defense Maneuver I-IV - Offensive Training: +2 with HTH Combat - Well Rounded: +1 Overall
1	Expensive Equipment: Money: Well Off (3 Active Points); Only For Determining Starting Equipment (-2)
2	Optional: Bad Knees: -1" Run
6	Optional: Combat Luck: Armor (3 PD/3 ED) (9 Active Points); Limited Power (Only While Not Wearing Armor; -1/2)
10	Optional: Follow-through Attack: Trigger (when current opponent is killed in battle and there is another opponent in HtH Range attack that opponent, Trigger requires a Half Phase Action to reset; +1/4) for up to 60 Active Points of Killing Attack (15 Active Points); OIF (Weapon Of Opportunity; -1/2)
7	Optional: Heavy Lethality: Deadly Blow: +1d6 (any circumstance, any two-handed weapon)
10	Optional: Lethal: Deadly Blow: +1d6 (any circumstances, any HTH weapon)
6	Optional: Passive Blocking: +3 with DCV (15 Active Points); Vs. Melee Combat Only (-1), OIF (Weapon Of Opportunity; -1/2)
5	Optional: Physical Limitation: Old Injury (Infrequently, Slightly Impairing)
5	Optional: Psychological Limitation: Warriors Code (Uncommon, Moderate)
5	Optional: Rivalry: Professional (Other Warriors; Rival is More Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Unaware of Rivalry)
5	Optional: Social Limitation: Grunt (Services command less money; thrown into the thick of battle, get fewer considerations of comfort, afforded less respect, etc) (Frequently, Minor, Not Limiting In Some Cultures)
20	Optional: Superior Follow-through Attack: Trigger (when current opponent is killed in battle and there is another

	opponent in HtH Range attack that opponent, Trigger resets automatically, immediately after it activates, Character does not control activation of personal Trigger; +1/2) for up to 60 Active Points of Killing Attack (30 Active Points); OIF (Weapon Of Opportunity; -1/2)
3	Penalty Skill Levels: +2 vs. penalties due to Wearing Heavy Armor with AGI and DCV
2	PS: [Choose One That Is Appropriate To Training] 11-
2	WF: Common Melee Weapons



Innkeeper

Total Cost: 82

Disads: 5

Not all heroes are brought forth fully armed and armored or slinging spells straight from the womb. The vast majority have a much more mundane origin. Innkeepers are merely one of the myriad occupations that are possible within the kingdom. This package assumes that the innkeeper actually owns his own Inn.

Cost	Ability
4	4 points worth of languages
5	5pts worth of Contacts
3	Bureaucrats 11-
3	Conversation 11-
3	Eavesdropping 11-
5	Eyes In The Back Of Your Head: Increased Arc Of Perception (240 Degrees) with Sight Group
3	High Society 11-
14	Inn: Vehicles & Bases
2	KS: [City] Black Market and Underground 11-
2	KS: Drugs, Poisons, and other Intoxicants 11-
2	KS: Famous People 11-
3	Persuasion 11-

7	Power: Gossip 13-
2	PS: Brewer 11-
2	PS: Cook 11-
2	PS: Innkeeper 11-
5	Rivalry: Professional (Other Innkeepers; Rival is More Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Unaware of Rivalry)
16	Town Gossip: Retrocognitive Clairsentience (Mental Group), Reduced Endurance (0 END; +1/2) (60 Active Points); Retrocognition Only (-1), Only Gossip Knowledge Pertaining To Local Area (-1/2), One Try Per Topic (-1/2), Instant (-1/2), Requires A Court Intrigue Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)
3	Trading 11-
1	WF: Hammers, Maces, and Clubs

Jack-of-all-trades

Total Cost: 53

Disads: 0

This package represents someone that has a knack for taking on any job or someone who has simply done every job. It also allows for someone that gets around and has a variety of knowledge and skills.

Cost	Ability
8	+4 INT
5	5 Points Worth of Favors
6	6 Points Worth of Professional Skills
3	Jack of All Trades
15	Know It All: Retrocognitive Clairsentience (Mental Group), Reduced Endurance (0 END; +1/2) (60 Active Points); Retrocognition Only (-1), Only What May Theoretically Be Publicly Known (-1/2), One Try Per Topic (-1/2), Instant (-1/2), Requires A Common Knowledge Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4), Concentration (1/2 DCV; -1/4)
1	Literacy With Native Language
2	Optional: Language: Gutterspeak (fluent conversation)
15	Optional: Psychological Limitation: Self-Centered (Common, Strong)
5	Optional: Rivalry: Professional (Other Rogue's; Rival is More Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Unaware of Rivalry)
5	Optional: Social Limitation: Prior Conviction (Got caught at some point in the past and has done some time incarcerated or otherwise detained by the Law; known to local Law Enforcement) (Frequently, Minor, Not Limiting In Some Cultures)
3	Optional: Well-Connected
3	Power: Common Knowledge 11-
10	Puissant: +1 Overall
1	Successful: Money: Well Off (2 Active Points); Only To Determine Starting Wealth (-2)
1	WF: Blades



Larcenist

Total Cost: 45

Disads: 0

In all cities and towns there are those that make their living through the removing of other people's property and selling it off for their own gain. The Larcenist represents the base line package for these people along with a ton of optional choices that reflect the sheer variety of criminals in the world.

Cost	Ability
3	+3 AGI
14	Advanced Move Silently & Hide in Shadows: Invisibility to Sight Group and Normal Hearing, Reduced Endurance (1/2 END; +1/4) (31 Active Points); (Only When Not Attacking; -1/2), Only in Shadows or Darkness (-1/2), Requires A Stealth or Concealment Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)
6	Combat Luck: Armor (3 PD/3 ED) (9 Active Points); Not While Wearing Armor (-1/2)
3	Concealment 11-
20	Optional: +2 Overall
16	Optional: +2 with all non-combat Skills
15	Optional: +3 with AGI based Skills
5	Optional: Acute Hearing: +5 PER with Normal Hearing
15	Optional: Advanced Acute Hearing: (Total: 15 Active Cost, 15 Real Cost) +5 PER with Normal Hearing (Real Cost: 5) plus Targeting with Normal Hearing (Real Cost: 10)
3	Optional: Climb Walls: Clinging (25 STR) (15 Active Points); Requires A Climbing Roll (-1/2), Cannot Resist Knockback (-1/4)
3	Optional: Climbing 11-
25	Optional: Detect Traps: Detect A Class Of Things 14- (Unusual Group), Discriminatory, Analyze, Increased Arc Of Perception (240 Degrees), Range
15	Optional: Improved Lightning Reflexes: +10 REA to act first with All Actions
2	Optional: Language: Gutterspeak (fluent conversation)
10	Optional: Lightning Reflexes: +10 REA to act first with [Single Action]
1	Optional: Literacy With Native Language
3	Optional: Lockpicking 11-
15	Optional: Psychological Limitation: Self Centered (Common, Strong)
10	Optional: Psychological Limitation: Swashbuckler Mentality (Common, Moderate)

5	Optional: Rivalry: Professional (Other Rogue's; Rival is More Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Unaware of Rivalry)
3	Optional: Security Systems 11-
5	Optional: Social Limitation: Prior Conviction (Got caught at some point in the past and has done some time incarcerated or otherwise detained by the Law; known to local Law Enforcement) (Frequently, Minor, Not Limiting In Some Cultures)
30	Optional: Sublime Lockpicker: Suppress Unusual Locks 16d6, any 1 power construct "lock" at a time (+1/4), Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +1/2), Reduced Endurance (0 END; +1/2) (180 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4), Limited Special Effect Uncommon SFX (-1), Limited Power Lock Completely Resets After 5 Minutes (-1), No Range (-1/2), Required Hands Two-Handed (-1/2), Concentration (1/2 DCV; -1/4), Requires A Lock Picking Roll (No Active Point penalty to Skill Roll, RSR Skill is subject to Lock Picking vs. Magic Skill of Locking Caster; -1/4), Conditional Power Character May Take No Other Actions (-1/4)
23	Optional: Sublime Remove Traps: Dispel Traps 20d6, any Trap one at a time (+1/4), Reduced Endurance (0 END; +1/2) (105 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4), Required Hands Two-Handed (-1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), No Range (-1/2), Requires A Disarm Traps Roll (No Active Point penalty to Skill Roll; -1/2), Conditional Power Character May Take No Other Actions (-1/4)
3	Sleight Of Hand 11-
7	Sneak Attack: Deadly Blow: +1d6 (Only with blows struck from behind or against Surprised targets)
3	Stealth 11-
3	Streetwise 11-
2	Survival (Urban) 11-
1	WF: Blades

Light Fighter

Total Cost: 57

Disads: 0

Unlike their heavier brethren, the light fighter focuses on mobility and skill to keep themselves out of harm's way. Some do wear armor, but this is relegated to the lighter leathers and cloth rather than wasting energy on moving around in the heavier stuff. Light, quick weapons are the norm as well as bows and thrown weapons to add a bit of variety.

Cost	Ability
10	+1 SPD
4	+2 ACC
2	+2 AGI
4	+2 REA
4	+2" Running
1	Acrobatics 8-
2	Armor Familiarity (Light Armor)
3	Breakfall 11-
10	Choose One

	- Balanced: (Total: 10 Active Cost, 10 Real Cost) +1 with HTH Combat (Real Cost: 5) plus +1 with DCV (Real Cost: 5) - Defensive Training: +2 with DCV - Far Fighter: (Total: 10 Active Cost, 10 Real Cost) +1 with Ranged Combat (Real Cost: 5) plus +1 with DCV (Real Cost: 5) - Maneuvering: Defense Maneuver I-IV - Offensive Training: +2 with HTH Combat - Ranged Expert: (Total: 10 Active Cost, 10 Real Cost) Penalty Skill Levels: +4 vs. Range Modifier with Normal Sight (Real Cost: 6) plus Penalty Skill Levels: +2 vs. Range Modifier with a single attack (Real Cost: 3) plus +1 with one specific weapon (Real Cost: 1) - Weapon Focus: (Total: 10 Active Cost, 10 Real Cost) +1 with All Combat (Real Cost: 8) plus +2 with one specific weapon (Real Cost: 2) - Well Rounded: +1 Overall
3	Fast Draw [Player Choice] 11-
10	Precision: Find Weakness 11- with [Single Attack]
4	WF: Common Melee Weapons, Common Missile Weapons



Lordling

Total Cost: 66

Disads: 0

Sons and daughters of minor nobles who have to be granted titles or are not first born are generally referred to as Lordlings. This package represents those lordlings that do not pursue other careers and instead remain among the courtiers of their (or another) families noble house.

Cost	Ability
1	[Son or Daughter] of [...]: Reputation: Lordling (A small to medium sized group) 8-, +1/+1d6
3	+3 PRE
3	Acting 11-
2	AK: [Home Region] 11-
2	CK: [Home City] 11-
3	Conversation 11-
2	CuK: Kingdom of Tursh Heraldry 11-
2	CuK: Tursh Laws and Customs 11-
2	CuK: Tursh Legends and Lore 11-
16	Gossip of Court: Retrocognitive Clairsentience (Mental Group), Reduced Endurance (0 END; +1/2) (60 Active Points); Retrocognition Only (-1), Only Gossip Knowledge Pertaining To Nobles (-1/2), One Try Per Topic (-1/2), Instant (-1/2), Requires A Court Intrigue Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)
3	High Society 11-
2	KS: [Asunian Religious Doctrine] or [The Old Faith Doctrines] 11-
2	KS: Famous Nobles 11-
1	Language: [Native Tongue] (idiomatic; literate) (5 Active Points)
4	Language: Bluetongue (fluent conversation; literate) (3 Active Points)
3	Noble Benefits: Fringe Benefit: Lordling, Writ of Carriage
3	Persuasion 11-
7	Power: Court Intrigue 13-
2	PS: Lordling 11-
1	Riding 8-
1	Well Supported: Money: Well Off (2 Active Points); Only For Determining Starting Equipment (-2)
1	WF: Blades

Medium Fighter

Total Cost: 57

Disads: 0

This package is a compromise between the heavy and light fighters, these warriors tend to be a more “all-around” balanced fighter than the either extreme, though they sacrifice focus in doing so.

Cost	Ability
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2	+1 BODY
2	+1 CON
2	+1 REA
10	+1 SPD
6	+3 STR
4	Armor Familiarity (Medium Armor, Shield)
16	Choose One - Aggressive: +2 with All Combat - Defender: (Total: 16 Active Cost, 16 Real Cost) +2 with DCV (Real Cost: 10) plus +2 with a tight group of attacks (Real Cost: 6) - Skilled: (Total: 16 Active Cost, 16 Real Cost) +1 Overall (Real Cost: 10) plus +2 with a tight group of attacks (Real Cost: 6)
3	Fast Draw [Players Choice] 11-
2	Optional: Active Shield Defense: Armor (4 PD/0 ED) (6 Active Points); OAF (Shield; -1), Costs Endurance (-1/2), Only When Using Shield For DCV (-1/4)
8	Optional: Archer's Strength: +10 STR (20 Active Points); Only to Offset Strength Minima of Bows (-1), No Figured Characteristics (-1/2)
2	Optional: Bad Knees: -1" Run
6	Optional: Combat Luck: Armor (3 PD/3 ED) (9 Active Points); Limited Power (Only While Not Wearing Armor; -1/2)
7	Optional: Coup de Morte: Deadly Blow: +1d6 (when opponent is at 5 or less BODY, any weapon)
10	Optional: Follow-through Attack: Trigger (when current opponent is killed in battle and there is another opponent in HtH Range attack that opponent, Trigger requires a Half Phase Action to reset; +1/4) for up to 60 Active Points of Killing Attack (15 Active Points); OIF (Weapon Of Opportunity; -1/2)
10	Optional: Lethal: Deadly Blow: +1d6 (any circumstances, any HTH weapon)
6	Optional: Passive Blocking: +3 with DCV (15 Active Points); Vs. Melee Combat Only (-1), OIF (Weapon Of Opportunity; -1/2)
5	Optional: Physical Limitation: Old Injury (Infrequently, Slightly Impairing)
10	Optional: Precision: Find Weakness 11- with [Single Attack]
10	Optional: Psychological Limitation: Swashbuckler Mentality (Common, Moderate)
5	Optional: Psychological Limitation: Warriors Code (Uncommon, Moderate)
5	Optional: Rivalry: Professional (Other Warriors; Rival is More Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Unaware of Rivalry)
5	Optional: Social Limitation: Grunt (Services command less money; thrown into the thick of battle, get fewer considerations of comfort, afforded less respect, etc) (Frequently, Minor, Not Limiting In Some Cultures)
20	Optional: Superior Follow-through Attack: Trigger (when current opponent is killed in battle and there is another opponent in HtH Range attack that opponent, Trigger resets automatically, immediately after it activates, Character does not control activation of personal Trigger; +1/2) for up to 60 Active Points of Killing Attack (30 Active Points); OIF (Weapon Of Opportunity; -1/2)
8	Optional: Weapon Strength: +8 STR (16 Active Points); No Figured Characteristics (-1/2), Only To Offset Strength Minima (-1/2)

3	Penalty Skill Levels: +1 vs. penalties due to Wearing Medium Armor with DCV and AGI
2	PS: [Choose One That Is Appropriate To Training] 11-
3	Tactics 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Mountaineer

Total Cost: 107

Disads: 10

Throughout the Olemecan Highlands range small groups of individuals who call themselves Mountaineers. They travel the rocky passes and treacherous peaks searching for Highlanders who have found themselves in danger.

They pride themselves on their selfless deeds, rescuing travelers from the dangers of the highlands and from themselves. They are loosely organized and to become a member of this elite organization one must be sponsored by a Mountaineer that is recognized by his peers as being in good standing.

Though they will help those in need no matter the circumstances, their primary goal is to track down and eradicate the bands of Enni slaves and raiders that prey on the peoples of the highlands.

Cost	Ability
10	+1 SPD
5	+1 with All Combat (8 Active Points); Only in Wilderness Regions (-1/2)
4	+2 ACC
2	+2 AGI
4	+2 REA
4	+2" Running
1	Acrobatics 8-
2	AK: Olemecan Highlands 11-
2	Armor Familiarity (Light Armor)
4	Armorsmith (Repair all armor types, Soft Leathers and Hides) 11-
3	Breakfall 11-
10	Choose One - Balanced: (Total: 10 Active Cost, 10 Real Cost) +1 with HTH Combat (Real Cost: 5) plus +1 with DCV (Real Cost: 5) - Defensive Training: +2 with DCV - Far Fighter: (Total: 10 Active Cost, 10 Real Cost) +1 with Ranged Combat (Real Cost: 5) plus +1 with DCV (Real Cost: 5) - Maneuvering: Defense Maneuver I-IV - Offensive Training: +2 with HTH Combat - Ranged Expert: (Total: 10 Active Cost, 10 Real Cost) Penalty Skill Levels: +4 vs. Range Modifier with Normal Sight (Real Cost: 6) plus Penalty Skill Levels: +2 vs. Range Modifier with a single attack (Real Cost: 3) plus +1 with one specific weapon (Real

	Cost: 1) - Weapon Focus: (Total: 10 Active Cost, 10 Real Cost) +1 with All Combat (Real Cost: 8) plus +2 with one specific weapon (Real Cost: 2) - Well Rounded: +1 Overall
2	Climbing 11- (3 Active Points); Only in Wilderness Regions (-1/2)
2	Concealment 11- (3 Active Points); Only in Wilderness Regions (-1/2)
3	Fast Draw [Players Choice] 11-
12	Forest Awareness: Danger Sense (immediate vicinity, out of combat, Function as a Sense, Intuition) (25 Active Points); Only In Natural Settings (-1) 14-
2	Forest Walker: Environmental Movement (no penalties in underbrush)
3	Healing 11-
2	KS: Herbalism 11-
2	KS: Wilderness Lore 11-
1	Language: Tollic (basic conversation)
2	Mountain Walker: Environmental Movement (no penalties on rugged slopes)
2	Mountaineer: Fringe Benefit: Right Of Shelter, Writ of Carriage
1	Mountaineer: Reputation: Protector of the people (A small to medium sized group) 8-, +1/+1d6
2	Navigation (Land) 11-
2	PS: Mountaineer 11-
2	Shadowing 11- (3 Active Points); Only in Wilderness Regions (-1/2)
10	Social Limitation: Warden (Honor-bound to defend the people of the Olemecan Highlands from harm of any kind) (Frequently, Minor)
2	Stealth 11- (3 Active Points); Only in Wilderness Regions (-1/2)
5	Survival (Temperate/Subtropical, Arctic/Subarctic Forests, Mountain) 11-
5	Tracking 12-
4	WF: Common Melee Weapons, Common Missile Weapons

Porter

Total Cost: 16

Disads: 0

Not all heroes are brought forth fully armed and armored or slinging spells straight from the womb. The vast majority have a much more mundane origin. Porters are merely one of the myriad occupations that are possible within the kingdom.

Cost	Ability
2	Animal Handler (Bovines, Equines) 8-
1	Breakfall 8-
1	Navigation (Land) 8-
2	PS: Porter 11-
4	+2 STR
6	Loadbearing: +6 STR, Reduced Endurance (0 END; +1/2) (18 Active Points); Only For Encumbrance Purposes (-1 1/2), No Figured Characteristics (-1/2)

Ranger

Total Cost: 89

Disads: 15

The Rangers are a group of woodsman soldiers that patrol the Lissinia barony looking for Bezzi raiding parties and have even become a form of wandering justice system for the locals. The Rangers are much beloved when they save a village or homestead, but are often talked about with dark intentions when the harvest is poor and the Bezzi raids light.

Cost	Ability
10	+1 SPD
4	+1 with All Combat (8 Active Points); Only in Forested Regions (-1)
4	+2 ACC
2	+2 AGI
4	+2 REA
4	+2" Running
1	Acrobatics 8-
2	AK: Lissinia Barony 11-
2	Armor Familiarity (Light Armor)
3	Breakfall 11-
10	Choose One - Balanced: (Total: 10 Active Cost, 10 Real Cost) +1 with HTH Combat (Real Cost: 5) plus +1 with DCV (Real Cost: 5) - Defensive Training: +2 with DCV - Far Fighter: (Total: 10 Active Cost, 10 Real Cost) +1 with Ranged Combat (Real Cost: 5) plus +1 with DCV (Real Cost: 5) - Maneuvering: Defense Maneuver I-IV - Offensive Training: +2 with HTH Combat - Ranged Expert: (Total: 10 Active Cost, 10 Real Cost) Penalty Skill Levels: +4 vs. Range Modifier with Normal Sight (Real Cost: 6) plus Penalty Skill Levels: +2 vs. Range Modifier with a single attack (Real Cost: 3) plus +1 with one specific weapon (Real Cost: 1) - Weapon Focus: (Total: 10 Active Cost, 10 Real Cost) +1 with All Combat (Real Cost: 8) plus +2 with one specific weapon (Real Cost: 2) Well Rounded: +1 Overall
1	Climbing 11- (3 Active Points); Only in Trees (-1)
1	Concealment 11- (3 Active Points); Only in Forested Regions (-1)
3	Fast Draw [Players Choice] 11-
2	Forest Walker: Environmental Movement (no penalties in underbrush)
4	Fringe Benefit: Membership (Rangers), Right Of Shelter, Writ of Carriage
2	KS: Bezzi Raiding Tactics 11-
2	KS: Wilderness Lore 11-
2	Language: Bezzi (basic conversation) (1 Active Points)
3	Language: Swampspeak (fluent conversation) (2 Active Points)
2	Optional: AK: Water Wood 11-
6	Optional: Ambidexterity (-1 Off Hand penalty)
8	Optional: Combat Archery: +5 with Any Bow (25 Active Points); Only To Prevent Hitting Non-Enemies When

	Firing Into Melees (-2)
12	Optional: Forest Awareness: Danger Sense (immediate vicinity, out of combat, Function as a Sense, Intuitional) (25 Active Points); Only In Natural Settings (-1) 14-
1	Optional: Keen Of Eye: +2 versus Range Modifier for Normal Sight
4	Optional: Penalty Skill Levels: +2 vs. Range Modifier with Any Bow
4	Optional: Rapid Archery: +2 with Rapid Fire for bows
5	Optional: Rapid Attack (Ranged)
20	Optional: Reliably Precise: Find Weakness 13- with [Single Attack]
10	Optional: Two-Weapon Fighting (HTH)
10	Precision: Find Weakness 11- with [Single Attack]
1	Reputation: Ranger (A small to medium sized group) 8-, +1/+1d6
5	Reputation: Ranger, 8-
10	Social Limitation: Warden (Honor-bound to defend the people of the Lissinia Barony from harm of any kind) (Frequently, Minor)
1	Stealth 11- (3 Active Points); Only in Forested Regions (-1)
2	Survival (Temperate/Subtropical) 11-
5	Tracking 12-
4	WF: Common Melee Weapons, Common Missile Weapons

Rapscallion

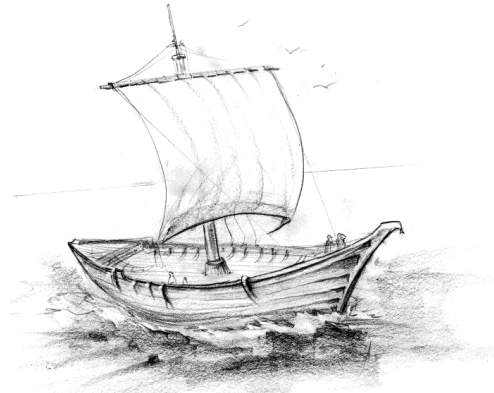
Total Cost: 71

Disads: 0

A Rapscallion is the quintessential go to guy, he's the one you find when you want to get information in any city. Usually this information has more to do with the underground than getting directions to the local grocer, however.

Cost	Ability
10	+1 Overall
2	+2 AGI
4	+2 EGO
4	+2 REA
6	+3 INT
3	+3 PRE
5	5 Points Worth of Contacts
5	5 Points Worth of Favors
3	Alert: +1 PER with all Sense Groups
3	Bribery 11-
6	Choose One - Acrobatic: +2 with Acrobatics, Breakfall and Climbing - Agile Limbs: +2 with Breakfall, Stealth and Shadowing - Charlatan: +2 with Persuasion, Disguise and Oratory - Deceitful: +2 with Disguise and Forgery - Many Masks: +2 with Acting, Oratory and Disguise - Nimble Fingers: +2 with Lockpicking, Security Systems and Sleight of Hand - Nimble Skeleton: +2 with Contortionist, Acrobatics and Breakfall Skills - Silver Palm: +2 with PS: Appraise, Persuasion and

	Trading Stealthy: +2 with Stealth, Concealment and Shadowing
3	Conversation 11-
2	Language: Gutterspeak (fluent conversation)
1	Optional: Literacy With Native Language
15	Optional: Psychological Limitation: Self Centered (Common, Strong)
5	Optional: Rivalry: Professional (Other Rogue's; Rival is More Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Unaware of Rivalry)
5	Optional: Social Limitation: Prior Conviction (Got caught at some point in the past and has done some time incarcerated or otherwise detained by the Law; known to local Law Enforcement) (Frequently, Minor, Not Limiting In Some Cultures)
3	Persuasion 11-
3	Streetwise 11-
2	Survival (Urban) 11-
3	Trading 11-
3	Well-Connected
1	WF: Blades



River Trader

Total Cost: 61

Disads: 35

Along the Oighiread, Gaver and Queensreach Rivers you will find a prolific and hardy group of sailor merchants; these folks are aptly called River Traders. As brave as any soldier, as wily as any Rapscallion and as greedy as any merchant, these men and women travel the rivers fighting off bandits and, if you can believe their tales, monsters of all kinds to bring their goods to the furthest inland villages.

This package can also represent any of the merchant captains along the Muftharz or Nirian Seas with just a bit of editing.

Cost	Ability
1	AK: [River] Waterways (2 Active Points) 11-
3	Breakfall 11-
3	Bribery 11-
6	Combat Luck: Armor (3 PD/3 ED) (9 Active Points); Not While Wearing Armor (-1/2)
5	Conversation 12-
1	CuK: [Foreign Country] Laws and Customs (2 Active Points) 11-
1	CuK: [Regional] Laws and Customs (2 Active Points) 11-
2	Deck Walker: Environmental Movement (no penalties on the Deck of a Ship)
3	KS: Assess Value 12-
3	KS: Black Marketeering 12-
2	KS: Monetary Systems/Economics 11-
2	KS: Ships and their Lands of Origin 11-
2	Language: [Choose One] (fluent conversation)
3	Language: Gutterspeak (basic conversation; literate) (2 Active Points)
1	Literacy With Native Language
2	Navigation (Marine) 11-
3	Persuasion 11-
2	PS: River Trader 11-
15	Psychological Limitation: Competitive (Common, Strong)
15	Psychological Limitation: Profit Seeker (Common, Strong)
5	Rivalry: Professional (Other Merchants; Rival is More Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Unaware of Rivalry)
3	Sharp: +1 PER with all Sense Groups
3	Streetwise 11-
2	TF: Large Rowed Boats, Small Rowed Boats
3	Trading 11-
3	Traveler
2	WF: Common Melee Weapons

Rogue

Total Cost: 79

Disads: 0

The Rogue represents the criminal equivalent of the multi-tool. They combine all the fundamentals of living in the underbelly of society, able to sneak and fight with equal proficiency.

Cost	Ability
3	+3 AGI
3	Acrobatics 11-
14	Advanced Move Silently & Hide in Shadows: Invisibility to Sight Group and Normal Hearing, Reduced Endurance (1/2 END; +1/4) (31 Active Points); (Only When Not Attacking; -1/2), Only in Shadows or Darkness (-1/2), Requires A Stealth or Concealment Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)
2	Armor Familiarity (Light Armor)
3	Breakfall 11-
6	Combat Luck: Armor (3 PD/3 ED) (9 Active Points); Not While Wearing Armor (-1/2)
3	Concealment 11-
15	Security Systems 15-
3	Sleight Of Hand 11-

7	Sneak Attack: Deadly Blow: +1d6 (Only with blows struck from behind or against Surprised targets)
3	Stealth 11-
3	Streetwise 11-
2	Survival (Urban) 11-
10	Uncanny Dodge: Defense Maneuver I-IV
2	WF: Blades, Crossbows

Roofrunner

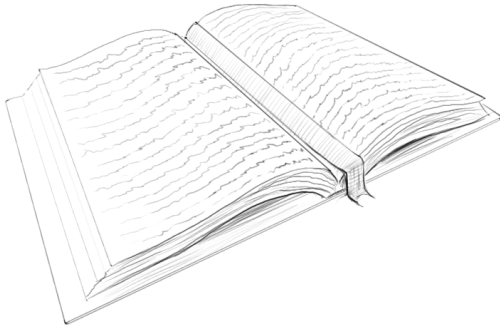
Total Cost: 85

Disads: 0

The Roofrunner package represents an individual that has focused their skillset almost exclusively on the urban environment. Nobody can move and maneuver through the back alleys and streets of a city like the Roofrunner.

Cost	Ability
10	+1 Overall
4	+1 with All Combat (8 Active Points); Only in Urban Regions (-1)
2	+2 AGI
4	+2 EGO
4	+2 REA
2	+2" Leaping
6	+3 INT
3	+3 PRE
3	Alert: +1 PER with all Sense Groups
3	Bribery 11-
6	Choose One - Acrobatic: +2 with Acrobatics, Breakfall and Climbing - Agile Limbs: +2 with Breakfall, Stealth and Shadowing - Charlatan: +2 with Persuasion, Disguise and Oratory - Deceitful: +2 with Disguise and Forgery - Many Masks: +2 with Acting, Oratory and Disguise - Nimble Fingers: +2 with Lockpicking, Security Systems and Sleight of Hand - Nimble Skeleton: +2 with Contortionist, Acrobatics and Breakfall Skills - Silver Palm: +2 with PS: Appraise, Persuasion and Trading - Stealthy: +2 with Stealth, Concealment and Shadowing
4	CK: [Any One City] 12-
1	Climbing 11- (3 Active Points); Only up Buildings (-1)
1	Concealment 11- (3 Active Points); Only in Urban Regions (-1)
3	Conversation 11-
5	Flying Dodge: 1/2 Phase, -- OCV, +4 DCV, Dodge All Attacks, Abort; FMove
5	Flying Grab: 1/2 Phase, -2 OCV, -1 DCV, Grab Two Limbs, 20 STR for holding on; FMove
3	Persuasion 11-
5	Roofrunner: Environmental Movement (Offset Narrow Surface, Climbing, Cramped Penalties in Urban Regions)
1	Stealth 11- (3 Active Points); Only in Urban Regions (-1)
3	Streetwise 11-
2	Survival (Urban) 11-

1	Tracking 11- (3 Active Points); Only in Urban Regions (-1)
3	Trading 11-
1	WF: Blades



Sage

Total Cost: 75

Disads: 5

Not all graduates of the Royal Academy are spell casters. In fact, most of the students are there for a more mundane education. The Sage represents these highly trained and knowledgeable individuals.

Cost	Ability
8	+4 INT
10	10 Points Worth of Knowledge Skills
10	10 Points Worth of Languages
3	Academy Trainer/Mentor: Contact (Contact has access to major institutions, Contact has useful Skills or resources) 8-
3	Analyze: Magic 11-
2	Language: Bluetongue (fluent conversation; literate) (3 Active Points)
3	Linguist
1	Literacy With Native Language
17	Loremaster: Retrocognitive Clairsentience (Mental Group), Reduced Endurance (0 END; +1/2) (60 Active Points); Retrocognition Only (-1), One Try Per Topic (-1/2), Instant (-1/2), Requires A Loremastership Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4), Concentration (1/2 DCV; -1/4)
7	Power: Loremastership 13-
1	Reputation: Graduate of the Royal Academy (A small to medium sized group) 8-, +1/+1d6
7	Research 13-
3	Scholar
5	Social Limitation: Duty to Royal Academy (Occasionally, Minor)

Savant

Total Cost: 59

Disads: 0

Savants are those people who are just naturally gifted. They generally are not very well trained if even educated at all, but just somehow manage to know how to do stuff, and does it phenomenally well in most cases.

Cost	Ability
6	Choose Two - Jack-Of-All-Trades - Linguist - Scholar - Traveler
6	Combat Luck: Armor (3 PD/3 ED) (9 Active Points); Not While Wearing Armor (-1/2)
17	Danger Sense (self only, out of combat, Function as a Sense, Intuition) 11-
15	Optional: Advanced Acute Hearing: (Total: 15 Active Cost, 15 Real Cost) +5 PER with Normal Hearing (Real Cost: 5) plus Targeting with Normal Hearing (Real Cost: 10)
14	Optional: Advanced Move Silently & Hide in Shadows: Invisibility to Sight Group and Normal Hearing, Reduced Endurance (1/2 END; +1/4) (31 Active Points); (Only When Not Attacking; -1/2), Only in Shadows or Darkness (-1/2), Requires A Stealth or Concealment Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)
18	Optional: Choose Up To 18 Points - Block: 1/2 Phase, +2 OCV, +2 DCV, Block, Abort (4 Active Points) - Disarm: 1/2 Phase, -1 OCV, +1 DCV, Disarm; 20 STR to Disarm roll (4 Active Points) - Eye Gouge: 1/2 Phase, -1 OCV, -1 DCV, Flash 4d6 (4 Active Points) - Flying Dodge: 1/2 Phase, -- OCV, +4 DCV, Dodge All Attacks, Abort; FMove (5 Active Points) - Hoist 'n' Heave: 1/2 Phase, -2 OCV, -2 DCV, Grab Two Limbs, 20 STR to Throw (5 Active Points) - Kidney Blow: 1/2 Phase, -2 OCV, +0 DCV, HKA 1d6 +1 (4 Active Points) - Low Blow: 1/2 Phase, -1 OCV, +1 DCV, 2d6 NND (4 Active Points) - Punch/Backhand: 1/2 Phase, +0 OCV, +2 DCV, 4d6 Strike (4 Active Points) - Roundhouse/Two-Fisted Smash: 1/2 Phase, -2 OCV, +1 DCV, 6d6 Strike (5 Active Points) - Tackle: 1/2 Phase, +0 OCV, +0 DCV, +v/5; You Fall, Target Falls (3 Active Points) - Throw: 1/2 Phase, +0 OCV, +1 DCV, 2d6 +v/5, Target Falls (3 Active Points)
3	Optional: Concealment 11-
10	Optional: Deadly Blow: +1d6 (any circumstances, any weapon)
25	Optional: Detect Traps: Detect A Class Of Things 14- (Unusual Group), Discriminatory, Analyze, Increased Arc Of Perception (240 Degrees), Range
15	Optional: Improved Lightning Reflexes: +10 REA to act first with All Actions
1	Optional: Literacy With Native Language
3	Optional: Lockpicking 11-

15	Optional: Psychological Limitation: Competitive (Common, Strong)
15	Optional: Psychological Limitation: Curious (Common, Strong)
15	Optional: Psychological Limitation: Self Centered (Common, Strong)
10	Optional: Psychological Limitation: Swashbuckler Mentality (Common, Moderate)
3	Optional: Stealth 11-
30	Optional: Sublime Lockpicker: (Total: 180 Active Cost, 30 Real Cost) Suppress Unusual Locks 16d6, any 1 power construct "lock" at a time (+1/4), Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +1/2), Reduced Endurance (0 END; +1/2) (180 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4), Limited Special Effect Uncommon SFX (-1), Limited Power Lock Completely Resets After 5 Minutes (-1), No Range (-1/2), Required Hands Two-Handed (-1/2), Concentration (1/2 DCV; -1/4), Requires A Lock Picking Roll (No Active Point penalty to Skill Roll, RSR Skill is subject to Lock Picking vs. Crafting Skill of Locksmith; -1/4), Conditional Power Character May Take No Other Actions (-1/4) (Real Cost: 30)
20	Puissant: +2 Overall
4	WF: Common Melee Weapons, Common Missile Weapons

Scout

Total Cost: 105

Disads: 5

A staple in any military force; scouts range ahead of the main body seeking out potential threats and uncovering ambushes. Once battle is joined they are sent to the flanks of the enemy to sow discord and disrupt supply lines. Scouts tend to travel light and prefer to strike from range rather than to close with the enemy.

Cost	Ability
10	+1 Overall
4	+2 ACC
2	+2 AGI
4	+2 REA
4	+2" Running
4	4pts Worth Of Survival Skills
1	Acrobatics 8-
2	Armor Familiarity (Light Armor)
3	Breakfall 11-
10	Choose One - Balanced: (Total: 10 Active Cost, 10 Real Cost) +1 with HTH Combat (Real Cost: 5) plus +1 with DCV (Real Cost: 5) - Defensive Training: +2 with DCV - Far Fighter: (Total: 10 Active Cost, 10 Real Cost) +1 with Ranged Combat (Real Cost: 5) plus +1 with DCV (Real Cost: 5) - Maneuvering: Defense Maneuver I-IV - Offensive Training: +2 with HTH Combat - Ranged Expert: (Total: 10 Active Cost, 10 Real Cost) Penalty Skill Levels: +4 vs. Range Modifier with Normal Sight (Real Cost: 6) plus Penalty Skill Levels:

	+2 vs. Range Modifier with a single attack (Real Cost: 3) plus +1 with one specific weapon (Real Cost: 1) - Weapon Focus: (Total: 10 Active Cost, 10 Real Cost) +1 with All Combat (Real Cost: 8) plus +2 with one specific weapon (Real Cost: 2) - Well Rounded: +1 Overall
4	Choose Two - Arctic Walker: Environmental Movement (no penalties on Icy Surfaces) - Forest Walker: Environmental Movement (no penalties in underbrush) - Limb Walker: Environmental Movement (no penalties on Narrow Surfaces) - Mountain Walker: Environmental Movement (no penalties on rugged slopes) - Sand Walker: Environmental Movement (no penalties on shifting sand)
3	Climbing 11-
3	Concealment 11-
3	Fast Draw [Players Choice] 11-
6	Keen Of Eye I: Penalty Skill Levels: +4 vs. Range Modifier with Find Weakness
2	Keen Of Eye: +5 versus Range Modifier for Normal Sight
10	Optional: Lethal: Deadly Blow: +1d6 (any circumstances, any weapon)
14	Optional: Mounted Fighting Skills Extension Package
20	Reliably Precise: Find Weakness 13- with Single Attack
5	Social Limitation: Looked Down Upon By Many "Front-line" Warriors (Occasionally, Minor)
3	Stealth 11-
3	Tracking 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Secular Knight

Total Cost: 130

Disads: 25

A knight is taught to defend his honor from any threat but most importantly, to defend his Lord and the honor of his House. Through this duty, knights are often used as thugs and enforcers by the more notorious nobles, but more often as symbols of the Lord's Law within his demesne. On the field of battle they are used as shock troops and heavy cavalry, their skill and honor acting as a beacon among the levied soldiers at their side.

Cost	Ability
3	+1 with All Combat (8 Active Points); Only While Mounted (-2)
5	+1 with DCV
5	+1 with HTH Combat
5	+10 END
4	+2 EGO
4	+2 REC
6	+3 BODY
6	+3 CON
10	+5 STR

4	Armor Familiarity (Heavy Armor, Shield)
2	CuK: Kingdom of Tursh Heraldry 11-
16	Heavy War Horse: Follower
3	High Society 11-
4	Knighthood: Fringe Benefit: Knight, Right Of Shelter, Writ of Carriage
2	KS: Famous Knights 11-
10	Optional: Dependent NPC: Squire 11- (Normal; Useful Noncombat Position or Skills)
15	Optional: Psychological Limitation: Knights Code (Common, Strong) Honor in Battle (meaning no attacks on an unaware foe, not using missile weapons, and treating a vanquished foe mercifully), Expect Obedience From Those Below His Station and Provide Obedience To Those Above, Protect The Weak And The Defenseless, and Honesty In All Things.
6	Penalty Skill Levels: +2 vs. penalties due to Riding horseback with All Attacks
3	Penalty Skill Levels: +2 vs. penalties due to Wearing Heavy Armor with AGI and DCV
2	PS: Knight 11-
5	Riding 12-
25	Social Limitation: Subject To Liege Lord's Orders (Very Frequently, Severe)
31	The Knights Sword - All-Out: 1/2 Phase, +1 OCV, -2 DCV, Weapon +4 DC Strike - Attack: 1/2 Phase, +0 OCV, +2 DCV, Weapon +2 DC Strike - Charge: 1/2 Phase, +0 OCV, -2 DCV, Weapon +2 DC +v/5 Strike, FMove - Defend: 1/2 Phase, +2 OCV, +2 DCV, Block, Abort - Probe: 1/2 Phase, +1 OCV, +3 DCV, Weapon Strike - Resist: 1/2 Phase, +0 OCV, +0 DCV, 25 STR to resist Shove; Block, Abort - Shove: 1/2 Phase, +0 OCV, +0 DCV, 25 STR to Shove - Weapon Element: Blades - Weapon Element: Shields
1	Well Supported: Money: Well Off (3 Active Points); Only For Determining Starting Equipment (-2)
3	WF: Common Melee Weapons, Lances



**Swash
buckl
er**

Swashbucklers are a relatively new sight within the Kingdom of Tursh. The art of fencing has come from the Island of Lorag and while it is all the rage there and has even found a home in the Kingdom of Beilean, it is generally looked down upon by your average Tursh warrior. The prancing style and delicate rapier are considered very un-warrior-like to the Tursh who prefer a more brutal and "in your face" fighting style.

Cost	Ability
10	+1 SPD
5	+1 with All Combat (8 Active Points); Requires An Acrobatics Roll (-1/2)
4	+2 ACC
2	+2 AGI
4	+2 REA
4	+2" Running
5	Acrobatics 12-
2	Armor Familiarity (Light Armor)
5	Breakfall 12-
10	Choose One - Balanced: (Total: 10 Active Cost, 10 Real Cost) +1 with HTH Combat (Real Cost: 5) plus +1 with DCV (Real Cost: 5) - Defensive Training: +2 with DCV - Maneuvering: Defense Maneuver I-IV - Offensive Training: +2 with HTH Combat - Weapon Focus: (Total: 10 Active Cost, 10 Real Cost) +1 with All Combat (Real Cost: 8) plus +2 with one specific weapon (Real Cost: 2) - Well Rounded: +1 Overall
3	Fast Draw [Players Choice] 11-
25	Fencing - Blade Bind: 1/2 Phase, +1 OCV, +0 DCV, Bind, 20 STR - Disarm: 1/2 Phase, -1 OCV, +1 DCV, Disarm; 20 STR to Disarm roll - Escape Bind: var Phase, +0 OCV, +0 DCV, Weapon +3 DC, +15 STR to escape Bind - Parry: 1/2 Phase, +2 OCV, +2 DCV, Block, Abort - Riposte Slash: 1/2 Phase, +1 OCV, +3 DCV, Weapon Strike - Ward Off: 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort - Weapon Element: Blades
2	KS: Combat Styles 11-
2	Limb Walker: Environmental Movement (no penalties on Narrow Surfaces)
10	Precision: Find Weakness 11- with [Single Attack]
2	PS: Acrobat/Tumbler 11-
10	Psychological Limitation: Swashbuckler Mentality (Common, Moderate)
5	Social Limitation: Looked Down Upon By Many "Front-line" Warriors (Occasionally, Minor)
4	WF: Common Melee Weapons, Common Missile Weapons

Thief

Total Cost: 81

Disads: 0

When one thinks of a thief, this is the package they think of. The Thief package represents the classic skill set that we have all come to expect. It includes the stealth, the climbing, the pickpocketing and the detecting and disarming of traps.

Cost	Ability
3	+3 AGI
14	Advanced Move Silently & Hide in Shadows: Invisibility to Sight Group and Normal Hearing, Reduced Endurance (1/2 END; +1/4) (31 Active Points); (Only When Not Attacking; -1/2), Only in Shadows or Darkness (-1/2), Requires A Stealth or Concealment Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)
3	Climbing 11-
6	Combat Luck: Armor (3 PD/3 ED) (9 Active Points); Not While Wearing Armor (-1/2)
3	Concealment 11-
3	Detect Noise: +3 PER with Normal Hearing
10	Detect Traps A Class Of Things 11- (Sight Group), Discriminatory
2	Language: Gutterpeak (fluent conversation)
3	Lockpicking 11-
15	Optional: Psychological Limitation: Self Centered (Common, Strong)
5	Optional: Social Limitation: Prior Conviction (Got caught at some point in the past and has done some time incarcerated or otherwise detained by the Law; known to local Law Enforcement) (Frequently, Minor, Not Limiting In Some Cultures)
15	Security Systems 15-
3	Sleight Of Hand 11-
7	Sneak Attack: Deadly Blow: +1d6 (Only with blows struck from behind or against Surprised targets)
3	Stealth 11-
3	Streetwise 11-
2	Survival (Urban) 11-
1	WF: Blades

Tinker

Total Cost: 15

Disads: 0

Not all heroes are brought forth fully armed and armored or slinging spells straight from the womb. The vast majority have a much more mundane origin. Tinkers are merely one of the myriad occupations that are possible within the kingdom.

Cost	Ability
2	Armorsmith (Repair only, all armor types) 11-
2	KS: Assess Value 11-
2	KS: Lock Lore 11-
2	PS: Tinker 11-

3	Trading 11-
4	Weaponsmith (Axes And Picks, Maces And Hammers, Swords And Daggers) 11-

Tumbler

Total Cost: 86

Disads: 15

Tumblers are most often found with traveling troubadours, minstrels and acrobats; however, there are those who have turned their skills to a life more dangerous. These souls will utilize their training for a highly mobile if a bit unorthodox fighting style or to enhance a newly acquired set of thieving skills.

Cost	Ability
5	+1 with All Combat (8 Active Points); Requires An Acrobatics Roll (-1/2)
3	+3 AGI
5	Acrobatics 12-
5	Breakfall 12-
6	Choose Two • Jack-Of-All-Trades • Linguist • Scholar • Traveler
6	Combat Luck: Armor (3 PD/3 ED) (9 Active Points); Not While Wearing Armor (-1/2)
17	Danger Sense (self only, out of combat, Function as a Sense, Intuition) 11-
5	Flying Dodge: 1/2 Phase, -- OCV, +4 DCV, Dodge All Attacks, Abort; FMove
5	Flying Grab: 1/2 Phase, -2 OCV, -1 DCV, Grab Two Limbs, 20 STR for holding on; FMove
2	Limb Walker: Environmental Movement (no penalties on Narrow Surfaces)
2	PS: Acrobat/Tumbler 11-
15	Psychological Limitation: Competitive (Common, Strong)
20	Puissant: +2 Overall
8	Tumbling: Running +6" (6"/12" total) (12 Active Points); Requires A Breakfall Skill Roll (-1/2)

Vaerdi Hunter

Total Cost: 93

Disads: 5

Among the Vaerdi you are always a hunter and a warrior, but even among these people there is specialization. This package represents those that are particularly skilled at hunting.

Cost	Ability
10	+1 SPD
5	+1 with All Combat (8 Active Points); Only in Wilderness Regions (-1/2)
4	+2 ACC
4	+2 STR
4	+2" Running

1	Acrobatics 8-
2	AK: Olemecan Highlands 11-
3	Breakfall 11-
10	Choose One - Far Fighter: (Total: 10 Active Cost, 10 Real Cost) +1 with Ranged Combat (Real Cost: 5) plus +1 with DCV (Real Cost: 5) - Ranged Expert: (Total: 10 Active Cost, 10 Real Cost) Penalty Skill Levels: +4 vs. Range Modifier with Normal Sight (Real Cost: 6) plus Penalty Skill Levels: +2 vs. Range Modifier with a single attack (Real Cost: 3) plus +1 with one specific weapon (Real Cost: 1) - Weapon Focus: (Total: 10 Active Cost, 10 Real Cost) +1 with All Combat (Real Cost: 8) plus +2 with one specific weapon (Real Cost: 2) - Well-trained: +1 Overall
2	Climbing 11- (3 Active Points); Only in Wilderness Regions (-1/2)
2	Concealment 11- (3 Active Points); Only in Wilderness Regions (-1/2)
12	Forest Awareness: Danger Sense (immediate vicinity, out of combat, Function as a Sense, Intuitional) (25 Active Points); Only In Natural Settings (-1) 14-
2	Forest Walker: Environmental Movement (no penalties in underbrush)
8	Hunters Knowledge: Find Weakness 11- with [Related Group of Attacks] (20 Active Points); Only Vs. Normal Animals (-1), Requires A KS: Wilderness Lore Roll (-1/2)
2	KS: Wilderness Lore 11-
2	Navigation (Land) 11-
2	PS: Hunter 11-
2	Shadowing 11- (3 Active Points); Only in Wilderness Regions (-1/2)
5	Social Limitation: Barbarian (Feared & Discriminated against in cities) (Frequently, Minor, Not Limiting In Some Cultures)
2	Stealth 11- (3 Active Points); Only in Wilderness Regions (-1/2)
5	Survival (Temperate/Subtropical, Arctic/Subarctic Forests, Mountain) 11-
5	Tracking 12-
4	WF: Common Melee Weapons, Common Missile Weapons

Vaerdi Warrior

Total Cost: 86

Disads: 5

While a skilled warrior of any kind can be a frightening sight, it is the Vaerdi Warrior that has entered a rage that will make even a seasoned veteran soil his small clothes.

Cost	Ability
10	+1 SPD
6	+3 CON
6	+3 STR
16	Choose One - Aggressive: +2 with All Combat - Defender: (Total: 16 Active Cost, 16 Real Cost) +2 with DCV (Real Cost: 10) plus +2 with a tight group of attacks (Real Cost: 6)

	Skilled: (Total: 16 Active Cost, 16 Real Cost) +1 Overall (Real Cost: 10) plus +2 with a tight group of attacks (Real Cost: 6)
6	Combat Luck: Armor (3 PD/3 ED) (9 Active Points); Not While Wearing Armor (-1/2)
6	Fleet: Running +2" (6"/8" total), Reduced Endurance (0 END; +1/2) (6 Active Points)
25	Rage: (Total: 70 Active Cost, 25 Real Cost) +10 STR, Reduced Endurance (0 END; +1/2) (30 Active Points); 1 Continuing Charge lasting 1 Minute (-1), No Figured Characteristics (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used ((-5 STR, -6 AGI, -6 REA, -6 ACC, -3" Run for 1 Minute after Charge elapses, -2 DCV for Duration of Charge; -1/2), Can't Do Anything Requiring Concentration For Duration Of Charge (-1/4) (Real Cost: 9) plus +5 CON (10 Active Points); Linked (STR; Lesser Power can only be used when character uses greater Power at full value; -3/4), No Figured Characteristics (-1/2) (Real Cost: 4) plus +5 EGO (10 Active Points); Defensive Use Only (-1), Linked (STR; Lesser Power can only be used when character uses greater Power at full value; -3/4) (Real Cost: 4) plus +2 with HTH Combat (10 Active Points); OCV Only (-1), Linked (STR; Lesser Power can only be used when character uses greater Power at full value; -3/4) (Real Cost: 4)
5	Social Limitation: Barbarian (Feared & Discriminated against in cities) (Frequently, Minor, Not Limiting In Some Cultures)
6	Survival (Arctic/Subarctic, Temperate/Subtropical, Mountain) 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Disads:

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Warrior

Cost: 55
0

The package was constructed to represent members of civilized cultures who taken up the tribal defender warrior. However, it necessarily to only those individuals. package can represent any who has become an

accomplished, but ill-disciplined or trained, combatant.

Cost	Ability
1	+1 AGI
10	+1 SPD
6	+3 BODY
6	+3 CON
6	+3 STR
4	Armor Familiarity (Light Armor, Shield)
16	Choose One - Balanced Warrior: (Total: 16 Active Cost, 16 Real Cost) +2 with DCV (Real Cost: 10) plus +2 with a tight group of attacks (Real Cost: 6) - Combat Focused: +2 with All Combat - Combat Oriented: (Total: 16 Active Cost, 16 Real Cost) +2 with a tight group of attacks (Real Cost: 6) plus +1 Overall (Real Cost: 10) - Eagle Eyed: (Total: 16 Active Cost, 16 Real Cost) +2 PER with Normal Sight (Real Cost: 2) plus Penalty Skill Levels: +4 vs. Range Modifier with Normal Sight (Real Cost: 6) plus Penalty Skill Levels: +4 vs. Range Modifier with Ranged Attacks (Real Cost: 8)
6	Optional: Combat Luck: Armor (3 PD/3 ED) (9 Active Points); Limited Power (Only While Not Wearing Armor; -1/2)
5	Optional: Fearless: +10 PRE (10 Active Points); Defensive Use Only (-1)
6	Optional: Fleet: Running 2", Reduced Endurance (0 END; +1/2) (6 Active Points)
5	Optional: Frightening Intensity: +10 PRE (10 Active Points); Offensive Use Only (-1)
10	Optional: Lethal: Deadly Blow: +1d6 (any circumstances, any weapon)
5	Optional: Physical Limitation: Old Injury (Infrequently, Slightly Impairing)
5	Optional: Psychological Limitation: Barbarian Code (Uncommon, Moderate)
10	Optional: Psychological Limitation: Dislikes Magic And Those That Use It (Common, Moderate)
5	Optional: Rivalry: Professional (Other Warriors; Rival is More Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Unaware of Rivalry)
10	Optional: Savage Recovery: +15 REC (30 Active Points); Only When Taking A Non-Post Segment 12 Recovery In Combat (-2)
5	Optional: Savage Resilience: Healing 1 BODY, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (20 Active Points); Extra Time (Regeneration-Only) 1 Hour (-2 1/4), Self Only (-1/2)
5	Optional: Social Limitation: Barbarian (Feared & Discriminated against in cities) (Frequently, Minor, Not Limiting In Some Cultures)
8	Optional: Weapon Strength: +8 STR (16 Active Points); No Figured Characteristics (-1/2), Only To Offset Strength Minima (-1/2)
2	Survival (Choose An Environment) 11-
4	WF: Common Melee Weapons, Common Missile Weapons

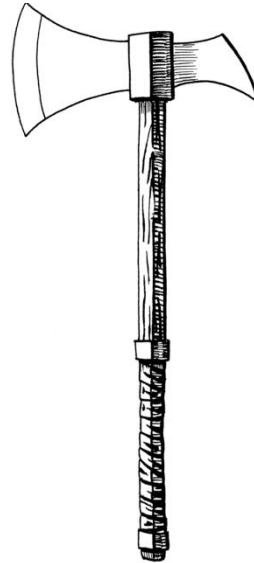
Woodcutter

Total Cost: 19

Disads: 0

Not all heroes are brought forth fully armed and armored or slinging spells straight from the womb. The vast majority have a much more mundane origin. Woodcutters are merely one of the myriad occupations that are possible within the kingdom.

Cost	Ability
3	+1 with Axes
2	AK: [Local] Forest 11-
2	Forest Walker: Environmental Movement (no penalties in underbrush)
2	KS: Wilderness Lore 11-
2	Navigation (Land) 11-
2	PS: Woodcutter 11-
2	Survival (Arctic/Subarctic Forests, Temperate/Subtropical Forests) 11-
1	Trading 8-
2	Weaponsmith (Axes And Picks) 11-
1	WF: Axes and Picks



Extension Packages

Extension packages are included as a quick means to refine a character. They are not meant to be complete packages in of themselves, but rather added on to the packages already listed. For example, adding the Mounted Fighting Skills extension package to the Scout package instantly creates a light cavalry scout; or adding the Maritime Fighting Package or Deck Skills to a Rogue instantly creates a pirate.

In this fashion a player or GM can rapidly put together a character or NPC with little effort. The vast majority of the packages are self explanatory, though some effort has been made to clarify them, just in case.

Acrobatic Skills

Total Cost: 17

Disads: 0

This package represents someone who has had some acrobatic training.

Cost	Ability
5	+1 with All Combat (8 Active Points); Requires An Acrobatics Roll (-1/2)
5	Acrobatics 12-
5	Breakfall 12-
2	PS: Acrobat/Tumbler 11-

Alert

Total Cost: 20

Disads: 0

This package represents someone who is exceptionally alert.

Cost	Ability
3	+1 PER with all Sense Groups
17	Danger Sense (self only, out of combat, Function as a Sense, Intuitional) 11-

Begging Skills

Total Cost: 13

Disads: 0

This package represents someone who has had some experience as a beggar.

Cost	Ability
1	Concealment 11- (3 Active Points); Only in Urban Areas (-2)
5	Disguise 15- (15 Active Points); Only to Make Self Look Deformed/Sick/Handicapped (-2)
5	Persuasion 13- (7 Active Points); Only To Beg (-1/2)
2	Survival (Urban) 11-

Blather Skills

Total Cost: 15

Disads: 0

This package represents someone who is skilled at the art of fast-talking.

Cost	Ability
10	Charming: +15 PRE (15 Active Points); Requires A Conversation Skill Roll (-1/2)
5	Conversation 12-

Command Skills

Total Cost: 33

Disads: 0

This package represents someone who has had some command training.

Cost	Ability
6	+3 INT
10	+30 PRE (30 Active Points); Limited Power (Only to give orders to troops under your command; -2)
5	+5 PRE
5	Oratory 12-
7	Tactics 13-

Deck Skills

Total Cost: 10

Disads: 0

This package represents someone who has had some sea training.

Cost	Ability
3	+1 with All Combat (8 Active Points); Only At Sea (-2)
3	Breakfall 11-
2	Deck Walker: Environmental Movement (no penalties on the Deck of a Ship)
2	Survival (Marine) 11-

Forest Fighting Skills

Total Cost: 12

Disads: 0

This package represents someone who has had some forest combat training.

Cost	Ability
4	+1 with All Combat (8 Active Points); Only in Forested Regions (-1)
1	Climbing 11- (3 Active Points); Only in Trees (-1)
1	Concealment 11- (3 Active Points); Only in Forested Regions (-1)
2	Forest Walker: Environmental Movement (no penalties in underbrush)
1	Stealth 11- (3 Active Points); Only in Forested Regions (-1)
2	Survival (Temperate/Subtropical) 11-
1	Tracking 11- (3 Active Points); Only in Forested Regions (-1)

Gambling Skills

Total Cost: 18

Disads: 0

This package represents someone who has some gambling experience.

Cost	Ability
16	Gambling (Board Games, Card Games, Dice Games,

	Sports Betting, Roulette) 14-
2	KS: Games of Chance 11-

Guildmember Skills

Total Cost: 24

Disads: 0

This package represents someone who is member of a trade guild.

Cost	Ability
3	Journeyman: Fringe Benefit: Membership
2	KS: Guild Law 11-
12	Membership has its Privileges: Contact: Guild (Contact has very useful Skills or resources, Good relationship with Contact), Organization Contact (x3) (12 Active Points) 8-
2	PS: Guild Profession 11-
5	Social Limitation: Duty to Guild (Occasionally, Minor)

Housebreaking Skills

Total Cost: 19

Disads: 0

This package represents someone who has had some training breaking into people's homes.

Cost	Ability
3	Climbing 11-
3	Detect Noise: +3 PER with Normal Hearing
10	Detect Traps A Class Of Things 11- (Sight Group), Discriminatory
3	Lockpicking 11-

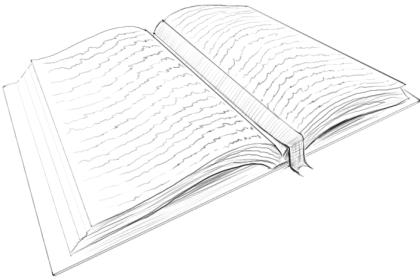
Linguist

Total Cost: 15

Disads: 0

This package represents someone who has a knack for languages.

Cost	Ability
12	12 Points Worth Of Languages
3	Linguist



Loremaster

Total Cost: 15

Disads: 0

This package represents someone who has a lot of knowledge.

Cost	Ability
12	12 Points Worth of Knowledge Skills
3	Scholar

Maritime Fighting Skills

Total Cost: 9

Disads: 0

This package represents someone who has had some shipboard fighting training.

Cost	Ability
3	+1 with All Combat (8 Active Points); Only At Sea (-2)
1	Acrobatics 11- (3 Active Points); Only in Riggings (-2)
1	Climbing 11- (3 Active Points); Only in Riggings (-2)
2	Rigging Walker: Environmental Movement (no penalties in Rigging of a Ship)
2	Survival (Marine) 11-

Militiaman

Total Cost: 12

Disads: 0

This package represents someone who has had some basic military training.

Cost	Ability
4	Armor Familiarity (Light Armor, Shield)
2	Armorsmith (Repair only, all armor types) 11-
1	PS: Soldier 8-
1	Teamwork 8-
4	WF: Common Melee Weapons, Common Missile Weapons

Mountain Fighting Skills

Total Cost: 11

Disads: 0

This package represents someone who has had some mountain combat training.

Cost	Ability
4	+1 with All Combat (8 Active Points); Only in Mountains (-1)
1	Climbing 11- (3 Active Points); Only in Mountains (-1)
1	Concealment 11- (3 Active Points); Only in Mountains (-1)
2	Mountain Walker: Environmental Movement (no penalties on rugged slopes)

1	Stealth 11- (3 Active Points); Only in Mountains (-1)
2	Survival (Mountain) 11-

Mounted Fighting Skills

Total Cost: 14

Disads: 0

This package represents someone who has had some cavalry training.

Cost	Ability
3	+1 with All Combat (8 Active Points); Only While Mounted (-2)
6	Penalty Skill Levels: +2 vs. penalties due to Riding horseback with All Attacks
5	Riding 12-

Street Finances

Total Cost: 17

Disads: 0

This package represents someone who knows how to operate as a fence.

Cost	Ability
3	Bribery 11-
3	KS: Black Marketeering 11-
2	Language: Gutterspeak (basic conversation; literate)
3	Persuasion 11-
3	Streetwise 11-
3	Trading 11-

Urban Survival Skills

Total Cost: 16

Disads: 0

This package represents someone who knows how to live on the streets.

Cost	Ability
4	+1 with All Combat (8 Active Points); Only in Urban Regions (-1)
2	City Walker: Environmental Movement (no penalties on Rubbish & Refuse)
4	CK: [Players Choice] 12-
1	Climbing 11- (3 Active Points); Only up Buildings (-1)
1	Concealment 11- (3 Active Points); Only in Urban Regions (-1)
1	Stealth 11- (3 Active Points); Only in Urban Regions (-1)
2	Survival (Urban) 11-
1	Tracking 11- (3 Active Points); Only in Urban Regions (-1)

Verbal Sparring Skills

Total Cost: 10

Disads: 0

This package represents someone who is skilled at witty banter.

Cost	Ability
3	+3 PRE
5	Conversation 12-
1	High Society 8-
1	KS: [Region] Heraldry 8-

Winter Fighting Skills

Total Cost: 8

Disads: 0

This package represents someone who has had some cold climate combat training.

Cost	Ability
3	+1 with All Combat (8 Active Points); Only In Winter Conditions (-2)
2	Arctic Walker: Environmental Movement (no penalties on Icy Surfaces)
1	Concealment 11- (3 Active Points); Only In Snowy Regions (-2)
2	Survival (Arctic/Subarctic) 11-

Characteristics

Characteristics are what define the natural talent and capability of the character. The characteristics operate exactly as they are outlined within the Hero System, 5th Edition Revised with a few exceptions that are outlined below. The design of all Kamarathin products will be made with the assumption that these changes are in place. However, GM's are certainly welcome to stay with the stock characteristic functionality if they so chose.

Dexterity has been removed and replaced by Accuracy, Reaction and Agility. This was an optional suggestion put forth in the Ultimate Speedster that we tweaked even further. I've never liked the assumptions that went with a single Dexterity score. Now we have the ability to have characters who are agile, but not necessarily accurate or have quick reflexes. Just because someone is good at dodging doesn't necessarily mean they are exceptionally accurate or capable of waltzing across a tightrope.

This change also removes some of the "sameness" that happens in the HERO System when it comes to character design.

The various DEX based skills have also been paired up to the new attributes and these are noted in the skill descriptions that follow.

Accuracy (ACC): Accuracy is, as its name suggests, a measure of the characters ability to accurately strike a target. This affects some skills and OCV. ACC replaces DEX for determining OCV. Cost: 2 Character Points for 1 point of ACC.

Agility (AGI): Agility represents a characters balance and overall coordination. Most of the DEX based skills are now affected by this characteristic. Cost: 1 Character Point for 1 point of AGI.

Reaction (REA): Reaction is a measure of the characters reaction speed and reflexes. This affects some skills, DCV and SPD. REA replaces DEX for determining DCV and who reacts first on a tied Phase. Cost: 2 Character Points for 1 point of REA.

With the creation of Reaction, the formula for Speed has now changed as well. We've gone ahead and incorporated Intelligence into the formula as a representation of the characters ability to not only react quickly through instinct, but to also think rapidly. The new SPD formula is $((REA+INT)/20)+1$.

Intelligence was increased in cost to reflect its new found ability to adjust Speed. Cost: 2 Character Points for 1 point of INT.

Strength in a Heroic setting has always felt under priced for the amount of influence it has, so we've upped the cost to reflect its perceived usefulness in the world of Kamarathin. Cost: 2 Character Points for 1 point of STR.

Skills, Perks and Talents

Once again the skills, perks and talents that are covered within Fantasy Hero are generally acceptable within the world of Kamarathin. The key concern is for the GM to maintain the grittier and more "realistic" feel of the setting. This is fairly easy to do, though every GM is certainly welcome to tweak and flavor their campaigns as they wish.

The following details the skills that are most commonly utilized within this Kamarathin product as well as any future books. Perks as outlined in Fantasy Hero are generally considered acceptable and the selection of Talents are up to each individual GM's decision, though talents like Universal Translator should probably be left out of the characters hands.

In addition to skills, we will be covering Combat Tricks. The concept for this was introduced in The Valdorian Age published by Hero Games and any of those abilities are certainly welcome in Kamarathin. Even some of the 'Super Skills' outlined in Dark Champions could be tweaked to fit within the constraints of Kamarathin.

Normal Skill Maxima

Kamarathin is a darker, grittier world than many High Fantasy game worlds. To help represent this we have instituted the Normal Skill Maxima.

Originally introduced in Valdorian Age and re-examined in the Ultimate Skill, Normal Skill Maxima is similar in nature to the Normal Characteristic Maxima.

In Kamarathin the Normal Skill Maxima is 13-. To increase a skill beyond this point will cost twice as much.

Skills

Many skills have been added, changed or removed in order to properly fit within the world of Kamarathin. Except where otherwise noted skills will follow the descriptions given within the following books in the following order:

- Ultimate Skill
- Fantasy Hero
- Hero System 5th Edition, Revised

The following skills are allowed for use and have not been changed beyond the descriptions given within the books listed above.

Acting	Analyze
Animal Handler	Bribery
Bureaucrats	Combat Skill Levels
Concealment	Conversation
Cramming	Criminology
Cryptography	Deduction
Defense Maneuver	Disguise
Forensic Medicine	Forgery
Gambling	High Society
Hoist	Instructor
Interrogation	Inventor
Language	Lipreading
Mechanics	Mimicry
Musical Instrument Familiarity	Navigation
Oratory	Penalty Skill Levels
Persuasion	Poisoning
Power	Professional Skill
Rapid Attack (HTH)	Rapid Attack (Ranged)
Research	Security Systems
Seduction	Shadowing
Streetwise	Survival
Tactics	Teamwork
Tracking	Trading
Transport Familiarity	Two-Weapon Fighting (HTH)
Two-Weapon Fighting (Ranged)	Ventriloquism

The following skills are either completely new or operate slightly differently than the published rules.

Acrobatics

Acrobatics functions exactly as before but is now based on Agility rather than Dexterity.

Armor Familiarity

Armor Familiarity works exactly as the other Familiarity type skills, in that it represents the characters ability and training with armor. A character that does not have this skill and wears armor will incur a -3 to DCV and Agility rolls.

The skill is broken down into four sub-categories, each with a cost of 2 Character Points.

- Light Armor
- Medium Armor
- Heavy Armor
- Shields

Armorsmith

Armorsmith works as it does in the books listed above, however it has become an Agility based skill and the categories available for selection have changed to the following.

Reinforced Leather requires the character to also have Hardened Leather. Hardened Leather, in turn, requires that the character have Soft Leathers and Hides.

Plate Armor requires the character to have Mail Armors.

- Repair Only (2 pts)
- Soft Leathers and Hides (2 pts)
 - Hardened Leather (1 pt)
 - Reinforced Leather (1 pt)
- Shields (1 pt)
- Mail Armors (2 pts)
 - Plate Armor (1 pt)

Breakfall

Breakfall functions exactly as before but is now based on Agility rather than Dexterity.

Climbing

Climbing functions exactly as before but is now based on Agility rather than Dexterity.

Combat Driving

Combat Driving functions exactly as before but is now based on Reaction rather than Dexterity.

Combat Tricks

Combat Tricks functions as described on pages 102-106 in the Valdorian Age. There it is described as Fighting Tricks and is recommended that a separate skill be utilized for rough categories of weapons.

In the world of Kamarathin, we utilize a single skill to cover all weapon groups and progress as most Background Skills (Base 11-, 2pts +1pt).

Contortionist

Contortionist functions exactly as before but is now based on Agility rather than Dexterity.

Eavesdropping

Eavesdropping is an Intelligence based skill that allows the character to make a Hearing Perception check without looking like he is being nosey. This skill effectively combines the Concealment skill with Perception checks, rolling it up into a single roll.

Failure with this skill can result in the character being noticed and his intent being discovered.

Fast Draw

Fast Draw functions exactly as before but is now based on Reaction rather than Dexterity. The skill must also be bought separately for each type of weapon that the character wishes to be able to draw quickly.

Feint

Feint functions exactly as before but is now based on Accuracy rather than Dexterity. The skill must also be bought separately for each type of weapon that the character wishes to be able to utilize.

Healing

This skill operates exactly like the Paramedics skill, only the name has been changed to protect the innocent.

The write-up on page 92 of Fantasy Hero supersedes the Ultimate Skill description of Paramedics.

Lockpicking

Lockpicking functions exactly as before but is now based on Accuracy rather than Dexterity.

Riding

Riding functions exactly as before but is now based on Agility rather than Dexterity.

Sleight of Hand

Sleight of Hand functions exactly as before but is now based on Agility rather than Dexterity.

Stealth

Stealth functions exactly as before but is now based on Reaction rather than Dexterity.

Weapon Familiarity

Weapon Familiarity works exactly as it has before but the weapon groupings have been adjusted.

- Common Melee Weapons
 - Unarmed Combat
 - Axes and Picks
 - Blades
 - Hammers, Maces and Clubs
 - Polearms and Spears
- Uncommon Melee Weapons
 - Flails
 - Garrote
 - Lances
 - Nets
 - Staffs
 - Whips
 - Two-Handed Weapons
- Common Missile Weapons
 - Thrown Rocks
 - Short Bows
 - Crossbows
 - Javelins and Thrown Spears
 - Slings
 - Thrown Knives, Axes and Darts
- Off Hand
- Uncommon Missile Weapons
 - Blowguns
 - Boomerangs and Throwing Clubs
 - Longbows (requires Short Bow Familiarity)
 - Thrown Sword
- Siege Engines

- Ballista
- Catapult
- Onager
- Siege Tower
- Trebuchet

- Early Firearms
 - Early Muskets and Pistols
 - Cannons

Weaponsmith

Weaponsmith works exactly as it has before but the weapon groupings have been adjusted.

- Firearms
- Arrows, Bolts and Darts
- Axes and Picks
- Bows
- Crossbows
- Flails
- Maces and Hammers
- Spears and Polearms
- Swords and Daggers
- Other

Martial Arts

Normally when one hears the term martial Arts the image of ninjas and bald monks come to mind. That is completely understandable considering the eastern influence on the topic. However, in the Kingdom of Tursh there are no eastern flavored martial arts.

In fact, strict fighting styles are very rare and limited only to a select few organizations that have a long martial history, such as the Order of the Spear or the training that most knights receive.

Now this isn't to say that there aren't skilled combatants wandering around the kingdom, in fact the opposite is quite true. It is simply that the feel and scope of the fighting styles within this kingdom are quite western in flavor and appearance. The following martial arts packages are representative of these styles.

Aigulf Wrestling

A strong style of wrestling that the Aigulf perfected and is only available to those who have been raised by them.

Cost	Maneuver
------	----------

4	Choke: 1/2 Phase, -2 OCV, +0 DCV, Grab One Limb; 2d6 NND
4	Escape: 1/2 Phase, +0 OCV, +0 DCV, 25 STR vs. Grabs
3	Hold: 1/2 Phase, -1 OCV, -1 DCV, Grab Two Limbs, 20 STR for holding on
4	Reversal: var Phase, -1 OCV, -2 DCV, 25 STR to Escape; Grab Two Limbs
3	Slam: 1/2 Phase, +0 OCV, +1 DCV, 2d6 +v/5, Target Falls
3	Take Down: 1/2 Phase, +2 OCV, +1 DCV, 2d6 Strike; You Fall, Target Falls
0	Weapon Element: Empty Hand

Spear Fighting

A specialized style of combat utilizing the spear, staves and other pole arms, created by the Order of The Spear and only their paladins are trained in its use.

Cost	Maneuver
4	Block: 1/2 Phase, +2 OCV, +2 DCV, Block, Abort
3	Legsweep: 1/2 Phase, +2 OCV, -1 DCV, Weapon +1 DC Strike, Target Falls
5	Slash: 1/2 Phase, -2 OCV, +1 DCV, Weapon +4 DC Strike
4	Thrust: 1/2 Phase, +0 OCV, +2 DCV, Weapon +2 DC Strike
1	Weapon Element: Pole arms and Spears, Staffs

Simeret Brawling

A style of unarmed combat taught by the Simeret that utilizes their unique physiology.

Cost	Maneuver
4	Dodge: 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort
3	Flying Tackle: 1/2 Phase, +0 OCV, -1 DCV, 2d6 +v/5 Strike; You Fall, Target Falls; Fmove
3	Tail Sweep: 1/2 Phase, +2 OCV, -1 DCV, 3d6 Strike, Target Falls
0	Weapon Element: Natural Weapons
4	Wing Flap: 1/2 Phase, -1 OCV, -1 DCV, Flash 4d6

Brawling

Not so much a codified fighting style but a collection of maneuvers that most skilled fist fighters will have picked up.

Cost	Maneuver
4	Block/Chin Block: 1/2 Phase, +2 OCV, +2 DCV, Block, Abort
4	Disarm: 1/2 Phase, -1 OCV, +1 DCV, Disarm; 20 STR to Disarm roll
4	Eye Gouge: 1/2 Phase, -1 OCV, -1 DCV, Flash 4d6
5	Hoist 'n' Heave: 1/2 Phase, -2 OCV, -2 DCV, Grab Two Limbs, 20 STR to Throw
4	Kidney Blow: 1/2 Phase, -2 OCV, +0 DCV, HKA 1d6 +1
4	Low Blow: 1/2 Phase, -1 OCV, +1 DCV, 2d6 NND
4	Punch/Backhand: 1/2 Phase, +0 OCV, +2 DCV, 4d6 Strike

5	Roundhouse/Two-Fisted Smash: 1/2 Phase, -2 OCV, +1 DCV, 6d6 Strike
3	Tackle: 1/2 Phase, +0 OCV, +0 DCV, +v/5; You Fall, Target Falls
3	Throw: 1/2 Phase, +0 OCV, +1 DCV, 2d6 +v/5, Target Falls
1	Weapon Element: Clubs, Empty Hand

Quarterstaff Tricks

The quarterstaff is a common tool among the peasantry and this collection of maneuvers represents the most commonly used techniques of an experienced staff fighter.

Cost	Maneuver
4	Bind: 1/2 Phase, +1 OCV, +0 DCV, Bind, 20 STR
4	Block: 1/2 Phase, +2 OCV, +2 DCV, Block, Abort
4	Disarm: 1/2 Phase, -1 OCV, +1 DCV, Disarm; 20 STR to Disarm roll
5	Jab: 1/2 Phase, +1 OCV, +3 DCV, Weapon Strike
3	Legsweep: 1/2 Phase, +2 OCV, -1 DCV, Weapon +1 DC Strike, Target Falls
4	Shove: 1/2 Phase, +0 OCV, +0 DCV, 25 STR to Shove
5	Smash: 1/2 Phase, -2 OCV, +1 DCV, Weapon +4 DC Strike
4	Strike: 1/2 Phase, +0 OCV, +2 DCV, Weapon +2 DC Strike
0	Weapon Element: Staffs

The Knights Sword

The foundation sword fighting skills that most secular knights have been trained in.

Cost	Maneuver
5	All-Out: 1/2 Phase, +1 OCV, -2 DCV, Weapon +4 DC Strike
4	Attack: 1/2 Phase, +0 OCV, +2 DCV, Weapon +2 DC Strike
4	Charge: 1/2 Phase, +0 OCV, -2 DCV, Weapon +2 DC +v/5 Strike, Fmove
4	Defend: 1/2 Phase, +2 OCV, +2 DCV, Block, Abort
5	Probe: 1/2 Phase, +1 OCV, +3 DCV, Weapon Strike
4	Resist: 1/2 Phase, +0 OCV, +0 DCV, 25 STR to resist Shove; Block, Abort
4	Shove: 1/2 Phase, +0 OCV, +0 DCV, 25 STR to Shove
1	Weapon Element: Blades, Shields

Combat Tricks

Combat Tricks represent exceptional skill, stunts or tricks that a character has learned. They are similar in nature to Super Skills detailed in Dark Champions and Fighting Stunts utilized in Valdorian Age.

The sheer variety of possible Combat Tricks is staggering and could easily fill a book in of themselves. What all of them have in common is the requirement that all of them cannot be performed without a Combat Tricks skill roll at -1 per 10 Active Points of the Combat Trick.

The following Combat Tricks are just a small sampling of possibilities.

Adrenalin Rush**Active Points:** 20**Real Cost:** 6

Just when it seems like the character can take no more he is able to dig deep down and push himself to keep fighting. The more desperate the situation, the harder he fights.

Adrenalin Rush: (Total: 20 Active Cost, 6 Real Cost) +2 with HTH Combat (10 Active Points); Conditional Power (Only when down to 1/4 or less stun and/or body; -1 1/2), Requires A Combat Tricks Roll (-1/2), Costs Endurance (-1/2) (Real Cost: 3) **plus** +2 with DCV (10 Active Points); Conditional Power (Only when down to 1/4 or less stun and/or body; -1 1/2), Costs Endurance (-1/2), Requires A Combat Tricks Roll (-1/2) (Real Cost: 3)

Battle Dance**Active Points:** 20**Real Cost:** 6

This character is much more at home fighting a crowd than having to focus on a single opponent.

Battle Dance: (Total: 20 Active Cost, 6 Real Cost) +2 with HTH Combat (10 Active Points); Conditional Power (Only when being attacked by 3 or more enemies; -1), Requires A Combat Tricks Roll (-1/2), OIF (Weapon of Choice; -1/2), Costs Endurance (Only Costs END to Activate; -1/4) (Real Cost: 3) **plus** +2 with DCV (10 Active Points); Conditional Power (Only when being attacked by 3 or more enemies; -1), OIF (Weapon of Choice; -1/2), Requires A Combat Tricks Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4) (Real Cost: 3)

Battle Hardened**Active Points:** 15**Real Cost:** 6

This character is able to read the opponents movements and change his own to subtly reduce the opponents capability to fight.

Battle Hardened: Negative Combat Skill Levels (-2 to opponent's OCV), Usable By Other (+1/4), Costs END Only To Activate (+1/4) (15 Active Points); Conditional Power (Only when being attacked by 3 or more enemies; -1), Requires A Combat Tricks Roll (-1/2)

Battle Instructor**Active Points:** 40**Real Cost:** 16

The character is able to feel the ebb and flow of combat and direct his friends and allies to where they are needed the most.

Battle Instructor: +2 with All Combat, Usable By Other (+1/4), Area Of Effect (2" Radius; Only To Allies; +1), Selective (+1/4) (40 Active Points); Costs Endurance (-1/2), Requires A Combat Tricks Roll (-1/2), Incantations (Requires Incantations throughout; -1/2)

Bull Rush**Active Points:** 17**Real Cost:** 6

Rushing headlong into an opponent with the skill and force to literally knock them back and onto their arses is the not so subtle goal of this Combat Trick.

Bull Rush: Hand-To-Hand Attack +2d6, Double Knockback (+3/4) (17 Active Points); Only when doing a Move Through (-1), Hand-To-Hand Attack (-1/2), Requires A Combat Tricks Roll (-1/2)

Dead Eye**Active Points:** 7**Real Cost:** 4

Accuracy is more than just hitting the target, it is also the knowledge of where to hit the target for the most effective strike.

Dead Eye: Deadly Blow: +1d6 (Only with Bows) (7 Active Points); Requires A Combat Tricks Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)

Exhausting Defense**Active Points:** 10**Real Cost:** 3

Exhaustion can be as much an ally as a sturdy blade. With this Combat Trick, the character is able to force his opponent to exert himself far more than he normally would.

Exhausting Defense: Drain END 1d6 (10 Active Points); Limited Power (Only Against Enemies Directly Attacking The Character; -1 1/2), Requires

A Combat Tricks Roll (-1/2)

Fearsome Display

Active Points: 10

Real Cost: 3

Showcasing one's expertise with his weapon can often intimidate his opponent into thinking twice or even changing his mind about attacking you.

Fearsome Display: +10 PRE (10 Active Points); Only For Making Presence Attacks (-1), Requires A Combat Tricks Roll (-1/2), Costs Endurance (-1/2)

Follow-Through Attack

Active Points: 15

Real Cost: 6

Battle is often describe as a dance rather than an exchange of blows. This Combat Trick exemplifies that philosophy.

Follow-Through Attack: Naked Modifier: Trigger (Activating the Trigger requires a Zero Phase Action, Trigger requires a Turn or more to reset; for up to 4d6 HKA when character kills an opponent in battle; +1/4) for up to 60 Active Points (15 Active Points); OAF (-1), Requires A Combat Tricks Roll (-1/2)

Horse Dancer

Active Points: 19

Real Cost: 8

Mounted combat is a complicated and difficult affair; those with this Combat Trick have learned that their mount is far more effective when it is alive.

Horse Dancer: Armor (5 PD/5 ED), Usable By Other (+1/4) (19 Active Points); Custom Modifier (Only For Characters Mount; Must Be Mounted; -3/4), Requires A Combat Tricks Roll (-1/2)

Parry Into Others

Active Points: 40

Real Cost: 9

Those who fight multiple opponents often find that the enemy can be utilized to eliminate his own allies.

Parry into Others: Missile Deflection (Weapon Attacks), Missile Reflection, Reflect At Any Target

(40 Active Points); OAF (Weapon of Choice; -1), Limited Power (Attacks can only be reflected into targets behind or to the side of the character; -1), Conditional Power (Melee Attacks Only; -1/2), Requires A Combat Tricks Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)

Powerful Attack

Active Points: 30

Real Cost: 8

A burst of strength to add an enormous amount of force to ones strike can often turn the tide.

Powerful Attack: +15 STR (30 Active Points); Conditional Power Only For Damage (-1), Increased Endurance Cost (x2 END; -1/2), No Figured Characteristics (-1/2), Requires A Combat Tricks Roll (-1/2)

Rapid Strike

Active Points: 15

Real Cost: 6

There is little that can replace the value of being able to strike rapidly at your opponent.

Rapid Strike: Autofire (3 shots; +1/4) for up to 60 Active Points of Melee Weapon of Choice (15 Active Points); OAF (-1), Requires A Combat Tricks Roll (-1/2)

Rapid Throw

Active Points: 15

Real Cost: 6

There is little that can replace the value of being able to strike rapidly at your opponent.

Rapid Throw: Autofire (3 shots; +1/4) for up to 60 Active Points of Thrown Weapon of Choice (15 Active Points); OAF (-1), Requires A Combat Tricks Roll (-1/2)

Staggering Blow

Active Points: 15

Real Cost: 3

Those with Combat Trick are able to strike their opponents with such precision and force that they are able to send them staggering backwards.

Staggering Blow: Naked Modifier: Does Knockback (+1/4) for up to 60 Active Points (15 Active Points); Conditional Power (Only with bludgeoning weapons; -1), Increased Endurance Cost (x3 END; -1), OAF (-1), Requires A Combat Tricks Roll (-1/2)



Equipment

Throughout an adventurers life there will be the need for sturdy equipment for a wide variety of situations. What follows is a partial list of familiar items to get players started right away. Upon completion of this book there will be a much more exhaustive list for download from our website.

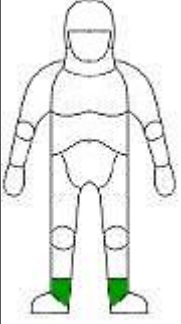
Equipment	Weight	Cost	Notes
Arrow	.07	2 pennies	
Backpack, Leather, Medium	0.7	4 farthings	
Beef, Jerked	0.5	2 pennies	
Belt Pouch, Large	-	14 bits	
Belt Pouch, Small	-	8 bits	
Belt, Leather	0.5	1 farthing	
Belt, Leather, Sword	0.45	14 pennies	
Blanket, Heavy	2.72	3 farthings	
Bow String	-	1 bit	
Breeches	0.45	6 farthings	
Brush, Grooming	0.5	2 farthings	
Cheese, Average	0.5	8 bits	
Cloak, Fur-Lined	3.2	25 farthings	
Cloak, Hooded, Woolen	1.81	12 farthings	
Compass	0.45	1 pence	
Fish, Salted	0.45	2 pennies	
Flint & Steel	-	1 pence	
Grappling Hook	2.27	12 farthings	
Hardtack	0.5	1 penny	
Holy Symbol	-	1 farthing	
Ink, Black	-	15 pennies	
Lantern	0.91	12 farthings	
Linen Bandage	0.5	1 farthing	+3 with Healing (8 Active Points); 6 Charges which Never Recover (-2 3/4), Gestures, Requires Gestures throughout (Requires both hands; -1)
Lockpicks, Average	0.23	1 pence	Penalty Skill Levels: +5 vs. penalties for not using lockpicks with Lockpicking (OAF)
Lockpicks, Fine	0.45	5 pence	+3 with Lockpicking (6 Active Points); OAF (-1) (Real Cost: 3) plus Penalty Skill Levels: +5 vs. penalties for not using lockpicks with Lockpicking (OAF) (Real Cost: 6)
Lockpicks, Poor	0.23	6 farthings	Penalty Skill Levels: +2 vs. penalties for not using lockpicks with Lockpicking (OAF)
Map Case, Leather	0.45	1 pence	
Map, National	-	1 crown	
Map, Regional	-	5 pence	
Mead	0.5	5 pennies	1 pint
Metal Hand Mirror	2.3	25 farthings	
Oil, Lamp	0.5	1 farthing	1 pint
Parchment, 5 Pieces	-	65 pennies	
Quill Pens	-	8 pennies	
Quiver	0.68	12 farthings	
Rope, Standard, 50'	3.63	6 pennies	
Sack, Large	-	5 farthings	
Sack, Small	-	3 farthings	
Sealing Wax	-	15 pence	
Shirt, Linen	0.45	6 farthings	
Shirt, Woolen	0.45	3 farthings	
Sleeping Furs, Heavy	6.8	75 pennies	
Tent, Leather, 2-Man	27.22	7 pence	
Tent, Leather, 4-Man	54.43	15 pence	
Tinderbox	-	3 pennies	
Torch	0.2	1 penny	
Tunic, Linen	0.68	7 farthings	
Tunic, Woolen	0.9	4 farthings	
Waterskin, 1 Gallon	3.63	3 farthings	
Waybread	0.5	6 bits	

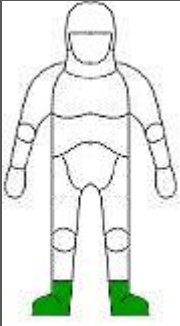
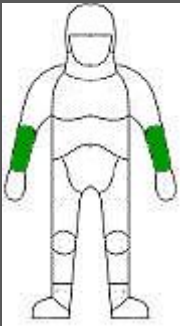
Armor

Armor is often the last line of defense against an enemies desire to end your existence. Even the most agile of characters will eventually get hit and even the lightest of armors will reduce the pain. In the world of Kamarathin, armor is bought in pieces rather than as an entire suit. However, the classification of armor for skill purposes is based on the entire collection of pieces worn.

To determine if a particular suit of armor is Light, Medium or Heavy simply add together the AF(Man) of every piece that is being worn and compare to the chart below. This total will also indicate the negative modifier to the wearers AGI skill rolls and DCV. To determine the amount of END a particular suit of armor will cost the wearer each phase simply total up the AF(End) and divide by 3, rounding off normally.

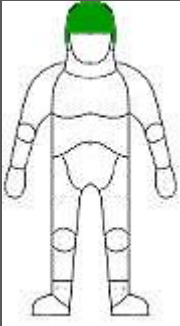
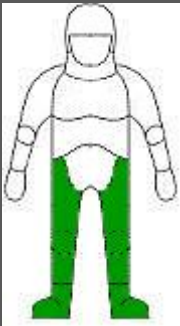
Total AF(Man)	AGI and DCV Mod	Classification
0.49 or less	0	None
0.5 – 1.49	0	Light
1.5 – 3.0	-1	Light
3.1 – 4.49	-1	Medium
4.5 – 6.0	-2	Medium
6.1 – 7.49	-2	Heavy
7.5 – 9.0	-3	Heavy
Above 9.0 simply divide the AF(Man) by 3 and round off normally to determine the AGI/DCV Mod		

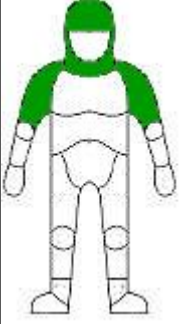
	ANKLETS							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	.07	.07	385 bits	.19	
	Chainmail	4	12	.06	.06	273 bits	.14	
	Double Mail	6	19	.17	.08	491 bits	.28	
	Hardened Leather	3	9	.04	.04	165 bits	.1	
	Heavy Animal Hides	3	10	.04	.08	183 bits	.1	
	Heavy Cloth	1	3	.01	.01	21 bits	.02	
	Heavy Leather	2	6	.03	.03	77 bits	.07	
	Padded Cloth	2	6	.03	.03	8 pennies	.03	
	Plate	6	18	.08	.08	387 bits	.28	
	Reinforced Banded Mail	5	15	.07	.14	488 bits	.19	Hardened
	Reinforced Chainmail	4	12	.06	.11	258 bits	.28	Hardened
	Reinforced Plate	6	18	.08	.17	568 bits	.28	Hardened
	Ringed Hard Leather	4	13	.11	.06	296 bits	.14	
	Ringed Heavy Leather	3	10	.08	.04	183 bits	.1	
	Ringed Soft Leather	2	7	.06	.03	134 bits	.07	
	Scaled Hard Leather	4	9	.04	.04	308 bits	.19	
	Scaled Soft Leather	2	3	.01	.01	137 bits	.14	
	Soft Leather	1	3	.01	.01	26 bits	.05	
	Studded Hard Leather	4	13	.06	.06	224 bits	.28	
	Studded Heavy Leather	3	10	.03	.03	154 bits	.19	
	Studded Soft Leather	1	4	.01	.01	57 bits	.14	

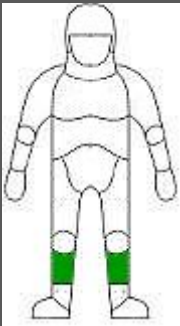
	BOOTS							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	.09	.09	514 bits	.26	
	Chainmail	4	12	.07	.07	364 bits	.19	
	Double Mail	6	19	.22	.11	654 bits	.37	
	Hardened Leather	3	9	.06	.06	22 pennies	.13	
	Heavy Animal Hides	3	10	.06	.11	244 bits	.13	
	Heavy Cloth	1	3	.02	.02	27 bits	.03	
	Heavy Leather	2	6	.04	.04	102 bits	.09	
	Padded Cloth	2	6	.04	.04	107 bits	.05	
	Plate	6	18	.11	.11	517 bits	.37	
	Reinforced Banded Mail	5	15	.09	.19	651 bits	.26	Hardened
	Reinforced Chainmail	4	12	.07	.15	344 bits	.37	Hardened
	Reinforced Plate	6	18	.11	.22	758 bits	.37	Hardened
	Ringed Hard Leather	4	13	.15	.07	395 bits	.19	
	Ringed Heavy Leather	3	10	.11	.06	244 bits	.13	
	Ringed Soft Leather	2	7	.07	.04	179 bits	.09	
	Scaled Hard Leather	4	9	.06	.06	411 bits	.26	
	Scaled Soft Leather	2	3	.02	.02	182 bits	.19	
	Soft Leather	1	3	.02	.02	35 bits	.07	
	Studded Hard Leather	4	13	.07	.07	298 bits	.37	
	Studded Heavy Leather	3	10	.06	.06	206 bits	.26	
	Studded Soft Leather	1	4	.02	.02	76 bits	.19	
	BRASSARDS							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	.49	.49	463 pennies	2.33	
	Chainmail	4	12	.39	.39	328 bits	1.67	
	Double Mail	6	19	1.17	.58	589 bits	3.34	
	Hardened Leather	3	9	.29	.29	198 pennies	1.17	
	Heavy Animal Hides	3	10	.29	.58	22 farthings	1.17	
	Heavy Cloth	1	3	.1	.1	246 bits	.29	
	Heavy Leather	2	6	.19	.19	92 pennies	.84	
	Padded Cloth	2	6	.19	.19	96 pennies	.42	
	Plate	6	18	.58	.58	465 pennies	3.34	
	Reinforced Banded Mail	5	15	.83	1.67	586 pennies	2.33	Hardened
	Reinforced Chainmail	4	12	.67	1.33	31 farthings	3.33	Hardened
	Reinforced Plate	6	18	1	2	682 pennies	3.34	Hardened
	Ringed Hard Leather	4	13	.78	.39	355 pennies	1.67	
	Ringed Heavy Leather	3	10	.58	.29	22 farthings	1.17	
	Ringed Soft Leather	2	7	.67	.33	161 pennies	.84	
	Scaled Hard Leather	4	9	.29	.29	37 farthings	2.33	
	Scaled Soft Leather	2	3	.17	.17	164 pennies	1.67	
	Soft Leather	1	3	.17	.17	313 bits	.59	
	Studded Hard Leather	4	13	.67	.67	269 pennies	3.33	
	Studded Heavy Leather	3	10	.19	.19	185 pennies	2.33	
	Studded Soft Leather	1	4	.17	.17	683 bits	1.67	

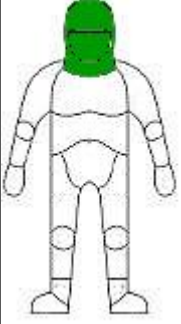
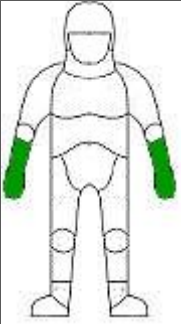
	BREASTPLATE							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	1.83	1.83	101 Farthings	5.11	
	Chainmail	4	12	1.46	1.46	72 farthings	3.66	
	Double Mail	6	19	4.39	2.19	129 farthings	7.32	
	Hardened Leather	3	9	1.1	1.1	435 pennies	2.56	
	Heavy Animal Hides	3	10	1.1	2.19	483 pennies	2.56	
	Heavy Cloth	1	3	.37	.37	54 pennies	.64	
	Heavy Leather	2	6	.73	.73	202 pennies	1.84	
	Padded Cloth	2	6	.73	.73	211 pennies	.92	
	Plate	6	18	2.19	2.19	102 farthings	7.32	
	Reinforced Banded Mail	5	15	1.83	3.66	129 farthings	5.11	Hardened
	Reinforced Chainmail	4	12	1.46	2.93	68 farthings	7.31	Hardened
	Reinforced Plate	6	18	2.19	4.39	15 pence	7.32	Hardened
	Ringed Hard Leather	4	13	2.92	1.46	78 farthings	3.66	
	Ringed Heavy Leather	3	10	2.2	1.1	483 pennies	2.56	
	Ringed Soft Leather	2	7	1.46	.73	353 pennies	1.84	
	Scaled Hard Leather	4	9	1.1	1.1	812 pennies	5.12	
	Scaled Soft Leather	2	3	.37	.37	36 farthings	3.67	
	Soft Leather	1	3	.37	.37	688 bits	1.29	
	Studded Hard Leather	4	13	1.46	1.46	59 farthings	7.31	
	Studded Heavy Leather	3	10	.73	.73	406 pennies	5.12	
	Studded Soft Leather	1	4	.37	.37	15 farthings	3.67	
	BYRNIE							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	3.24	3.24	18 pence	9.06	
	Chainmail	4	12	2.59	2.59	128 farthings	6.48	
	Double Mail	6	19	7.78	3.89	229 farthings	12.98	
	Hardened Leather	3	9	1.94	1.94	77 farthings	4.54	
	Heavy Animal Hides	3	10	1.94	3.89	856 pennies	4.54	
	Heavy Cloth	1	3	.65	.65	957 bits	1.14	
	Heavy Leather	2	6	1.3	1.3	358 pennies	3.25	
	Padded Cloth	2	6	1.3	1.3	373 pennies	1.63	
	Plate	6	18	3.89	3.89	181 farthings	12.98	
	Reinforced Banded Mail	5	15	3.24	6.48	228 farthings	9.06	Hardened
	Reinforced Chainmail	4	12	2.59	5.19	121 farthings	12.96	Hardened
	Reinforced Plate	6	18	3.89	7.78	265 farthings	12.98	Hardened
	Ringed Hard Leather	4	13	5.19	2.59	138 farthings	6.48	
	Ringed Heavy Leather	3	10	3.89	1.94	856 pennies	4.54	
	Ringed Soft Leather	2	7	2.59	1.3	626 pennies	3.25	
	Scaled Hard Leather	4	9	1.94	1.94	144 farthings	9.07	
	Scaled Soft Leather	2	3	.65	.65	638 pennies	6.51	
	Soft Leather	1	3	.65	.65	122 pennies	2.28	
	Studded Hard Leather	4	13	2.59	2.59	105 farthings	12.96	
	Studded Heavy Leather	3	10	1.3	1.3	719 pennies	9.07	
	Studded Soft Leather	1	4	.65	.65	266 pennies	6.51	

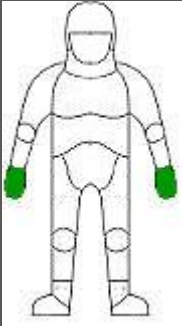
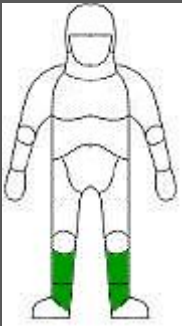
Chapter Five: Character Creation

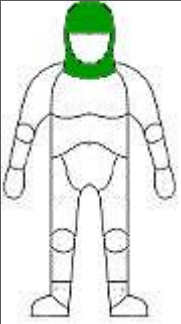
	CAP							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	.14	.14	771 bits	.39	
	Chainmail	4	12	.11	.11	547 bits	.28	
	Double Mail	6	19	.33	.17	982 bits	.56	
	Hardened Leather	3	9	.08	.08	33 pennies	.19	
	Heavy Animal Hides	3	10	.08	.17	367 bits	.19	
	Heavy Cloth	1	3	.03	.03	41 bits	.05	
	Heavy Leather	2	6	.06	.06	153 bits	.14	
	Padded Cloth	2	6	.06	.06	16 pennies	.07	
	Plate	6	18	.17	.17	775 bits	.56	
	Reinforced Banded Mail	5	15	.14	.28	976 bits	.39	Hardened
	Reinforced Chainmail	4	12	.11	.22	517 bits	.56	Hardened
	Reinforced Plate	6	18	.17	.33	114 pennies	.56	Hardened
	Ringed Hard Leather	4	13	.22	.11	592 bits	.28	
	Ringed Heavy Leather	3	10	.17	.08	367 bits	.19	
	Ringed Soft Leather	2	7	.11	.06	268 bits	.14	
	Scaled Hard Leather	4	9	.08	.08	617 bits	.39	
	Scaled Soft Leather	2	3	.03	.03	273 bits	.28	
	Soft Leather	1	3	.03	.03	52 bits	.1	
	Studded Hard Leather	4	13	.11	.11	448 bits	.56	
	Studded Heavy Leather	3	10	.06	.06	308 bits	.39	
	Studded Soft Leather	1	4	.03	.03	114 bits	.28	
	CHAUSSES							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	.81	.81	45 farthings	2.27	
	Chainmail	4	12	.65	.65	241 pennies	3.24	
	Double Mail	6	19	1.94	.97	573 pennies	3.24	
	Hardened Leather	3	9	.49	.49	193 pennies	1.13	
	Heavy Animal Hides	3	10	.49	.97	214 pennies	1.13	
	Heavy Cloth	1	3	.16	.16	239 bits	.29	
	Heavy Leather	2	6	.32	.32	894 bits	.81	
	Padded Cloth	2	6	.32	.32	933 bits	.41	
	Plate	6	18	.97	.97	452 pennies	3.24	
	Reinforced Banded Mail	5	15	.81	1.62	57 farthings	2.27	Hardened
	Reinforced Chainmail	4	12	.65	1.3	301 pennies	3.24	Hardened
	Reinforced Plate	6	18	.97	1.94	663 pennies	3.24	Hardened
	Ringed Hard Leather	4	13	1.3	.65	346 pennies	1.62	
	Ringed Heavy Leather	3	10	.97	.49	214 pennies	1.13	
	Ringed Soft Leather	2	7	.65	.32	157 pennies	.81	
	Scaled Hard Leather	4	9	.49	.49	36 farthings	2.27	
	Scaled Soft Leather	2	3	.16	.16	159 pennies	1.63	
	Soft Leather	1	3	.16	.16	305 bits	.57	
	Studded Hard Leather	4	13	.65	.65	261 pennies	3.24	
	Studded Heavy Leather	3	10	.32	.32	18 farthings	2.27	
	Studded Soft Leather	1	4	.16	.16	664 bits	1.63	

	COIF							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	.21	.21	116 pennies	.58	
	Chainmail	4	12	.63	.63	234 pennies	3.15	
	Double Mail	6	19	1.89	.94	556 pennies	3.15	
	Hardened Leather	3	9	.47	.47	187 pennies	1.1	
	Heavy Animal Hides	3	10	.47	.94	208 pennies	1.1	
	Heavy Cloth	1	3	.16	.16	232 bits	.28	
	Heavy Leather	2	6	.31	.31	869 bits	.79	
	Padded Cloth	2	6	.31	.31	115 pennies	.5	
	Plate	6	18	.94	.94	439 pennies	3.15	
	Reinforced Banded Mail	5	15	.79	1.57	553 pennies	2.2	Hardened
	Reinforced Chainmail	4	12	.63	1.26	293 pennies	3.15	Hardened
	Reinforced Plate	6	18	.94	1.89	644 pennies	3.18	Hardened
	Ringed Hard Leather	4	13	.63	1.26	336 pennies	1.57	
	Ringed Heavy Leather	3	10	.47	.94	208 pennies	1.1	
	Ringed Soft Leather	2	7	.63	.31	152 pennies	.79	
	Scaled Hard Leather	4	9	.47	.47	349 pennies	2.2	
	Scaled Soft Leather	2	3	.16	.16	155 pennies	1.58	
	Soft Leather	1	3	.16	.16	296 bits	.55	
	Studded Hard Leather	4	13	.63	.63	254 pennies	3.15	
	Studded Heavy Leather	3	10	.31	.31	175 pennies	2.2	
	Studded Soft Leather	1	4	.16	.16	645 bits	1.58	
	CORSELET							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	3.47	3.47	193 farthings	9.71	
	Chainmail	4	12	2.78	2.78	103 farthings	13.89	
	Double Mail	6	19	8.33	4.17	245 farthings	13.9	
	Hardened Leather	3	9	2.08	2.08	825 pennies	4.86	
	Heavy Animal Hides	3	10	2.08	4.17	917 pennies	4.86	
	Heavy Cloth	1	3	.69	.69	103 pennies	1.22	
	Heavy Leather	2	6	1.39	1.39	383 pennies	3.47	
	Padded Cloth	2	6	1.39	1.39	4 pence	1.74	
	Plate	6	18	4.17	4.17	194 farthings	13.89	
	Reinforced Banded Mail	5	15	3.47	6.94	244 farthings	9.71	Hardened
	Reinforced Chainmail	4	12	2.78	5.56	129 farthings	13.89	Hardened
	Reinforced Plate	6	18	4.17	8.33	284 farthings	13.9	Hardened
	Ringed Hard Leather	4	13	5.56	2.78	148 farthings	6.94	
	Ringed Heavy Leather	3	10	4.17	2.08	917 pennies	4.86	
	Ringed Soft Leather	2	7	2.78	1.39	671 pennies	3.49	
	Scaled Hard Leather	4	9	2.08	2.08	154 farthings	9.72	
	Scaled Soft Leather	2	3	.69	.69	683 pennies	6.97	
	Soft Leather	1	3	.69	.69	131 pennies	2.44	
	Studded Hard Leather	4	13	2.78	2.78	112 farthings	13.89	
	Studded Heavy Leather	3	10	1.39	1.39	771 pennies	9.72	
	Studded Soft Leather	1	4	.69	.69	285 pennies	6.97	

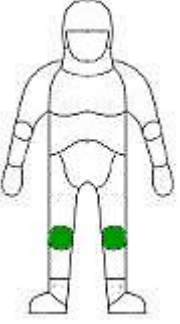
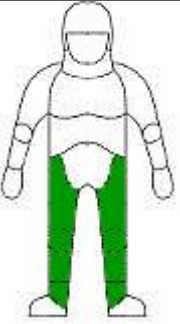
	CUIRASS							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	2.89	2.89	161 farthings	8.09	
	Chainmail	4	12	2.31	2.31	861 pennies	11.57	
	Double Mail	6	19	6.94	3.47	205 farthings	11.59	
	Hardened Leather	3	9	1.6	1.6	633 pennies	3.73	
	Heavy Animal Hides	3	10	1.74	3.47	764 pennies	4.05	
	Heavy Cloth	1	3	.58	.58	855 bits	1.02	
	Heavy Leather	2	6	1.16	1.16	319 pennies	2.89	
	Padded Cloth	2	6	1.16	1.16	333 pennies	1.45	
	Plate	6	18	3.47	3.47	162 farthings	11.57	
	Reinforced Banded Mail	5	15	2.89	5.79	203 farthings	8.09	Hardened
	Reinforced Chainmail	4	12	2.31	4.63	108 farthings	11.57	Hardened
	Reinforced Plate	6	18	3.47	6.94	237 farthings	11.59	Hardened
	Ringed Hard Leather	4	13	4.63	2.31	123 farthings	5.79	
	Ringed Heavy Leather	3	10	3.47	1.74	764 pennies	4.05	
	Ringed Soft Leather	2	7	2.31	1.16	559 pennies	2.91	
	Scaled Hard Leather	4	9	1.6	1.6	129 farthings	8.1	
	Scaled Soft Leather	2	3	.58	.58	569 pennies	5.81	
	Soft Leather	1	3	.58	.58	109 pennies	2.04	
	Studded Hard Leather	4	13	2.31	2.31	933 pennies	11.57	
	Studded Heavy Leather	3	10	1.16	1.16	642 pennies	8.1	
	Studded Soft Leather	1	4	.58	.58	237 pennies	5.81	
	DEMIGREAVES							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	.14	.14	771 bits	.39	
	Chainmail	4	12	.11	.11	413 bits	.56	
	Double Mail	6	19	.33	.17	982 bits	.56	
	Hardened Leather	3	9	.08	.08	33 pennies	.19	
	Heavy Animal Hides	3	10	.08	.17	367 bits	.19	
	Heavy Cloth	1	3	.03	.03	41 bits	.05	
	Heavy Leather	2	6	.06	.06	153 bits	.14	
	Padded Cloth	2	6	.06	.06	16 pennies	.07	
	Plate	6	18	.17	.17	775 bits	.56	
	Reinforced Banded Mail	5	15	.14	.28	976 bits	.39	Hardened
	Reinforced Chainmail	4	12	.11	.22	517 bits	.56	Hardened
	Reinforced Plate	6	18	.17	.33	114 pennies	.56	Hardened
	Ringed Hard Leather	4	13	.22	.11	592 bits	.28	
	Ringed Heavy Leather	3	10	.17	.08	367 bits	.19	
	Ringed Soft Leather	2	7	.11	.06	268 bits	.14	
	Scaled Hard Leather	4	9	.08	.08	617 bits	.39	
	Scaled Soft Leather	2	3	.03	.03	273 bits	.28	
	Soft Leather	1	3	.03	.03	52 bits	.1	
	Studded Hard Leather	4	13	.11	.11	448 bits	.56	
	Studded Heavy Leather	3	10	.06	.06	308 bits	.39	
	Studded Soft Leather	1	4	.03	.03	114 bits	.28	

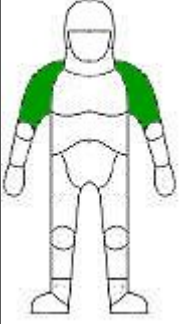
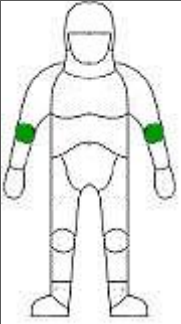
	FULL HELM							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	.23	.23	129 pennies	.65	
	Chainmail	4	12	.19	.19	689 bits	.93	
	Double Mail	6	19	.56	.28	164 pennies	.93	
	Hardened Leather	3	9	.14	.14	55 pennies	.32	
	Heavy Animal Hides	3	10	.14	.28	611 bits	.32	
	Heavy Cloth	1	3	.05	.05	68 bits	.08	
	Heavy Leather	2	6	.09	.09	256 bits	.23	
	Padded Cloth	2	6	.09	.09	267 bits	.12	
	Plate	6	18	.28	.28	129 pennies	.93	
	Reinforced Banded Mail	5	15	.23	.46	163 pennies	.65	Hardened
	Reinforced Chainmail	4	12	.19	.37	861 bits	.93	Hardened
	Reinforced Plate	6	18	.28	.56	189 pennies	.93	Hardened
	Ringed Hard Leather	4	13	.37	.19	987 bits	.46	
	Ringed Heavy Leather	3	10	.28	.14	611 bits	.32	
	Ringed Soft Leather	2	7	.19	.09	447 bits	.23	
	Scaled Hard Leather	4	9	.14	.14	103 pennies	.65	
	Scaled Soft Leather	2	3	.05	.05	456 bits	.46	
	Soft Leather	1	3	.05	.05	87 bits	.16	
	Studded Hard Leather	4	13	.19	.19	746 bits	.93	
	Studded Heavy Leather	3	10	.09	.09	514 bits	.65	
	Studded Soft Leather	1	4	.05	.05	19 pennies	.46	
	GAUNTLETS							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	.58	.58	321 pennies	1.62	
	Chainmail	4	12	.46	.46	172 pennies	2.31	
	Double Mail	6	19	1.39	.69	409 pennies	2.32	
	Hardened Leather	3	9	.35	.35	138 pennies	.81	
	Heavy Animal Hides	3	10	.35	.69	153 pennies	.81	
	Heavy Cloth	1	3	.12	.12	171 bits	.20	
	Heavy Leather	2	6	.23	.23	639 bits	.58	
	Padded Cloth	2	6	.23	.23	667 bits	.29	
	Plate	6	18	.69	.69	323 pennies	2.32	
	Reinforced Banded Mail	5	15	.58	1.16	407 pennies	1.62	Hardened
	Reinforced Chainmail	4	12	.46	.93	215 pennies	2.31	Hardened
	Reinforced Plate	6	18	.69	1.39	474 pennies	2.32	Hardened
	Ringed Hard Leather	4	13	.93	.46	247 pennies	1.16	
	Ringed Heavy Leather	3	10	.69	.35	153 pennies	.81	
	Ringed Soft Leather	2	7	.46	.23	112 pennies	.58	
	Scaled Hard Leather	4	9	.35	.35	257 pennies	1.62	
	Scaled Soft Leather	2	3	.12	.12	114 pennies	1.16	
	Soft Leather	1	3	.12	.12	218 bits	.41	
	Studded Hard Leather	4	13	.46	.46	187 pennies	2.31	
	Studded Heavy Leather	3	10	.35	.35	129 pennies	1.62	
	Studded Soft Leather	1	4	.12	.12	475 bits	1.16	

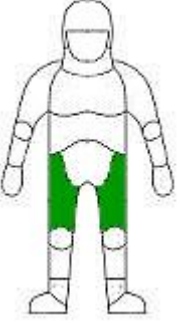
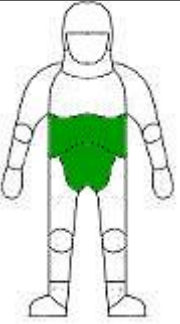
	GLOVES							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	.23	.23	129 pennies	.65	
	Chainmail	4	12	.19	.19	689 bits	.93	
	Double Mail	6	19	.56	.28	164 pennies	.93	
	Hardened Leather	3	9	.14	.14	55 pennies	.32	
	Heavy Animal Hides	3	10	.14	.28	611 bits	.32	
	Heavy Cloth	1	3	.05	.05	68 bits	.08	
	Heavy Leather	2	6	.09	.09	256 bits	.23	
	Padded Cloth	2	6	.09	.09	267 bits	.12	
	Plate	6	18	.28	.28	129 pennies	.93	
	Reinforced Banded Mail	5	15	.23	.46	163 pennies	.65	Hardened
	Reinforced Chainmail	4	12	.19	.37	861 bits	.93	Hardened
	Reinforced Plate	6	18	.28	.56	189 pennies	.93	Hardened
	Ringed Hard Leather	4	13	.37	.19	987 bits	.46	
	Ringed Heavy Leather	3	10	.28	.14	611 bits	.32	
	Ringed Soft Leather	2	7	.19	.09	447 bits	.23	
	Scaled Hard Leather	4	9	.14	.14	103 pennies	.65	
	Scaled Soft Leather	2	3	.05	.05	456 bits	.46	
	Soft Leather	1	3	.05	.05	87 bits	.16	
	Studded Hard Leather	4	13	.19	.19	746 bits	.93	
	Studded Heavy Leather	3	10	.09	.09	514 bits	.65	
	Studded Soft Leather	1	4	.05	.05	19 pennies	.46	
	GREAVES							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	.21	.21	116 pennies	.58	
	Chainmail	4	12	.17	.17	62 pennies	.83	
	Double Mail	6	19	.5	.25	147 pennies	.83	
	Hardened Leather	3	9	.12	.12	495 bits	.29	
	Heavy Animal Hides	3	10	.12	.25	55 pennies	.29	
	Heavy Cloth	1	3	.04	.04	62 bits	.07	
	Heavy Leather	2	6	.08	.08	23 pennies	.21	
	Padded Cloth	2	6	.08	.08	24 pennies	.1	
	Plate	6	18	.25	.25	116 pennies	.83	
	Reinforced Banded Mail	5	15	.21	.42	147 pennies	.58	Hardened
	Reinforced Chainmail	4	12	.17	.33	775 bits	.83	Hardened
	Reinforced Plate	6	18	.25	.5	171 pennies	.83	Hardened
	Ringed Hard Leather	4	13	1.26	.63	336 pennies	1.57	
	Ringed Heavy Leather	3	10	.25	.12	55 pennies	.29	
	Ringed Soft Leather	2	7	.17	.08	402 bits	.21	
	Scaled Hard Leather	4	9	.12	.12	925 bits	.58	
	Scaled Soft Leather	2	3	.04	.04	41 pennies	.42	
	Soft Leather	1	3	.04	.04	78 bits	.15	
	Studded Hard Leather	4	13	.17	.17	672 pennies	.83	
	Studded Heavy Leather	3	10	.08	.08	462 pennies	.58	
	Studded Soft Leather	1	4	.04	.04	171 pennies	.42	

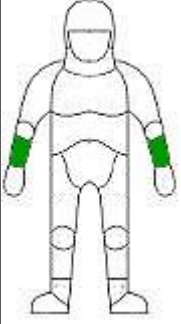
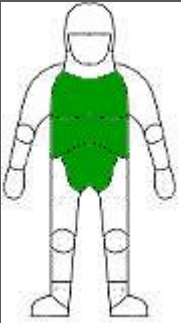
	HAUBERK							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	4.07	4.07	226 farthings	11.39	
	Chainmail	4	12	3.26	3.26	121 farthings	16.3	
	Double Mail	6	19	9.78	4.89	288 farthings	16.31	
	Hardened Leather	3	9	2.44	2.44	968 pennies	5.7	
	Heavy Animal Hides	3	10	2.44	4.89	108 farthings	5.7	
	Heavy Cloth	1	3	.81	.81	12 farthings	1.43	
	Heavy Leather	2	6	1.63	1.63	45 farthings	4.09	
	Padded Cloth	2	6	1.63	1.63	469 pennies	2.05	
	Plate	6	18	4.89	4.89	227 farthings	16.3	
	Reinforced Banded Mail	5	15	4.07	8.15	286 farthings	11.39	Hardened
	Reinforced Chainmail	4	12	3.26	6.52	152 farthings	16.3	Hardened
	Reinforced Plate	6	18	4.89	9.78	333 farthings	16.31	Hardened
	Ringed Hard Leather	4	13	6.52	3.26	174 farthings	8.15	
	Ringed Heavy Leather	3	10	4.89	2.44	108 farthings	5.7	
	Ringed Soft Leather	2	7	3.26	1.63	787 pennies	4.09	
	Scaled Hard Leather	4	9	2.44	2.44	181 farthings	11.41	
	Scaled Soft Leather	2	3	.81	.81	802 pennies	8.18	
	Soft Leather	1	3	.81	.81	153 pennies	2.87	
	Studded Hard Leather	4	13	3.26	3.26	131 farthings	16.3	
	Studded Heavy Leather	3	10	1.63	1.63	904 pennies	11.41	
	Studded Soft Leather	1	4	.81	.81	334 pennies	8.18	
	HELM							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	.21	.21	116 pennies	.58	
	Chainmail	4	12	.17	.17	62 pennies	.83	
	Double Mail	6	19	.5	.25	147 pennies	.83	
	Hardened Leather	3	9	.12	.12	495 bits	.29	
	Heavy Animal Hides	3	10	.12	.25	55 pennies	.29	
	Heavy Cloth	1	3	.04	.04	62 bits	.07	
	Heavy Leather	2	6	.08	.08	23 pennies	.21	
	Padded Cloth	2	6	.08	.08	24 pennies	.1	
	Plate	6	18	.25	.25	116 pennies	.83	
	Reinforced Banded Mail	5	15	.21	.42	147 pennies	.58	Hardened
	Reinforced Chainmail	4	12	.17	.33	775 bits	.83	Hardened
	Reinforced Plate	6	18	.25	.5	171 pennies	.83	Hardened
	Ringed Hard Leather	4	13	.33	.17	888 bits	.42	
	Ringed Heavy Leather	3	10	.25	.12	55 pennies	.29	
	Ringed Soft Leather	2	7	.17	.08	402 bits	.21	
	Scaled Hard Leather	4	9	.12	.12	925 bits	.58	
	Scaled Soft Leather	2	3	.04	.04	41 pennies	.42	
	Soft Leather	1	3	.04	.04	78 bits	.15	
	Studded Hard Leather	4	13	.17	.17	672 bits	.83	
	Studded Heavy Leather	3	10	.08	.08	462 bits	.58	
	Studded Soft Leather	1	4	.04	.04	171 bits	.42	

Chapter Five: Character Creation

	KNEECOPS							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	.23	.23	129 pennies	.65	
	Chainmail	4	12	.19	.19	689 bits	.93	
	Double Mail	6	19	.56	.28	164 pennies	.93	
	Hardened Leather	3	9	.14	.14	55 pennies	.32	
	Heavy Animal Hides	3	10	.14	.28	611 bits	.32	
	Heavy Cloth	1	3	.05	.05	68 bits	.08	
	Heavy Leather	2	6	.09	.09	256 bits	.23	
	Padded Cloth	2	6	.09	.09	267 bits	.12	
	Plate	6	18	.28	.28	129 pennies	.93	
	Reinforced Banded Mail	5	15	.23	.46	163 pennies	.65	Hardened
	Reinforced Chainmail	4	12	.19	.37	861 bits	.93	Hardened
	Reinforced Plate	6	18	.28	.56	189 pennies	.93	Hardened
	Ringed Hard Leather	4	13	.37	.19	987 bits	.46	
	Ringed Heavy Leather	3	10	.28	.14	611 bits	.32	
	Ringed Soft Leather	2	7	.19	.09	447 bits	.23	
	Scaled Hard Leather	4	9	.14	.14	103 pennies	.65	
	Scaled Soft Leather	2	3	.05	.05	456 bits	.46	
	Soft Leather	1	3	.05	.05	87 bits	.16	
	Studded Hard Leather	4	13	.19	.19	746 bits	.93	
	Studded Heavy Leather	3	10	.09	.09	514 bits	.65	
	Studded Soft Leather	1	4	.05	.05	19 pennies	.46	
	LEGGINGS							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	.79	.79	437 pennies	2.2	
	Chainmail	4	12	.63	.63	31 farthings	1.57	
	Double Mail	6	19	1.89	.94	556 pennies	3.15	
	Hardened Leather	3	9	.47	.47	187 pennies	1.1	
	Heavy Animal Hides	3	10	.47	.94	208 pennies	1.1	
	Heavy Cloth	1	3	.16	.16	232 bits	.28	
	Heavy Leather	2	6	.31	.31	869 bits	.79	
	Padded Cloth	2	6	.31	.31	907 bits	.4	
	Plate	6	18	.94	.94	439 pennies	3.15	
	Reinforced Banded Mail	5	15	.79	1.57	553 pennies	2.2	Hardened
	Reinforced Chainmail	4	12	.63	1.26	293 pennies	3.15	Hardened
	Reinforced Plate	6	18	.94	1.89	644 pennies	3.15	Hardened
	Ringed Hard Leather	4	13	1.26	.63	336 pennies	1.57	
	Ringed Heavy Leather	3	10	.94	.47	208 pennies	1.1	
	Ringed Soft Leather	2	7	.63	.31	152 pennies	.79	
	Scaled Hard Leather	4	9	.47	.47	349 pennies	2.2	
	Scaled Soft Leather	2	3	.16	.16	155 pennies	1.58	
	Soft Leather	1	3	.16	.16	296 bits	.55	
	Studded Hard Leather	4	13	.63	.63	254 pennies	3.15	
	Studded Heavy Leather	3	10	.31	.31	175 pennies	2.2	
	Studded Soft Leather	1	4	.16	.16	645 bits	1.58	

	PAULDRONS							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	.58	.58	321 pennies	1.62	
	Chainmail	4	12	.46	.46	172 pennies	2.31	
	Double Mail	6	19	1.39	.69	409 pennies	2.32	
	Hardened Leather	3	9	.35	.35	138 pennies	.81	
	Heavy Animal Hides	3	10	.35	.69	153 pennies	.81	
	Heavy Cloth	1	3	.12	.12	171 bits	.20	
	Heavy Leather	2	6	.23	.23	639 bits	.58	
	Padded Cloth	2	6	.23	.23	667 bits	.29	
	Plate	6	18	.69	.69	323 pennies	2.32	
	Reinforced Banded Mail	5	15	.58	1.16	407 pennies	1.62	Hardened
	Reinforced Chainmail	4	12	.46	.93	215 pennies	2.31	Hardened
	Reinforced Plate	6	18	.69	1.39	474 pennies	2.32	Hardened
	Ringed Hard Leather	4	13	.93	.46	247 pennies	1.16	
	Ringed Heavy Leather	3	10	.69	.35	153 pennies	.81	
	Ringed Soft Leather	2	7	.46	.23	112 pennies	.58	
	Scaled Hard Leather	4	9	.35	.35	257 pennies	1.62	
	Scaled Soft Leather	2	3	.12	.12	114 pennies	1.16	
	Soft Leather	1	3	.12	.12	218 bits	.41	
	Studded Hard Leather	4	13	.46	.46	187 pennies	2.31	
	Studded Heavy Leather	3	10	.23	.23	129 pennies	1.62	
	Studded Soft Leather	1	4	.12	.12	475 bits	1.16	
	REREBRACES							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	.49	.49	27 farthings	1.36	
	Chainmail	4	12	.39	.39	145 pennies	1.94	
	Double Mail	6	19	1.17	.58	344 pennies	1.95	
	Hardened Leather	3	9	.29	.29	116 pennies	.68	
	Heavy Animal Hides	3	10	.29	.58	128 pennies	.68	
	Heavy Cloth	1	3	.10	.10	144 bits	.17	
	Heavy Leather	2	6	.19	.19	537 bits	.49	
	Padded Cloth	2	6	.19	.19	56 pennies	.24	
	Plate	6	18	.58	.58	271 pennies	1.95	
	Reinforced Banded Mail	5	15	.49	.97	342 pennies	1.36	Hardened
	Reinforced Chainmail	4	12	.39	.78	181 pennies	1.94	Hardened
	Reinforced Plate	6	18	.58	1.17	398 pennies	1.95	Hardened
	Ringed Hard Leather	4	13	.78	.39	207 pennies	.97	
	Ringed Heavy Leather	3	10	.58	.29	128 pennies	.68	
	Ringed Soft Leather	2	7	.39	.19	939 bits	.49	
	Scaled Hard Leather	4	9	.29	.29	22 pennies	1.36	
	Scaled Soft Leather	2	3	.1	.1	957 bits	.98	
	Soft Leather	1	3	.1	.1	183 bits	.34	
	Studded Hard Leather	4	13	.39	.39	157 pennies	1.94	
	Studded Heavy Leather	3	10	.19	.19	108 pennies	1.36	
	Studded Soft Leather	1	4	.1	.1	399 bits	.98	

	SKIRT							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	.35	.35	193 pennies	.97	
	Chainmail	4	12	.28	.28	103 pennies	1.39	
	Double Mail	6	19	.83	.42	245 pennies	1.39	
	Hardened Leather	3	9	.21	.21	825 bits	.49	
	Heavy Animal Hides	3	10	.21	.42	917 bits	.49	
	Heavy Cloth	1	3	.07	.07	103 bits	.12	
	Heavy Leather	2	6	.14	.14	383 bits	.35	
	Padded Cloth	2	6	.14	.14	4 farthings	.17	
	Plate	6	18	.42	.42	194 pennies	1.39	
	Reinforced Banded Mail	5	15	.35	.69	244 pennies	.97	Hardened
	Reinforced Chainmail	4	12	.28	.56	129 pennies	1.39	Hardened
	Reinforced Plate	6	18	.42	.83	284 pennies	1.39	Hardened
	Ringed Hard Leather	4	13	.56	.28	148 pennies	.69	
	Ringed Heavy Leather	3	10	.42	.21	917 bits	.49	
	Ringed Soft Leather	2	7	.28	.14	671 bits	.35	
	Scaled Hard Leather	4	9	.21	.21	154 pennies	.97	
	Scaled Soft Leather	2	3	.07	.07	683 bits	.7	
	Soft Leather	1	3	.07	.07	131 bits	.24	
	Studded Hard Leather	4	13	.28	.28	112 pennies	1.39	
	Studded Heavy Leather	3	10	.14	.14	771 bits	.97	
	Studded Soft Leather	1	4	.21	.21	285 bits	.97	
	SKIRTPATE							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	1.06	1.06	591 pennies	2.98	
	Chainmail	4	12	.85	.85	317 pennies	4.26	
	Double Mail	6	19	2.56	1.28	753 pennies	4.26	
	Hardened Leather	3	9	.64	.64	253 pennies	1.49	
	Heavy Animal Hides	3	10	.64	1.28	281 pennies	1.49	
	Heavy Cloth	1	3	.21	.21	315 bits	.37	
	Heavy Leather	2	6	.43	.43	118 pennies	1.06	
	Padded Cloth	2	6	.43	.43	123 pennies	.53	
	Plate	6	18	1.28	1.28	594 pennies	4.26	
	Reinforced Banded Mail	5	15	1.06	2.13	749 pennies	2.98	Hardened
	Reinforced Chainmail	4	12	.85	1.7	396 pennies	4.26	Hardened
	Reinforced Plate	6	18	1.28	2.56	871 pennies	4.26	Hardened
	Ringed Hard Leather	4	13	1.7	.85	454 pennies	2.13	
	Ringed Heavy Leather	3	10	1.28	.64	281 pennies	1.49	
	Ringed Soft Leather	2	7	.85	.43	206 pennies	1.07	
	Scaled Hard Leather	4	9	.64	.64	473 pennies	2.98	
	Scaled Soft Leather	2	3	.21	.21	21 farthings	2.14	
	Soft Leather	1	3	.21	.21	4 farthings	.75	
	Studded Hard Leather	4	13	.85	.85	343 pennies	4.26	
	Studded Heavy Leather	3	10	.43	.43	236 pennies	2.98	
	Studded Soft Leather	1	4	.21	.21	873 bits	2.14	

	VAMBRACES							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	.35	.35	193 pennies	.97	
	Chainmail	4	12	.28	.28	103 pennies	1.39	
	Double Mail	6	19	.83	.42	245 pennies	1.39	
	Hardened Leather	3	9	.21	.21	825 bits	.49	
	Heavy Animal Hides	3	10	.21	.42	917 bits	.49	
	Heavy Cloth	1	3	.07	.07	103 bits	.12	
	Heavy Leather	2	6	.14	.14	383 bits	.35	
	Padded Cloth	2	6	.14	.14	4 farthings	.17	
	Plate	6	18	.42	.42	194 pennies	1.39	
	Reinforced Banded Mail	5	15	.35	.69	244 pennies	.97	Hardened
	Reinforced Chainmail	4	12	.28	.56	129 pennies	1.39	Hardened
	Reinforced Plate	6	18	.42	.83	284 pennies	1.39	Hardened
	Ringed Hard Leather	4	13	.56	.28	148 pennies	.69	
	Ringed Heavy Leather	3	10	.42	.21	917 bits	.49	
	Ringed Soft Leather	2	7	.28	.14	671 bits	.35	
	Scaled Hard Leather	4	9	.21	.21	154 pennies	.97	
	Scaled Soft Leather	2	3	.07	.07	683 bits	.7	
	Soft Leather	1	3	.07	.07	131 bits	.24	
	Studded Hard Leather	4	13	.28	.28	112 pennies	1.39	
	Studded Heavy Leather	3	10	.14	.14	771 bits	.97	
	Studded Soft Leather	1	4	.07	.07	285 bits	.7	
	VEST							
	Type	DEF	Body	AF (Man)	AF (End)	Cost	Weight	Notes
	Banded Mail	5	15	2.31	2.31	129 farthings	6.47	
	Chainmail	4	12	1.85	1.85	689 pennies	9.26	
	Double Mail	6	19	5.56	2.78	164 farthings	9.27	
	Hardened Leather	3	9	1.39	1.39	55 farthings	3.24	
	Heavy Animal Hides	3	10	1.39	2.78	611 pennies	3.24	
	Heavy Cloth	1	3	.46	.46	684 bits	.81	
	Heavy Leather	2	6	.93	.93	256 pennies	2.31	
	Padded Cloth	2	6	.93	.93	267 pennies	1.16	
	Plate	6	18	2.78	2.78	129 farthings	9.26	
	Reinforced Banded Mail	5	15	2.31	4.63	163 farthings	6.47	Hardened
	Reinforced Chainmail	4	12	1.85	3.7	861 pennies	9.26	Hardened
	Reinforced Plate	6	18	2.78	5.56	189 farthings	9.27	Hardened
	Ringed Hard Leather	4	13	3.7	1.85	987 pennies	4.63	
	Ringed Heavy Leather	3	10	2.78	1.39	611 pennies	3.24	
	Ringed Soft Leather	2	7	1.85	.93	447 pennies	2.32	
	Scaled Hard Leather	4	9	1.39	1.39	103 farthings	6.48	
	Scaled Soft Leather	2	3	.46	.46	456 pennies	4.65	
	Soft Leather	1	3	.46	.46	87 pennies	1.63	
	Studded Hard Leather	4	13	1.85	1.85	746 pennies	9.26	
	Studded Heavy Leather	3	10	1.39	1.39	514 pennies	6.48	
	Studded Soft Leather	1	4	.46	.46	19 farthings	4.65	

Shields

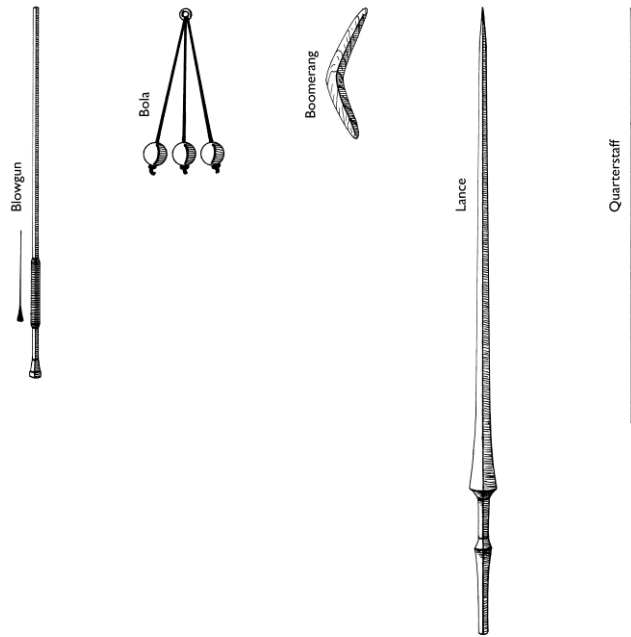
Shields add a second layer of defense, one that is proactive and allows the bearer to deflect the enemy's attacks rather than absorbing them through armor or risking the destruction of their weapon. Shields are explained in further detail on pages 198 - 199 in Fantasy Hero.

Wooden Shields	DCV	Damage	STR Min	Body	Defense	Weight	Cost
Small	+1	+1d6N	5	3	3	2	6 Farthings
Medium	+2	+2d6N	10	4	3	4	21 Farthings
Large	+3	+3d6N	15	6	3	6	405 Pennies
Metal Shields	DCV	Damage	STR Min	Body	Defense	Weight	Cost
Small	+1	+1d6N	6	3	5	3	9 Farthings
Medium	+2	+2d6N	13	4	5	5	315 Pennies
Large	+3	+3d6N	18	6	5	7	608 Pennies



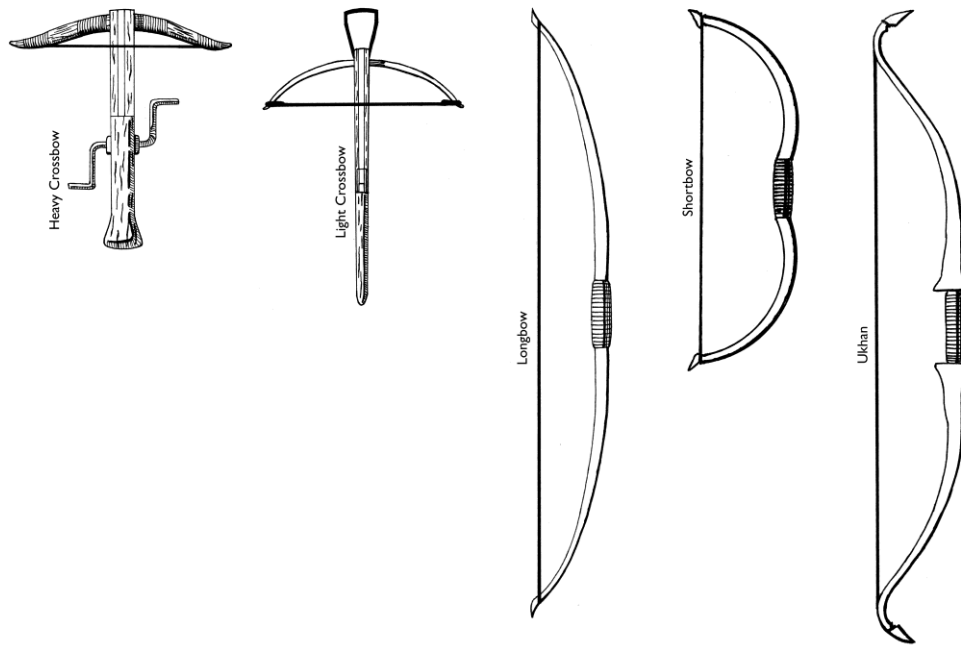
Weapons

Weapons are the tools of the trade for many characters in Kamarathin and the world has seen the design and use of an astonishing variety. The ones listed here are those most commonly found among the cultures of the Kingdom of Tursh and, unless otherwise specified, are of Tursh design. For more on fantasy weapons please refer to pages 164 – 189 in Fantasy Hero.



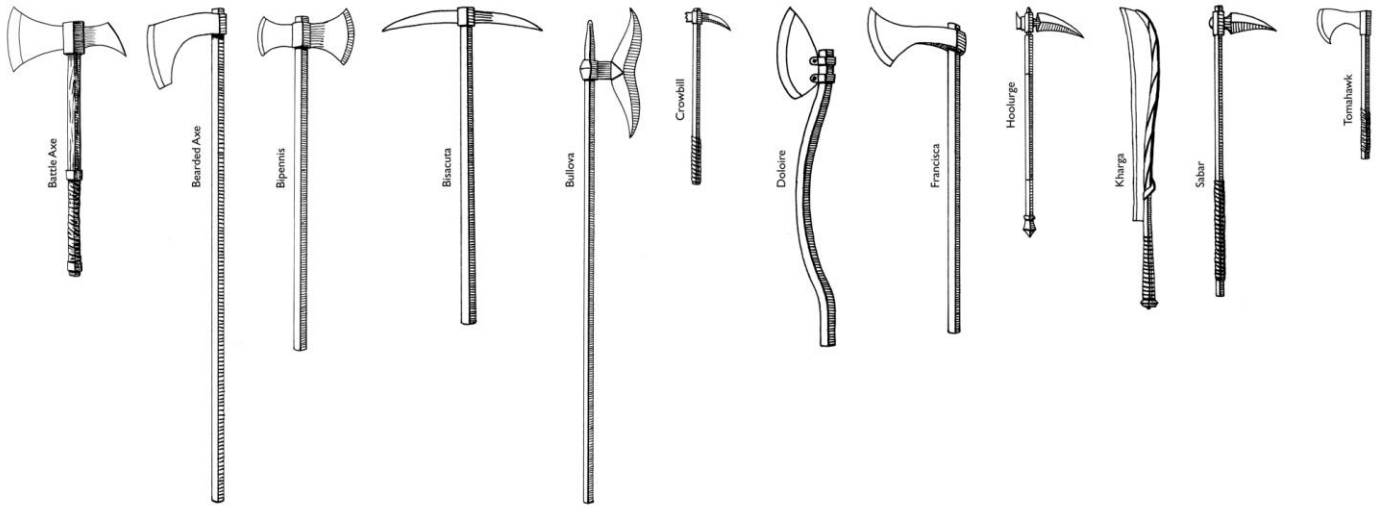
Lances	Damage	StunX	STR Min	REA Mod	Weight	Cost	Notes
Lance	1.5d6	0	13	0	6	117 Farthings	Armor Piercing, Reach (2), Only While Mounted
Miscellaneous	Damage	StunX	STR Min	REA Mod	Weight	Cost	Notes
Blowgun	1 pip	-1	2	0	0.1	7 Pennies	2 Hands, Concentration, Bezzi Design
Bola	Entangle	0	6	0	0.5	333 Pennies	3d6, 2 DEF, Can Be Thrown, Can be Missile Deflected, Cannot Form Barriers, Extra Time: Delayed Phase, Kvonite Design
Boomerang	2d6N	0	4	0	0.5	45 Pennies	Bezzi Design
Staves	Damage	StunX	STR Min	REA Mod	Weight	Cost	Notes
Quarterstaff	4d6N	0	8	0	1.5	37 Farthings	2 Hands, Reach(1)

Chapter Five: Character Creation



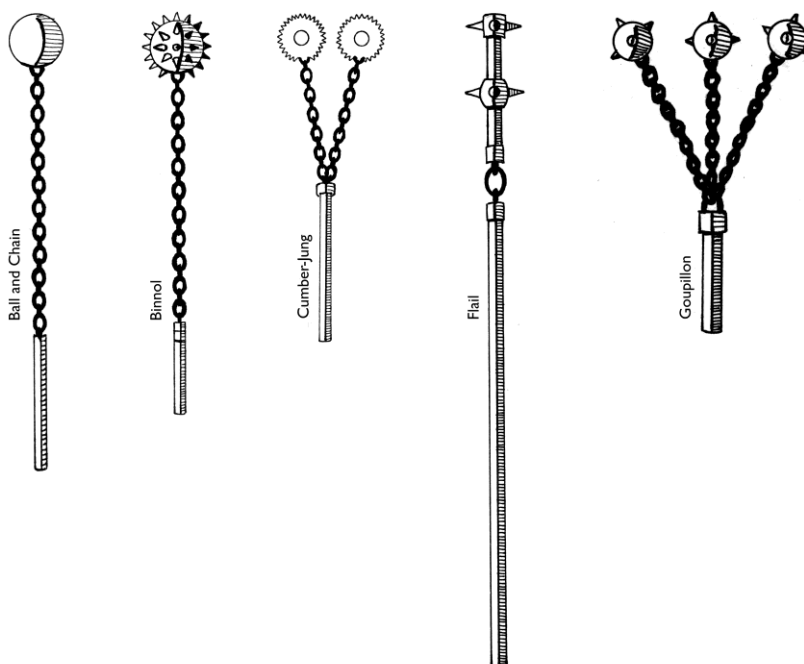
Crossbows	Damage	StunX	STR Min	REA Mod	Weight	Cost	Notes
Light	1d6+1	0	12	0	1.6	231 Pennies	2 Hands, Concentration, +1 vs. Range Modifiers, Extra Time
Heavy	1.5d6	0	14	0	6.4	32 Farthings	2 Hands, Concentration, +1 vs. Range Modifiers, Extra Time
Long Bows	Damage	StunX	STR Min	REA Mod	Weight	Cost	Notes
Light	1d6+1	0	10	0	1.1	264 Pennies	2 Hands, Concentration, +1 vs. Range Modifiers, No Mounted
Medium	1.5d6	0	12	0	1.2	36 Farthings	2 Hands, Concentration, +1 vs. Range Modifiers, No Mounted
Heavy	2d6	0	15	0	1.3	48 Farthings	2 Hands, Concentration, +1 vs. Range Modifiers, No Mounted
Very Heavy	2d6+1	0	18	0	1.4	605 Pennies	2 Hands, Concentration, +1 vs. Range Modifiers, No Mounted
Ukhan	2d6+1	+1	18	0	1.4	938 Pennies	2 Hands, Concentration, +2 vs. Range Modifiers, No Mounted, Simeret Design
Short Bows	Damage	StunX	STR Min	REA Mod	Weight	Cost	Notes
Very Light	1d6-1	0	5	0	0.9	76 Pennies	2 Hands, Concentration
Light	1d6	0	8	0	1.0	11 Farthings	2 Hands, Concentration
Medium	1d6+1	0	9	0	1.0	21 Farthings	2 Hands, Concentration
Heavy	1.5d6	0	10	0	1.1	333 Pennies	2 Hands, Concentration
Very Heavy	2d6	0	13	0	1.2	45 Farthings	2 Hands, Concentration

Kamarathin

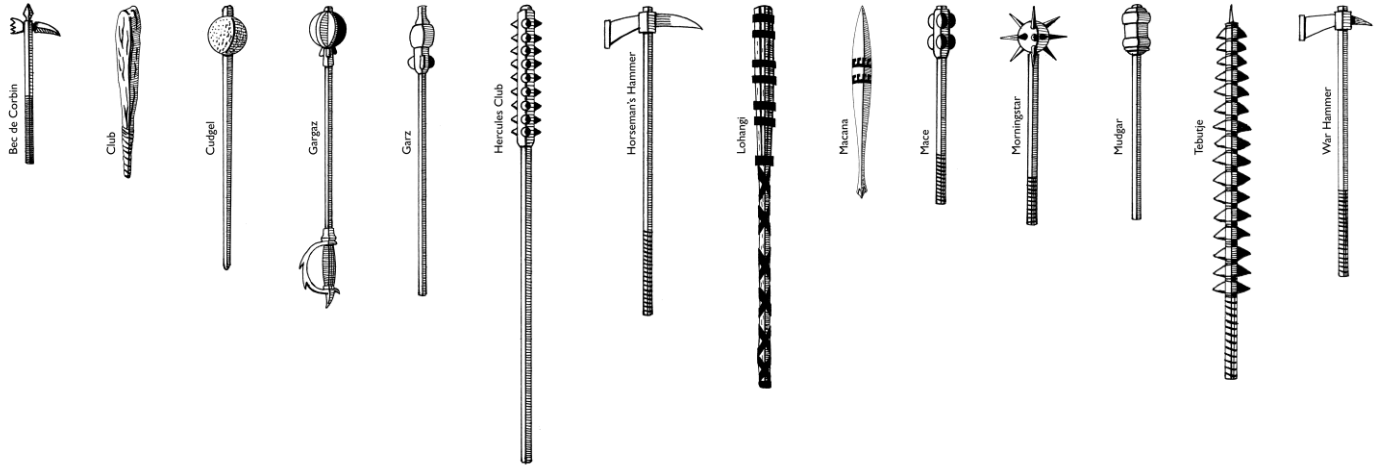


Axes & Picks	Damage	StunX	STR Min	REA Mod	Weight	Cost	Notes
Battle Axe	1.5d6	0	12	-1	2.1	705 Pennies	Can Be Thrown, 1.5 Hands, Treat 1's rolled for damage as 2's
Bearded Axe	1.5d6	0	12	-1	2.3	918 Pennies	Can Be Thrown, 2 Hands, Treat 1's rolled for damage as 2's, Reach (1), Vaerdi Design
Bipennis	2d6	0	12	-1	2.8	99 Farthings	Can Be Thrown, 1.5 Hands, Treat 1's rolled for damage as 2's
Bisacuta	2d6	0	16	-2	2.6	9 Pence	2 Hands, Armor Piercing
Bullova	1.5d6	0	12	-1	2.6	705 Pennies	Can Be Thrown, 2 Hands, Treat 1's rolled for damage as 2's, Matharian Design
Crowbill	1.5d6	0	10	0	1.5	185 Farthings	Can Be Thrown, Penetrating vs. Chainmail
Doloire	1.5d6	0	10	0	2.1	846 Pennies	Can Be Thrown, 1.5 Hands, Treat 1's rolled for damage as 2's
Francisca	1d6+1	0	8	0	1.4	697 Pennies	Can Be Thrown, Treat 1's rolled for damage as 2's, +1 vs. Throwing Penalties, Vaerdi Design
Hoolurge	1d6+1	0	10	-1	1.8	102 Farthings	Can Be Thrown, Penetrating vs. Chainmail, Matharian Design
Kharga	1d6+1	0	12	-1	1.8	396 Pennies	Treat 1's rolled for damage as 2's, Matharian Design
Sabar	1.5d6	0	12	-1	1.8	154 Farthings	Can Be Thrown, 2 Hands, Penetrating vs. Chainmail, Matharian Design
Tomahawk	1d6+1	0	6	0	1.5	836 Pennies	Can Be Thrown, Treat 1's rolled for damage as 2's, +2 vs. Throwing Penalties, Kvonite Design

Chapter Five: Character Creation

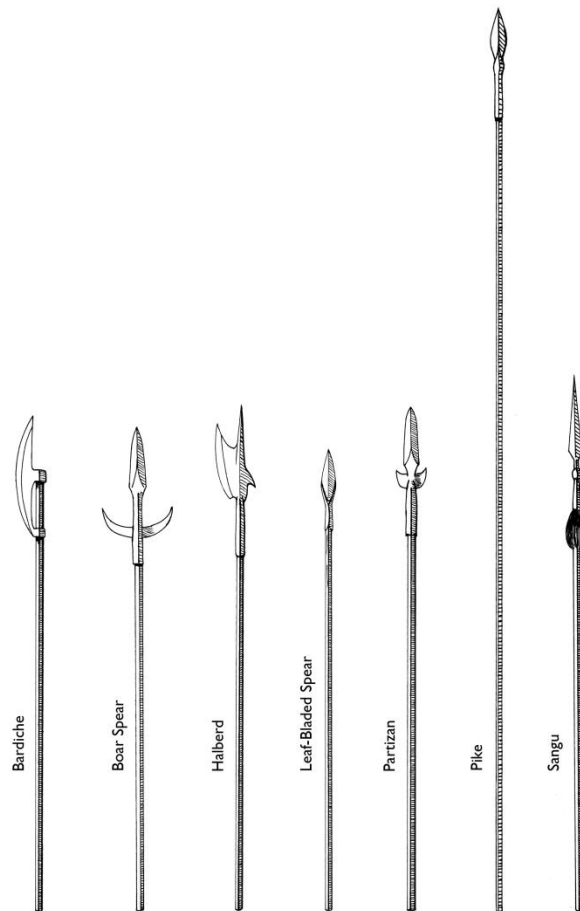


Flails	Damage	StunX	STR Min	REA Mod	Weight	Cost	Notes
Ball & Chain	1d6+1	+1	14	-2	2.0	14 Pence	Indirect, Penetrating vs. Chainmail, Banded Mail and Plate
Binnol	1.5d6	+1	14	-1	1.9	218 Farthings	Indirect, Penetrating vs. Chainmail, Banded Mail and Plate, Matharian Design
Cumber-Jung	1d6+1	+1	14	-1	1.4	195 Farthings	Indirect, Penetrating vs. Chainmail, Banded Mail and Plate, Autofire (2) w/ Combat Tricks Roll, Matharian Design
Flail	2d6	+1	14	-1	2.5	265 Farthings	Indirect, Penetrating vs. Chainmail, Banded Mail and Plate, 2 Hands, Reach (1)
Goupillon	1.5d6	+1	16	-2	2.2	297 Farthings	Indirect, 1.5 Hands, Penetrating vs. Chainmail, Banded Mail and Plate, Autofire (3) w/ Combat Tricks Roll



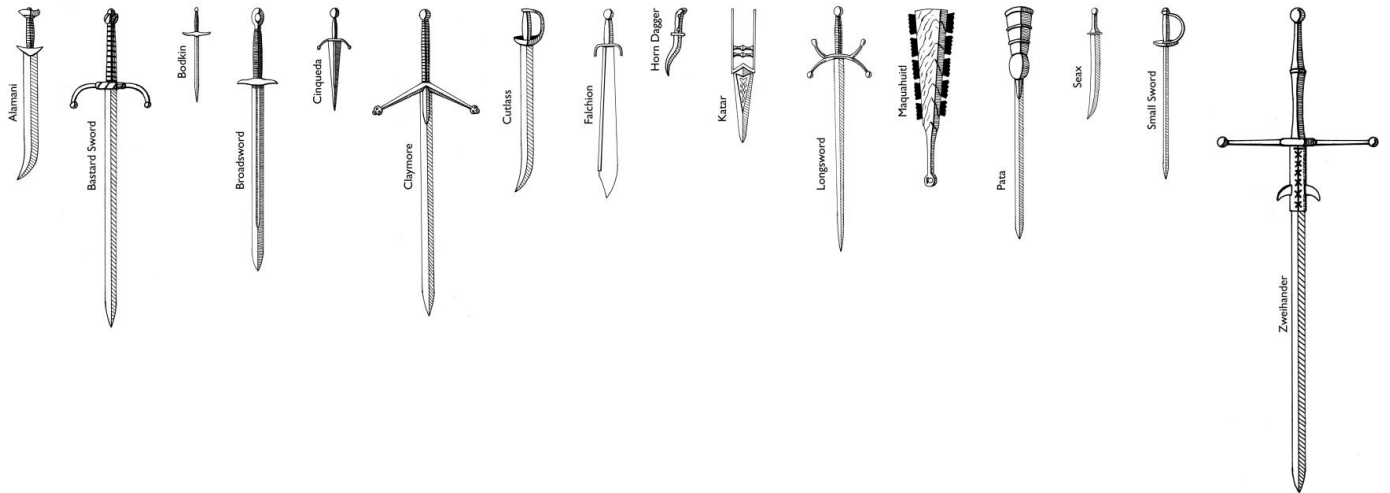
Hammers, Maces & Clubs	Damage	StunX	STR Min	REA Mod	Weight	Cost	Notes
Bec de Corbin	1d6+1	+1	8	0	1.5	154 Farthings	Can Be Thrown, Penetrating vs. Chainmail, Banded Mail and Plate
Club	3d6N	0	8	0	1.3	418 Pennies	Penetrating vs. Chainmail, Banded Mail and Plate
Cudgel	3d6N	0	8	0	1.0	559 Pennies	Penetrating vs. Chainmail, Banded Mail and Plate, +1 OCV with Block
Gargaz	1.5d6	+1	10	-1	2.0	246 Farthings	Can Be Thrown, Penetrating vs. Chainmail, Banded Mail and Plate, +1 OCV with Block, +1 vs. Throwing Penalties, Matharian Design
Garz	1d6+1	+1	6	0	1.5	15 Pence	Can Be Thrown, Penetrating vs. Chainmail, Banded Mail and Plate, +1 vs. Throwing Penalties, Matharian Design
Hercules Club	2d6	+1	10	-1	2.5	286 Farthings	Can Be Thrown, 2 Hands, Penetrating vs. Chainmail, Banded Mail and Plate, +1 vs. Throwing Penalties
Horseman's Hammer	1.5d6	+1	12	-1	1.7	218 Farthings	Can Be Thrown, Penetrating vs. Chainmail, Banded Mail and Plate
Lohangi	5d6N	0	12	-1	2.0	109 Farthings	2 Hands, Penetrating vs. Chainmail, Banded Mail and Plate, Kvonite Design
Macana	3d6N	0	6	0	0.7	612 Pennies	Can Be Thrown, Penetrating vs. Chainmail, Banded Mail and Plate, +1 vs. Throwing Penalties, Bezzi Design
Mace	1.5d6	+1	10	0	2.0	244 Farthings	Can Be Thrown, Penetrating vs. Chainmail, Banded Mail and Plate
Morningstar	1.5d6	+1	12	-1	2.3	277 Farthings	Can Be Thrown, 1.5 Hands, Armor Piercing, Penetrating vs. Chainmail, Banded Mail and Plate
Mugdar	3d6+1	+1	20	-2	6.3	619 Farthings	Penetrating vs. Chainmail, Banded Mail and Plate, Matharian Design
Tebutje	1d6	0	8	0	1.2	432 Pennies	Can Be Thrown, +2 DC vs. Unarmored Locations, Reduced Penetration, Bezzi Design
War Hammer	1.5d6	+1	12	-1	2.1	209 farthings	Can Be Thrown, 1.5 Hands, Penetrating vs. Chainmail, Banded Mail and Plate

Chapter Five: Character Creation



Polearms & Spears	Damage	StunX	STR Min	REA Mod	Weight	Cost	Notes
Bardiche	2d6	0	12	-1	3.1	935 Pennies	2 Hands, Treat 1's rolled for damage as 2's, Reach (1)
Boar Spear	1d6+1	0	6	0	2.0	675 Pennies	1.5 Hands, Can Be Thrown, +1 vs. Throwing Penalties, Reach (1)
Halberd	2d6	0	14	-1	2.8	114 Farthings	2 Hands, Treat 1's rolled for damage as 2's, +1 OCV with Block, Reach (1)
Leaf Blade Spear	1d6+1	0	8	0	1.8	588 Pennies	1.5 Hands, Can Be Thrown, Reach (1)
Partizan	1d6+1	0	10	-1	2.2	114 Farthings	2 Hands, Can Be Thrown, Penetrating vs. Chainmail, Reach (1)
Pike	2d6	0	14	-2	3.5	233 Farthings	2 Hands, Penetrating vs. Chainmail, Reach (2)
Sangu	2d6	0	10	-1	1.8	273 Farthings	2 Hands, Can Be Thrown, Penetrating vs. Chainmail, +1 vs. Throwing Penalties, Reach (1), Matharian Design

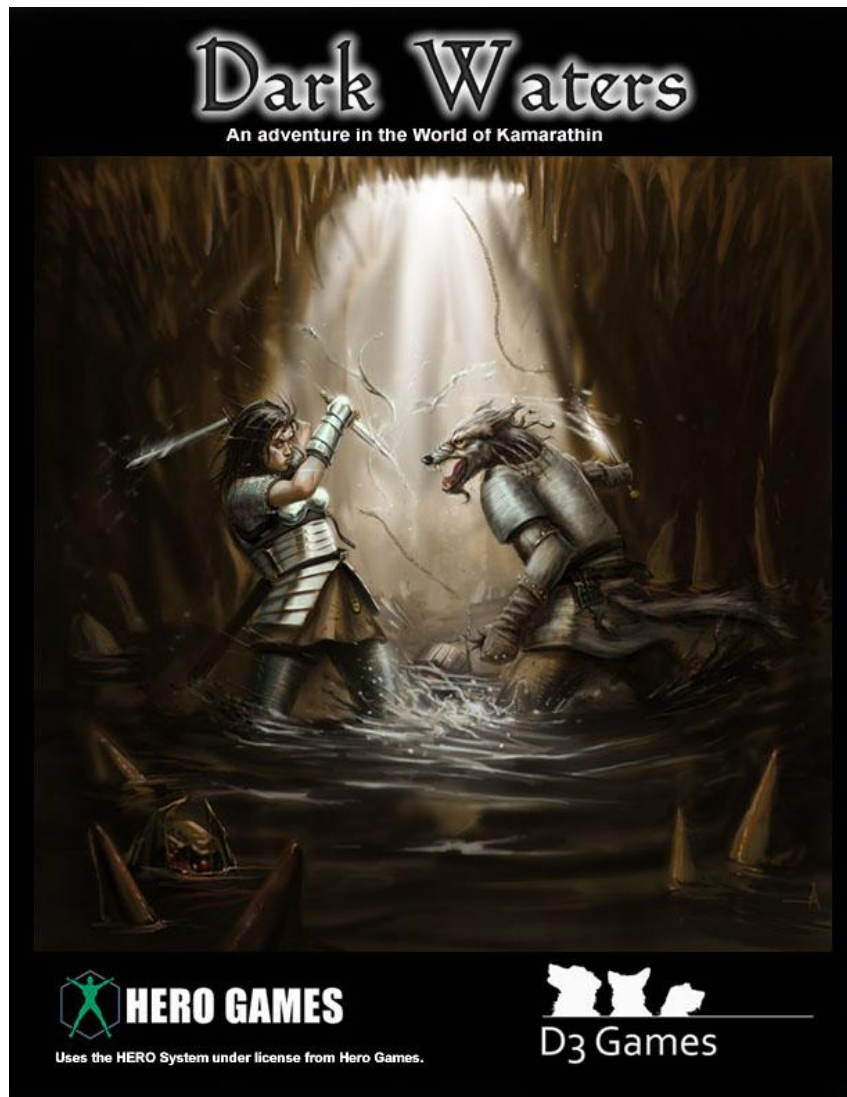
Kamarathin



Swords & Knives	Damage	StunX	STR Min	REA Mod	Weight	Cost	Notes
Alamani	1d6	0	12	0	1.0	645 Pennies	+1 DC vs. Unarmored Locations, Armor Piercing vs. Heavy Leather, Soft Leather, Hide and Cloth Armors, Matharian Design
Bastard Sword	1.5d6	0	14	-1	2.1	675 Pennies	1.5 Hands, +1 OCV with Block, Treat 1's rolled for damage as 2's
Bodkin	.5d6	0	4	0	0.4	17 Farthings	Can Be Thrown, Armor Piercing, +1 vs. Throwing Penalties, -1 OCV with Block
Broad Sword	1.5d6	0	14	-1	1.6	178 Farthings	+1 OCV with Block, +1 DC vs. Unarmored Locations, Armor Piercing vs. Heavy Leather, Soft Leather, Hide and Cloth Armors
Cinqueda	1d6	0	6	0	0.7	736 Pennies	Can Be Thrown, Armor Piercing, +1 vs. Throwing Penalties
Claymore	2d6+1	0	16	-1	2.9	952 Pennies	2 Hands, +1 OCV with Block, Treat 1's rolled for damage as 2's, Aigulf Design
Cutlass	1d6	0	12	-1	1.0	602 Pennies	+1 DC vs. Unarmored Locations, Armor Piercing vs. Heavy Leather, Soft Leather, Hide and Cloth Armors
Falchion	1.5d6	0	14	-1	1.7	244 Farthings	Can Be Thrown, +1 OCV with Block, +1 DC vs. Unarmored Locations, Armor Piercing vs. Heavy Leather, Soft Leather, Hide and Cloth Armors
Horn Dagger	.5d6	0	6	0	0.3	232 Pennies	Can Be Thrown, Penetrating vs. Chainmail, -1 OCV with Block, Kvonite Design
Katar	1d6	0	10	-1	0.5	9 Pence	Can Be Thrown, Penetrating vs. Chainmail, -1 OCV with Block, +5 STR vs. Disarms, Matharian Design
Long Sword	1.5d6	0	12	0	1.6	27 Pence	Can Be Thrown, +1 OCV with Block, +1 DC vs. Unarmored Locations, Armor Piercing vs. Heavy Leather, Soft Leather, Hide and Cloth Armors
Maquahuilt	1.5d6	0	10	0	1.5	27 Pence	Can Be Thrown, +1 DC vs. Unarmored Locations, Armor Piercing vs. Heavy Leather, Soft Leather, Hide and Cloth Armors, +1 OCV with Block, Bezzi Design
Pata	1.5d6	0	14	-1	2.1	165 Farthings	+1 OCV with Block, Treat 1's rolled for damage as 2's, +10 STR vs. Disarms, Matharian Design
Seax	1d6+1	0	12	0	1.3	136 Farthings	+1 OCV with Block, +1 DC vs. Unarmored Locations, Armor Piercing vs. Heavy Leather, Soft Leather, Hide and Cloth Armors, Aigulf Design
Small Sword	1d6	0	8	0	0.7	63 Farthings	Can Be Thrown, Penetrating vs. Chainmail
Zweihander	3d6+1	0	18	-2	6.3	164 Farthings	2 Hands, Treat 1's rolled for damage as 2's

Appendix 1

Aigulf	Bezzi	Kvonite	Matharian	Simeret	Tursh	Vaerdi
Oighras	Tifiddant	Azpotrin	Nûmil	Tilubrûs	Glahn	Frigfid
Fiorlann	Missa	Quehilla	Marag	Tinullu	Miel	Aslund
Fionall	Tafrust	Wondomuqually	Shagûm	Umirus	Frayt	Ata
Fior	Rudja	Joshpigebrals	Mîmin	Šachærušaškad	Linda	Hrorgeir
Seonas	Tilla	Tolville	Birun	Ulûnâz	Jominda	Thonrjar
Dúghan	Ighlaji	Eckiutl	Indar	Phadaþamilgorûs	Dinsan	Angoti
Dóridh	Uxtas	Boindoc	Gibad	Ora	Rodam	Bakar
Ciorag	Zelal	Ziltsi	Aburaddun	Eluškad	Alinor	Grimdar
Eiras	Ziber	Pipeq	Bund	Dulu	Jalette	Thaena
Seonas	Zwan	Tslnobagit	Kûrum	Aþašan	Gemma	Okar
Seonnlig	Bghnit	Ilveleut	Galanbazud	Rata	Seleramy	Bogunn
Torghall	Driza	Stets	Gurân-Mînu	Enûðirubôz	Lesley	Silgunn
Bealidh	Tilla	Tslings	Felâd	Ušoşal	Comas	Herkja
Sorcuil	Tazemt	Eginuit	Shanur	Denærra	Melary	Hroa
Oighnaid	Allit	Wiamot	Felar	Illumêz	Cline	Borri
Fionas	Yasmel	Uspima	Abanuddabul	Taphezebrûs	Gola	Hurid
Oighall	Memine	Giletz	Zâru	Uşanaikad	Jothlone	Odding
Oighreum	Gunnan	Ezinoag	Mazir	Ukhata	Gatim	Nerir
Cartidh	Zilyas	Wig	Zirum	Ethâraşorûs	Siven	Haetild
Seonag	Fenout	Goshohino	Khalarân	Aþâra	Man	Groa
Staid	Tamrust	Ejero	Thakgaraz	Adebeth	Gary	Krund
Uilleán	Tarimemt	Metsenx	Irazdakthal	Inæşai	Carmeg	Olvatild
Muridh	Tella	Umtuset	Garun	Duşur	Chringela	Steigar
Cannlum	Driza	Isee	Garân-Kûram	Iðânâz	Hunjone	Yrnolf
Ciorag	Lula	Noing	Gûm	Mûwæyâz	Enneth	Borgny
Torciorean	Ugder	Miatreek	Guruddalir	Tânæchâr	Henicky	Gruki
Eórag	Menzu	Loppookan	Khelar	Uşkachâr	Thortodd	Bjar
Morcha	Menan	Puiattle	Khelur	Tinubhôte	Sica	Frund
Sorlean	Zounout	Ureek	Kûrud	Ruluşuşachâr	Kesan	Sirnfinn
Eóran	Mudan	Stani	Minalgakkhu	Ulâra	Glone	Svadlof
Dúhglas	Hina	Umashpee	Manbar	Oşulgûðân	Leanne	Gastlinn
Teáridh	Tisa	Teetis	Khîrâd-Marad	Duraişachâr	Jone	Esgi
Sínall	Tella	Quehilla	Garad	Elubruş	Vilas	Svarbild
Seóridh	Driya	Pencan	Nâbur	Arômâz	Ica	Agnara
Sorchar	Tilgum	Quakie	Nûr	Uşa	Rinia	Vari
Dorchann	Asintidem	Spewa	Ginar	Şelukhan	Mary	Helgi
Uiseoc	Ahuc	Skambrok	Uzirâd	Urrai	Pouithy	Hleitar
Dúghall	Zizmer	Tslnulekan	Zirunâg	Şâzur	Hectodd	Thvord
Tormas	Abezzi	Cumonee	Gibum-Mand	Igoruş	Jeanne	Agnorek
Deirghas	Killa	Yumia	Gûl	Phaluraþaşkelâm	Arthony	Logi
Dórmás	Turict	Chosmaccook	Barun	Ughuşai	Malen	Syrnfing
Torchann	Lilla	Creewuk	Zundabalâr	Phadullu	Mason	Froa
Eireum	Tilila	Iwokee	Dandarudûr	Şaşaikenûz	Arlip	Orlod
Dúghas	Rumrict	Waltseno	Unbaglâr	Nobrâzê	Beramie	Borvar
Staidh	Simuder	Kihuoimmi	Zaran	Delgûmâ	Stackilin	Hrosti
Oighreum	Ighlaten	Paiute	Sindîm-Nuruz	Ibrulêz	Coret	Ollod
Dórig	An	Ultewyan	Ginbirad	Orulu	Fanson	Thorleid
Deirag	Igmout	Yokeetsic	Agun	Şæmitad	Deal	Hrinn
Torchann	Ajdir	Detkagit	Burâg	Ina	Chrimin	Itrald
Maig	Tayri	Ioware	Ziran-Tharbu	Uşâmêz	Giron	Sorlod
Soridh	Tulla	Konrals	Undûl	Umâraigas	Edwine	Volfridi
Naill	Tissent	Klogina	Tanar-Bagûl	Taşebrûs	Jetalie	Gurkveig
Stiúbhart	Wininna	Rokee	Zânam	Akarûs	Iracy	Hotorir
Dorstidh	Witanest	Shoos	Gibal	Nuluratâchâr	Arry	Grengil
Sormas	Yiliyen	Risqaunche	Ilan	Maphelôzê	Miel	Groi
Seonag	Umir	Bincoopenna	Nathalarbush	Elânaişal	Krilinea	Hrognar
Eilann	Kurem	Gusmibilootka	Kazdalurân	Orukhan	Jean	Fjol
Castidh	Lwentan	Degenó	Zigarbal	Aghûðân	Lanie	Osleid
Illean	Assem	Squantan	Tarud	Oşoruş	Chalone	Bera
Muras	Mina	Perce	Zurad	Oşşâmirarratâzêbeth	Lotte	Buthorm
Gillum	Hamemt	Ruttlummi	Zurâd	Igoşkad	Stian	Hagar



Coming Soon

Long before there was a Kingdom of Tursh, during the Great Darkness, the territory between the Agâmlôni and Barminul rivers was known as the Aglathân Principality. It was a land ruled with an iron hand by one of history's forgotten tyrants; Prince Ossai. The Prince was a mighty warrior and necromancer, a servant of Merdashtes, and many believe the archetype of the Dark Heralds that would come later.

The Prince had many enemies and he would send his undead armies into the neighboring lands to cause strife and terror, each raid would increase the dead under his command. It took a powerful conclave of heroes to finally bring down Ossai, but even they could not destroy the artifacts that he wielded. Instead each member took one of the accursed items and travelled the length and breadth of Hylrexia to conceal each piece or discover the means to destroy them.

The principality is now known as the Duchy of Jisan and it rests between the same rivers, now called the Queensreach and the Sudren, respectively. The Kingdom of Tursh has prospered despite its recent rulers but the power of Ossai remains within the seeds of his ancient armor. One such seed exists somewhere near the village of Douglan.

The first adventure module to take place in the world of Kamarathin includes the following:

- An adventure for 4-5 beginning characters of 150 pts each
- Rules and write-ups for the Soulforged
- The introduction of the Order of the Protectorate

CREATED BY THE A-AR FOR REASONS BEST LEFT TO THE IMAGINATIONS OF THE PHILOSOPHERS, THEOLOGIANs AND MINSTRELS; KAMARATHIN WAS THE CROWN JEWEL OF THEIR WORK. A WORLD OF BALANCED ELEMENTS, AND FLAWLESS DESIGN.

THEN CAME THE SCALE WARS.

CHAOS REIGNED AND CIVILIZATIONS FELL; SPIRITS ROAMED ACROSS KAMARATHIN WARPING AND CHANGING THE WORLD AND HER POPULATIONS TO FIT THEIR OWN IMAGES. THE ELDER GODS WERE DETHRONED AND THE NEW GODS TOOK THEIR PLACE, A CYCLE THAT SEEMED UNENDING UNTIL THE WAR COULD SUSTAIN ITSELF NO LONGER, AND THE GREAT DARKNESS FELL UPON US.

THE GREAT DARKNESS LOOMED OVER THE A-AR'S GREAT WORK FOR COUNTLESS GENERATIONS BEFORE THE RISE OF HEROES; A TIME WHEN MEN AND WOMEN TOOK FATE INTO THEIR OWN HANDS AND FOUGHT AGAINST THE SPIRITS AND MONSTROSITIES THAT ROAMED THE NEW FACE OF KAMARATHIN. BUT THOSE HEROES ARE DEAD, THEIR POWERS AND SECRETS LOST AND FORGOTTEN.

THIS IS THE RISE OF EVIL.

AS THE FORCES OF EVIL REASSERT THEMSELVES, THERE ARE THOSE WHO WOULD STAND AGAINST IT. DESPITE THE LOST LORE OF THE SCALE WARS, AND THE PALE SHADOW OF POWER THAT MAN NOW HOLDS, THEY CHOOSE TO REMEMBER THE HEROES OF OLD, AND FIGHT IN THEIR HONOR.

THIS IS YOUR CHANCE TO JOIN THAT FIGHT.

