

# EXALTED AGE



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# Ages of Thedas

The Chantry calendar measures time as a period of Ages. The current is the Exalted Age, while the period before was the Black Age. Each Age lasts approximately a century. The First Age was marked by the creation of the Chantry. Time periods before the first age are called Ancient, so 400 years before the first Age would be -400 Ancient. This is equivalent to 800 TE by the Imperial reckoning or about 900 years before the present. In the 99th year of each Age the Divine looks for an event or portent in order to determine the name of the new Age.

## Pre-Ages

**1 TE:** The Tevinter Imperium is created with the crowning of the first Archon. Prior to this event, only scattered fragments are known. It is believed that elves existed in the land first and that humans came from elsewhere—though there are many theories about from where that might be, and few historians agree. Some suggest that humans came from across the ocean as the Qunari did, but if so, there is no record from such a time. Humans spread across Thedas as various tribes of people known as the Ciriane, the Planacene, the Hacian, and the Alamarri—but it is the Tevinters, centered on the port city of Minrathous, who became ascendant.

History records that elves and humanity were hostile and that Tevinter led the way in aggressive retaliation against the elven city of Arlathan. The elves responded by retreating from human contact, and Tevinter thus flourished and spread. The first “dreamers” learned the use of lyrium to enter The Fade from elven captives, and these dreamers later became the first of the Imperium’s ruling magisters.

**500 TE:** The western part of the Tevinter rebels to form the Anderfels, mainly populated by the Yothandi people. So, too, does the Imperium prove to have great difficulty in defeating the Ciriane to the south. Internal strife results in many rebellions and a great deal of internal disorder.

**620–640 TE:** The first civil war of the Tevinter is usually cited as when it began to decline markedly from its Golden Age. The magisters of the various noble houses wield terrible power but still seek more; their competition with each other leads to human sacrifice and demon summoning becomes a regular occurrence. When two of the largest Tevinter houses do battle to claim the Archon’s throne, the Imperium is split almost in two. The resulting war left ruins and battlefields where the magical taint continues to be felt to this day. Peace is brokered in the Senate to prevent the dissolution of the Imperium, but the nobility continues its oppression of the masses in an effort to achieve supremacy.

**780 TE:** The Anderfels are reconquered by the Tevinter Imperium.

**800 TE:** The first effort to free the Old Gods from their underground prisons is undertaken by the most powerful magister lords, who open a gate to the Golden City at the heart of the Fade. The result is catastrophic, destroying the Golden City and letting the taint into the world, creating the first darkspawn. The Old God Dumat is freed and transformed into the first archdemon. The First Blight begins. The darkspawn attack en masse, concentrating at first on the underground Deep Roads used by the dwarven kingdoms. As the dwarven kingdoms begin to fall, the darkspawn use the Deep Roads to appear throughout the continent. All of the Imperium is under siege and in a state of chaos. Finally, the nations of the Imperium begin to settle in for a long war as they become accustomed to the surges of the darkspawn. Communication becomes difficult across the Imperium, but cooperation is paramount. The people of Tevinter pray to the remaining Old Gods for help against Dumat, but they receive only silence. The people’s faith waning, unrest sees many temples destroyed as the Imperial people begin to turn from the Old Gods, believing themselves betrayed. This dark period lasts for over 200 years.

**890 TE:** The Grey Wardens are founded at Weisshaupt Fortress in the Anderfels, dedicated to wiping out the darkspawn wherever they should rise. The organization is formed primarily of veterans from darkspawn battles. They maintain communications within the Imperium and strike quickly wherever the darkspawn appear, quickly erecting fortresses everywhere and receiving tithes and supplies from all lands.

**940 TE:** The Dwarven Paragon Caridin creates the first golem to battle the darkspawn terrorizing the Deep Roads. The dwarves begin to retake lost thaigs and reclaim parts of the Deep Roads. Seven years later, Caridin disappears along with the secret to creating golems, and the Dwarven kingdoms continue their descent into oblivion.

**992 TE:** The Grey Wardens gather the forces of men — both of the Imperium and of the Ciriane and Rivain — and confront Dumat at the colossal Battle of the Silent Plains in the southern reaches of Tevinter. Dumat is ultimately destroyed, and the darkspawn forces routed. Though the darkspawn are still large in their numbers and still battle mankind, they are no longer directed by Dumat's power and become scattered. The contracts ensuring the powers and rights of the Grey Wardens date from this year.

**1000 TE:** Slowly, the last of the darkspawn hordes are defeated. They are forced into the Far Steppes west of the Anderfels and into the Deep Roads. For the dwarves, the war continues underground, but for humanity, the battle is believed to be over. Weak after centuries of fighting, the Imperium is ripe to be attacked.

**1020 TE:** A massive horde of barbarians cross the Waking Sea from the south led by the warlord Maferath and Andraste, the Betrothed of the Maker. Some records claim the barbarians were driven north by the darkspawn, others that Andraste was bringing freedom to the people of the Imperium who had been long oppressed by the depravities of the magisters. Regardless of the reason, the press of the barbarians into the south is accompanied by massive rebellions that welcome their progress. The southern Imperium begins to crumble, and the Tevinter magisters are forced to unite to combat a threat to their power that is greater than that of the darkspawn.

**1025 TE:** After the death of Andraste, the barbarian army disperses. The southern Tevinter Imperium breaks away, forming a collection of independent city-states. Maferath's sons form several lands such as the Kingdom of the Ciriane and the Kingdom of the Planasene. Both of these last less than a century — the Ciriane soon become the land of Orlais while the Planasene form a loose confederation across the plains called the Free Marches. The land between the Waking Sea and the Frostbacks is given to the free elves as a homeland and is called the Dales. The Long Walk begins as elves from across the Imperium begin traveling to the Dales largely on foot and are preyed upon by disease and robbers, causing massive chaos. A cult devoted to Andraste's teachings spreads rapidly in the south but is largely disorganized and is very unpopular with the temples of the Old Gods.

**1040 TE:** The Chant of Light is created by Andraste's disciples, collecting her story and her teachings into hymns. There are numerous versions of the Chant over time, with different interpretations of what Andraste taught about the Maker being prevalent in different regions. These are referred to collectively as "the cults of the Maker."

**1050–1120 TE:** Rebellion begins in the east as the Rivaini attempt to split off from the Imperium. The resulting campaigns to stop the rebellion distract the Imperium from its attempts to re-conquer the Free Marches and allow the south to gather its strength. Many of the eastern cities in the Free Marches intervene on the behalf of the Rivaini, and after several losses that culminated in the disastrous Battle of Temerin in 1117 TE, the Imperium finally abandons the east.

**1126 TE:** The Kingdom of Rivain is founded.

**1155 TE:** The dwarves of Orzammar in the Frostback Mountains close the last of the Deep Roads leading into their kingdom. Within ten years, the dwarven kingdoms of Hormak and Gundaar have fallen to the darkspawn, leaving only Orzammar and Kal-Sharok. The dwarves of Kal-Sharok never forgive the high king of Orzammar and cut off all contact. Kal-Sharok is thought to be lost.

**1180 TE:** The cults of the Maker spread quickly in the southern lands, resulting in the building of the first great temple in Val Royeaux which becomes the major center of worship for the new faith. One of its most fervent followers is the young king of Orlais, Kordillus Drakon. In 1184, Drakon begins a series of holy wars in the name of the Maker, quickly proving himself to be one of the greatest generals in history.

**1192 TE:** Having conquered several neighboring city-states and forced others to submit to his overlordship, Kordillus Drakon is crowned in Val Royeaux as emperor. His ambitions to spread farther north into the Free Marches are confounded by constant pressures from the Dales to the east, so Emperor Drakon formalizes the Maker's cult into the Chantry and commands that missionaries be sent forth into the other lands.

## Divine

**1195 TE or 1:1 Divine (1st year of the 1st Divine Age):** The first Divine of the Chantry, Justinia I, is instated at Val Royeaux. The free use of magic is declared illegal in Orlais except by those mages operating under the direct auspices of the Chantry.

**1:5 Divine:** Zazikel awakens and the Second Blight begins, with darkspawn slaughtering the entire city of Nordbotten before the Grey Wardens finally get the word out. Now, rather than the darkspawn coming primarily from the west, they come out of the mountains in all corners of the continent. Once again, humankind is launched into a desperate battle for its survival over the course of the next 100 years. The Tevinter Imperium abandons the Anderfels and attempts to protect itself, a betrayal that is remembered by the Orth even to this day. The Free Marches and Orlais are hard-pressed to defend themselves, but the Grey Wardens and the powerful armies under the command of the brilliant Emperor Drakon make the difference. In several engagements, including the hard-fought victory at the Battle of Cumberland in 1:16 Divine, the Orlesians defeat several hordes of darkspawn, and numerous cities are saved. The Orlesian Empire under Drakon's command expands quickly, as does the influence of the Chantry. Perhaps most significantly, when the Tevinter Imperium is greatly weakened by the Sacking of Minrathous in 1:31 Divine, Emperor Drakon is given the opportunity to expand northward. Instead, he chooses to swing his armies west and relieve the siege of Weisshaupt in 1:33 Divine. The Grey Wardens are impressed enough to convert to the worship of the Chantry, and together the Grey Wardens and Drakon save the badly weakened nation of Anderfels from destruction, bringing it to a devout worship of the Maker that continues to this day. Throughout this entire time, the elves of the Dales remain neutral and unhelpful. The people of Orlais are angered when the city of Montsimmard is nearly destroyed by the darkspawn in 1:25 Divine as the elven army watched from nearby.

**1:45 Divine:** Emperor Drakon perishes from old age in Val Chevin. His empire, forming the majority of the western Free Marches and all of the Anderfels, does not survive his death. His successor, Kordillus II, doesn't possess the political savvy of his father, and the Anderfels declares independence 20 years after the death of Kordillus I. Over the next 200 years, the empire of Orlais steadily loses territory until it eventually stabilizes at its modern-day borders. However, over the next 50 years, the Chantry continues to spread rapidly, aided by the Grey Wardens as the Blight winds down. The Chantry spreads east into the Free Marches and Antiva and even north into the Tevinter Empire, though there it is largely resisted, as the Chantry stands in direct opposition to the power (albeit waning) of the sorcery-wielding nobility.

**1:95 Divine:** The last battle of the Second Blight is fought at Starkhaven. The human army is led by the Grey Wardens and wins a resounding victory after Zazikel is finally destroyed and the darkspawn routed. The period that follows is known as the "Rebuilding" a time when trade, culture, and religion become paramount across most of the human lands.

**1:99 Divine:** The Divine Age ends, the Glory Age is named, and with it, predictions of a rebirth after the end of the terrible Blight.

## Glory

**2:5 Glory:** Increasing hostility between elves and man result in numerous border skirmishes between the Dales and Orlais. Finally, in 2:9 Glory, elven forces attack the Orlesian town of Red Crossing and quickly take it over. The atrocities they are said to have committed there against the humans of the town and the Chantry enraged humans across the land. Orlais immediately went to war with the Dales, but was initially surprised by the ferocity of the elven response. A quick Orlesian victory was not going to happen.

**2:10 Glory:** With elven forces having captured Montsimmard and marching on the doorstep of Val Royeaux, the Chantry calls for a holy war against the elves. This becomes known as the Exalted March of the Dales. While the elves eventually sack Val Royeaux and push well into human lands, Halamshiral is conquered and the elves are completely crushed by 2:20 Glory. The lands of the Dales come under Orlesian control, with elven settlements being uprooted and worship of the elven gods forbidden. The elves are forced to either live with humankind under their rule or wander as homeless vagabonds.

**2:15–2:45 Glory:** The rise of Starkhaven prompts its king, Fyruss, to attempt to unite the Free Marches under his banner and build his own empire. In the end, Fyruss is betrayed by his Tevinter allies, and Starkhaven is conquered by the Tevinter Imperium until its recapture during the First Exalted March in 2:80 Glory. Antivan cities to the north also unite under a common banner in 2:33 Glory to defend themselves against Fyruss's advance. By the time of his death, Fyruss's name is equated with that of prideful folly.

**2:99 Glory:** The end of the Glory Age. The Grand Cathedral in Val Royeaux is completed, its two main towers visible from everywhere in the city and from miles around. The Towers Age is named.

## Towers

**3:10 Towers:** The Old God Toth awakens, and the Third Blight erupts in the central lands of Thedas with darkspawn coming in greater numbers than ever before. Darkspawn swarm the Tevinter cities of Marnas Pell and Vyrantium as well as the Orlesian cities of Arlesans and Montsimmard. The Grey Wardens are able to quickly organize a defense, and despite heavy losses in the besieged cities, the darkspawn are pushed back.

**3:18 Towers:** Darkspawn ravage the Free Marches, attacking cities along the Minanter River. At first, the Orlesians and Tevinter do nothing, but constant pressure from the Grey Wardens in Weisshaupt convinces both nations aid to the beleaguered city-states.

**3:25 Towers:** The armies of Orlais and the Tevinter Imperium meet in Hunter Fell and join the Grey Wardens in the last battle of the Third Blight. Toth is destroyed, and the darkspawn are slaughtered in one of the bloodiest battles in history. The darkspawn carcasses are piled into mounds as high as 100 feet and then burned. The people of the Free Marches will not soon forget the image of the burning darkspawn. Their goodwill is quickly crushed by the victorious armies as they decide to occupy the territories liberated from the darkspawn. Orlais takes Nevarra, while Tevinter takes Hunter Fell. These holdings don't last long, with Hunter Fell breaking away from Tevinter in 3:49 Towers and Nevarra achieving independence in 3:65 Towers.

**3:87 Towers:** After many years of argument, the Schism splits the Chantry as the Imperial Chantry within Tevinter elects their own Divine, a male mage, at the Minrathous Cathedral. The Imperial Chantry had always taken a more moderate view on magic and argued that mages should be allowed to rule so long as blood magic remained banned. They also argued that Andraste was not of divine origin but rather was a mortal prophet with considerable magical talent and that her ascension to the Maker's side did not make her divine, even if she was a symbol of hope. Both these arguments did not sit well with the rest of the Chantry. As the Val Royeaux Divine took measures to restrict the power of the Circle of Magi within Tevinter, the Imperial Chantry took action. The Minrathous Divine is referred to as the "Black Divine" by most, and Chantry propaganda stirs popular sentiment against Tevinter and the Circle of Magi.

**3:99 Towers:** The death of the Divine Joyous II in Val Royeaux is celebrated in Minrathous and is declared a holiday by the Imperial Divine. The Black Age is named as the Chantry calls for retribution against the false Divine of the north.

## Black and Exalted

**4:40 Black–5:10 Exalted:** The Chantry declare a series of four Exalted Marches to destroy the "heathens" within the Tevinter Imperium. All four times, large armies are gathered from around the Chantry's domains, and an assault is launched deep into Tevinter. Every time, however, the Exalted March falls just short of its goal of conquering Minrathous. In the end, the Exalted Marches serve simply to cement the separation between Minrathous and Val Royeaux. The Imperial Chantry starts to form its own dogma and policies, and the groundswell of mages fleeing from southern lands into Tevinter bolsters the empire's waning power.

**5:10:** The Exalted Marches are ending however numerous sightings of darkspawn have been reported near Antiva and Anderfels.

*Historically Antiva is overwhelmed, Anderfels is swarmed and Hossberg is sieged, the Free Marches are immersed in war, Tevinter and Orlais fight off the darkspawn from invasion, Orlais helps very little, Tevinter refuses to offer any aid.*



# Theudas



**Theudas** is a continent in the southern Hemisphere, and the only known continent.

The word "Theudas" originates from Tevinter, once referring to all lands beyond the Imperium and eventually, it came to encompass the entire continent. A native of Thedas is referred to as a *Theodosian*.

## Countries of Thedas

### Anderfels

*The Anderfels are a land of shocking extremes. It is the most desolate place in all the world, for two Blights have left great expanses of the steppes so completely devoid of life that corpses cannot even decay there--no insect or grub will ever reach them.*

The Anderfels is a human nation in northern Thedas. It is located far northwest from the more familiar Ferelden, beyond Nevarra and the Tevinter Imperium. The Anderfels is best known for being the birthplace of the Grey Wardens and the site of their headquarters, the Weisshaupt Fortress.



## History

The Anderfels was originally the western part of the Tevinter Imperium, from which it separated after a rebellion c. -695 Ancient (500 TE). It was reconquered by Tevinter c. -415 Ancient (780 TE). Shortly after, the first Blight began in -395 Ancient (800 TE) and Tevinter was heavily hit. After almost 100 years of bitter war with the darkspawn, the order of the Grey Wardens was founded at Weisshaupt Fortress approximately -305 Ancient (890 TE), and the Blight was slowly pushed back during the next century or so.

After the first Blight, Tevinter held on to the Anderfels for about 200 years, but abandoned it to protect central Tevinter when the second Blight began in 1:5 Divine (1199 TE). The Anderfels was nearly destroyed by the Blight, but saved by Emperor Kordillus Drakon I, starting with the lifting of the siege of Weisshaupt in 1:33 Divine, and joined to the Orlesian Empire as well as converted to the Chantry of Andraste. After the death of Kordillus Drakon I, his successor could not hold the empire together and the Anderfels broke free again c. 1:65 Divine. The second Blight was ended in 1:95 Divine.

The third Blight from 3:10 Towers to 3:25 Towers mostly maimed areas to south and east of the Anderfels, starting in Tevinter and Orlais and being ended in the Free Marches. The Anderfels got off relatively easily. This didn't last, however. In 5:12 Exalted, fourth Blight begins and spreads to the Anderfels, the darkspawn laying siege to Hossberg.

## Geography

Geographically, the Anderfels consists mostly of steppes, largely deserted after weathering several Blights. The capital is Hossberg, located northwest from Weisshaupt.

*Cities:* Hossberg (Capital), Kassel, Nordbotten, and Weisshaupt

*Regions:* The Blightlands, The Lattenfluss, and The Merdain

## Culture and Society

The people of the Anderfels are known as Anders and they were the first non-dwarven people to fight the darkspawn.

It houses the headquarters of the Grey Wardens, Weisshaupt Fortress. The king of the Anderfels is weak and the people refer to the Grey Wardens for leadership. There are over a thousand Wardens present in the Anderfels. The Anderfels is the last place where the Grey Wardens have retained their importance over the centuries. They hold political power equal to the various barons.

The darkspawn are a constant menace that can appear almost anywhere at anytime, and as a result the population lives in constant fear and vigilance as a result. They are the hardened warriors who fight grimly against an enemy that they cannot defeat: the rest of Thedas is remote enough that their plight is easily ignored. The Anders are a poor people who live in a devastated land of vast, stark steppes, though their proud culture remains, and they are likely the most pious followers of the Chantry in Thedas, praying for a day when they are released from the clutches of the Blight.



## Antiva

Antiva is a nation in north eastern Thedas. Its capital is Antiva City, which lies on the middle of its coastline. The line of kings in Antiva has remained unbroken for two and a half thousand years. In truth, however, the nation is ruled by a collection of merchant princes such as heads of banks, trading companies, and vineyards.



As Antiva is well-known to be good at everything but fighting, it is ironic that the world's deadliest assassins, the Crows of Antiva, originate here. No general would be mad enough to lead an attack on the Antivan borders, for while they would surely succeed due to the fact Antiva has no standing army, the general would likely be assassinated by the Crows.

Women have strictly defined roles in Antiva. They are considered pure and delicate and not allowed to participate in combat, among other things.

### Geography

*Cities:* Antiva City (Capital, Rialto, Seleny, and Treviso)

*Regions:* Rialto Bay, Tellari Swamps, The Drylands, and The Weyrs

## Ferelden

*Ferelden*, as we think of it now, did not exist before the Exalted Age. Instead, the valley was divided up into dozens of old Alamarri clans. They warred constantly with one another over land, honor, the allegiance of the freeholders, and, on one notable occasion, the name given to a favorite mabari.

### Geography

*Cities:* Alamar, Amaranthine, Denerim (Capital), Haven, Gwaren, Highever, Honnleath, Jader, Lothing, Orzammar, Redcliffe, South Reach, and West Hill.

*Regions:* Blightlands, Brandel's Reach, Breccilian Forest, Dragon's Peak, Frostback Mountains, Korcari Wilds, and The Hinterlands.



## Culture and Society

*"The Fereldans are a puzzle. As a people, they are one bad day away from reverting to barbarism. They repelled invasions from Tevinter during the height of the Imperium with nothing but dogs and their own obstinate disposition. They are the coarse, willful, dirty, disorganized people who somehow gave rise to our prophet, ushered in an era of enlightenment, and toppled the greatest empire in history."*

*"One can assume a few things in dealing with these people: First, they value loyalty above all things, beyond wealth, power, and reason. Second, although few things in their country are remarkable to outsiders, they are extremely proud of their accomplishments. Third, if one insults their dogs, they are likely to declare war. And finally, one has underestimated Fereldans when he thinks he has come to understand them."*

## Alienage Culture

Like many countries in Thedas, Ferelden has a large population of elves who are segregated from the rest of society and live in walled off alienages. Most elves working there are unable to achieve high paying jobs, but many elves feel that, in alienages, they are at least among family who look out for each other.

## Importance of Dogs

Often visitors and travelers to Ferelden ask the residents and scholars to explain the omnipresence of dogs in Ferelden. In every civilized corner of Thedas, astute observers note that dogs are employed in hunting game, keeping barns and storehouses free of vermin, herding livestock, guarding homes, and, in the mountains, they are even used as beasts of burden. It is simply that Fereldans show appreciation for the work that their dogs do. The reason for that is tangled up in mythology.



Hafter, the first Fereldan to be named teyrn, was the hero who united the Fereldans' ancestors, the Alamarri, to drive back the darkspawn of the Second Blight. He was also reputed to be the son of a werewolf. This was perhaps meant to be some comment on his temperament or simply a way of making a great man even larger than life, but more than half the noble families of Ferelden claim to be his descendants. Thus many of the Fereldan people believe they have some distant kinship with wolves; and it is, after all, only good manners to be polite to one's kin.

## Politics

To its neighbors, Ferelden seems utterly chaotic. Unlike other monarchies, power does not descend from their throne. Rather, it arises from the support of the freeholders. They also have an extreme dislike for the Orleisians due to their treatment of native Fereldans during the occupation.

### *The Landsmeet*

The Landsmeet is a council of the entire Fereldan nobility, which has been held for three thousand years - with the occasional interruption by war, occupation, or Blight. During the Landsmeet, it is expected that the current monarch of Ferelden will mingle with, and curry favor from, the nobility.

### *Titles*

All nobility may be referred to as 'lordship/ladyship' or 'my lord/lady' when not using their title. This is also the correct term for their spouse.

### *Freeholder*

The term for any land-owner in Ferelden. A few commoners are freeholders.

### *Ser*

A male or female knight of the realm. Also commonly used as a polite term of address to and by those of equal or greater status than oneself. (For example, "No, ser,") The term used when addressing females has the -ah syllable as a suffix, thus females are referred to as "Serah" rather than "Ser", with the stress placed on the second syllable.

### *Banns*

Each freehold chooses the bann or arl to whom it pays allegiance. Typically, this choice is made based on proximity of the freehold to the lord's castle, as it's rarely worthwhile to pay for the upkeep of soldiers who will arrive at your land too late to defend it. For the most part, each generation of freeholders casts their lot with the same bann as their fathers did, but things can and do change. No formal oaths are sworn, and it is not unheard of, especially in the prickly central Bannorn, for banns to court freeholders away from their neighbors, a practice that inevitably begins feuds that can last for ages.

There are currently nine known bannorns in Ferelden: Amaranthine City, Dragon's Peak, Oswin, Lothing, Rainesfere, River Dane, Waking Sea, West Hill, and White River.

### *Arls/Arlessa*

The teyrns established the arls, giving them command of strategic fortresses that the teyrns could not oversee themselves. They are somewhat more prestigious than banns but -- with the known exception of the Arl of Amaranthine -- traditionally have no banns sworn to them.

There are currently five known arlings in Ferelden: Amaranthine, Denerim, Redcliffe, South Reach and West Hills

### *Teyrns/Teyrna*

Teyrns arose from among the banns, war leaders who, in antiquity, had grown powerful enough to move other banns to swear fealty to them. Teyrns are referred to as "your Grace," a form imported by the Orlesians.

## King/Queen

The king is the most powerful of the teyrns. Although Denerim was originally the teyrnir of the king, it has since been reduced to an arling, as the king's domain is now all of Ferelden. However, even the king's power must come from the banns.

This is especially evident during the Landsmeet, an annual council for which the nobles of Ferelden gather. It has been held for almost three thousand years with only a few interruptions for Blights and invasions. The sight of a king asking for, and working to win the support of "lesser" men is a source of constant wonder to foreign ambassadors.

A king or queen is referred to as "your Majesty", while a prince or princess is called "your Highness."

## Inheritance

Fereldans are mostly patrilineal, but there's no firm rule that dictates who rules the household. Fereldans are willful and their families tend to be managed by whoever can. Usually, the oldest child inherits the majority of the property regardless of gender, but there are some cases where a younger brother or sister is named the heir simply because he or she seems more capable.

## Nevarra

*The whole country is filled with artistry, from the statues of heroes that litter the streets in even the meanest villages to the glittering golden College of Magi in Cumberland. Perhaps nowhere is more astonishing than the vast necropolis outside Nevarra City. Unlike most other followers of Andraste, the Nevarrans do not burn their dead. Instead, they carefully preserve the bodies and seal them in elaborate tombs. Some of the wealthiest Nevarrans begin construction of their own tombs while quite young, and these become incredible palaces, complete with gardens, bathhouses, and ballrooms, utterly silent, kept only for the dead.*



Nevarra is a nation in central Thedas, west of the Free Marches, south of the Tevinter Imperium and north-east of Orlais. It was originally one of the larger Free Marches city states, but has aggressively expanded over the last two centuries to become a power to rival Orlais.

## Politics

Most Nevarran leaders have been members of the frequently militarily-gifted Pentaghast clan, under whom alliances with other Free Marches states have been courted or coerced to form a powerful confederation under Pentaghast leadership.

A long war against Orlais over the mineral-rich Blasted Hills, a region between the two countries has fairly recently ended with a Nevarran victory. However, rebellion is fomenting in the conquered area due to the imposition of harsh taxes by the Nevarrans, as well as the support of Orlais.

## Geography

*Cities:* Andora's Reach, Cumberland, Nevarra City (Capital), and Parendale.

*Regions:* Minanter River, The Blasted Hills, and The Silent Plains.

## History

The Pentaghast clan is famous for their dragonhunter heroes of the past; each of whom led a crusade to hunt dragons to extinction. They were almost successful at this. Granted, the dragons were a scourge for a very long time, but the Nevarrans hunted mostly for dragonbone and glory.

In 3:25 Towers, the armies of Orlais and the Tevinter Imperium joined with the Grey Wardens to end the Third Blight. However, the victorious armies proceeded to occupy the territories they had liberated from the darkspawn. Nevarra was taken by Orlais, and only regained independence in 3:65 Towers.

## Orlais

Orlais, or the Orlesian Empire, is one of the most powerful nations in Thedas. Val Royeaux is the capital of Orlais, and home to the Chantry. Orlais is ruled by Empress Celene I. Amongst its previous rulers were Emperor Reville and Emperor Florian. It was founded by Emperor Kordillus Drakon, the man who established the Chantry.



## Culture and Society

Ambitious and wealthy Orlais is the most powerful single human nation in Thedas. Orlais has a large aristocracy famed for its culture and extravagance. The rulers share the expansionist dream of Orlais's founder, Kordilius Drakon, that the nation's borders should stretch to the edges of the continent.

Another characteristic of the noble class is their penchant for high fashion, often copied in other lands such as Nevarra and the Free Marches but always at its most extreme within Orlais. Both men and women wear cosmetics of various kinds, with subtle differences that indicate social standing. In public, they are also prone to wearing very elaborate masks. These are hereditary and identify one's family almost as uniquely as the heraldry on a crest.

The capital city is Val Royeaux, which boasts the University of Orlais: a major center of learning that attracts young nobles from all over Thedas with the best education one can buy. The University is a relatively modern institution, whose liberal-minded professors have already clashed with religious conservatives over the content of their classes. This is likely to become a much larger issue in the future.

Aristocratic society is vicious and marked by fawning envy to the powerful. Orlesian Nobles often entertain bards in their courts despite their roles as spies, assassins and saboteurs for their employers (usually other nobles). Nobles welcome such entertainers with full knowledge that any could be a bard; the thrill of outwitting a spy is a notion the Orlesian aristocracy can hardly resist.



## Politics

In Orlais, land is owned exclusively by the aristocracy. Power rests solely in the Emperor as in many monarchies in Thedas where power descends from the throne, unlike Ferelden whose power derives from the support of freeholders.

Many Orlesian nobles belong to its renowned knightly order, the Chevaliers. The martial training of the Chevaliers is legendarily harsh, instilling in the knights a fierce discipline and code of honor that takes precedence over the value of their own lives. The penalty for dishonor is death, something that a Chevalier would welcome if he or she has failed their lord. They are honored by many and are considered amongst the best of all soldiers but they also have unlimited rights when it comes to handling the peasantry; a cause of many conflicts.

## Geography

*Cities:* Arlesans, Churneau, Ghislain, Halamshiral, Jader, Lydes, Mont-de-glance, Montfort, Montsimmard, Val Chevin, Val Firmin, Val Foret, Val Royeaux (Capital), and Verchiel,

*Regions:* Deauvin Flats, Gamordan Peaks, Lake Celestine, Nahashin Marshes, The Abyssal Reach, The Dales, The Heartlands, and The Western Approach.

## Par Vollen

Par Vollen is an island home of the Qunari. It is a tropical island chain, which is covered mostly by rainforest, and located far north of Ferelden beyond Rivain.



## Background

Elven lore holds that the humans first arrived in Thedas from Par Vollen. They are thought to have arrived around 4,500 years after the founding of Arlathan, and nearly 2000 years before the official foundation of the Tevinter Imperium.

Par Vollen was occupied by the Qunari when they landed there 300 years ago. Almost immediately they went to war with the rest of Thedas.

"Par Vollen has been assimilated to the point that it is now a peaceful Qunari nation with no resistance. The humans who once lived there were more primitive than elsewhere in Thedas, building pyramids in their jungle cities and generally being isolated from other cultures further south. Now they have been part of the Qunari culture and Qun philosophy for so long that they could not even imagine going back. For their part, the Qunari treat Par Vollen as their homeland. Contact with their original homeland was intermittent at best across the turbulent Northern Ocean before it finally ceased altogether two centuries ago. Several ships have been sent home to restore contact, but they have not returned. The Qunari are here to remain and have accepted this. While the pyramids of the original human society were impressive, the Qunari have topped that with the great domes and aqueducts of Qunandar, which is the only city of real importance on the island and easily a rival to the size of Cumberland."

Peace was obtained 150 years later however, but tensions still remain high between the Qunari and the rest of Thedas. As a result, most people tend to fear and distrust any Qunari with whom they meet. No outsiders are ever permitted to visit its shores

## Rivain

The nation of Rivain is located in the northern parts of Thedas. Its capital city is Dairsmuid, which is on in the southern end of the Rivain peninsula.

### Culture

Its dark-skinned humans, the Rivaini, have a peaceful relationship with the elves. The city of Llomerryn is known to have a semi-permanent Dalish encampment on its outskirts. The Qunari settlement of Kont-aar is in northern Rivain.

Unlike the majority of peoples in Thedas, the Rivaini are not Andrastians and don't believe in the Maker. Rather, they are pantheists who believe in the Natural Order.

Many, especially in Kont-aar, have also converted to the Qun, as their religion and the Qun are not very contradictory. Although there are prohibitions on magic, seers are revered as a matter of tradition. These local hedge witches converse with spirits and even allow themselves to be possessed, though it is supposedly done so for the benefit of their villages.

Social standing in Rivain is often marked by tattoos and body piercings. The more elaborate one's decorations, the higher one's rank.

*Cities:* Ayesleigh, Dairsmuid (Capital), Kont-aar, and Llomerryn.



## Seheron

Seheron is an island nation directly north of the Tevinter Imperium. The capital is also called Seheron.

### Background

Seheron is the western Qunari island. Tevinters are known to be at war with the Qunari. While the Qunari have a firm grip on Par Vollen, their control of Seheron has been in dispute since they claimed Seheron from the Tevinter Imperium sixty years ago.



Many elven slaves in Seheron have willingly converted to the Qun and now hold office within Qunari ranks and anti-Tevinter sentiment even among the humans runs high. Because the Tevinters never signed the Llomerryn Accords, the Qunari invasion continues in Seheron. Seheron is still "kabethari" to the Qunari, literally "those who need to be taught."

As of the present day, the qunari hold control of the island under heavy resistance from Tevinter and at least some of the native population. A rebel group called the Fog Warriors exists that opposes both qunari and Tevinter control of the island.

# Tevinter Imperium

The Tevinter Imperium is a nation in Thedas ruled by a powerful magocracy. The leaders of the Imperium are called magisters, and are led by the Imperial Archon. The Tevinter Imperium worshipped the Old Gods, supposedly from whom the magisters learned magic.

According to the Chantry, it was at the beckoning of the Old Gods that the magisters attempted to usurp the Maker's throne by entering the Golden City of the Maker, which corrupted it and led to the first Blight. The Tevinter Imperium suffered the brunt of the First Blight and was subsequently toppled in an invasion by southern barbarians led by the prophetess Andraste; it is now only a shadow of its former self in both size and power.



## History



Prior to the first Blight, the Imperium conquered Elvhenan, the elven homeland, and enslaved its people. It is still legal for elves to be sold into slavery in Tevinter, and many elves choose to sell themselves into slavery to provide for their families. This results in many Tevinter elves, who are not slaves, being better off than elves in other areas, even if elven slaves fare far worse.

The ancient magister lords ruled the Imperium as a group, maintaining a tight hold over its people through the power to infiltrate their dreams using Blood Magic. Though blood magic is now banned in the Imperium, some mages are quietly acknowledged as the most proficient dream-walkers and diviners.

The Imperium's capital is Minrathous, at the northern end of the Imperial highway. Tevinter has its own version of the Chantry led by a male Divine, unofficially known as the "Black" Divine; his authority, and indeed the existence of the Imperial Chantry, is not recognized by the Chantry in Orlais. Likewise, the Imperial Chantry refuses to recognize the authority of the Orlesian Chantry and its "White" Divine. The Chantry calendar is in use everywhere except the Imperium.

In the past, primarily during the Black Age, the Tevinter Imperium had several Exalted Marches declared against it by the White Divine when tensions between the Orlesian and Imperial Chantries grew heated.

## Politics

The Tevinter Imperium is still governed by powerful magic-users through a form of magocracy. It is almost universally reviled by other nations. Its nobility is known to be over-indulgent, and slavery is still practiced. The Imperium is the center of the black market, smuggling (including the harboring of mage fugitives from other lands) and slave trade. Though merely a shadow of its former glory, the Imperium is still a very powerful nation with considerable military might. It would turn on the southern nations were it not diverted by the constant wars with the Qunari.

The Imperium draws a variety of soldiers from its territories to form an impressive army. Most noted throughout Thedas, however, is the use of elephant mounts that have been imported into Tevinter for centuries through the coastal colonies near the northwestern jungles; and a trio of gigantic war golems purchased from the dwarves, known as the Juggernauts.

## Structure

The political system of Tevinter is comparable to that of the Orzammar dwarves. Magisters are members of the Senate and constantly compete with their fellows to rise into a higher position on the council. Raising one's position on the Senate can be achieved through wealth, magical prowess and/or support by fellow Senators. The exact power of the Senate is unknown, but they are responsible for the selection of the next Archon.

## Geography

*Cities:* Asariel, Carastes, Marnus Pell, Marothius, Minrathous (Capital), Neromenian, Perivantium, Qarinus, Vol Dorma, and Vyrantium

*Regions:* Eyes of Nocen, The High Reaches, The Hundred Pillars, The Silent Plains, and Valarian Fields.

## The Free Marches

*The Free Marches are not a kingdom or even a nation in the most basic sense. People from that region dislike even being lumped together as "Marchers." Rather, they are a collection of independent city-states united only when it suits them; in this respect, they resemble the Bannorn. Because of this, the Free Marches have no capital, and what passes for a central government exists only sporadically, a sort of Landsmeet that convenes only during times of crisis.*



The Free Marches is a collective name given to the group of city-states situated in eastern Thedas, south of Antiva and the Tevinter Imperium, east of Nevarra, and north of Ferelden. The three real cities with any semblance of power in the Free Marches are Kirkwall, Starkhaven and Tantervale, each having a leader with a title and having the special right to name a Champion of the city.

The "Marchers" are independent descendants from tough barbarians, their cities standing in a loose confederation that rarely unites on any matter unless one of their larger neighbors becomes aggressive. In this event, the Marchers can assemble a united military front that even the greatest powers cannot ignore.

The Free Marches is best known as the breadbasket of Thedas. Its farms along the banks of the Minanter River are the source of much of the continent's food. Starkhaven, the largest of the cities in the Free Marches, is situated on this waterway.

## Geography

*Cities:* Hercinia, Kaiten, Kirkwall, Markham, Ostwick, Starkhave, Tantervale, and Wycome.

*Regions:* Green Dales, Minanter River, Planesene Forest, Sundermount, The Bone Pit, The Wounded Coast, and Vimmark Mountains.

## **Culture and Society**

It was once known for raiding the northern seaboard of Ferelden. Nevarra started out as merely a member of the Free Marches, but has risen in size and power far beyond any of its peers.

The Free Marches were once part of the Tevinter Imperium, evidence of which is found in the architecture of cities - high buildings built almost all in white stone.

Also, the Free Marches seems poor and more disorganized than Ferelden: the interiors of buildings are very rustic and the region has countless gangs and brigands of all sorts. Some gangs have even taken over a neighborhood of major cities such as Kirkwall in the evening and attack anyone venturing into one.

Culturally speaking, the proximity of the Marches to so many kingdoms and empires of Thedas means that the population is very diverse; the region itself is wedged between them. The movement of goods and trade brings people from across the continent to the Free Marches, and many native-born Marchers were born of parents from another land. That being said, the region is not completely welcoming to newcomers. Many Marcher-born citizens resent the presence of foreigners and see the influence of outside nations and cultures as a threat to their way of life.

## **The Grand Tourney**

One of the Free Marches' most celebrated events is the Grand Tourney. Participants from all over Thedas converge on this festival of martial skill and valor in a competition to a crown a champion of the games. The victor is awarded a coronet of sage leaves and a trophy blade known as the Celebrant, which is inscribed with the names of every champion since the first Tourney. In one letter by a Free Marcher, he explains, "The most important thing to know about the Free Marches is that we're free. We determine our own destiny, and that pleases us. Beyond that, the only other time we coalesce is when Grand Tourney comes to town. Then we boldly express our pride to any foreigner who'll listen. We'll kiss freedom on the lips and even lock arms with a proud Starkhavener! Alas, it lasts only a day, but there's no harm in that, right?" It is considered one of the only binding aspects of the Free Marches that every Marcher shares in happily, and is a notoriously jubilant phenomenon despite its brevity.

## **Politics**

The Free Marches have no central government, no king and no capital, making the whole region difficult to protect and its economy disparate. Each city is self-governing and wary of intrusions by its neighbors, frequently leading to tensions between them as they jockey and vie for power. The government of each state also varies, the sea-port of Kirkwall, for example, is officially governed by a singular ruler in the form of the Viscount, but real political authority rests in the heads of the local chapter of The Templar Order.

During times of crisis, the most powerful merchants, generals and rulers of the Free Marches can convene to deal with the issue, similar to the Landsmeet of Ferelden.



## Titles

The Free Marches has many titles between the varying cities, though expressly without kings.

- Viscount — Viscount is the title given to the rulers of Kirkwall and Kaiten. It is Orlesian in origin and originates from when the Free Marches were under the Empire's rule.
- Prince — Starkhaven had been ruled by a number of overlords during the ages seeking extravagant titles. After a noble named Veal organized a successful, peaceful protest to Ironfist's rule, the people begged him to be King. Feeling no one was worthy of the title and believing it would encourage the same level of corruption as previous rulers, Veal refused, declaring the title of Prince to be the only ruling title in Starkhaven. The title has been used ever since, signifying the city as the seat of a Principality.
- Lord Chancellor — the ruler of Tantervale.
- Teyrn — the ruler of Ostwick.

## Forms of Address

*Serah* and *Messere* are common, gender-neutral forms of address within the Free Marches. *Serah* is used when addressing someone of equal or lesser status while *Messere* is for a person of greater status.

## Champion

A unique title bestowed to individuals within the Free Marches that have proven their ability in blood. The title is not a sign of honor, for the Champion can utilize methods that make them loved or feared.

# The Fade

The Fade is a metaphysical realm that is part of Thedas yet separated by the Veil. The Fade is split up into fiefs belonging to the spirits that live there, and they change the landscape of The Fade to emulate what they see in the minds of mortal dreamers. According to the Chantry, The Fade is the first realm created by the Maker, which he populated with the spirits.

Every living being, with the exception of dwarves, enters The Fade mentally when they dream and mages tap into it when they cast spells. Most people do not remember their time in The Fade, but mages are forced to recall. Killing a mortal dreaming in The Fade is a shock to their living bodies, but not lethal. The person merely wakes up. Mortals have entered The Fade physically only once, which, if we are to believe the Chantry, caused the First Blight. Mages of the Circle frequently visit The Fade with the aid of lyrium and during their Harrowing.

Unlike other living beings, dwarves are not connected to The Fade and do not naturally enter it when they dream. Whether this grants them their natural resistance to magic or is a result of it is unclear, but under certain conditions a dwarf can be forced into The Fade in a dream state. There is one constant feature in The Fade, the Black City (which, according to the Chantry, was once the Golden City until the Tevinter Magisters set foot within it). No one has yet found a way to reach it, though if one looks to the sky, they can see the Black City, forever in the distance.

The Chantry also holds that when a person dies, their spirit passes through The Fade to the afterlife. Those who have turned away from the Maker are doomed to wander the Fade forever as lost souls. Fade spirits such as Justice claim that the dead pass to a realm beyond The Fade but are uncertain where.



# Circle of Magi



The Circle of Magi is the dominant organization for the training of mages within nations of Thedas. They are governed and monitored by the Chantry and without counting those of Tevinter Imperium, there are 12 Circles of Magi in Thedas. The Circle is allowed to take any child (usually age 6 to 12) from their families as soon as they show signs of magical ability. Even a royal child would be taken by the Circle should they show magical ability. The Circle then raises the child until they are a young adult, at which time they must either undergo the Harrowing or be made Tranquil.

The Circles, as Circle fortresses are called, tend to be located in remote and difficult to reach areas, but the Formari have outposts in major cities for the purpose of trade. The Circle's base of operations in Ferelden is Kinloch Hold - better known as simply the "Circle Tower."

The Circle maintains a neutrality policy, since the Chantry might take action against them if they got into the habit of getting involved into conflicts, the single exception being perhaps during a Blight. Nonetheless, it isn't that unusual to see at least one mage or two serving either side during a conflict and the Circle ignoring these, either as a courtesy or as a way of not creating too much enmity against the Circle on either side.

The College of Magi, a council of representatives from all the Circles in Thedas (excluding Tevinter), routinely convenes in the city of Cumberland, Nevarra to discuss Circle policy and to elect a new Grand Enchanter.

## Known Circles of Magi

<i>Region</i>	<i>Location</i>	<i>Region</i>	<i>Location</i>
Anderfels	Hossberg	Antiva	Antiva City
Antiva/Free Marches	Ansburg	Ferelden	Lake Calenhad
Free Marches	Kirkwall	Free Marches	Ostwick
Free Marches	Starkhaven	Nevarra	Cumberland
Nevarra	Nevarra City	Orlais	Montsimnard
Rivain	Dairsmuid	Tevinter	Minrathous



## Hierarchy

Each Circle follows a simple six-tier hierarchy where all residents fit; although the Tranquil seem to stand somewhat outside this progression.

- The **grand enchanter**, the Circle's direct representative to the Chantry and advisor to the Divine. Elected by the College of Magi in Cumberland.
- The **first enchanter**, leader of a Circle.
- The **senior enchanters**, a small council of the most experienced mages.
- The **enchanters**, those mages who participate in teaching.
- The **mages**, all residents who have passed their Harrowing.
- The **apprentices**, all students training for their Harrowing.

## Fraternities of Enchanters

The mages of the Circle are also divided into several fraternities, the equivalent of political parties, which hold diverse views of how mages should act and their place in society. The prominent fraternities are featured below.

### *The Loyalists*

Loyalists seek to strengthen the ties between mages and the Chantry and seek a closer 'cooperation' between the two. They often come into conflict with the Libertarians on this matter.

### *The Libertarians*

Libertarians seek to acquire more independence for the Circle by weakening the control that the Chantry currently has on Magic; some Libertarians even wish to break away completely from the Chantry's supervision. They often come into conflict with the Loyalists on this matter.

### *The Aequitarians*

Aequitarians seek not to go to extremes in any matter concerning magic, instead preaching the enacting of moral restraint among mages in the use of magic. Although there is some disagreement among them of where the perfect 'balance' lies, all aequitarians are pragmatists at heart, and are often called to broker compromise between the Libertarians and the Loyalists.

### *The Lucrosians*

Lucrosians think that every affair of mages should be aimed at acquiring wealth and power by any means necessary.

### *The Isolationists*

Isolationists are of the opinion that mages are not fit to live a 'normal' life, with other mages or among ordinary people. Instead, they should seek to live alone as hermits out in the wilds, far from civilization, where they can cause no harm to other people.

### *The Resolutionists*

A recent offshoot of the Libertarians, the Resolutionists seek to end Chantry domination over mages through violent means, including the use of blood magic. The fraternity is considered responsible for the recent decline in templar-mage relations.

## **The Harrowing**

The Harrowing is a secret rite of passage that the Circle administers, without warning, to adult apprentice mages. The ritual is analogous to a vaccination--the apprentice is exposed to a demon under controlled circumstances in order to prove that they are strong and willful enough to fight off an attempt at possession.

When a mage fails this test, they become possessed by a demon and undergo a physical transformation and are immediately destroyed by the templars monitoring them. It is hinted that if a mage takes too long to complete the Harrowing, the templars will kill the mage anyway while their consciousness is still in the Fade, fearing that this is tantamount to having failed the Harrowing. Since a Harrowing ritual requires a significant amount of lyrium, only promising mages deemed worthy to take it. Those who are not are forced to become one of the Tranquil or be executed. A mage can also elect to become one of the Tranquil if they wish.

## The Tranquil

Those mages who are too weak of will to resist demonic possession or appear to be dangerous are forced (or willingly volunteer) to go through the Rite of Tranquility, which (involving the use of a magical brand made of lyrium) cuts off a mage's connection to the Fade – they can no longer dream. As a side effect, their emotional center is utterly removed. One or both of these things make it so that demons can no longer possess them (it's not certain which). In the mind of one of the Tranquil, there is no passion. They keep to themselves, and, if asked directly, will readily agree that having the opportunity to live out a peaceful and useful existence is far preferable when compared to what their alternatives would have been.

If the Circle of Magi finds a mage too weak of will to survive the threat of demonic possession, making them Tranquil is considered an act of kindness. A large number of the mages who go through the Rite have never even shown a desire to be a mage in the first place, and once made into one of the Tranquil, they are completely immune to any of the mortal dangers they would have once had to face. Officially, once a mage has passed the Harrowing and graduated from their apprenticeship, Chantry law forbids them from being made Tranquil. That being said, in places like Kirkwall where the authority of the Templar Order is exceptionally powerful, exceptions have been made.

The Tranquil use lyrium to enchant items, providing the Circle its main source of funding. They have no innate resistance to its effects, but they possess a level of concentration far beyond a normal person's and thus are less likely to make a mistake while handling it.

## Apostates

Mages who are not part of the Circle of Magi are considered apostates and are hunted and killed by the Order of Templars. Mages who escape from the Circle are also considered apostates and either killed or brought back to the Circle by templars, though with enough secrecy however. Apostates are shown to have varying levels of integration into Thedosian society. In retrospective, apostates consider the Circle a prison.

Apostates that practice forbidden forms of magic such as blood magic are known as maleficarum, and are at even greater risk of being hunted down and slain for their practices.

# The Chantry

## The Chantry of Andraste

The major religious group in Ferelden and other parts of Thedas. It's based on the Chant of Light, a series of teachings written by Andraste, the prophet of the Maker, and was founded by Kordillus Drakon, the first emperor of Orlais. Its followers are known as Andrastians. "Chantric" is also an acceptable adjective to refer to something or someone that is of the Chantry religion.

The view of the Chantry on non-humans is that they need saving -- they have turned even further from the Maker's grace than humanity has. Elves were, and in some cases still are, pagan and dwarves do not worship any gods at all. The Chantry's goal is to spread the Chant of Light to all four corners of the world, that includes non-humans as well. Once all peoples have accepted the Chant and practice its teachings, supposedly the Maker will return to the world and return it to its previous Edenic state.



While the actual priesthood of the Chantry is made up entirely of women, men are allowed into affiliated groups like the Templars and other non-ordained positions. The leader of the Chantry is the Divine who resides in the Grand Cathedral, located in the capital of Orlais. The Chantry also has Grand Clerics, whose position is similar to bishops.

The Chantry calendar is used everywhere in Thedas, save for the Imperium, and is the source of the Ages.

It was an Orlesian emperor who made the Chantry into an organized religion. Before that, those who believed in Andraste's message were scattered throughout Thedas.

The funeral rites of the Chantry involve cremation. As Andraste's body was burned, and her spirit ascended to stand by the Throne of the Maker, so too will that of her followers. It may also be to ward off the possibility of the corpse becoming the subject of demonic possession.

When not capitalized, 'chantry' refers to a building in which worship takes place.

## History

The Chantry was founded by Kordillus Drakon, the first Emperor of the Orlaisian Empire, who established the Andrastian faith as the nation religion. Three years later the first Divine, Justinia I, was declared. Drakon's military successes during the Second Blight significantly expanded the borders of Orlais, and soon after the conquered lands converted to the faith. While these lands would later liberate themselves from Orlaisian rule following Drakon's death, the religious practice still remained.



During the Towers Age there was debate in the Chantry over whether Andraste was truly divine. It was largely the Imperial Chantry's belief that she was not divine that led to the schism in the Chantry and the eventual founding of the Imperial Chantry as a separate religion.

## Chantries in Thedas

Chantries are present in almost every village, town and city and some will also maintain a Chanter's Board. They also maintain a presence within larger organizations' buildings such as the Circle of Magi and various fortresses. A list of known chantries:

### The Templar Order



*"Essentially they're trained to fight.  
The Chantry would tell you that the templars exist simply to defend,  
but don't let them fool you.  
They're an army.  
The other main purpose for a templar is,  
of course, to hunt mages.  
To that end, we train  
in talents that drain mana and disrupt spells."*



The Templar Order is a military order of the Chantry that hunts apostates and maleficars and watches over the mages from the Circle of Magi. One of their most important tasks occurs during a mage's Harrowing. During this, a templar watches over the body of the mage, ready to kill him or her if demonic possession occurs. To help them control mages, templars have the ability to dispel magic and to inhibit spellcasting. A group of templars is led by a Knight-Commander and each Circle and the majority of chantries in Thedas are assigned one. Templars are also responsible for tracking fugitive mages, which they are able to accomplish when a phylactery has been taken from their quarry.



Templars also have access to the Right of Annulment. The Right of Annulment gives the Templars the right to "pacify" or kill all mages in the tower. This would be used in the event that total chaos was unleashed by the mages and there is no chance that they could be saved.

## The Blight

A Blight refers to a period when darkspawn find and corrupt one of the Old Gods, which is transformed into an archdemon and leads the horde to attack the surface world.

A Blight is distinct from the occasional darkspawn raids, in which the darkspawn are few, scattered, and disorganized, plaguing only the Deep Roads, underground highway tunnels constructed by the dwarves at the height of their empire. These tunnels—and natural caverns connected to them—extend throughout Thedas.

When the darkspawn discover one of the Old Gods—ancient draconic creatures slumbering in the depths of the earth—they infect it with their taint, and it rises as an archdemon. Unified by its will, the darkspawn surge up from their tunnels and spread across the surface of the lands, destroying all in their path. Survivors are dragged underground to be eaten or turned into Broodmothers, water sours, crops are spoiled, the land is poisoned and animals sicken. With each passing day, a blight grows. The earth itself withers and dies; the land is leached of moisture, turning everything dry and brown. The sky fills with rolling, black clouds that block out the sun, making it easier for the darkspawn to surface. As this wasteland spreads, the disease of the blight spreads with it, corrupting all in its path.

The only way to end a Blight is to slay the archdemon, and the only ones who have ever managed such a feat are the Grey Wardens. For this reason, the order holds the respect of most nations.

### The Blight Disease

The Blight disease is the corruption spread by the darkspawn. It twists and corrupts all living organisms. Animals and humanoids either go mad and develop physical deformities, or perish from the disease. Surviving humanoids are transformed into ghouls, while surviving animals result in mutations such as bereskarn, blight wolves, and corrupted spiders. In some cases animals can make a full recovery if given early care; however, most have to be put down to prevent them from spreading the disease further. Corrupted animals will eventually be killed by the disease, leaving whole areas completely lifeless.

### The Thaw

The Thaw is the period at the ending of a Blight, when the archdemon is defeated and darkspawn are fleeing back into the Deep Roads. When Grey Wardens have defeated the Blight, they often seek out remaining darkspawn in what is called the Thaw Hunt.



## **The History of Blights in Thedas**

The Chantry teaches that it is the hubris of men that brought the darkspawn into Thedas. The mage rulers of the Tevinter Imperium sought to usurp the Golden City, but were cast out, twisted by their own corruption, only to return as monsters; the first of the darkspawn. The dwarves hold no such beliefs; to them, the darkspawn simply appeared one day and have been their bitter enemies ever since, although it is suggested that some Dwarves believe the humans are the reason for their existence.

### **The First Blight**

After the corruption of the magisters, the first darkspawn awakens Dumat, the first among the Old Gods, as the first archdemon. Thedas is nearly overrun; the dwarves come near to extinction, leaving only Orzammar and Kal-Sharok. The first Grey Wardens appear, and Dumat is finally slain at the Battle of the Silent Plains in 992 TE. The Tevinter Imperium is left severely weakened, resulting in a barbarian invasion led by Andraste.



### **The Second Blight**

Zazikel awakens in 1:5 Divine and the second Blight begins, with darkspawn coming out of the mountains in all corners of the continent. They slaughter the entire city of Nordbotten in the Anderfels before the Grey Wardens finally get the word out. The Free Marches and Orlais are hard-pressed to defend themselves, but the Grey Wardens and the armies under Emperor Kordillus Drakon I make the difference. Just over ten years into the second Blight the Orlesians defeat several hordes of darkspawn, including the hard-fought victory at the Battle of Cumberland. As the Orlesians and Grey Wardens share continued victories, the second Blight winds down to its last battle in Starkhaven. Led by the Wardens, the human army destroys Zazikel and the darkspawn are routed for the second time.

### **The Third Blight**

The Old God Toth awakens in 3:10 Towers and the third Blight erupts in the central lands of Thedas with darkspawn coming in greater numbers than ever before. Darkspawn swarm the Tevinter cities of Marnas Pell and Vyrantium as well as the Orlesian cities of Arlesans and Montsimmard. The Grey Wardens in both of these countries are able to quickly organize a defense, and despite heavy losses in the besieged cities, the darkspawn are pushed back. Darkspawn proceed to ravage what is modern-day Navarra as well the Free Marches, attacking cities along the Minanter River. Pressure from the Grey Wardens in Weisshaupt convinces both the Orlesians and Tevinter to unite, but consent to send aid to the beleaguered city-states. After fifteen years of conflict, the armies of Orlais and Tevinter meet in Hunter Fell and join the Grey Wardens in ending the Blight. Toth is destroyed, and the darkspawn are slaughtered in one of the bloodiest battles in history.

### **The Fourth Blight**

The fourth Blight begins when the archdemon Andoral arises just as the Chantry's exalted march against the Tevinter Imperium ends. This is where this setting opens up to adventurers to be explored. Whether it be to protect the regions of Thedas, strive for glory, or slay the archdemon there are several avenues that are extremely dangerous to pursue.

# Character Creation

## Race

You can choose any race available in the racial summary to the right.

## Traits

- Your hero starts with a d4 in each attribute, and has 5 points with which to raise them. Raising an attribute a die type costs 1 point.
- You have 15 points for skills.
- Each die type in a skill costs 1 point up to the linked attribute costs 2 points per level.
- Charisma is equal to the total bonuses or penalties given by Edges and Hindrances.
- Pace is 6".
- Parry is equal to 2 plus half Fighting.
- Toughness is equal to 2 plus half Vigor. Go ahead and add the bonus granted by the armor worn on your torso to this value as well for speed's sake, but remember it may not count if attacks target other parts of the body.

## Edges & Hindrances

You gain additional points for taking up to one Major Hindrance and two Minor Hindrances.

### For 2 points you can:

- Gain another attribute point
- Choose an Edge

### For 1 point you can:

- Gain another skill point
- Increase starting funds by 100%

## Gear

Start with 250 silver (*si*) pieces.

## Special Free Edges

Choose one Background Edge and Professional Edge for free as long as the character meets the prerequisites. Additional Background and Professional Edges may be acquired as normal.

# Racial Summary

**Dwarf:** have an innate resistance to magic, preventing them from using arcane. Dwarves cannot have an Arcane Background; become a Spirit Warrior, or Templar.

*Racial effects:* Low Light Vision, Slow (Pace 5"), Tough (Vigor d6), all arcane effects take a -2 penalty to arcane rolls versus dwarf targets, they also have 2 additional Toughness in regards to spell damage.

**Elf:** typically stand four inches shorter than their human companions and have a slender, lithe build and pointed ears. In Ferelden, Free Marches, and many other parts of Thedas, elves are second-class citizens, often referred to by humans as 'knife ears' as a racial slur.

*Racial effects:* Agile (Agility d6), Low Light Vision, -2 penalty to repair checks

**Humans:** are the most numerous, yet also the most contentious of all the intelligent races of Thedas. Only four times have they ever united beneath a single banner, the last being centuries ago. The monotheistic faith of the Chantry plays a major role in human society.

*Racial effects:* Bonus Edge

**Qunari:** is a large humanoid race hailing from the island nations of Par Vollen and Seheron in northern Thedas. They have bronze-hued skin, white hair, pointed ears, and vivid eyes with colors like violet, red, or yellow. Qunari are considered physically more robust than humans.

*Racial effects:* Low Light Vision, Outsider (-2 Charisma), Qunari Soul Bond (Trademark Weapon Edge *even if you do not meet the requirements*), Strong (Strength d6), Vow Hindrance (Major – To Honor and Fulfill Qunarin duty/role assigned in Qunarin culture)



# Races

**Humans** are the most numerous, yet also the most contentious of all the intelligent races of Thedas. Only four times have they ever united beneath a single banner, the last being centuries ago. The monotheistic faith of the Chantry plays a major role in human society.

## Ferelden

The humans in Ferelden control both the nation's royal family and its nobility. The elves of Ferelden are considered second-class citizens by the majority of human Fereldans.

## Orlais

Orlais is a powerful state of Thedas, where humans also serve as the dominant intelligent race. Like their Fereldan neighbors, the Orlesians treat the elves of their nation as a lower caste.

## Tevinter Imperium

The Tevinter Imperium is the formerly dominant power of Thedas. The Imperium conquered the first homeland of the elves and reduced them to their servile status in most of the human-ruled lands of Thedas in the current age.

**Elves** typically stand four inches shorter than their human companions and have a slender, lithe build and pointed ears. In Ferelden, Free Marches, and many other parts of Thedas, elves are second-class citizens, often referred to by humans as 'knife ears' as a racial slur.

The Elves of Thedas are mortal, but elven legends state that this was not always the case. Once, they say, they were an immortal race that lived in harmony with the natural world and followed the elven pantheon. The first *shemlen* (a term meaning "quick children" that was used by the ancient elves to describe the humans) they encountered were the mages of the Tevinter Imperium. They traded with the Imperium and grew friendly with humans, but soon discovered that breeding with humans produced only human babies, due to the elves' genetic adaptability, while exposure to the 'quick children' caused the elves to quicken themselves. For the first time, elves began to age and die.

In fear, the elves withdrew from human contact, but the Imperium interpreted this as a sign of hostility and invaded Elvhenan, the elven homeland, and enslaved its people. The elven people lost their immortality and their gods forsook them. As a final insult the mage's of the Imperium sank the elves capital city of Arlathan into the ground never to be seen again. The exact details of the war are lost to history, though artifacts found in Imperium ruins suggest Elvhenan was looted, or that some Elves joined the Imperium bringing artifacts with them.

Elven slaves were among the most fervent supporters of the Prophetess Andraste's uprising against the Tevinter Imperium. The elves joined Andraste in her quest to depose the Tevinter magisters, and they were rewarded for their loyalty by being granted land in the Dales upon Andraste's victory. Ironically, though the elven slaves won Andraste's favor, it was the Chantry which was responsible for the second downfall of the elves. The only known elf from the time of Andraste was named Shartan.

In the Dales, the elves created a second elven homeland and began to restore the lost lore and culture of Elvhenan, including the worship of their former Gods. For some years, humans loyal to Andraste's memory respected their elven allies. But over the generations and as the Chant of Light and the religion of the Maker spread throughout human nations, the diplomatic relationships between the Dales and surrounding human nations turned cold, as the elves refused to be converted. The Chantry eventually led an Exalted March against the elves, claiming they had been attacked by the Dales. As the Dales fell and the elves had to abandon their second homeland, their culture was irrevocably schismmed. Many elves accepted the terms of their human aggressors, going to live in the Alienages inside human cities and worshipping the Maker.

Those elves who resisted became the nomadic Dalish, maintaining the worship of the elven gods and continuing their efforts to recover the lost culture of Elvhenan.

**Dwarves** are one of the main humanoid races and are a race in decline. Once boasting an underground kingdom spanning much of Thedas, but devastated during the First Blight and still losing both lives and territory to the darkspawn every day. In the dwarven language, they refer to themselves as the *dwarva*.

## History

Before the first Blight the dwarven empire expanded as much underground as the Tevinter Imperium did above, and maybe far grander as there is some evidence that suggests trade relations with the ancient elves of Arlathan.

The first Blight, however, severely crippled the empire as Darkspawn flooded the Deep Roads that connected the countless Thaigs and cities. Political disunity and the inability to focus their defense led to the dwarves losing countless thaigs over the next couple of centuries, pushing them to the brink of extinction. In order to preserve the remnants of their kind, Orzammar closed its gates to any survivors and became the only bastion of dwarven culture. Centuries later it was discovered that the great Thaig of Kal-Sharok had survived, though because of their coldness and anger over Orzammar's drastic act of isolation, any chance of restoring the dwarven empire in all its glory is bleak. So long as Orzammar stands however, so do the dwarves, though more and more lives and territory are lost every year to the darkspawn.

It seems that in ancient times, before the dwarves began recording their history, dwarven society was much different. Over time the dwarves have built cities closer and closer to the surface, but originally they lived very deep underground. The Deep Roads and its thaigs represent the historical layer of dwarven civilization, but below the Deep Roads exists an older layer of tunnels, caves, and thaigs that predate the Deep Roads and the dwarven empire. These Primeval Thaigs display cultural practices that would be completely foreign to any modern dwarf, such as the construction of temples, and the veneration of a pantheon of deities. It also seems that in prehistoric times the dwarves were capable of wielding magic, and used lyrium in very large amounts to amplify their power.

It is not certain why modern dwarves do not possess magical abilities, but it is likely that over-exposure to lyrium over many generations caused the development of a resistance to lyrium, and thus a resistance to the energies of the Fade.

## Culture

"We dwarves do things much the same, when it comes time for the Houses to contest the throne, though there's rarely any... bystanding... No House is neutral in the Assembly, not ever. In Orzammar, things are solved quickly and with as much bloodshed as we can stand... and then a little bit more."

—*Nalthur, of the Legion of the Dead*

Unlike many other cultures in Thedas, dwarves do not worship anthropomorphic god(s). Their beliefs are more akin to ancestor worship, and they also hold a sacred reverence for the stone that surrounds them throughout their entire life. Dwarves who lead a strong and noble life are said to strengthen the Stone when they die, becoming Ancestors. Those who are ignoble or disgraced would weaken the stone and are therefore rejected by it for all eternity.

Every once in a while there's a dwarf who is declared by the Assembly, a sort of ruling council, to be particularly noble. These dwarves become Paragons, and are worshipped during their lives and long after their deaths. When a dwarf is declared by the Assembly to be a Paragon, a noble house is created which bears their name. The deeds of a Paragon are carefully recorded in the Memories, which record the lineage and deeds that help determine what caste a dwarf is born into. The word of a Paragon is held in such esteem that it is sometimes equal to the king.

The social structure of dwarves is broken up into castes. The casteless are the lowest rung of dwarven society: outcasts in their own city, unable to take up work even as servants among the higher castes, nor to defend their honor in the Provings. Dwarves who are exiled or born on the surface are also considered by the Shaperate to be casteless, but with an increase in the number of dwarves from high ranking castes choosing to live on the surface, it is becoming more difficult for some surface dwarves to be considered permanent exiles. The average dwarf will never see the surface, and often will have superstitious beliefs concerning surface-life.

Those dwarves who are most commonly seen on the surface tend to be merchants, or on occasion smiths, but amongst the dwarves they might have been thieves, murderers or worse.

Above the casteless, numerous and distinct castes make their home in Orzammar, including merchants, smiths, warriors, and nobles. While it is possible for some dwarves to "better their position" within this rigid system, this is rare and very difficult.



The dwarves do have a king, but heredity is not always the determining factor in who sits on the throne. When the time comes, the noble houses fight each other for the power that the throne will bring. While the king may propose an heir to the throne, ultimately, the next ruler is determined in the noble Assembly, by a vote of the deshyrs (dwarven council members).

It has been mentioned that most of the wealth of the dwarves comes from selling processed lyrium to the mages of Thedas. While the Chantry holds a monopoly on lyrium trade with the dwarves, in order to maintain control over templars and mages, the need for lyrium on the surface promotes a great deal of illegal trade.

## Qunari

*"Anyone who travels far enough to the north will eventually encounter the Qunari: White-haired, bronze-skinned giants, a head again taller than a man, with frighteningly calm demeanors and a sort of sparkling fire behind their eyes."*

The kossith, better known as Qunari, are a large humanoid race hailing from the island nations of Par Vollen and Seheron in northern Thedas. They have bronze-hued skin, white hair, pointed ears, and vivid eyes with colors like violet, red, or yellow. Qunari are considered physically more robust than humans.

Most Qunari have horns, although some are born without them, but it is not considered a defect — on the contrary, those born without horns are considered special, as they are meant for a special role in Qunari society such as a Ben-Hassrath or an envoy to the other races. Sten, as a soldier of the Beresaad, falls into this category. It is not uncommon for Qunari who betray their beliefs to remove their own horns, though the reason for this act is not yet clear.

Qunari don't use names to identify themselves, but titles. Their "names" are strings of genealogical information used by the Tamassrans for record-keeping. While all of Thedas identifies the race of horned giants as the Qunari, this is inaccurate: Qunari means "people of the Qun", and includes any who follow what the Qun teaches. Therefore, any and all who accept the teachings of the Qunari, be it humans or elves, are themselves Qunari. On the other hand, horned giants who do not are actually Tal-Vashoth.

## History



*Qunari covered with war paint*

The Qunari are recent arrivals to Thedas, having arrived by warships four centuries ago from unknown eastern land across the Northern Ocean. While they once threatened to conquer all the known world, they are currently involved in a war for dominance of the north against the Tevinter Imperium. The Qunari are apparently more technologically advanced than the native Thedosian cultures, possessing cannons and an impressive navy. The Beresaad is the name of a Qunari military division. The Beresaad serves as the vanguard of the Qunari people. The Qunari lack mages in anything near the numbers that Thedosians have as magic is completely distrusted, and what few Qunari mages there are, are bound in chains and have their mouths sewn shut and occasionally tongues cut out. Several Exalted Marches have been waged against them and they've lost much land in Thedas. The Qunari still hold Kont-aar in northern Rivain, but that is the only permanent non-island holding the Qunari currently retain. In Par Vollen, the city of Qunandar is reputed to be one of the largest in all of Thedas, rivaling Cumberland in Nevarra, with structural grandeur such as aqueducts and domes unseen elsewhere.

When the Qunari invade an area and capture citizens, they offer them the opportunity to convert to their philosophy, or are sent to work in prison camps.

Any who resists either one are slain without pity, but some of those who convert to the Qun claim to feel pity towards those who choose not to. When the Qunari were pushed back by the Exalted Marches, the Chantry was disturbed to discover that a surprisingly large number of members of their faith had quite happily converted to the foreign religion.

## The Qun

The Qun is the religion of the Qunari, though it is closer to a philosophy than a full-fledged religion. It governs every part of Qunari life - even the governing structure is dictated by it, and it gives every Qunari a defined and fixed place in their society, either as a soldier (part of the body), as a craftsman (part of the mind) or as a priest (part of the soul). Fanatical in their devotion, they seem to seek to convert all of Thedas to the Qun, giving conquered citizens the choice of either converting, being sent to work at prison camps or getting slain.

All followers of the Qun are considered heathens by the Chantry; all converts regarded as heretics, traitors of their teachings and subjects of prosecution.

## Languages

All characters may speak a number of languages equal to their Smarts divided by 3.

One language must be their native tongue. Increasing Smarts allows a character to learn a new language if the Game Master feels it's appropriate.

Languages are dwarven, elven, human, qunarin and the Tevinter Imperial language.

## Skills

You have 15 points to distribute among your skills. Each die type costs 1 point as long as the skill is equal to or less than the attribute it's linked to (listed beside the skill in parentheses). If you exceed the attribute, the cost becomes 2 points per die type.

As with attributes, no skill may be increased above a d12.

Driving, Piloting, Superscience, and Weird Science are not used in Exalted Age.

### New Skills

#### Herbalism (Smarts)

This skill allows a character to create potions, poultices, and salves using ingredients which may randomly be looted or bought from merchants.

More on Herbalism can be found in the Exalted Armory and Tools section. Profession (Mage) Edge allows you to start with a d4 in Herbalism without spending a skill point.

#### Knowledge (Smarts)

- Circle of Magi
- Darkspawn
- Qun
- The Chantry
- The Fade

#### Poison-Making (Smarts)

This skill is for crafting poisons and grenades, using ingredients which may be looted or purchased from merchants. This skill is also used to apply poison to weapons.

More on poison-making can be found in the Exalted Armory and Tools section. Profession (Rogue) Edge allows you to start with a d4 in Poison-Making without spending a skill point.

#### Runecrafting (Spirit)

This is a new skill available to characters that allows the creation of weapon and armor runes.

This skill can only be trained by characters with arcane backgrounds and dwarves.

More on runecrafting can be found in the Exalted Armory and Tools section.

#### Stealing (Agility)

This skill gives a character the ability to pickpocket and perform sleights of hand. There are to be consequences for failed stealing attempts.

Failing an opposed Notice roll means the Stealing character is spotted.

#### Stealing Modifiers

Situation	Modifier
Combat	-4
Darkness	+2
Dim light	+1
Pitch Darkness	+4
Stealth	+2

#### Trap-Making (Smarts)

Characters who have learned the Trap-Making skill can construct traps or lures from common components. Components and plans may be bought from merchants, looted from defeated enemies, or found while exploring.

More on traps can be found in the Exalted Armory and Tools section.

## New Hindrances

#### Lyrium Addiction (Major)

A lack of lyrium causes you to lose touch with reality and suffer from delusions.

Must intake lyrium powder once per day or lose access to Edges and Spells.

#### Lyrium Allergy (Major)

Your hero is particularly susceptible to lyrium. Subtract 2 from all Spirit and Vigor trait rolls made due to the result of magic items or Spells.

### **Tainted (Major)**

Your character is affected by the taint of darkspawn. Powerful darkspawn are aware of you and at times are drawn to you. This is determined by the GM similar to Major Enemy.

You subtract 4 from Stealth checks against darkspawn.

### **Tithing (Minor)**

Your character always gives 10% of income to The Chantry, and upon entering a Chantry contributes 10% of all carried wealth.

## **Edges**

The Edges are grouped by type to help during character creation. Unless an Edge specifically says otherwise, it may only be selected once.

**Rank:** Below each Edge is the Rank that you must have to purchase it. A Novice character can't buy a Legendary Edge, for instance. A character may always purchase an Edge of a Rank lower than his.

**No Core Edges:** There is a vast array of edges in Exalted Age. Core edges should not be considered unless explicitly granted permission from your GM to fulfill a very specific character development need. On that note, many core edge effects can still be attained with a new flavor and different prerequisites.

### **Background Nation Edges**

These Edges are hereditary and background advantages that may usually be purchased only during character creation. Additionally, in Savage Worlds Exalted Age, you gain one free Background Edge during character creation.

#### **Anders Resilience**

**Requirements:** From Anderfels, Novice, Spirit d8+

The Anders are hardened warriors who fight grimly against an enemy that they cannot defeat. A poor people who live in a devastated land of vast, stark steppes, though their proud culture remains, and they are likely the most pious followers of the Chantry in Thedas.

Your character adds +1 to Guts rolls and rolls to recover from being Shaken.

#### **Antivan Way**

**Requirements:** From Antiva, Novice, Notice d6+, Stealth d6+, Streetwise d6+

The line of kings in Antiva has remained unbroken for two and a half thousand years. However, the nation is ruled by merchant princes such as heads of banks, trading companies, and vineyards.

As Antiva is well-known to be good at everything but fighting, it is ironic that the world's deadliest assassins, the Crows of Antiva, originate here.

Your character adds +1 to Streetwise rolls and gains an additional +1 damage when attacking a target that you have "The Drop" on.

#### **Chasind Wilder**

**Requirements:** From Ferelden, Novice, Strength d8+

Dwell within the Korcari Wilds and are viewed by many Fereldans as primitive people, mired in superstition and still clinging to the ways of their shamans. They live in houses built on stilts, travelers tell, and fear the mythic Witches of the Wilds who threaten to pounce on their children. The Chasind also say that a wasteland of snow and ice waits further to the south, filled only with desolate tundra and nomadic barbarians, but the northerners believe little of what the Chasind tell them.

Your character ignores one point of the Multi-Action penalty received from Running and adds +1 to damage rolls made after Running.

#### **Ferelden Dog Lord**

**Requirements:** Wild Card, From Ferelden, Novice, Spirit d8+

Divided up into dozens of old Alamarri clans, they war constantly with one another over land, honor, the allegiance of the freeholders, and, on one notable occasion, the name given to a favorite mabari.

You gain a mabari companion that counts as a Wild Card, but may not advance. However, when you increase in rank you may increase one of the mabari's Traits and Skills by 1 die size.

#### **Nevarran Wealth**

**Requirements:** From Nevarra, Novice, Smarts d6+, Spirit d6+

The whole country is filled with artistry, from the statues of heroes that litter the streets in even the meanest villages to the glittering golden College of Magi in Cumberland. Perhaps nowhere is more astonishing than the vast necropolis outside Nevarra City. Unlike most other followers of Andraste, the Nevarrans do not burn their dead. Instead, they carefully preserve the bodies and seal them in elaborate tombs. Some of the wealthiest Nevarrans begin construction of their own tombs while quite young, and these become incredible palaces, complete with gardens, bathhouses, and ballrooms, utterly silent, kept only for the dead.

Your character gains six times normal starting funds and owns a common home in a Nevarran city.

### **Orlesian Charm**

**Requirements:** From Orlais, Novice, Spirit d8+, Persuasion d8+

Aristocratic society is vicious and marked by fawning envy to the powerful. Orlesian Nobles often entertain bards in their courts despite their roles as spies, assassins and saboteurs for their employers (usually other nobles). Nobles welcome such entertainers with full knowledge that any could be a bard; the thrill of outwitting a spy is a notion the Orlesian aristocracy can hardly resist.

Your character's Charisma increases by +1.

### **Rivain Spiritual**

**Requirements:** From Rivain, Novice, Spirit d8+

Its dark-skinned humans, the Rivaini, have a peaceful relationship with the elves. The city of Llomerryn is known to have a semi-permanent Dalish encampment on its outskirts. The Qunari settlement of Kont-aar is in northern Rivain.

Unlike the majority of peoples in Thedas, the Rivaini are not Andrastians and don't believe in the Maker. Rather, they are pantheists who believe in the Natural Order. Many, especially in Kont-aar, have also converted to the Qun, as their religion and the Qun are not very contradictory. Although there are prohibitions on magic, seers are revered as a matter of tradition.

These local hedge witches converse with spirits and even allow themselves to be possessed, though it is supposedly done so for the benefit of their villages.

Your character gains Knowledge (Qun) and Knowledge (The Fade) starting at a d6.

### **Seheron Slave Boss**

**Requirements:** From Seheron, Novice, Spirit d6+, Strength d6+, Intimidate d6+

While the Qunari have a firm grip on Par Vollen, their control of Seheron has been in dispute since they claimed Seheron from the Tevinter Imperium sixty years ago.

Many elven slaves in Seheron have willingly converted to the Qun and now hold office within Qunari ranks and anti-Tevinter sentiment even among the humans runs high.

Because the Tevinters never signed the Llomerryn Accords, the Qunari invasion continues in Seheron. Seheron is still "kabethari" to the Qunari, literally "those who need to be taught."

Your character gains +2 to Intimidation rolls.

### **Tevinter Acolyte**

**Requirements:** From Tevinter Imperium, Novice, Smarts d8+, Profession (Mage), Knowledge (The Fade) d6+

The Tevinter Imperium is a nation in Thedas ruled by a powerful magocracy. The leaders of the Imperium are called magisters, and are led by the Imperial Archon. The Tevinter Imperium worshipped the Old Gods, supposedly from whom the magisters learned magic. According to the Chantry, it was at the beckoning of the Old Gods that the magisters attempted to usurp the Maker's throne by entering the Golden City of the Maker, which corrupted it and led to the first Blight.

Your character may learn spells that are one rank higher than your current rank. Spells that are used above your rank cost three times the amount of Power Points. You may also cast spells without spending Power Points once per day by inflicting two wounds upon yourself.

### **The Free Marcher**

**Requirements:** From The Free Marches, Novice, Spirit d8+, Persuasion d8+

The Free Marches are not a kingdom or a nation in the most basic sense. People from that region dislike even being lumped together as "Marchers." Rather, they are a collection of independent city-states united only when it suits them. Because of this, the Free Marches have no capital, and what passes for a central government exists only sporadically, a sort of Landsmeet that convenes only during times of crisis.

Your character gains +1 Toughness.

## **Background Racial Edges**

### *Dwarves*

#### **Duster**

**Requirements:** Dwarf, Novice, Streetwise d6+

In Orzammar, the dusters are the underclass of the dwarves who seek refuge in the unsecured dregs of the city. They do whatever is necessary to get by day to day.

Your character gains +1 to Lockpicking, Stealing, and Streetwise rolls.

#### **Dwarf Noble**

**Requirements:** Dwarf, Novice, Persuasion d8+

Orzammar is a constitutional monarchy, consisting of a king and one legislative house entirely of nobles. The head of each noble house has the right to sit on the Assembly as a deshyr, representing their house. The Assembly holds the power to advise the king, approve or veto acts of the king, propose policy, declare Paragons, and elect new kings.

Your character gains +1 Charisma and starts with three times the normal starting funds. Have similar responsibilities as Noble Edge from core.

## Surface Dwarf

**Requirements:** Dwarf, Novice, Runecrafting d8+

In Orzammar, dwarven society is divided into rigid castes with houses that compete for power and prestige. But all that is discarded when a dwarf abandons the Stone for the surface. These surfacers often hone their craft to make their way.

Your character gains +2 to Runecrafting rolls.

## Elves

### Alienated

**Requirements:** Elven, Novice

Alienages are closed communities of elves living in human cities. They are typically poor and survive by begging or taking on the most menial and unrewarding of tasks.

Alienages have existed for as long as elves and humans have lived in the same lands. They say that *Val Royeaux* has ten thousand elves living in a space no bigger than Denerim's market. Their walls are supposed to be so high that daylight doesn't reach the vhenadahl until midday.

Your character gains +1 to Notice, Streetwise, and Survival rolls.

### Dalish "Wild" Elf

**Requirements:** Elven, Novice

Dalish elves lead nomadic lives, wandering throughout Thedas. The clans date back to the ruling clans of the Dales and the Dalish are the descendants of the ruling houses of their destroyed homeland. Dalish elves seek to recover, inherit and preserve the knowledge and sacred treasures of the two fallen kingdoms and for that purpose they'll often seek out old elven ruins for such things in the face of danger. They still revere the elven pantheon and each member of a tribe will tattoo the symbol of their chosen god on their face.

In the wilderness your character gains a +1 bonus to Trait rolls.

The Dalish live by a code known as *Vir Tanadahl*, meaning "Way of Three Trees." It is made of three parts, which are:

Vir Assan ("Way of the Arrow") - fly straight and do not waver  
Vir Bor'Assan ("Way of the Bow") - bend but never break  
Vir Adahlen ("Way of the Forest") - together we are stronger than the one

## Qunari

### I Soldier!

**Requirements:** Qunari, Novice, Strength d8+, Fighting d6+

A Qunari's personal name is not what we think of as a name. It is more like a social security number, information which the Tamassrans use to keep track of breeding, and is thus not something a Qunari uses to refer to one another. What a Qunari instead thinks of as their name is, in fact, their job title, which is differentiated by rank and task.

Qunarin bulk resists damage better than most. Add +1 to your Toughness. In addition, your hero can carry more than most proportional to his Strength. He can carry 8 times his Strength in pounds without penalty instead of the usual 5 times his Strength.

## Professional Edges

Professional Edges are very special abilities that reflect many years of practicing a particular trade. In some cases they may also represent special blessings from higher powers as well. These Edges help you create a character that is far more competent in his chosen field than most others—far more than just having a d12 in that occupation's skills. If you want to make a typical Circle Mage, for example, you could create a character normally, and then give him the Magi background and the Mage professional edge. Similarly, a templar would have Specialization Edge Templar as well as the Profession (Warrior) Edge.

Professional Edges represent many years of training so their Requirements are quite high. Players may purchase Professional Edges after character creation, but should usually lead up to it story-wise by practicing the affected trade during down-time or in between adventures.

The time spent acquiring one of these abilities is subjective and up to the Game Master, but makes the game much more believable if a little narrative time is spent training.

Additionally, in *Savage Worlds Exalted Age*, you gain one free Professional Edge during character creation.

**Stacking:** Bonuses to the same Trait from different Professional Edges do not stack.

### Apothecary

**Requirements:** Novice, Herbalism d6+, Poison-Making d6+

In Thedas, vendors of all sorts make their livings off of dispensing various vials of goods. From deadly poison to a useful potion the apothecary is the one to go to.

Your character gains +2 to rolls when crafting items that involve a flask.



## Herbalist

**Requirements:** Novice, Herbalism d8+

The herbalist specializes in all aspects of Herbalism and extracting the best results when using the Herbalism skill.

Your character gains a raise when you beat the TN by 3 on Herbalism checks.

## Grey Warden

**Requirements:** Novice, Spirit d8+, Vigor d6+, Guts d6+, Knowledge (Darkspawn) d6+,

*"In war, victory.*

*In peace, vigilance.*

*In death, sacrifice."*

**Grey Warden motto**

The Grey Wardens are an ancient organization of warriors of exceptional ability dedicated to fighting darkspawn in all of Thedas. They are headquartered in the very place of their founding, the Weisshaupt Fortress in the Anderfels, but maintain a presence in most other nations as well. The Grey Wardens are known for ignoring a recruit's racial, social, national, and even criminal background if they deem the person valuable in terms of character or ability.

Despite their small numbers, the Grey Wardens have been instrumental in defeating each Blight, and are vital to the survival of the world as a whole.

Just as they keep many secrets from outsiders, including the Joining, Grey Wardens also keep certain secrets hidden their own members.



The Calling is a ritual created by the first Grey Wardens to prevent future members from watching themselves ultimately succumb to the darkspawn taint. Contrary to belief even among them, surviving the Joining does not confer to Grey Wardens a true immunity from "blight sickness", but rather merely delays its onset.

Being a Grey Warden changes your destiny, you take on the following hindrances and slayer of darkspawn boon:

**Hindrances:** Tainted (major), Vow – Destroy Darkspawn (major)

**Slayer of the Darkspawn:** As a Grey Warden you gain +1 with all rolls made against darkspawn, including Spirit and Vigor checks originating from a darkspawn or darkspawn effect. Also, darkspawn that are Shaken by you suffer a -1 penalty to Spirit rolls to become unshaken and cannot use a Benny to remove the Shaken condition.

## Mage

**Requirements:** Novice, an Arcane Background, Knowledge (Arcana and The Fade) d6+

In Thedas, magic is a natural physical phenomenon such as gravity or magnetism. Some people are born with the ability to interact, control, and shape it.

Mages are capable of manipulating the basic elements, such as conjuring gouts of flame and small localized ice and electrical storms. There are also spells that allow for the temporary reanimation of corpses and the draining of an opponent's life-force.

Trained mages learn their craft in formalized institutions or under the tutelage of experienced masters. Each raise a mage gets when using a power reduces the cost of the spell by 1 Power Point. The mage must have the Power Points available to cast the spell in the first place before rolling.

Mages also start with Herbalism trained at d4.

## Pirate

**Requirements:** Novice, Agility d8+, Boating d4+, Climbing d6+, Notice d6+, Fighting d8+

Most likely to hail from Antiva, Nevarra, or Rivain these seafaring bandits prey upon trade ships. They commonly target trade ships that are travelling through the *Waking Sea* and *Rialto Bay*.

Your character gains +1 Parry when wielding a shortsword without a shield. Additionally, you gain +1 when Throwing grenades. Pirates start with Poison-Making at a d4.

## Professional

**Requirements:** Legendary, d12 in affected Trait

The character is an expert at a particular Trait. His Trait becomes d12+1. This Edge may be selected more than once, but it may never be applied to the same Trait twice.

### Expert

**Requirements:** Legendary, Professional in affected Trait

As Professional, but the Trait increases to d12+2.

### Master

**Requirements:** Wild Card, Legendary, Expert in affected Trait

The character's Wild Die increases to a d10 when rolling a particular Trait of his choice. This Edge may be chosen multiple times, though it only affects a particular Trait once.

## Rogue

**Requirements:** Novice, Agility d8+, Smarts d6+, Climbing d4+, Fighting d6+, and Stealth d8+

Rogues are crafty combatants who succeed in battle by combining speed, subterfuge, and a wide range of abilities to bring their opponents down in unexpected ways, sometimes before the enemy even perceives danger.

Rogues can incapacitate enemies with ease or sneak up on targets to deliver a devious and crippling backstab. Agility and Smarts are essential for a rogue, as many rogue and rogue specialization abilities rely on them.

Rogues add +2 to Climb, Lockpick, and Stealth rolls. The bonus to Stealth does not apply when the character is in a wilderness environment—only in urban areas. Rogues gain a +1 bonus to damage rolls when Stealth.

Rogues start with Poison-Making at d4.

## Trapper

**Requirements:** Novice, Survival d6+, Trap-Making d8+

The trapper travels the great wilds across various regions of Thedas.

A talented trapper can trap anything from the mundane bear to the more savage spirit possessed creatures in Thedas given the correct set up and execution.

A trapper gains a +1 to all Trap-Making rolls. The duration of trap effects increases by +1 as well.

## Warrior

**Requirements:** Novice, Agility d6+, Strength d8+, Vigor d6+, Fighting d8+

Warriors are the front-line fighters, the backbone of any party under assault. They can withstand and deliver a great deal of punishment, and have a strong understanding of tactics.

Your hero is very large or perhaps just very fit. Either way, his bulk resists damage better than most. Add +1 to your Toughness.

## Social and Skill Edges

Getting people to do what you want is a critical skill in most any setting. These Social Edges help your hero do just that.

Doing the things that you want that are unique to Exalted Age is one more way to define your character. These are also detailed in this section.

### Attractive

**Requirements:** Novice, Vigor d6+

Your hero or heroine is very handsome or beautiful. Your Charisma is increased by +2.

### Very Attractive

**Requirements:** Novice, Attractive

Your hero or heroine is drop-dead gorgeous. Your Charisma is increased by +4 total.

## Charismatic

**Requirements:** Novice, Spirit d8+

Your hero has learned how to work with others, even those who might be somewhat opposed to him or his efforts. This adds +2 to your Charisma.

## Coercion

**Requirements:** Novice, Intimidation d6+, Persuasion d6+

The character is influential enough to convince others to change their views. Strength contributes to a more intimidating character, whereas Smarts contributes to a more persuasive character.

Your character now may use Strength for Intimidation and Smarts for Persuasion skills.

### Improved Coercion

**Requirements:** Seasoned, Coercion

The character's ability to read and influence others has improved.

Your character now may roll twice when making Intimidation and Persuasion skill rolls.

### Expert Coercion

**Requirements:** Veteran, Improved Coercion

The character is exceptionally influential and can compel all but the most strong-willed individuals.

Your character now gains +1 to Intimidation and Persuasion skill rolls.

### Master Coercion

**Requirements:** Heroic, Expert Coercion

The character is a silver-tongued master of coercion, able to sway just about anyone.

Your character now rerolls any dice rolls that result in a 1 for Intimidation and Persuasion skill rolls. This results in the character not being able to critically fail an Intimidation or Persuasion attempt.

## Herbal Connoisseur

**Requirements:** Novice, Profession (Herbalist) or Herbalism d10+

As a recognized person of note in the field of herbalism you share your knowledge in trade with others in your field. This allows you to further your craft at a much less of an expense.

Your character obtains Herbalism crafting materials and supplies at half the cost.

### Herbal Synergy

**Requirements:** Seasoned, Herbal Connoisseur

The character has become more familiar with important flora in order to make a wide variety of potions, poultices, and salves.

Your character now may roll twice when making Herbalism skill rolls.

### Herb Harmony

**Requirements:** Veteran, Herbal Synergy

The character has perfected techniques to make powerful potions, poultices, and salves.

Your character now gains +2 to Herbalism skill rolls.

### **Green Thumb**

**Requirements:** Heroic, Herb Harmony

The character's vast knowledge of herbs permits creation of the most potent potions, poultices, and salves of all Thedas.

Your character now rerolls any dice roll that results in a 1 on Herbalism skill rolls. This results in the character not being able to critically fail an Herbalism attempt.

### **Command**

**Requirements:** Novice, Charisma +1, Smarts d6+

Command is the ability to give clear instructions to surrounding allies and enforce your hero's will upon them. This makes your character's compatriots more willing to fight on despite their wounds, and so adds +1 to their Spirit rolls to recover from being shaken.

#### **Conscription**

**Requirements:** Legendary, Profession (Grey Warden), Command

Conscription is the compulsory enrollment of people to some sort of national service, most often military service. Conscription dates back to antiquity and continues in the name of the Grey Wardens when need is at its utmost.

The hero gains a Novice Rank conscript that is conscripted to the Grey Wardens. The Conscript is a Wild Card, gains experience as usual, and has abilities that complement or mimic yours.

In general, the player character should control his Conscript just like any other allied character. Of course, the Conscript may occasionally cause trouble (by getting captured, running into danger, etc.). The player should be prepared for this "Edge" to occasionally become a "Hindrance."

If the Conscript dies, it is not replaced unless you thematically Conscript another Grey Warden and you may only have one Conscript at a time due to the time it takes to train a proper Grey Warden.

#### **Fervor**

**Requirements:** Veteran, Command, Spirit d8+

A simple phrase uttered by a great leader can sometimes have momentous results. A leader with this ability can inspire his men to bloody fervor by yelling a motto, slogan, or other inspirational words.

Those within 5 inches add +1 to Fighting damage rolls.

#### **Hold the Line!**

**Requirements:** Seasoned, Command, Smarts d8+

This Edge strengthens the will of the men under the hero's command. The troops add +1 to their Toughness.

### **Inspire**

**Requirements:** Seasoned, Command

Leaders with exceptional reputations and experience in battle inspire the soldiers around them. They add +2 to the Spirit rolls when recovering from being Shaken (this already includes the original +1 bonus for the Command Edge). This greatly improves the chances of men recovering from light wounds or poor morale that might normally take them out of the action.

#### **Natural Leader**

**Requirements:** Novice, Spirit d8+, Command

This Edge signifies a special link between a leader and his men. With it, he may share his bennies with any troops under his command.

#### **Parlay**

**Requirements:** Novice, Profession (Pirate), Intimidation or Persuasion d6+

Brigands of land and sea adhere to these policies.

Your character ignores any hostility penalties in regards to bandits, brigands, pirates or thugs when making Persuasion or any other Social roll.

#### **Master of the Seas**

**Requirements:** Parlay, Boating d12+, Intimidation or Persuasion d10+

Every once in a while a particular pirate is hailed as a true master of the seas below and the winds above.

Your crew will never mutiny. Additionally, you and your crew gain +1 to all Trait rolls while aboard your ship.

#### **Poison Crafter**

**Requirements:** Novice, Poison-Making d6+

The character has survived the difficult learning process of making simple poisons and grenades. As a result of your due diligence to the craft you know exactly where to purchase the best ingredients at the most favorable prices.

Your character obtains Poison-Making crafting materials and supplies at half the cost.

#### **Deadly Poison**

**Requirements:** Seasoned, Poison Crafter

The character can now create deadly poisons and grenades.

Your character now increases the damage die size of grenades by 1 and increases damage effects for poison coatings by +1 when crafting.

#### **Poison Adept**

**Requirements:** Veteran, Deadly Poison

The character has learned exotic new techniques for making poisons last longer.

Your coatings last for 2 hours or 4 successful Fighting rolls.

#### **Venom Master**

**Requirements:** Heroic, Poison Adept

The character is an elite poisoner, able to create poisons of the likes very few live to tell about.

Victims have a -2 to penalty to resist affects of the poison crafted.

## Sticky Fingers

**Requirements:** Novice, Stealing d8+

Your character is so adept at stealing it has become almost undetectable, even while fighting.

Your character only receives no penalty from Stealing in combat instead of -4.

### Improved Stealing

**Requirements:** Seasoned, Sticky Fingers

The character has become a subtler thief, making attempts at stealing more likely to succeed.

You use a d8 as the Wild Die for Stealing rolls.

### Expert Stealing

**Requirements:** Veteran, Improved Stealing

The character is so quick-fingered that victims almost never notice the theft until it's too late.

Your character can make Stealing rolls as a free action, once per round.

### Prince of Thieves

**Requirements:** Heroic, Expert Stealing

The character is a world-class thief, able to distract and mislead the poor mark.

On a Stealing raise, your targets are so distracted by the lures and feints of your maneuvering they are Shaken.

## Strong Willed

**Requirements:** Novice, Intimidate d6+, Taunt d6+

Characters with strong willpower use their voice, steely stares, or quick wits to unnerve opponents.

Strong Willed adds +2 to a character's Intimidate and Taunt rolls, as well as Spirit and Smarts rolls when resisting Tests of Will attacks.

## Trap Designer

**Requirements:** Novice, Profession (Trapper) or Trap-Making d10+

The character has learned the ability to create traps that are nearly impossible to be detected.

The traps designed by your character inflict a -2 penalty to opposing Notice rolls to be detected.

### Trap Specialist

**Requirements:** Seasoned, Trap Designer

The character has learned to create complex traps and lures, and can now detect enemy traps at greater range than previously.

Your character gains a +1 bonus to Notice traps and traps created by your character gain an additional +1 bonus to damage rolls.

### Death Trapper

**Requirements:** Veteran, Trap Specialist

The character has learned to assemble lethal traps. Your traps gain one additional d6 damage roll.

### All Trapper

**Requirements:** Heroic, Death Trapper

This character has mastered the art of designing traps and lures. Few can escape these exceptionally designed traps.

Triggering creatures suffer an additional -1 penalty to evade the traps you make.

## Specialization Edges

**Specializations** are choices that further define and customize characters in Exalted Age.

Only two advanced specialization groups can be gained. Advanced specialization groups are the subsections in *italics*. A rogue could be an *assassin bard*, but could not then take *duelist* Edges.

## Mage

### New Spell

**Requirements:** Novice, Arcane Background

An arcane character may learn a new Spell by choosing this Edge (which may be taken multiple times). You may choose from any Spells normally available to your character.

### Power Points

**Requirements:** Novice, Arcane Background

Arcane types always want more power. This Edge grants them an additional 5 Power Points. Power Points may be selected more than once, but only once per Rank.

### Staff Focus

**Requirements:** Seasoned, Arcane Background, Spell (*arcane bolt* and *arcane shield*)

The character has specialized in direct attacks using a mage staff, gaining a permanent bonus to damage from basic attacks.

You gain a +2 to damage rolls with a staff when you succeed on an arcane skill roll to make an attack. Has no effect on Spells that are cast.

### Arcane Mastery

**Requirements:** Veteran, Staff Focus

The mage has gained keen familiarity with the arcane arts, granting a permanent bonus to spellcasting.

You gain a +1 to arcane skill rolls.

*Arcane Warrior*

### Arcane Warrior

**Requirements:** Veteran, Fighting d4+, Knowledge (Arcana) d10+

Among the ancient elves, there were mages who trained their magical arts to augment their martial prowess. They channeled magical power through their weapons and bodies, becoming terrors on the battlefield. Most consider these skills lost forever, but they may still linger in forgotten corners of the world.

The arcane warrior channels magic inward, gaining the ability to use combat magic to perform more effective melee combat.

Your character now uses Smarts as the linked Trait for Fighting. You also use Smarts to roll damage when you hit with the Fighting rolls and to determine whether you fulfill the Strength Requirements to equip armor and weapons.

### **Aura of Might**

**Requirements:** Heroic, Arcane Warrior

The arcane warrior's prowess with combat magic grows, granting a bonus to attack, defense, and damage.

Your character adds +1 to Fighting and resulting damage rolls, along with gaining +1 to Toughness.

### **Fade Shroud**

**Requirements:** Legendary, Aura of Might, Knowledge (The Fade) d10+, Spell (*shimmering shield*)

The arcane warrior now only partly exists in the physical realm. Spanning the gap between the real world and The Fade grants a bonus to your arcane power and a chance to avoid attacks.

This edge also allows you to regain 1 Power Point every 30 minutes. When an opponent damages you, roll a d6. On a 6, the damage is absorbed into the Fade and does not affect you.

### *Battlemage*

### **Battlemage**

**Requirements:** Heroic, Vigor d6+, Profession (Mage), Knowledge (Arcana) d6+

Some mages specialize in spells that permit them to engage in combat from afar.

Battlemages, by contrast, prefer to wade into the fray alongside their blade-wielding companions, close enough to read the fear in their opponents' eyes. Their spells primarily concern personal preservation as well as control of the elements in their immediate surroundings.

Your arcane skill rolls ignore 1 point of wound penalties. Whenever you are wounded by a Fighting, Shooting, or Throwing, roll; regain d4 Power Points.

### *Blood Mage*

### **Masochism**

**Requirements:** Seasoned, Vigor d8+, Blood Magic d8+

With increased practice and focus the blood mage is able to draw power from within more easily.

You gain +1 to Vigor Blood Magic rolls made to cast Spells at no cost.

### **Blood Master**

**Requirements:** Heroic, Vigor d12+, Blood Magic d10+

Bonus to Vigor Blood Magic rolls becomes +2.

### **There Shall Be Blood**

**Requirements:** Legendary, Vigor d12+, Blood Magic d10+

Vigor Blood Magic Wild Die becomes a d10.

### *Fade Shield*

### **Fade Shield**

**Requirements:** Veteran, Arcane Background (Magi), Knowledge (The Fade) d8+, Spell (*arcane shield*)

The mage alters *arcane shield* to step partway into The Fade, adding a significant chance of resisting hostile spells or evading physical attacks while the *arcane shield* Spell is active, and a lesser chance of both when the Spell is inactive.

Penalties imposed to opponents' attacks from *arcane shield* increase to -4 and -6 with a raise.

However, when you are not affected by *arcane shield* attack and resulting damage rolls made against you gain a +2 bonus.

### **Attunement**

**Requirements:** Heroic, Fade Shield, Spell (*elemental mastery*)

The mage has become more attuned to surrounding magical energies, gaining bonuses to his abilities to control arcane power.

You gain an additional 15 Power Points. Also, you now regain 1 Power Point every 30 minutes.

### *Keeper*

### **Keeper**

**Requirements:** Heroic, Dalish "Wild" Elf, Arcane Background (Wild Mage), Knowledge (Religion-Elven) d8+

Every Dalish clan has a keeper, a wise mentor dedicated to preserving the elves' ancient lore. It is exceptionally uncommon for a keeper to teach anyone other than a fellow clan member about the unique Dalish understanding of nature magic, which focuses on control of the roots beneath the earth.

No living thing can escape the cycle of life. When an enemy dies from a keeper's spells, the body is consumed, giving the mage back power. The power that comes from the Thedas in life is then returned to Thedas through the keeper in death.

Whenever you kill an enemy with a keeper Spell you regain 5 Power Points.

**Example:** *Yanna deals 13 damage to a genlock with thornblades. If the genlock is killed, Yanna the Keeper regains 5 Power Points.*

### *Shapeshifter*

### **Master Shapeshifter**

**Requirements:** Legendary, Arcane Background (Wild Mage), Spirit d10+, Spells (*spider shape, bear shape, and flying swarm*)

Mastery of the shifter's ways alters the forms of *bear shape* and *spider shape*, allowing the caster to become a *bereskarn* and a *corrupted spider*, both considerably more powerful than their base forms.

Additionally, the *flying swarm* shape only loses 2 Power Points from receiving wounds.

See Exalted Inhabitants for *bereskarn* and *corrupted spider*, does not have Taint ability.



## Spirit Healer

### Spirit Healer

**Requirements:** Heroic, Smarts d8+, Spirit d8+, Spells (*heal, rejuvenate, regeneration, mass rejuvenation*)

Not all entities of The Fade are demonic. Many are benevolent entities consisting of life energy, which can be called upon to mend flesh and heal disease. Spirit healers focus on channeling the energies granted by these spirits, making them indispensable members of a party of adventurers.

Your character now rerolls any dice rolls that results in a 1 when casting *heal, rejuvenate, regeneration, and mass rejuvenation*. This results in the character not being able to critically fail when casting these Spells.

## Rogue

### Below the Belt

**Requirements:** Novice, Profession (Pirate or Rogue)

The rogue delivers a swift and unsportsmanlike kick to the target, imposing penalties to defense and awareness unless the target passes a Vigor roll.

As an action you make an opposed Agility roll against your foe. If successful, your opponent is suffers a -2 penalty to his Parry. On a raise, the target also is Shaken.

### Coup de Grace

**Requirements:** Heroic, Profession (Rogue)

When a target is shaken, the opportunistic rogue strikes where it hurts the most.

When you attack a Shaken or Stunned target, you gain +2 to Fighting and resulting damage rolls.

### Combat Movement

**Requirements:** Novice, Profession (Pirate or Rogue)

The quick-stepping rogue can more easily outmaneuver opponents, granting a wider flanking angle that makes backstabs easier to achieve.

Characters do not get immediate free attacks against you when you withdraw from close combat.

### Deadly Strike

**Requirements:** Novice, Profession (Rogue)

The rogue makes a swift strike at a vulnerable area on the target, dealing normal damage but gaining a bonus to armor penetration.

Called shots gain an AP bonus equal to the Called Shot penalty.

**Example:** *Daxton the Rogue with Deadly Strike makes a called shot to the head against an opposing warrior.*

*The resulting damage roll will get a +4 with +4 armor penetration to negate any bonus the victim has for wearing a helmet.*

*Daxton gets +4 armor penetration, because he took a -4 called shot penalty for targeting the head.*

### Lethality

**Requirements:** Veteran, Deadly Strike

The rogue has a keen eye for weak spots, and thus gains a bonus to critical chance for all attacks. The rogue also implements sharpness of mind to maximize damage dealt.

You may use your Smarts trait instead of your Strength trait for Fighting damage rolls. Also, you may gain up to 2d6 extra damage dice for getting more than one raise on your attack roll instead of the normal maximum of one additional d6.

### Heartseeker

**Requirements:** Legendary, Lethality

The rogue takes measure and strikes with great precision, attempting to fell weakened enemies in one last blow.

As a full round maneuver you may automatically kill an adjacent target with a Fighting roll as long as the target is Shaken and has the maximum amount of wounds possible before becoming incapacitated.

**Example:** *Daxton the Rogue with Heartseeker starts his turn adjacent to a Drake (WC) with 3 wounds. One more wound will incapacitate the Drake.*

*Daxton rolls his Fighting roll with a result of 7. Daxton leaps up and plunges his bloody dagger into the Drake's heart and it falls dead to the ground. However, Daxton cannot move before or after this action.*

### Flicker

**Requirements:** Legendary, Ghost, Heartseeker, Weak Points, Fighting d10+, Stealth d10+

The rogue's deadly speed is unmatched. Within a targeted Medium Burst Template, the rogue disappears in a blur, sprinting from target to target to backstab each of them.

The rogue makes a Fighting roll versus each hostile target in a Medium Burst Template centered on himself as a full round maneuver.

### Weak Points

**Requirements:** Heroic, Lethality

The rogue seeks out enemies' weak points, striking each target in a manner that increases all damage the foe suffers for a short time, no matter the source of the damage.

When you shake or wound a target, the next damage roll made against the victim adds a d4 to the damage roll and may ace as normal.

## Dirty Fighting

**Requirements:** Novice, Profession (Pirate or Rogue)

The rogue uses underhanded tactics to find a clear shot but rarely afflicts a wound while fighting this way.

Your character makes a Fighting roll at +2 as an action. On a success, the target is Shaken.

Additionally on a raise the next ally to attack this target gains a +2 to the attack roll.

You can only roll your damage roll to inflict a wound if you get two raises on your Fighting roll.

## Evasion

**Requirements:** Heroic, Profession (Pirate or Rogue), Agility d12+

The rogue gains an almost preternatural ability to sense and avoid danger. This edge grants a one-in-five chance of evading a physical attack, including being stunned or knocked down.

When an opponent hits you with a Fighting, Shooting, or Throwing attack; roll a d10. On a roll of 9 or 10, you briskly dodge out of the way and move your character to an adjacent square. If there is not an empty adjacent square you may not evade the attack.

## Ghost

**Requirements:** Legendary, Evasion

The rogue melts into the shadows, completely evading enemies' physical attacks for a short time.

When an opponent hits you with a Fighting, Shooting, or Throwing attack; roll a d10. Now On a roll of 7, 8, 9, or 10; you briskly dodge out of the way. You no longer need to move to an adjacent square to evade attacks.

## Feign Death

**Requirements:** Legendary, Profession (Pirate or Rogue), Smarts d10+, Survival d8+

The rogue collapses at the enemies' feet, causing them to lose interest and seek other targets until the rogue gives up the ruse.

You fall prone and make a Stealth roll versus opposed Notice rolls, with no penalties or bonuses, to be considered Dead by opposing characters until you decide to act. Starting the next round of combat you are considered to be on hold at the top of the order each round until you decide to act.

## Assassin

### Assassin

**Requirements:** Seasoned, Profession (Rogue), Smarts d8+, Poison-Making d4+

*"It's simply a slightly different skill set from your average killer, as I see it. An assassin simply specializes in striking from stealth... and in maximizing that first attack to be as lethal as possible. Debilitate your foe, either by poison or by crippling their limbs, makes any follow-up combat you need to engage in that much simpler."*

The character may spend a benny to reroll damage rolls. Also, you may gain up to 2d6 for getting more than one raise on your attack roll when you attack with "The Drop", instead of the normal maximum of one additional d6.

### Mark of Death

**Requirements:** Veteran, Assassin

The assassin marks a target, revealing weaknesses that others can exploit. All attacks against a marked target deal additional damage.

Take a maneuver action to make an opposed Smarts roll at +2 versus an adjacent target. The next damage roll against the target gains an additional d4 damage die that may ace as normal, on a raise the additional damage die becomes a d6.

### Exploit Weakness

**Requirements:** Heroic, Mark of Death

A keen eye and a killer instinct help the assassin exploit a target's weak points. During a successful critical attack, the assassin gains additional damage.

Your character rolls d8s instead of a d6s for the additional damage granted when getting a raise on attack rolls.

### Lacerate

**Requirements:** Heroic, Exploit Weakness

Whenever a backstab deals enough damage, the assassin's foe is riddled with devastating wounds that inflict additional damage.

If you gain a raise on a damage roll that resulted from "The Drop", the target makes a Vigor roll with a -2 penalty. If the target fails the Vigor roll it receives an additional wound.

### Feast of the Fallen

**Requirements:** Legendary, Lacerate, Fighting d10+

The assassin thrives on the moment of death.

When the assassin kills a target your character gains a +1 on the next Fighting and resulting damage roll that you make. Additionally, remove one Wound each time your character kills a target if you are wounded.

## *Bard*

### **Bard**

**Requirements:** Novice, Profession (Pirate or Rogue), Spirit d8+, Persuasion d6+

Bards follow an Orlesian tradition, acting as assassins, spies, saboteurs and following other secretive pursuits in the constant, and sometimes petty, struggles between nobles. Having taken the minstrel's art to new levels, bards are skilled performers and master manipulators; bards can inspire their allies or dishearten their foes through song and tale.

You draw 1 extra benny at the beginning of each game session, allowing you to succeed at important tasks more often than most, and survive the situations that a bard may be found in.

#### **Distraction**

**Requirements:** Seasoned, Bard

The bard's performance, replete with dizzying flourishes, is designed to distract and confuse. The target forgets who it was fighting and becomes disoriented.

Your character gains an additional +2 bonus to rolls to perform Tricks. You also now roll a d8 as your Wild Die when performing Tricks.

#### **Song of Valor**

**Requirements:** Seasoned, Bard

The bard sings an ancient tale of valorous heroes, granting the party bonuses. The bard can only sing one song at a time and songs affect ally extras and Wild Cards within 10 inches. The bard chooses what song to sing at the beginning of each of your turns.

The hero's allies gain a +1 bonus to Spirit rolls to recover from being shaken and each ally draws an additional action card in combat and acts on the best of the draw.

#### **Song of Courage**

**Requirements:** Veteran, Song of Valor

The bard launches into an epic song of the party's exploits, granting them bonuses. The bard can only sing one song at a time and songs affect ally extras and Wild Cards within 10 inches. The bard chooses what song to sing at the beginning of each of your turns.

Your character draws 2 extra bennies instead of 1 at the start of each session. Your character may allow allies that are affected by the song of courage to use one of your bennies and gain a +1 bonus to the result of any roll the benny grants.

### **Captivating Song**

**Requirements:** Legendary, Song of Courage, Spirit d10+, Persuasion d10

The bard begins an entrancing song that stuns hostile targets nearby every few seconds. Continuing the song does not drain stamina, but the bard cannot move or take any other action while singing. The bard can only sing one song at a time and this song affects all enemy extras within 10 inches. The bard chooses what song to sing at the beginning of each of your turns.

When your character begins singing this song, you may not move or take any actions until you choose to stop singing captivating song. Each enemy extra within 10 inches is Shaken unless it scores a raise on a Spirit roll with a -1 penalty on the beginning of its turn.

## *Duelist*

### **Duelist**

**Requirements:** Novice, Profession (Pirate or Rogue), Fighting d8+

Duelists are deadly combatants who prefer to fight in light armor and strike with light, but precise attacks. Experienced duelists have preternatural reflexes that allow them to evade their opponents' clumsy blows, as well as strike with remarkable precision.

Your character can draw weapons and ignore the usual -2 Multi-Action penalty for drawing weapons. Also, your character automatically succeeds in situations that would typically call for an agility roll to draw a weapon.

#### **Dueling**

**Requirements:** Seasoned, Duelist

The duelist focuses on proper form, gaining a bonus to attack while dueling.

Your character gain a +1 to Fighting rolls when adjacent to the target of the Fighting roll and no other ally or enemy characters.

#### **Keen Defense**

**Requirements:** Veteran, Dueling

The duelist has an uncanny knack for simply not being there when the enemy attacks, receiving a bonus to defense.

You gain +2 to your Parry.

#### **Upset Balance**

**Requirements:** Seasoned, Duelist

The duelist executes a quick move that throws the opponent off balance, imposing penalties to movement speed and defense.

Your character may choose to use upset balance as a maneuver action to gain a +2 to a Fighting roll versus the target's Parry. On a success, the target's Pace is halved for its next turn and has a -2 penalty to its Parry for the next Fighting roll that is made against it.

### **Pinpoint Strike**

**Requirements:** Heroic, Duelist, Notice d10+

The duelist has learned to strike the vitals of an enemy with pinpoint accuracy and from any angle.

Your penalty for all Called Shots is now -2 without regard to the target location whether it is the head, tiny, or a particular vital.

**Example:** *Sir Lain the Duelist aims at the single eye of a vicious one-eyed Qunari and only takes a -2 penalty to the attack roll even though the target called shot location is tiny and would normally impose a -6 penalty.*

### *Legionnaire Scout*

### **Legionnaire Scout**

**Requirements:** Seasoned, Profession (Rogue or Warrior), Strength d8+, Vigor d8+

Most tales of the dwarven Legion of the Dead are likely minstrels' fabrications, but the trail of darkspawn corpses that the Legion leaves behind proves the efficacy of their training. Legionnaire scouts often travel ahead of their companions, and consequently become renowned for unusual hardiness, able to survive battles that would kill any other.

Your character gains +1 Toughness and a +1 bonus to Notice rolls.

### **Mark of the Legion**

**Requirements:** Seasoned, Legionnaire Scout

Life in the Legion of the Dead is difficult, but those who manage to survive develop great fortitude.

Your character now rolls a d8 instead of a d6 for the Wild Die when rolling for Vigor trait rolls. You also ignore 1 point of wound penalties that you are suffering from.

### **Strength of Stone**

**Requirements:** Veteran, Mark of the Legion, Vigor d10+

Through will alone, a legionnaire can become as implacable as the stone of the Deep Roads.

Your character's pace is not affected by being Shaken and you gain a +2 bonus when rolling to recover from being Shaken.

### **Blessing of the Ancestors**

**Requirements:** Legendary, Strength of Stone, Spirit d8+

Long days among the veins of unrefined lyrium in the Deep Roads have given the legionnaire the ability to resist magic.

Your character is heavily resistant to magic. You act as if you had 4 points of Armor when hit by damage-causing arcane powers, and add +4 to your Trait rolls when resisting opposed powers. All arcane skill rolls are made at -4 to affect you.

### **Endure Hardship**

**Requirements:** Heroic, Strength of Stone  
What is pain to one who is already dead?

Your character is no longer affected by wound penalties.

### *Ranger*

### **Ranger**

**Requirements:** Novice, Profession (Rogue), Spirit d8+, Survival d6+

Rangers have an affinity for open country and wilderness, but as independent scouts and militia, they are opportunists, not stewards of nature. They exploit every advantage of their environment, and can lure wild beasts to attack their foes.

Your character gains +1 to Notice and Survival rolls.

### **Bear Companion**

**Requirements:** Heroic, Ranger

The ranger calls a powerful bear to fight alongside the party.

Your character gets a black bear as an ally. The black bear adds +1 to Parry and Toughness.

If your bear companion dies you may not regain another bear companion for ten days. A ranger may only have one animal companion at a time.

### **Spider Companion**

**Requirements:** Veteran, Ranger

The ranger calls a large spider to fight alongside the party.

Your character gets a giant spider as an ally. The spider adds +1 to Parry and Toughness.

If your spider companion dies you may not regain another spider companion for seven days. A ranger may only have one animal companion at a time.

### **Wolf Companion**

**Requirements:** Seasoned, Ranger

The ranger calls a great forest wolf to fight alongside the party.

Your character gets a wolf as an ally. You may choose to increase two of the wolf's different traits by one die size and increase two of the wolf's different skills by one die size. Additionally, the wolf adds +1 to Parry and Toughness.

If your wolf companion dies you may not regain another wolf companion for five days. A ranger may only have one animal companion at a time.

### **Master Ranger**

**Requirements:** Legendary, Companion, Ranger, Spirit d10+, Survival d10+

The ranger has learned to summon stronger companion animals. Animals summoned by a Master Ranger are significantly more powerful in combat than their normal counterparts.

You may now call a great bear instead of a black bear as an animal companion. Spider companions when called upon are now poisonous spiders. If your companion is a wolf it gains *howl* and AP 2.

## Shadow

### Shadow

**Requirements:** Veteran, Profession (Rogue), Agility d10+, Poison-Making d6+, Stealth d10+

There is no order or organization of shadows--they are self-taught elite rogues, masters of concealment and ambush. They strike from darkness, employing personal decoys and hallucinogenic poisons to distract enemies before sliding a dagger between their ribs.

Your character gains +1 to Stealth rolls and unless you are the victim of a surprise attack and taken completely unaware, attackers must subtract 2 from their Shooting or Throwing rolls when targeting you.

### Decoy

**Requirements:** Veteran, Shadow

The shadow is a master of misdirection, creating a personal decoy that keeps enemies occupied for a short time while the actual character escapes in stealth.

Take a full round maneuver to create a clone that appears in an adjacent square. You and the clone immediately move at half your Pace. Enemies are unaware of which is the clone. However, the clone automatically disappears when any successful attack roll is made against it. You may only have one decoy clone at a time.

### Shadow Striking

**Requirements:** Heroic, Shadow

The shadow has become more experienced in ambush and deception, gaining a large bonus to backstab damage as well as a permanent bonus to melee critical chance.

You gain a +1 to attack and damage rolls while you are Stealth. Also when Stealth, you may gain up to two d6 for getting more than one raise on your attack roll instead of the normal maximum of one additional d6.

### Pandemonium

**Requirements:** Legendary, Shadow Striking, Smarts d8+, Poison-Making d8+

The shadow releases an airborne toxin that confuses all enemies within range, causing them to either flee or attack a random target, whether friend or foe.

A full round maneuver to make a Poison-Making roll versus opposed Vigor rolls of each ally and enemy character within 5 inches. On a success, roll a d10 on the below table, in the case of a raise add 2 to the dice roll when rolling on the table.

#### *Pandemonium Table*

1-2	No Effect
3-4	Runs 5 inches away from you
5-6	Shaken
7-8	Shaken and Cannot Move its next turn
9-10	Makes an attack against a random adjacent target and is then shaken
11-12	Moves to and attacks the nearest target and then suffers a wound

## Warrior

### Bravery

**Requirements:** Veteran, Profession (Warrior), Spirit d8+

The warrior's unwavering courage allows the warrior to tap into more power based on the number of opponents that he is engaged with.

For each adjacent opponent greater than one, you gain a +1 bonus to damage, Fighting, Parry, and Toughness.

### Powerful

**Requirements:** Novice, Profession (Warrior), Strength d10+

Through training and hard work, the warrior has gained greater endurance and reduced the fatigue for wearing armor.

You can carry 10 times your Strength in pounds without penalty per increment instead of the usual 5 times your Strength and you are not affected by Pace penalties caused by armor and shields.

### Death Blow

**Requirements:** Heroic, Powerful

Each time the warrior fells an enemy, the end of the battle seems closer at hand, surging the warrior's drive to continue.

Each time you kill a victim in battle you gain a cumulative +1 bonus to Toughness until the end of combat.

### Precise Striking

**Requirements:** Novice, Profession (Pirate or Warrior), Notice d6+

The warrior tries to make each attack count, sacrificing speed for a bonus to attack as well as an increased chance to score critical hits.

You may give up your ability to move to make a Notice roll on an adjacent target; on a success you gain +1 to your Fighting roll against that target this turn and if you score a raise on your Fighting roll your extra damage die becomes a d8.

On a raise for the Notice roll, the Fighting bonus increases to +2 and the raise extra damage die becomes a d10.

### Perfect Striking

**Requirements:** Heroic, Fighting d10+, Precise Striking

The warrior focuses on precision, gaining a massive attack bonus.

Your Wild Die increases to a d8 for Fighting.

### Peon's Plight

**Requirements:** Legendary, Perfect Striking,

The warrior lashes out with a powerful blow intended to eliminate the weakest opposition.

As a full round maneuver make a single Fighting roll at +2 versus an Extra, on a success the Extra is killed without having to roll damage.



### **Massacre**

**Requirements:** Legendary, Peon's Plight

The warrior spins in an arc of death, automatically killing nearby enemies of lower rank.

As a full round maneuver you make a Fighting roll against each Extra within 2 inches. On a success, versus each target's opposed Parry, the victim is killed without having to roll damage. However, you take -4 to your parry until your next action.

### **Second Wind**

**Requirements:** Heroic, Profession (Warrior), Vigor 10+,

Long years of training grant access to deep reserves of vigor, instantly restoring nearly all of the warrior's stamina.

When forced to make Vigor rolls due to Incapacitation, you may ignore wound modifiers.

If you are ever "killed," roll a die. On an odd result, you die as usual. On an even roll, you are Incapacitated but somehow escape death. You may be captured, stripped of all belongings, or mistakenly left for dead, but somehow survive.

### **Taunt**

**Requirements:** Novice, Profession (Pirate or Warrior), Taunt d6+

A mocking bellow catches the attention of nearby foes, increasing their hostility toward the warrior.

As an action, you make an opposed Taunt roll against every enemy within 4 inches.

On a success each of the enemies take a -2 penalty to attack to its next attack roll against any of your allies, but gain a +2 to their next attack roll made against you.

On a raise, the enemies do not gain the bonus to attack you.

### **Grievous Insult**

**Requirements:** Legendary, Intimidate d10+, Taunt d10+

A vile epithet attracts the ire of all enemies nearby, drawing them away from their current targets and toward the warrior.

Your Wild die for all Taunt rolls increases to a d10. Additionally, the Taunt edge now targets all enemies within 8 inches and penalty to attack your allies increases to -4.

### **Threaten**

**Requirements:** Seasoned, Profession (Warrior), Taunt d6+

The warrior adopts a challenging posture that increases enemy hostility with each melee attack, drawing them away from other allies.

When you make any successful Fighting roll versus a character that character receives a -1 penalty to its next attack roll against any of your allies. On a raise, the penalty increases to -2.

This becomes a permanent part of your attacks even when using other edges to attack with.

### **Disengage**

**Requirements:** Veteran, Taunt, Threaten

A relaxed position makes the warrior seem less threatening, reducing the hostility of nearby enemies, who may seek other targets instead.

On your turn you, as long as you do not use Taunt or Threaten against a target this turn you can choose to end the affects of the Taunt and Threaten edges on enemies.

Additionally characters do not get immediate free attacks against you when you withdraw from close combat.

### *Berserker*

### **Berserker**

**Requirements:** Novice, Profession (Warrior)

The first berserkers were dwarves. They would sacrifice finesse for a dark rage that increased their strength and resilience. Eventually, dwarves taught these skills to others, and now berserkers can be found amongst all races. They are renowned as terrifying adversaries.

Immediately after suffering a wound (including a Shaken result from physical damage), your hero must make a Smarts roll or go berserk.

While Berserk, your Parry is reduced by 2 but you add +2 to all Fighting and Strength rolls (including melee damage) and Toughness. The warrior ignores all wound modifiers while berserk, but cannot use any skills, Edges, or maneuvers that require concentration, including Shooting and Taunt, but may use Intimidation. Additionally, berserkers may draw weapons without incurring the multi-action penalty.

Berserkers attack with reckless abandon. Anytime the Fighting die is a 1 (regardless of the Wild Die), you hit a random adjacent target, (not the original target). The attack may hit friend as well as foe. If there are no other adjacent targets, the blow simply misses.

The Berserker may end the rage by doing nothing (not even moving) for one full action and making a Smarts roll at -2.

### **Resilience**

**Requirements:** Seasoned, Berserker, Spirit d8+  
Rages no longer wear so heavily on the berserker when going berserk.

Your penalty to Parry when in a rage is now reduced to -1 and you now ignore the -2 penalty to end your rage.

#### **Constraint**

**Requirements:** Legendary, Resilience

The berserker has learned to retain control during rages.

On a roll of 1 on a Fighting die while berserk you will not hit an ally, though you may still hit the wrong opponent or miss. Additionally, your character may now use skills, Edges or maneuvers while berserk.

#### **Final Blow**

**Requirements:** Legendary, Constraint, Strength d10+, Vigor d10+

All the berserker's reserves go into a single fatal swing.

While berserk you can choose to wound yourself to gain a +2 bonus to your next attack and damage roll. The berserker may add more than one wound for a cumulative effect, gaining an additional +2 for each wound.

On your turn the berserker may add a wound that will result in becoming Incapacitated after the attack, but cannot add any more wounds than would be required to make your character Incapacitated.

**Example:** *Kai the Berserker with 1 wound is desperately trying to defeat a powerful revenant. Kai chooses to add 3 wounds to increase his next attack and damage roll this turn by +6. At the end of his turn Kai becomes incapacitated making the normal vigor roll as required.*

### *Champion*

### **Champion**

**Requirements:** Novice, Profession (Warrior), Spirit d8+

The champion is a veteran warrior and a confident leader in battle. Possessing skill at arms impressive enough to inspire allies, the champion can also intimidate and demoralize foes. These are the heroes you find commanding an army, or plunging headlong into danger, somehow making it look easy.

When forced to make Vigor rolls due to Incapacitation, you ignore wound modifiers. This only applies to Vigor rolls called for by these tables—you still suffer from wound modifiers for other Trait rolls normally.

### **Rally**

**Requirements:** Novice, Champion

The champion's presence inspires nearby allies, giving them calling them to rise up and continue the fight.

As an action, you make a Spirit roll. On a success, allies within 10 inches that are Shaken may roll a free Spirit roll to recover. With a raise, your allies gain a +2 bonus to the Spirit roll to recover.

#### **Motivate**

**Requirements:** Veteran, Rally

The champion inspires allies with renewed vigor.

When you succeed on the action gained from the Rally edge, your allies that are incapacitated within 10 inches may now roll a Vigor roll and ignore the wound penalty to stabilize. If your ally was bleeding out and stabilizes in this way they do not have to roll on the injury table.

#### **War Cry**

**Requirements:** Novice, Champion, Intimidate d6+

The champion lets out a fearsome cry that gives nearby enemies a penalty to attack.

As an action, you make an opposed Intimidate roll against every enemy in 6 inches.

On a success each of the enemies suffer a -1 penalty to its next attack roll. With a raise, the penalty increases to -2.

#### **Superiority**

**Requirements:** Heroic, War Cry, Intimidate d10+

The champion is so fearsome that War Cry now knocks nearby opponents off their feet.

When you raise with War Cry the target is knocked prone and must spend an action to stand up if knocked prone in this way.

### *Guardian*

### **Guardian**

**Requirements:** Seasoned, Profession (Warrior), Spirit d8+, Vigor d10+

Many warriors foolishly believe that they can control the tide of a battle on their own, but a guardian realizes that an ally's survival is as important as an enemy's death. Guardians prefer to protect party members directly, but if necessary, they are prepared to make personal sacrifices to ensure that their companions live.

When forced to make Vigor rolls due to Incapacitation, you ignore 1 point of wound modifiers. Additionally, you gain +1 to Parry.

### **Fortifying Presence**

**Requirements:** Veteran, Guardian

The guardian sheaths those around your party in mystical protection. Enemies must come through you if they want a piece of your allies.

Fighting rolls against adjacent allies are instead made against you.

**Example:** *Valent the Guardian is adjacent to Daxton the rogue and Zeftier the wizard. Five wolves descend upon the party. Each of these wolves must make attack rolls against Valent who is protecting the rogue and wizard from being mauled to death.*

### **Aura of the Stalwart Defender**

**Requirements:** Legendary, Fortifying Presence

The guardian makes a personal sacrifice in order to preserve allies, creating a field that pulls a foe back towards the guardian if it tries to leave the field.

Your enemies cannot withdraw from close combat when engaged with you.

### **Master Guardian**

**Requirements:** Veteran, Guardian

The guardian has committed to life as a true defender.

The guardian adds +2 to Parry instead of the +1 from the Guardian Edge.

### *Reaver*

### **Reaver**

**Requirements:** Seasoned, Profession (Warrior), Vigor d10+, Knowledge (The Fade) d6+

Demonic spirits teach more than blood magic. Reavers terrorize their enemies, feast upon the souls of their slain opponents to heal their own flesh, and can unleash a blood frenzy that makes them more powerful as they come nearer to their own deaths.

You ignore 2 points of wound penalties.

### **Aura of Pain**

**Requirements:** Veteran, Reaver

Radiating an aura of psychic pain, the reaver suffers the afflictions of the spirit world along with all nearby enemies.

You and each creature within 5 inches suffer from a -2 penalty to Toughness.

### **Blood Frenzy**

**Requirements:** Legendary, Aura of Pain, Vigor d10+

Driven by pain, the reaver gains larger bonuses to damage whenever health decreases.

You ignore all wound penalties and gain +1 to your damage rolls for each wound.

### **Devour**

**Requirements:** Seasoned, Reaver

The Reaver revels in death, absorbing the lingering energy of his felled foes.

When your character kills any creature that is not an extra, you may remove one wound.

### **Frightening Appearance**

**Requirements:** Veteran, Reaver, Intimidate d8+

This edge focuses the Reaver's unsettling countenance, making a target cower in fear.

Frightening Appearance increases the effectiveness of Taunt and Threaten.

You gain a +1 bonus to Intimidate and Taunt rolls, also the penalty enemies incur from the Taunt and Threaten Edges increases by 1.

### *Spirit Warrior*

### **Spirit Warrior**

**Requirements:** Seasoned, Profession (Warrior), Spirit d8+, Knowledge (The Fade) d6+

Although spirit warriors employ magical abilities, they are not mages; instead, they flirt with inhabitants of The Fade who agree to augment mortal abilities in exchange for a glimpse of the physical world. Naturally, the Chantry's templars rarely acknowledge that distinction.

You draw two additional action cards in combat and act on the best of the draw.

### **Beyond the Veil**

**Requirements:** Veteran, Spirit Warrior, Spirit d10+, Knowledge (The Fade) d8+

The warrior dons a cloak of mystical energies from The Fade in order to evade a substantial proportion of physical attacks, although the mode drains stamina constantly.

As an action you partially cross into The Fade. While in the fade Fighting, Shooting, and Throwing attacks take a -3 penalty to attack rolls against you. The focus required of you causes a -2 penalty to your Toughness and all Vigor Trait rolls. It takes an additional action to leave The Fade.

### **Soulbrand**

**Requirements:** Veteran, Beyond the Veil

The warrior has gained a deeper connection to the spirit world. While Beyond the Veil is active, the warrior gains a moderate chance of resisting hostile spells.

While you are Beyond the Veil, the penalty to attack you now affects arcane skill rolls made against you as well.

### **Blessing of the Fade**

**Requirements:** Legendary, Soulbrand, Knowledge (The Fade) d10+,

The warrior is able to draw strength from the benevolent spirits of The Fade. While Beyond the Veil is active, the warrior's chance of resisting hostile spells increases further and the warrior gains bonuses to movement.

While Beyond the Veil, arcane skill rolls now take a -5 total penalty to affect you and your Pace increases by +2.

### **Fade Burst**

**Requirements:** Heroic, Soulbrand

The warrior bursts with energies drawn from the other side of the Veil, dealing spirit damage to all nearby creatures, particularly harming creatures from The Fade.

As a full round maneuver you make a Spirit roll, on a success each creature within 3" takes your Spirit die damage + d4. With a raise, roll an additional Spirit die for the damage roll. Add +4 damage to damage rolls made against demons or spirits. This damage ignores Armor.

## *Templar*

### **Templar**

**Requirements:** Seasoned, Profession (Warrior), Spirit d8+, Knowledge (The Chantry) d6+

Mages who refuse the Circle's control become apostates and live in fear of a templar's powers- the ability to dispel and resist magic. As servants of the Chantry, the templars have been the most effective means of controlling the spread and use of arcane power for centuries.

Your character is particularly resistant to magic. You act as if you have 2 points of Armor when hit by damage-causing arcane powers, and add +2 to Trait rolls when resisting opposed powers. Even friendly arcane powers must subtract this modifier to affect you. However, you gain the Lyrium Addiction Hindrance.

### **Cleanse Area**

**Requirements:** Veteran, Templar

The templar purges the area of magic, removing all dispellable effects from those nearby.

As a full round maneuver the Templar may cleanse the area, allies and enemies within 3 inches lose all ongoing magical conditions and effects. All ongoing Spells, positive and negative that are being sustained automatically come to an end.

### **Mental Fortress**

**Requirements:** Veteran, Templar, Spirit d10+

The templar has learned to focus on duty, gaining a large bonus to magic resistance.

The bonus to Armor and Resistances from the Templar edge increase to +4.

### **Righteous Strike**

**Requirements:** Seasoned, Templar

The templars are enforcers specifically designed to control and slay mages. Each of the templar's melee hits against an enemy spellcaster drains its power.

When you succeed on a Fighting on a roll with a raise, your target loses one Power Point per raise you score.

### **Holy Smite**

**Requirements:** Legendary, Righteous Strike, Spirit d10+

The templar strikes out with righteous fire, inflicting spirit damage on a magical target. The target loses mana and takes additional spirit damage proportional to the mana lost.

You gain a +1 bonus to Fighting rolls versus arcane characters and creatures. When your target loses a Power Point because of Righteous Strike that target must make a Spirit roll, on a failure the target loses one additional Power Point and takes a wound.

## **Weaponry Edges**

Certain edges in Exalted Age require that you have certain equipment, while others are general combat edges from the core.

### *Core Edges*

### **First Strike**

**Requirements:** Novice, Agility d8+

Once per turn you get a free Fighting roll against a single foe that moves adjacent to you. This automatically interrupts the opponent's action, and does not cost you your action if on Hold or you have not yet acted this round.

### **Improved First Strike**

**Requirements:** Heroic, First Strike

As above but you may make one free attack against each and every foe who moves adjacent to you.

### **Quick Draw**

**Requirements:** Novice, Agility d8+

This Edge allows you to draw a weapon and ignore the usual -2 to attack that round. If you must make an Agility roll to draw a weapon you add +2 to the roll.

### **Trademark Weapon**

**Requirements:** Novice, Fighting or Shooting d10+

You know one unique weapon like the back of your hand. When using that weapon, you add +1 to Fighting, Shooting, or Throwing rolls. You can take this Edge multiple times, applying it to a different weapon each time.

If a Trademark Weapon is lost, you can replace it, but the benefit of the Edge doesn't kick in for ten game days.

### **Improved Trademark Weapon**

**Requirements:** Veteran, Trademark Weapon  
As above but the bonus when using the weapon increases to +2.

### **Weapon Master**

**Requirements:** Legendary, Fighting d12  
Increase your parry by +1.

#### **Master of Arms**

**Requirements:** Legendary, Weapon Master  
Increase your Parry by another +1.

#### *Archery Edges*

These edges require you to be wielding a bow, crossbow, or other archery related weapons.

### **Accuracy**

**Requirements:** Novice, Agility d8+

You are as accurate from any surface as if it were an archery range.

You ignore the “unstable platform” penalty for firing from the backs of animals or any other moving surface.

### **Aim**

**Requirements:** Seasoned

The archer carefully places each shot for maximum effect.

If you do not move, you may fire as if you took the aim maneuver. Aim may never be used for maneuvers that are attacking more than once.

#### **Critical Shot**

**Requirements:** Heroic, Aim, Notice d8+, Shooting d10+

Finding a chink in the target's defenses, the archer fires an arrow that, if aimed correctly, automatically scores a critical hit.

Successful Shooting rolls that are aimed automatically gain a raise even if the Shooting roll does not beat the TN by 4. Additionally, the attacker may gain up to two extra damage dice by getting more than one raise on the Shooting roll when making an aimed attack.

#### **Arrow of Slaying**

**Requirements:** Legendary, Critical Shot, Shooting d12+

The archer generates an automatic critical hit if this shot finds its target, although high-level targets may be able to ignore the effect.

As a full round maneuver make a Shooting attack. If your Shooting roll succeeds you roll an extra d12 for you damage roll in addition to any extra dice from raises earned with your Shooting roll.

### **Burst Shot**

**Requirements:** Seasoned, Shooting d8+

The archer burst on a target, firing two shots at a single target with one attack at a -2 modifier.

The target must be within short range. If the attack is successful, both arrows hit each arrow causing normal damage. This attack requires 2 arrows or bolts.

### **Rain of Arrows**

**Requirements:** Heroic, Burst Shot, Shooting d10+

The archer's bow points to the sky, firing multiple projectiles which then rain down at the foes.

You roll up to 3 Shooting dice at once with a -2 penalty to your Shooting roll, at up to 3 different targets. These shots can be split among all possible targets as the player desires, but all must be taken at the same time.

Wild Cards roll one Wild Die as usual with the Shooting roll, and can use it in place of one of the Shooting dice if they choose.

For each shot fired in this way 3 arrows or bolts are expended and you can not target creatures greater than your medium attack range.

This is a full round maneuver.

#### **Master Archer**

**Requirements:** Legendary, Rain of Arrows, Shooting d12+

Deadly with both bows and crossbows, master archers receive additional benefits.

You now add +1 to all of your Shooting damage rolls and you no longer have an attack penalty when you use Burst Shot and only a -1 penalty for Rain of Arrows.

### **Crippling Shot**

**Requirements:** Seasoned, Shooting d8+

A carefully aimed shot hampers the target's ability to fight by reducing attack and defense if it hits, although the shot inflicts only normal damage.

A called shot to the vitals throws your target off. The target takes a -2 penalty to attack rolls and Parry for 2 rounds in addition to any normal damage.

### **Melee Archer**

**Requirements:** Novice, Agility d8+

Experience fighting in tight quarters has taught the archer to fire without interruption.

You can use all ranged weapons in close combat to attack adjacent enemies and you are not considered unarmed when wielding a bow.

#### **Defensive Fire**

**Requirements:** Seasoned, Melee Archer

While active, the archer changes stances and receives bonus to defense but slowing the rate of fire.

By sacrificing your free move action you may take up the Defensive Fire stance. While in this stance you take a -2 to attack rolls, but increase your parry by +2 until you decide to end your stance.

### **Pinning Shot**

**Requirements:** Seasoned, Shooting d8+

A shot to the target's legs disables the foe, pinning the target in place unless it passes a Vigor check and slowing movement speed otherwise.

When you hit a target with a Called Shot to the leg it must make a Vigor roll. On a success, the target's Pace is halved for 2 rounds. If the target fails the roll, the target cannot move for 2 rounds.

### **Rapid Shot**

**Requirements:** Heroic, Agility d10+, Notice d6+, Shooting d10+

Once per round you get a free Shooting attack to Shake single foe that moves within 3 inches of you. This automatically interrupts the opponent's action, and does not cost you your action if you are on Hold or have not yet acted this round.

This attack cannot cause a wound unless the target is already shaken when Rapid Shot is triggered.

#### **Arrow Time**

**Requirements:** Legendary, Rapid Shot, Notice d12

Intense focus slows the archer's perception of time.

As above but you may make one free attack against each and every foe who moves within 3 inches of you.

### **Scattershot**

**Requirements:** Legendary, Shooting d12

The archer fires a single arrow that automatically hits, stunning the target. The arrow then shatters, hitting all nearby enemies with the same effect.

You take a full round maneuver to fire a single arrow that causes your target and all adjacent enemies to become Shaken in a success. This attack cannot wound victims even if already Shaken.

### **Shattering Shot**

**Requirements:** Seasoned, Shooting d8+

The archer fires a shot designed to open up a weak spot in the target's armor. The shot deals normal damage if it hits and imposes an armor penalty on the target.

When you earn a raise on a Shooting roll, the target's Armor is in the area you hit is reduced by 1 until the end of the combat. This effect is cumulative, but no creature can have a negative Armor value.

### **Suppressing Fire**

**Requirements:** Veteran, Shooting d10+

The archer's shots hamper foes. Each arrow encumbers the target.

As a full round maneuver, you attack an area with many arrows in hopes of killing or suppressing a large number of victims.

The attack places the Medium Burst Template on the battlefield and makes a single Shooting roll. Include normal modifiers to the attack roll for range, miscellaneous factors, and add an additional -2 penalty to the Shooting roll.

Ignore the target's modifiers if any (such as being prone or in cover). If the attack misses, it has no effect.

If the attack is successful, all targets in Burst make Spirit rolls, adding any cover modifiers they would normally have against ranged attacks to this roll. Those who fail are Shaken. Those who roll a 1 on the Spirit die (regardless of Wild Die) are actually hit by the attack and suffer a damage roll as normal.

This attack uses a number of arrows equal to twice the number of targets in the Burst.

#### *Dual Weapon Edges*

These edges require you to be wielding a weapon in each hand.

### **Cripple**

**Requirements:** Veteran, Agility d8+, Fighting d8+

The character strikes low at a target, gaining a momentary attack bonus and hitting critically if the attack connects.

When you hit a target with a Called Shot to the leg, you gain a +2 bonus to the next attack roll against the target, with a raise on the Fighting roll your extra damage die becomes a d8.

#### **Punisher**

**Requirements:** Legendary, Cripple, Agility d10+, Fighting d12+

The character finishes crippling the target up with immediately taking a vicious stab.

After a successful raise on a Cripple attack to the legs, you perform an addition Fighting roll at -2. The follow-up attack cannot target the legs.

### **Dual Striking**

**Requirements:** Seasoned, Dual-Weapon Training

The character strikes with both weapons simultaneously.

You attack one target with both weapons gaining a +2 bonus to your Fighting and resulting damage rolls.



## Dual-Weapon Sweep

**Requirements:** Novice, Dual-Weapon Training, Strength d6+, Fighting d6+

The character sweeps both weapons in a broad forward arc, striking nearby enemies with one or both weapons.

You can make a single Fighting roll at -2 and apply it against all adjacent targets. Resolve each damage roll separately. Allies are affected by such attacks as well. This cannot be used with other attacks that allow you to attack more than once.

### Low Blow

**Requirements:** Seasoned, Dual-Weapon Sweep

The character strikes at the legs of surrounding enemies.

Your character may now make the dual-weapon sweep attack as a called shot to the legs against each adjacent opponent. In addition to normal damage, on a raise on the Fighting roll the target cannot move during its next round.

The penalty to attack is -3 even though the Called Shot penalty would have made it -4. This may trigger Cripple but not Punisher.

## Dual-Weapon Training

**Requirements:** Novice, Agility d6+

The character has become more proficient fighting with two weapons.

You are as deft with your left hand as with your right. You now ignore the -2 penalty for using your off-hand.

### Dual-Weapon Finesse

**Requirements:** Seasoned, Dual-Weapon Training, Agility d8+, Fighting d6+

The character is extremely skilled at wielding a weapon in each hand, gaining bonus to attack and defense.

You add +1 to Fighting rolls versus an opponent with a single weapon and no shield. In addition, opponents subtract 1 from any "gang up" bonuses they would normally get against the hero as your two flashing blades parry the blows.

### Dual-Weapon Expert

**Requirements:** Veteran, Dual-Weapon Finesse

The character has significant experience with two-weapon fighting.

When attacking with a weapon in each hand, you roll each attack separately but ignore the Multi-Action penalty.

### Dual-Weapon Mastery

**Requirements:** Heroic, Dual-Weapon Expert, Agility d10+, Fighting d10+

Only a chosen few truly master the complicated art of fighting with two weapons, but the character is now among that elite company.

When rolling damage while dual-wielding, you now roll Agility+ your weapon's damage instead of rolling Strength+ your weapon's damage for the damage rolls.

## Find Vitals

**Requirements:** Veteran, Dual-Weapon Finesse, Notice d6+

The character is a force of nature when wielding two weapons, gaining permanent bonuses to melee critical chance and critical damage.

When wielding two weapons you reduce the penalty to Called Shot to the vitals by 2.

## Riposte

**Requirements:** Veteran, Agility d10+, Fighting d8+

Parrying with one blade you lash out with the other.

If an adjacent opponent fails to hit your Parry you may making a free Fighting roll against your opponent.

## Twin Strikes

**Requirements:** Seasoned, Fighting d10+

Two devastating strikes in rapid succession.

You can make one extra Fighting roll per round at a -2 penalty to all Fighting rolls. This attack must be taken at the same time as another Fighting roll though it may target any two foes.

Armed with two weapons you still only make one extra attack with one of the weapons.

### Flurry

**Requirements:** Veteran, Dual-Weapon Expert, Twin Strikes

The character lashes out with a flurry of blows, dealing normal combat damage with each hit.

Your character may now make an additional attack when using twin strikes with both weapons. The attack roll for all four attacks will suffer a -3 penalty.

### Momentum

**Requirements:** Heroic, Flurry, Agility d10+, Fighting d10+

The character has learned to carry one attack through to the next, increasing attack speed substantially.

Your character may now reduce the attack penalty from Twin Strikes and Flurry by 2.

### Unending Flurry

**Requirements:** Legendary, Momentum, Dual-Weapon Mastery, Agility d12+, Fighting d12+

The character singles out an enemy for death, stabbing it quickly and repeatedly. The assault continues until the target dies or flees, or until the character misses.

As a full round maneuver you make attacks versus an adjacent target alternating between your main and off-hand until you miss your target or until you have completed 5 successful Fighting rolls. You gain a +1 bonus to Fighting rolls while performing Unending Flurry and take no Multi-Action penalties.

## **Whirlwind**

**Requirements:** Heroic, Dual-Weapon Mastery

The character flies into a whirling dance of death, striking out at surrounding enemies with both weapons.

As a full round maneuver you make a running roll and must move that many inches. Every target adjacent to the path starting from initial position is attacked with a -2 penalty to the Fighting roll.

### *Two-Handed Edges*

These edges require you to be wielding one weapon with two hands.

## **Critical Strike**

**Requirements:** Heroic, Fighting d10+, Notice d6+

The character makes a single massive swing at the target, gaining a bonus to attack. If the strike connects, it is an automatic critical hit, possibly killing the opponent outright if its health is low enough.

Successful Wild Attack maneuvers gain up to 2 extra damage dice by getting more than one raise on the Fighting roll.

## **Indomitable**

**Requirements:** Veteran, Spirit d8+, Vigor d8+

Through sheer force of will, the character remains in control on the battlefield.

You may perform a single basic Fighting roll instead of moving half your pace while Shaken.

## **Mighty Blow**

**Requirements:** Seasoned, Strength d8+, Fighting d8+

The character puts extra weight and effort behind a single strike, gaining a bonus to attack.

You gain an additional +1 bonus to your Fighting rolls when you perform the Wild Attack maneuver.

### **Powerful Swings**

**Requirements:** Seasoned, Mighty Blow

You can put extra muscle behind each swing, gaining a bonus to damage but suffering penalties to attack and defense.

You gain an additional +2 bonus to damage rolls when performing the Wild Attack maneuver, but suffer a -1 penalty to your next attack roll and now your Parry is reduced by 3 until your next turn instead of 2.

## **Two-Handed Strength**

**Requirements:** Veteran, Powerful Swings, Strength d10+

The character has learned to wield two-handed weapons more effectively, reducing the penalties to attack and defense from Powerful Swings.

You no longer receive the additional penalties imposed on Wild Attack maneuvers from Powerful Swings.

### **Two-Handed Impact**

**Requirements:** Veteran, Two-Handed Strength

The power of your blows shoves your opponents to the floor.

Your successful Wild Attacks with a raise will now knock your target prone. The target must take an action to stand up from being knocked prone in this way.

## **Onslaught**

**Requirements:** Heroic, Two-Handed Strength

The character advances several times, sweeping the weapon in huge arcs that hit multiple enemies.

As a full round maneuver you make a running roll and must move that many inches. Every target adjacent to the path starting from initial position is attacked with a -2 penalty to the Fighting roll.

### **Reaving Storm**

**Requirements:** Legendary, Onslaught, Strength d12

The character turns continuously to attack surrounding enemies, slashing in wild arcs.

You now ignore the attack penalty imposed from Onslaught.

Additionally, you may make all of your attack during onslaught Wild Attacks. If you decide to Wild Attack, this will reduce your parry to 2 until your next action.

## **Pommel Strike**

**Requirements:** Seasoned, Strength d8+, Fighting d6+

Instead of going for the fatal attack an enemy expects, the player strikes out with a weapon's pommel, knocking the opponent to the ground.

Pommel strike allows you to make a single Fighting roll versus one adjacent target regardless of your weapon's reach. On a success, the opponent is Shaken and knocked prone. With a Raise, the target cannot move during its next turn and takes a -1 penalty to its next Spirit roll.

### **Stunning Blows**

**Requirements:** Heroic, Strength d10+

The character's fondness for massive two-handed weapons means that each attack offers a chance to stun the opponent due to the sheer weight behind the blow.

Characters Shaken by your Fighting rolls make Spirit rolls at -1 to recover from being Shaken.

### **Sunder Armor**

**Requirements:** Seasoned, Strength d8+

The character aims a destructive blow at the target's armor or natural defenses.

You ignore 1 point of Armor (in addition to any AP value the weapon may already have) on a successful hit. If you get a raise on the attack roll, you ignore 2 points of Armor. This applies to all forms of Armor, natural or magical.

#### **Destroyer**

**Requirements:** Veteran, Sunder Armor, Strength d10+

Few can stand against the savage blows of a destroyer. Every attack sunders the target's armor, reducing its effectiveness.

As above, but you ignore 2 points of Armor on a success and 4 points of Armor on a raise.

### **Sunder Arms**

**Requirements:** Novice, Strength d8+

The character attempts to hinder a target's ability to fight back, rather than going directly for a killing blow.

You gain a +2 bonus to Fighting and the resulting damage roll when attempting to destroy objects that are considered to be weapons. While this can be loosely defined by the GM this does not include shields even if the shield is being used offensively.

#### **Shattering Blows**

**Requirements:** Seasoned, Sunder Arms, Strength d10+

The character is as adept at destruction as at death and gains a large damage bonus against objects, golems, and other constructs.

You gain a +2 bonus to damage rolls to all objects in regards to whether they are broken or destroyed. This Edge also grants the bonus to wound characters that are classified as inanimate objects or constructs.

### **Sweeping Strike**

**Requirements:** Novice, Strength d8+, Fighting d8+

A massive swing plows through a circle of enemies.

You can make a single Fighting roll and apply it against all adjacent targets at a -2 penalty. Resolve each damage roll separately. Allies are affected by such attacks as well. A character may not use Sweeping Strike in addition to other Edges maneuvers.

### **Two-Handed Sweep**

**Requirements:** Veteran, Sweeping Strike

The character swings a two-handed weapon more effectively through enemies in a vicious arc.

You now ignore the -2 penalty incurred from using Sweeping Strike. In addition, you now apply the single Fighting roll against each target within your weapon's reach. Allies may be hit by this attack as well so heroes must be much more careful when performing Two-Handed Sweep.

#### *Weapon and Shield Edges*

These edges require you to be wielding a weapon in one hand and a medium or large shield in the other hand.

### **Air of Insolence**

**Requirements:** Veteran, Intimidate d8+, Taunt d8+

The character adopts an intimidating posture that continuously draws the attention of nearby enemies.

Your Wild Die for Intimidate and Taunt rolls now increases to a d8 instead of a d6.

### **Juggernaut**

**Requirements:** Novice, Shield Defense, Vigor d8+

A powerful physique allows the character to knock aside any enemies who are in the way.

You may move through enemy spaces. You gain an additional +1 to your Parry and Toughness against free attacks opponents gain from you withdrawing from combat.

### **Shield Balance**

**Requirements:** Novice, Shield Bash or Shield Defense

The character has learned to compensate for the weight of a shield in combat.

You no longer suffer from the off-hand penalty when attacking with a shield and you now ignore the -1 Fighting penalty from Shield Defense.

#### **Shield Tactics**

**Requirements:** Seasoned, Shield Balance

The character is proficient enough with a shield to defend from all angles, so that attackers no longer benefit from flanking strikes.

Enemies are no longer granted a "gang up" bonus when attacking you.

#### **Shield Expertise**

**Requirements:** Veteran, Shield Pummel or Shield Wall, Shield Tactics

The character's experience using a shield in combat has made certain abilities more efficient.

You now ignore the Multi-Attack penalty when attacking with your weapon and your shield reducing the penalty to Shield Pummel to a -2 total.

Additionally you now ignore the -1 penalty to damage rolls from Shield Wall.

### **Shield Mastery**

**Requirements:** Legendary, Assault, Shield Expertise

The character has mastered the use of the shield for both offense and defense.

You gain +1 Parry and your penalties to Shield Bash, Shield Pummel, Overpower, and Assault are all reduced by 2. Shield Bash and Pummel will now have no penalty, Overpower will have a -2 penalty and Assault will have a -4 penalty to Fighting rolls.

### **Shield Bash**

**Requirements:** Novice, Fighting d8+

The character shield bashes a target.

Shield bash allows you to make a Fighting roll as an attack roll with your shield. Doing so counts as an action and still incurs the Multi-Action and off-hand penalties.

Bucklers deal Strength damage, Targes do Str+d4 damage, Kite Shields do Str+d6 damage, and Heavy Shields do Str+8 damage.

### **Shield Pummel**

**Requirements:** Veteran, Shield Bash

The character follows up a successful shield bash with an additional attack from the shield.

When you land a successful Shield Bash attack, you immediately make an additional Shield Bash attack with a -4 total penalty to your Fighting roll regardless of other Multi-Action and attack penalties you took for the previous attack.

### **Overpower**

**Requirements:** Heroic, Shield Expertise, Shield Pummel, Fighting d10+

The character lashes out with the shield three times.

When you land a successful Shield Pummel attack, you immediately make an additional shield bash attack with a -6 total penalty to your Fighting roll regardless of other Multi-Action and attack penalties you took for the previous attacks.

### **Assault**

**Requirements:** Legendary, Overpower, Fighting d12

The character quickly strikes a target four times.

When you land a successful Overpower attack, you immediately make an additional Shield Bash attack with a -8 total penalty to your Fighting roll regardless of other Multi-Action and attack penalties you took for the previous attacks.

### **Shield Block**

**Requirements:** Novice, Vigor d8+

Practice fighting with a shield improves the character's guard.

You gain an additional +2 your shield's Parry and Armor when performing Defend and Full Defense maneuvers.

### **Shield Defense**

**Requirements:** Novice, Agility d6+, Strength d6+, Fighting d6+,

The character drops into a defensive stance that favors the shield, gaining a bonus defense and chance to shrug off missile attacks, but taking a penalty to attack.

Your shield gains a +1 bonus to Parry along with Shooting and Throwing attack rolls made against you take a -1 penalty. However, you suffer a -1 penalty to Fighting rolls.

### **Shield Cover**

**Requirements:** Seasoned, Shield Defense

The warrior's shield provides a greater chance of deflecting missile attacks

The penalty to Shooting and Throwing rolls made against you increases to -2.

### **Shield Wall**

**Requirements:** Veteran, Shield Cover, Agility d8+, Strength d8+, Fighting d8+

The character's shield becomes nearly a fortress, adding a significant bonus to armor and a greater likelihood of shrugging off missile attacks, but at the cost of reduced damage.

Your shield's Armor bonus versus ranged attacks increases by one and the penalty to Shooting and Throwing rolls made against you increases to -3. Additionally, you now suffer a -1 penalty to the resulting damage rolls from your Fighting attacks.

### **Carapace**

**Requirements:** Heroic, Shield Wall

No attack gets past this shield completely.

You gain a +1 to Toughness.

### **Bulwark of the Ages**

**Requirements:** Legendary, Carapace

The warrior is one with the shield.

You increase your Toughness by another +1.

### *Weapon Style Edges*

### **Swashbuckler**

**Requirements:** Novice, Agility d8+, Fighting d8+

The character is adept at wielding shorter swords such as the cutlass.

You gain a one-die size increase from d6 to d8 for your damage rolls with short swords.

### **Whiplash**

**Requirements:** Novice, Agility d8+, Fighting d8+

Some have mastered the ability to use whips in the most deadly of ways.

Whips now deal Agility+d4 damage.

# Edges and Hindrances Summary

## Hindrances

<i>Hindrance</i>	<i>Type</i>	<i>Effects</i>
Lyrium Addiction	Major	Must intake lyrium powder once per day or lose access to Edges
Lyrium Allergy	Major	-2 to Spirit and Vigor rolls to recover from magic damage and effects
Tainted	Major	Attract darkspawn and have -4 Stealth in regards to darkspawn Notice rolls
Tithing	Minor	Give 10% of on-hand money to The Chantry each visit

## Background Nation Edges\*

<i>Edge</i>	<i>Requirements</i>	<i>Effects</i>
Anders Resilience	N, Sp d8	+1 to Guts and rolls to recover from Shaken
Antivan Way	N, Notice d6, Stealth d6, Streetwise d6	+1 to Streetwise rolls and +1 damage with "the drop"
Chasind Wilder	N, St d8	-1 Multi-action penalty for running, +1 damage after running
Ferelden Dog Lord	WC, N, Sp d8	You gain a mabari companion that counts as a Wild Card, but may not advance. However, when you increase in rank you may increase one of the mabari's Traits and Skills by 1 die size.
Nevarran Wealth	N, Sm d6, Sp d6	6x starting funds and own a Neverran common home
Orlesion Charm	N, Sp d8, Persuasion d8	Charisma +1
Rivain Spiritual	N, Sp d8,	Knowledge (Qun and The Fade) begin at d6
Seheron Slave Boss	N, Sp d6, St d6, Intimidate d6	+2 to Intimidate rolls
Tevinter Acolyte	N, Sm d8, Knowledge (The Fade) d6, Mage	Learn spells 1 higher rank and cast them with 3x Power Points or with 2 wounds once a day.
The Free Marcher	N, Sp d8, Persuasion d8	+1 Toughness

\*Background Nation Edges have an additional requirement of the character having to be from the specified region.

## Background Racial Edges

<i>Edge</i>	<i>Requirements</i>	<i>Effects</i>
Alienated	N, Elven	+1 Notice, Streetwise, and Survival
Dalish "Wild" Elf	N, Elven	+1 to Trait rolls in the wilderness
Duster	N, Dwarf, Streetwise d6	+1 Lockpicking, Stealing, and Streetwise
Dwarf Noble	N, Persuasion d8	+1 Charisma, 3x starting funds, additional responsibilities
I Soldier!	N, Qunari, St d8, Fighting d6	8x Strength for encumbrance, +1 Toughness
Surface Dwarf	N, Dwarf, Runecrafting d8	+2 to Runecrafting

## Professional Edges

<i>Edge</i>	<i>Requirements</i>	<i>Effects</i>
Apothecary	N, Herbalism d6, Poison-Making d6	+2 to Crafting rolls that involve a flask in the recipe
Herbalist	N, Herbalism d8	Raise when you beat TN by 3 on Herbalism rolls
Grey Warden	N, Sp d8, V d6, Guts d6, Knowledge (Darkspawn) d6	See notes: Strong against Darkspawn, various Hindrances acquired
Mage	N, Arcane, Knowledge (Arcana and The Fade) d6	Reduce Power Points of spells by 1 for each raise on arcane magic roll, Herbalism d4
Pirate	N, A d8, Boating d4, Climbing d6, Notice d6, Fighting d8	+1 Parry when using at least 1 one-handed weapon without a shield, +1 when Throwing grenades, Poison-Making d4
Professional	L, d12 in Trait	Trait becomes d12+1
Expert	L, Professional in Trait	Trait becomes d12+2
Master	WC, L, Expert in Trait	Wild Die becomes d10 for Trait
Rogue	N, A d8, Sm d6, Climbing d4, Fighting d6, Smarts d6, Stealth d8	+1 damage when Stealth, +2 to Climb, Lockpicking, and Stealth in urban areas, Poison-Making d4
Trapper	N, Survival d6, Trap-Making d8	+1 Trap-Making, and trap effects durations increase by 1
Warrior	N, A d6, St d8, Vi d6, Fighting d8	+1 Toughness

## Social and Skill Edges

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<i>Edge</i>	<i>Requirements</i>	<i>Effects</i>
Attractive	N, V d6	+2 Charisma
Very Attractive	N, Attractive	+4 Charisma (total, not +6 with attractive)
Charismatic	N, Sp d8	+2 Charisma
Coercion	N, Intimidation d6, Persuasion d6	Use Strength for Intimidation rolls and Smarts for Persuasion rolls
Improved Coercion	S, Coercion	Roll twice when making Intimidation and Persuasion rolls
Expert Coercion	V, Improved Coercion	+1 to Intimidation and Persuasion rolls
Master Coercion	H, Expert Coercion	Reroll 1's on dice rolls for Intimidation and Persuasion
Herbal Connoisseur	N, Herbalist or Herbalism d10	Herbalism crafting materials cost half
Herbal Synergy	S, Herbal Connoisseur	Roll twice for Herbalism rolls
Herb Harmony	V, Herbal Synergy	+2 to Herbalism rolls
Green Thumb	H, Herb Harmony	Reroll 1's on dice rolls for Herbalism
Command	N, Sm d6, Charisma +1	+1 for allies to recover from being Shaken
Conscription	L, Command, Grey Warden	May gain a conscript, see notes
Fervor	V, Sp d8, Command	Allies gain within 5 inches gain +1 Fighting
Hold the Line!	S, Sm d8, Command	Allies gain +1 Toughness
Inspire	S, Command	Bonus for allies increases to +2 to recover from Shaken
Natural Leader	N, Sp d8, Command	May share your bennies with allies
Parlay	N, Pirate, Intimidation or Persuasion d6	Your character ignores any hostility penalties in regards to bandits, brigands, pirates or thugs when making Persuasion or any other Social roll. Your crew will never mutiny. Additionally, you and your crew gain +1 to all Trait rolls while aboard your ship.
Master of the Seas	L, Parlay, Boating d12, Intimidation or Persuasion d10	Trait rolls while aboard your ship.
Poison Crafter	N, Poison-Making d6	Poison-Making crafting materials cost half
Deadly Poison	S, Poison Crafter	Poisons have +1 damage and grenade damage die size is increased by 1
Poison Adept	V, Deadly Poison	Poison effects last 1 more round
Venom Master	H, Poison Adept	-2 penalty to resist poisons crafted
Sticky Fingers	N, Stealing d8	May steal in combat without penalty
Improved Stealing	S, Sticky Fingers	Use d10 as Wild Die for Stealing
Expert Stealing	V, Improved Stealing	Make a free Stealing roll once per turn
Prince of Thieves	H, Expert Stealing	May shake an opponent with a stealing raise
Strong Willed	N, Intimidate d6, Taunt d6	+2 Intimidation and Taunt, +2 to resist as well
Trap Designer	N, Trapper or Trap-Making d10	Rolls to Notice your traps are made at -2
Trap Specialist	S, Trap Designer	Your traps deal +1 damage and you gain a +1 bonus to Notice traps
Death Trapper	V, Trap Specialist	Traps deal a d6 extra damage
All Trapper	H, Death Trapper	Additional -1 penalty to evade traps

## Mage Specialization Edges

<i>Edge</i>	<i>Requirements</i>	<i>Effects</i>
<b>Arcane</b>		
New Spell	N, Arcane	Gain one spell available for your character
Power Points	N, Arcane	+5 Power Points, can be taken once per rank
Staff Focus	S, Arcane, Spell (Arcane Bolt, Arcane Shield)	+2 to damage rolls with staves
Arcane Mastery	V, Staff Focus	+1 to arcane skill rolls
<b>Arcane Warrior</b>	V, Mage, Fighting d4, Knowledge (Arcana) d10	Smarts replaces Strength for Fighting, see notes
Aura of Might	H, Arcane Warrior	+1 Toughness, +1 Fighting and resulting damage
Fade Shroud	L, Aura of Might, Knowledge (The Fade) d10, Spell (Shimmering Shield)	Regain Power Points every 30 minutes, 1 in 6 hits are lost in The Fade
<b>Battlemage</b>	H, V d6, Mage, Knowledge (Arcana) d6	Arcane skill ignore 1 point of wound penalties, When wound by a Fighting, Shooting, or Throwing roll regain d4 power points
<b>Masochism</b>	S, V d8, Blood Magic d8	+1 to Blood Magic Vigor rolls
Blood Master	H, V d10, Blood Magic d12	+2 to Blood Magic Vigor rolls
There Shall Be Blood	L, V d12, Blood Magic d12	Wild Die for Blood Magic Vigor rolls is a d10
<b>Fade Shield</b>	V, Arcane, Knowledge (The Fade) d8, Spell (Arcane Shield)	Arcane shield effects become -4 and -6, when arcane shield is not active you take +2 damage when hit
Attunement	H, Mage, Fade Shield, Spell (Elemental Mastery)	Gain +15 Power Points and regain Power Points every 30 minutes
<b>Keeper</b>	H, Dalish "Wild" Elf, Wild Mage, Knowledge (Religion - Elven) d8	Regain 5 Power Points when you kill a target with a keeper spell
<b>Master Shapeshifter</b>	L, Wild Mage, Sp d10, Spells (Spider Shape, Bear Shape, Flying Swarm)	Now shift into bereskarn and corrupted spider along with only losing 2 Power Points when wounded as a flying swarm.
<b>Spirit Healer</b>	H, Sm d8, Sp d8, Spells (Heal, Rejuvenate, Regeneration, Mass Rejuvenate)	Reroll 1's on dice rolls for <i>creation</i> spells.



## Rogue Specialization Edges

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<i>Edge</i>	<i>Requirements</i>	<i>Effects</i>
Below the Belt	N, Pirate or Rogue	Opposed Agility action, -2 Parry, Shaken with raise
Coup de Grace	H, Rogue	+2 Fighting and Damage against Shaken or Stunned target
Combat Movement	N, Pirate or Rogue	Do not grant free attacks from movement
Deadly Strike	N, Rogue	Additional AP with Called Shots equal to penalty
Lethality	V, Deadly Strike	May use Smarts instead of Strength for Fighting damage rolls along with up to 2d6 additional damage for 2 attack raises
Heartseeker	L, Lethality	Full round maneuver to kill adjacent Shaken target with max wounds
Flicker	L, Lethality, Ghost, Fighting d10, Stealth d12	Full round maneuver to attack each target in a Medium Burst Template
Weak Points	H, Lethality	Next damage roll against target gains an additional d4
Dirty Fighting	N, Pirate or Rogue	Fighting action at +2 to shake the target, next attack gains +2 on a raise, and you deal normal Fighting damage with 2 raises
Evasion	H, Pirate or Rogue, A 12	Roll a d10 when hit by a Fighting, Shooting, or Throwing attack; 9 or 10 it misses
Ghost	L, Evasion	Evasion now works on 7 and 8 as well
Feign Death	L, Pirate or Rogue, Sm d10, Survival d8	Fall prone and make a Stealth roll to be presumed dead
<b>Assassin</b>	S, Rogue, Sm d8, Poison-Making d4	May spend bennies to reroll damage, gain up to 2d6 additional damage for 2 attack raises when attacking with "the drop"
Mark of Death	V, Assassin	Opposed Smarts maneuver at +2 to gain a d4 die on next damage roll, d6 with raise
Exploit Weakness	H, Mark of Death	Raise extra damage dice are increased to d8s
Lacerate	H, Exploit Weakness	When you gain a raise with "the drop", the victim makes a Vigor roll at -2, on a fail the target takes an additional wound
Feast of the Fallen	L, Lacerate, Fighting d10	+1 Fighting and damage after a kill, Remove 1 wound after a kill
<b>Bard</b>	N, Pirate or Rogue, Sp d8, Persuasion d6	1 extra benny
Distraction	S, Bard	+2 to Trick rolls, Wild Die for Tricks is now d8
Song of Valor	S, Bard	+1 for allies to recover from being Shaken, and each ally draws 2 action cards
Song of Courage	V, Song of Valor	2 extra bennies (5 total, not 6), Allies may use your bennies and gain a +1 on new roll
Captivating Song	L, Sp d10, Song of Courage, Persuasion d10	Enemy extras are Shaken and make rolls to become unshaken at -2
<b>Duelist</b>	N, Pirate or Rogue, Fighting d8	No penalties for drawing weapons, No Agility rolls to draw weapons
Dueling	S, Duelist	+1 to Fighting rolls when fighting One-on-One
Keen Defense	V, Dueling	+2 Parry
Upset Balance	S, Duelist	Maneuver at Fighting +2 to halve target's pace and reduce it Parry -2 on next attack
Pinpoint Strike	H, Duelist, Notice d10	Reduce called shot penalties by 2
<b>Legionnaire Scout</b>	S, Rogue or Warrior, St d8, V d8	+1 Toughness and Notice
Mark of the Legion	S, Legionnaire Scout	Ignore 1 point of wound penalties, Wild Die for Vigor trait rolls is now d8
Strength of Stone	V, Mark of the Legion, V d10	+2 to recover from Shaken, Pace is not affected by Shaken
Blessings of the Ancestors	L, Strength of Stone, Sp d8	+4 Armor vs Magic, +4 to resist magic effects, Friendly arcane magic takes -4 penalty
Endure Hardship	H, Strength of Stone	Not affected by wound penalties
<b>Ranger</b>	N, Rogue, Sp 8, Survival d6	+1 Notice and Survival
Bear Companion	H, Ranger	Gain black bear companion, see notes
Spider Companion	V, Ranger	Gain giant spider companion, see notes
Wolf Companion	S, Ranger	Gain wolf companion, see notes
Master Ranger	L, Ranger, Companion, Sp d10, Survival d10	Companions become stronger, see notes
<b>Shadow</b>	V, Rogue, A d10, Poison-Making d6, Stealth d10	+1 Stealth, and attackers suffer -2 penalty to Shooting and Throwing rolls as long as you are aware of the attacker
Decoy	V, Shadow	Take a full round maneuver to create a clone and move each half your pace
Shadow Striking	H, Shadow	When stealth: +1 to attack, damage, and gain up to 2d6 damage for 2 attack raises
Pandemonium	L, Shadow Striking, Sm d8, Poison-Making d8	Full round maneuver Poison-Making vs opposed Vigor against all within 5 inches, see notes for <i>Pandemonium Table</i>

## Warrior Specialization Edges

<i>Edge</i>	<i>Requirements</i>	<i>Effects</i>
Bravery	V, Warrior, Sp d8, Guts d6	+1 Damage, Fighting, Parry, Toughness for each adjacent opponent after the first
Powerful	N, Warrior, St d10	Carry 10x Strength for encumbrance increments and ignores Pace penalties
Death Blow	H, Powerful	+1 to Toughness after each kill until end of combat
Precise Striking	N, Pirate or Warrior, Notice d6	Replace move with Notice roll to gain +1 Fighting and d8 raise die, +2 Fighting and d10 raise die on a raise with the Notice roll
Perfect Striking	H, Precise Striking, Fighting d10	Fighting Wild Die is now d8
Peon's Plight	L, Perfect Striking	As a full round maneuver make a single Fighting roll at +2 versus an Extra, on a success the Extra is killed without having to roll damage.
Massacre	L, Peon's Plight	As Peon's Plight vs each extra within 2 inches
Second Wind	H, Warrior, V d12	Ignore wound penalties for Vigor rolls when incapacitated, do not die on an even roll
Taunt	N, Pirate or Warrior, Taunt d6	Taunt maneuver vs enemies within 4" each has a -2 penalty to attack allies and a +2 to attack you, with a raise there is not bonus to attack you
Grievous Insult	L, Taunt, Intimidate d10, Taunt d10	Taunt Wild Die becomes d10, penalty to attack allies due to Taunt becomes -4 and affects enemies within 8"
Threaten	S, Warrior, Taunt d6	Your successful Fighting rolls give targets -1 to next attack rolls vs allies, -2 with raise
Disengage	S, Threaten	On your turn you may choose to end Taunt and Threaten effects, do not grant free attacks from movement

## Warrior Specialization Edges (cont)

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<i>Edge</i>	<i>Requirements</i>	<i>Effects</i>
<b>Berserker</b>	N, Warrior	See notes
Resilience	S, Berserker, Spirit d8	When Raging Parry is -1 now, ignore -2 penalty to end rage
Constraint	L, Resilience	No longer hit ally when raging on a 1, may use skills, edges, and maneuvers in rage
Final Blow	L, Constraint, St d10, V d10	Gain +2 attack and damage on next roll for each wound you choose to self-inflict
<b>Champion</b>	N, Warrior, Sp d8	Ignore wound penalties for Vigor rolls when incapacitated
Rally	N, Champion	Spirit roll action allows allies within 10' to make Spirit rolls to remove Shaken, with a raise Spirit rolls are made at +2
Motivate	V, Rally	Rally now affects incapacitated allies allowing them to roll free Vigor rolls to stabilize
War Cry	N, Champion, Intimidate d6	Opposed Intimidate action vs enemies within 6", -1 on each targets next attack roll and -2 with a raise
Superiority	H, War Cry, Intimidate d10	Targets of War Cry are knocked prone on a success and must take an action to stand
<b>Guardian</b>	S, Warrior, Sp d8, V 10	+1 Parry, Ignore 1 point of wound penalties for Vigor rolls when incapacitated
Fortifying Presence	V, Guardian	Fighting rolls target you instead of adjacent allies
Aura of the Stalwart Defender	L, Fortifying Presence	Enemies cannot withdraw from close combat when engaged with you
Master Guardian	V, Guardian	+2 Parry (+2 Total between Guardian and Master Guardian)
<b>Reaver</b>	S, Warrior, V d10, Knowledge (The Fade) d6	Ignore 2 points of wound penalties
Aura of Pain	V, Reaver	You and creatures within 5" have -2 Toughness
Blood Frenzy	L, Aura of Pain, V d12	Ignore all wound penalties and gain +1 to damage rolls for each wound
Devour	S, Reaver	When you kill a non-extra you remove 1 wound
Frightening Appearance	V, Reaver, Intimidate d8	+1 Intimidate and Taunt, Taunt and Threaten Edge penalties increase by 1
<b>Spirit Warrior</b>	S, Warrior, Sp d6, Knowledge (The Fade) d6	Draw two extra cards in combat and act on the best one
Beyond the Veil	V, Spirit Warrior, Knowledge (The Fade) d8	May partially cross into The Fade, attack rolls are made at -3 against you and you take -2 to Toughness and Vigor rolls
Soulbrand	V, Beyond the Veil	The attack penalty while in The Fade now applies to spells as well
Blessing of the Fade	L, Soulbrand, Knowledge (The Fade) d10	While crossed into The Fade, arcane skills are made against you at -5 and your pace increases by +2
Fade Burst	H, Soulbrand	Take a full round to make a Spirit roll, deal Spirit die damage to each hostile creature within 3 inches, 2 spirit dice damage on a raise, +4 versus fade creatures
<b>Templar</b>	S, Warrior, Sp d8, Knowledge (The Chantry) d6	+2 Armor vs spells and +2 to resist magic effects, friendly arcane effects are also made at -2 to aid you, Lyrium Addiction Hindrance
Cleanse Aura	V, Templar	As full round maneuver end all negative and positive effects within 3 inches
Mental Fortress	V, Templar, Sp d10	The effects of the Templar edge are 4 instead of 2
Righteous Strike	S, Templar	Victims of your Fighting rolls lose 1 Power Point, 2 with a raise
Holy Smite	L, Righteous Strike	+1 Fighting vs arcane targets, when target loses 1 Power Point it makes a Spirit roll to avoid losing 1 additional Power Point and taking 1 additional wound
<b>Weaponry Edges</b>		
<i>Edge</i>	<i>Requirements</i>	<i>Effects</i>
<b>Core</b>		
First Strike	N, A d8	May attack one foe who moves adjacent
Improved First Strike	H, First Strike	Attack every foe who moves adjacent
Quick Draw	N, A d8	
Trademark Weapon	N, Fighting or Shooting d10	+1 Fighting or Shooting with particular weapon
Improved Trademark Weapon Master	V, Trademark Weapon	Trademark Weapon bonus increases to +2 with that weapon
Master of Arms	L, Fighting d12	+1 Parry
<b>Archery</b>	L, Weapon Master	+1 additional Parry
Accuracy	<i>Must wield crossbow, longbow, or shortbow with following Edges</i>	
Aim	N, A d8	Ignore unstable platform penalty
Critical Shot	S	+2 Shooting if you do not move
Arrow of Slaying	H, Aim, Notice d8, Shooting d10	Automatically score a raise when you "aim", and you may gain up to 2d6 additional dice if you score 2 raises on your Shooting roll
Burst Shot	L, Critical Shot, Shooting d12	Full round maneuver to attack and deal an extra d12 damage
Rain of Arrows	S, Shooting d8	Shoot two arrows at once at -2
Master Archer	H, Burst Shot, Shooting d10	Full round maneuver. Roll 3 shooting dice for 3 shots at a -2, 1 to 3 targets, 1 Wild Die roll
Crippling Shot	L, Shooting d12	+1 damage rolls from Shooting, no penalty for Rain of arrows or Burst Shot
Melee Archer	S, Shooting d8	Called Shot to vitals causes -2 attack and Parry for 2 rounds
Defensive Fire	N, A d8	Can attack adjacent enemies with ranged weapons
Pinning Shot	S, Melee Archer	Stance activated with move action, -2 attacks and +2 Parry
Rapid Shot	S, Shooting d8	Called Shot to leg prevents the target for moving for 2 rounds, half pace on Vigor roll
Arrow Time	H, A d10, Notice d6, Shooting d10	May attack one foe who moves within 3 inches
Scattershot	L, Rapid Shot, Notice d12	
Shattering Shot	L, Shooting d12	Attack every foe who moves within 3 inches once per foe
Suppressing Fire	S, Shooting d8	Full round, shooting roll against a target and each adjacent creature to Shake them
	V, Shooting d10	With raise on a shooting roll, the target's armor is reduced by 1
		See notes

## Weaponry Edges (cont)

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<i>Edge</i>	<i>Requirements</i>	<i>Effects</i>
<b>Dual Weapon</b>	<i>Must be wielding a weapon in each hand</i>	
Cripple	V, A d8, Fighting d8	Called Shot to the leg grants +2 bonus to next attack and addition damage die is a d8
Punisher	L, Cripple, Twin Strikes, A d10, Fighting d12	Follow-up attack at -2 with a raise on Cripple.
Dual Striking	S, Dual-Weapon Training	+2 Fighting action and resulting damage roll
Dual-Weapon Sweep	N, Dual-Weapon Training, St d6, Fighting d6	Fighting roll vs each adjacent target at -2
Low Blow	S, Dual-Weapon Sweep	Called Shot to the leg vs each adjacent target at -3
Dual-Weapon Training	N, A d6	Ignore off-hand penalty
Dual-Weapon Finesse	S, Dual-Weapon Training, A d8, Fighting d6	+1 Fighting vs opponents with one weapon and no shield, reduce opponent gang up bonuses by 1
Dual-Weapon Expert	V, Dual-Weapon Finesse	Ignore multi-action penalty for attacking with each weapon separately
Dual W Mastery	H, Dual-Weapon Expert, A d10, Fighting d10	You now roll Agility + weapon damage instead of Strength + weapon damage when wielding weapons in both hands
Find Vitals	V, Dual-Weapon Finesse, Notice d6	Reduce penalty to Called Shot to the vitals by 2
Riposte	V, A d10, Fighting d8	Attack opponents who miss you with a Fighting roll
Twin Strikes	S, Fighting d10	Extra Fighting roll per round, -2 to all Fighting rolls
Flurry	V, Dual-Weapon Expert, Twin Strikes	1 Extra Fighting roll with each hand per round, -3 to all Fighting rolls
Momentum	H, Flurry, A d10, Fighting d10	Reduce Twin Strikes and Flurry penalties by 2
Unending Flurry	L, Dual-Weapon Mastery, Momentum, A d12, Fighting d12	Cannot move or take any other actions, alternate Fighting rolls with main and off-hand at a +1 until you miss or make 5 successful attacks
Whirlwind	H, Dual-Weapon Mastery	Full round maneuver, make running roll and make Fighting roll at -2 against each adjacent enemy in path
<b>Two-Handed</b>	<i>Must be wielding a two-handed weapon</i>	
Critical Strike	H, Fighting d10, Notice d6	Wild Attacks may gain 2d6 extra damage with 2 raises on a Fighting roll
Indomitable	V, Sp d8, V d8	May basic Fighting rolls while Shaken, instead of moving.
Mighty Blow	S, St d8, Fighting d8	+1 Fighting with Wild Attack
Powerful Swings	S, Mighty Blow	Wild Attacks gain +2 damage and take -1 to next attack and Parry is at -3 not -2
2-Handed Strength	V, Powerful Swings, St d10	No attack and Parry penalty from Powerful Swings
2-Handed Impact	V, Two-Handed Strength	Wild Attacks knock the target prone
Onslaught	H, Two-Handed Strength	Full round maneuver, make running roll and make Fighting roll at -2 against each adjacent enemy in path
Reaving Storm	L, Onslaught, St d12	May make each attack during Onslaught a Wild Attack, Parry becomes 2 and have -4 to Toughness for until your next turn
Pommel Strike	S, St d8, Fighting d6	Fighting roll action, target is Shaken and prone, with a raise target cannot move next round and the next Spirit roll is at -1
Stunning Blows	H, St d10	Spirit rolls to recover from Shaken effects you cause are made at -1
Sunder Armor	S, St d8	AP 1, AP 2 with raise
Destroyer	V, Sunder Armor, St d10	Ap 2, Ap 4 with raise
Sunder Arms	N, St d8	+2 Fighting and damage to destroy objects
Shattering Blows	S, Sunder Arms, St d10	+2 damage to all objects (stacks with sunder arms)
Sweeping Strike	N, Fighting d8, St d8	Fighting roll vs each adjacent target at -2
Two-Handed Sweep	V, Sweeping Strike	Ignore penalty for Sweeping strike
<b>Weapon and Shield</b>	<i>Must be wielding a weapon and a shield</i>	
Air of Insolence	V, Intimidate d8, Taunt d8	Wild Die for Intimidate and Taunt is a d8
Juggernaut	N, Shield Defense, V d8	You can move through enemy spaces, +1 Parry and Toughness vs Free attacks
Shield Balance	N, Shield Bash or Defense	Now off-hand penalty to attack with shield, ignore shield defense penalty
Shield Tactics	S, Shield Balance	Opponents do not get a gang up bonus vs you
Shield Expertise	V, Shield Tactics, Shield Pummel or Shield Wall	Ignore -1 penalty from shield wall and multi-attack penalty when attacking with your weapon and shield
Shield Mastery	L, Shield Expertise, Assault	+1 Parry, Penalties reduce see notes
Shield Bash	N, Fighting d8	Gain off-hand shield attack based on shield size
Shield Pummel	V, Shield Bash	Up to two consecutive shield bash attacks
Overpower	H, Shield Pummel and Shield Expertise, Fighting d10	Up to three consecutive shield bash attacks
Assault	L, Overpower, Fighting d12	Up to four consecutive shield bash attacks
Shield Block	N, V d8	+2 to Parry when you use the Defend or Full Defense maneuvers
Shield Defense	N, A d6, St d6, Fighting d6	-1 Fighting, +1 Parry, attacker take -1 to Shooting and Throwing
Shield Cover	S, Shield Defense	Shooting and Throwing penalty on rolls against increases to -2
Shield Wall	V, Shield Cover, A d8, St d8, Fighting d8	-1 damage, Shooting and Throwing penalty on rolls against increases to -3, Armor vs. range increase by +1
Carapace	H, Shield Wall	+1 Toughness
Bulwark of the Ages	L, Carapace	Additional +1 Toughness
<b>Weapon Style</b>	<i>Weapon styles grant unique targeted weapon bonuses</i>	
Swashbuckler	N, A d8+, Fighting d8+	You gain a one-die size increase from d6 to d8 for your damage rolls with shortwords
Whiplash	N, Ad8+, Fighting d8+	Whips now deal Agility+d4 damage

# Advancement

At the end of each game session (usually 4 – 6 hours of gaming), the GM awards 1 to 3 Experience Points to everyone in the group, based on these guidelines.

## Experience Awards

### Award Situation

- 1 The group accomplished very little or had a very short session.
- 2 The group had more successes than failures.
- 3 The group succeeded greatly, and their adventure had a significant impact on the overall story.

### \***Benny Bonus (New Experience Option)**

At the end of each session, each Wild Card rolls a d6 experience roll. On a result of a 6 that Wild Card gains +1 experience points.

If the character has bennies remaining from the session that character may spend the bennies in the following two ways:

**Option 1)** Spend 2 bennies to reroll the result of the experience roll

**Option 2)** Gain a +1 bonus to the experience roll for each remaining benny

**Example:** *Lucky the bard did not spend any bennies in the session, so he still has 4 bennies remaining at the end of the session. Lucky rolls his experience roll and the result is a 1. Since he has 4 bennies he can spend them all using option 2, but that would only get the total to a 5 and he would not gain an experience point bonus.*

*So, Lucky exercises option 1 and spends two bennies to reroll the experience roll leaving him with 2 remaining bennies. This time the experience roll result is a 5 on the d6. Now Lucky can exercise option 2 and increase the roll to a 7 which will reward him the experience bonus of +1.*

## Exalted Ones

The heroes and inhabitants are incredibly strong and increase in power at a quicker rate.

Every **FOUR** points accumulated grants a hero an Advance. An Advance lets a character do one of the following:

- Gain a new Edge.
- Increase a skill that is equal to or greater than its linked attribute by one die type.
- Increase two skills that are lower than their linked attributes by one die type each.
- Buy a new skill at d4.
- Increase one attribute by a die type.\*

\*You may only choose this option once per rank. No Trait may be raised above a d12 (but see the Professional and Expert Legendary Edges). Legendary characters may raise an attribute every other Advance.

## Replacement Characters

When a character dies, his new hero begins play with half the Experience Points his former hero had (round down). If a character died with 17 Experience Points, for example, his replacement enters play with 8 points.

## Legendary Characters

Legendary characters are major forces in Thedas, and often have political power and influence as well as a host of Edges to defeat those who oppose them.

Once a hero reaches Legendary status, the rules for Advances change a bit. The character now Advances every 8 Experience Points instead of 4, but a world of new Edges opens up. “Legendary Edges” allow heroes to be major players in Thedas.

Legendary characters may also choose to improve an attribute every other Advance.

# Exalted Armory and Tools

This section presents new armor, crafting items, gear, and weapons.

## Currency

100 Bronze Pieces (br) = 1 Silver Piece (si)

100 Silver Pieces (si) = 1 Gold Piece (gp)

## Items

Below is a list of equipment.

### Adventuring Gear

Item	Cost (br)	Weight
Backpack	25	2
Bedroll	25	4
Blanket	10	3
Candle	1	1/10
Flask (ceramic)	5	1
Flask (metal)	10	1
Grappling hook	50	2
Hammer	10	1
Lantern	25	2
Lockpicks	100	1/2
Lyrium Powder (1 oz)	10	-
Map (of all Thedas)	75	-
Map (regional)	20	-
Oil (1 pint)	2	1
Parchment (per sheet)	1	-
Pick or Shovel	5	4
Quiver (empty)	10	1
Rope (10')	10	1
Saddle	10	10
Soap	1	-
Torch	5	1
Waterskin	5	1
Whetstone	5	1/2
Whistle	2	-

### Clothing

Item	Cost (br)	Weight
Normal clothing	20	-
Formal clothing	60	-
Tailored clothing	100+	-
Winter clothes	34	3

### Food

Item	Cost (br)	Weight
Average meal	10	-
Cheap meal	5	-
Expensive meal	15+	-
1 week's rations	25	10
1 day's water (1 quart)	1	2

## Gems and Jewelry

Item	Cost (si)
Amethyst	20
Diamond	400
Emerald	200
Flawless diamond	1500
Flawless emerald	400
Flawless ruby	600
Fluorspar	50
Garnet	60
Gemmed bracelet	15
Gold amulet	20
Gold earrings	7
Golden mirror	25
Golden rope necklace	10
Greenstone	4
Malachite	60
Quartz	1
Ruby	240
Sapphire	120
Shiny gold ring	10
Silver bracelet	3
Silver brooch	25
Silver chain	5
Silver medallion	10
Small silver ring	2
Tiara	50
Topaz	100
Tribal necklace	1

### Service

Item	Cost (br)	Weight
Bath	2	-
Meal, cheap	1	-
Meal, good	3	-
Meal, feast	5	-
Room (shared with 6)	2	-
Room (double)	4	-
Room (private)	8	-

### Trained Animals

Item	Cost (si)	Weight
Big cat	100	-
Bird of prey	50	-
Bronto	1000	-
Dog	5	-
Donkey	50	-
Horse	100	-
Hunting dog	25	-
Kitty	1	-
Mabari	250	-
Nug	5	-
Warhorse	750	-

### Travel

Item	Cost (si)	Weight
Caravan	3+ per day	-
Cart	50	-
Ship passage	5+ per day	-
Wagon	200	-

### Item Descriptions

**Candle:** A candle provides clear light in a 2" radius for two hours. A candle blows out in a strong wind or whenever the character holding it runs.

**Caravan travel:** Caravan masters frequently allow armed adventurers to join them for free, perhaps even providing food and water in exchange for a common defense pact. In particularly hazardous areas, caravans may pay adventurers up to 5 silver per day.

**Cart:** A light and mobile cart is pulled by a mount and is great for carrying a small load. A cart can be pulled with up to 1,000 pounds of material. Carts reduce the pace of the creature pulling it by 1; and reduce the pace of the pulling animal 1 more for each 250 pounds loaded.

**Formal clothing:** Dressing nice in Orlais, Nevarra, and any other elegant or noble setting grants the wearer +1 Charisma for other like-dressed individuals.

**Gems and jewelry:** Can be used as gifts to grant a bonus to Persuasion rolls determined by the GM. In addition, particularly fine gems and jewelry may grant a Charisma bonus when interacting with certain individuals determined by the GM as well. However, these decorations catch the attention of characters with the Greedy Hindrance.

**Grappling hook:** A grappling hook is attached to a light line of 30 feet in length. The user throws the hook just as if attacking a target. It has range of 3/6/12. If it "hits", the hook has set and can hold up to 250 pounds.

**Lantern:** A lantern provides light in a 4" radius for three hours per pint of oil. There is a 50% chance the lantern breaks if dropped and a 1 in 6 chance it sets normal combustibles aflame.

**Lockpicks:** A character who tries to pick a lock without these tools suffers a -2 penalty to the roll.

**Lyrium powder:** The lyrium dust used for crafting is ground into a fine powder that is used by the Templar and various others. The effects have a slight calming of the nerves, but leave repeat users heavily addicted. The amount purchased is the amount the average lyrium addict intakes nasally each day.

**Oil (1 pint):** Besides providing fuel for lanterns, oil can also be used as a weapon. This is most commonly done by putting oil in a ceramic flask with a lit fuse. The flask is then thrown at the target where it breaks and the fuse sets the oil aflame.

Lighting a fuse requires 1d6 rounds with flint and steel (1 round with open flame), so it is best to light the fuse before a fight starts (a fuse stays alight for 10 minutes)

The flask's range is 3/6/12. Anything it hits suffers 1d10 damage immediately and may catch fire based on its flammability as per the core rulebook.

**Pick or Shovel:** As the mundane tool, if used as a weapon: -1 Parry, -1 Fighting, and Str+d6 damage.

**Rope:** The rope can safely handle 300 pounds. For every 50 pounds over; roll 1d6 every minute or if the rope suffers a sudden stress. On a 1, the rope breaks under the strain.

**Ship passage:** Includes one cheap meal and space on the deck. Prices rise for better food and a roof over one's head. Likewise, supplying one's own food lowers the price.

**Tailored clothes:** Anyone wearing tailored clothes may add +1 to Charisma in situations where status has an effect.

**Torch:** A torch provides clear light in a 4" radius. Properly prepared torches last for one hour. Temporary torches can be made with some wood, rags, and 1 pint of oil for every 10 torches. These torches last half as long.

**Wagon:** A large load-hauling vehicle designed to carry large loads. A wagon can be pulled with up to 6,000 pounds of material. Wagons can be pulled with 1 or 2 mounts.

Wagons reduce the pace of the two creatures pulling it by 1; and reduce the pace of the pulling animals 1 more for each 1500 pounds loaded.

Wagons reduce the pace of the one creature pulling it by 2; and reduce the pace of the pulling animal 2 more for each 1500 pounds loaded.

**Winter clothes:** Characters without warm cloaks and boot covers suffer -2 to Fatigue rolls in cold weather.

### Trained Animals

**Big Cat:** The only "domesticated" predatory cats are the tigers from the wilds. While rather rare to see in action, they are effective animal companions. Use *big cats* statistics in the *animals* section.

**Bird of prey:** Both eagles and hawks have been trained to be valuable animal companions in warring parties and travelling adventurers. Use *birds of prey* statistics in the *animals* section.

**Bronto:** These extremely large beast companions are only aggressive when threatened with death, but will fight fiercely at that time. Brontos suffer no Pace penalties when pulling carts or wagons. One bronto can pull a wagon at full Pace. Use *bronto* statistics in the *beasts* section.

**Dog:** Loyal and defensive, many a citizen would be heart broken to be separated from their faithful dog. Use *common dog* statistics in the *animals* section.

**Donkey:** Most common animal companion used to pack goods, pull carts, and, wagons. Use *donkey* statistics in the *animals* section.

**Horse:** Trusty steeds for riding and pulling. Use *riding horse* statistics in the *animals* section.

**Hunting Dog:** Loyal and aggressive, some citizens hunt the wilds with these thorough bread hounds. Use *hunting dog* statistics in the *animals* section.

**Kitty:** Loyal pet cat.

**Mabari:** Magical Ferelden war dogs. Use *mabari* statistics in the *animals* section.

**Nug:** The nug is an omnivore common to the Deep Roads, a hairless creature that is almost blind as well as completely docile. It spends most of its time wading in shallow pools as well as mud pits, feeding on small insects, worms, and (in a pinch) limestone and simple metals.

**Warhorse:** Bread for war and battle, these steeds are commendable soldiers in their own right. Use *warhorse* statistics in the *animals* section.



## Herbalism

**Herbalism** is a crafting skill. Herbalism allows a character to make a wide variety of potions, poultices, salves, balms, elixirs, and so forth, whenever raw ingredients and a recipe are at hand. At higher ranks, the character can complete more difficult recipes, producing particularly potent items. All characters with Profession (Mage) start with one free rank in this skill.

### Crafting Items

Item	Cost (si)	Weight
Concentrator agent	30	-
Deep mushroom	50 (br)	-
Distillation agent	12	-
Elfroot	50 (br)	-
Fire crystal	10	1/2
Flask (mixing)	1	1/2
Frostrock	10	1/2
Frozen lightning	10	1/2
Herbalist's trunk	50	5
Lifestone	10	1/2
Lyrium dust	2	-
Spirit shard	20	1/2

### Products

Item	Cost (si)	Weight
Greater elixir of grounding	150	1
Greater health poultice	100	1
Greater ice salve	120	1
Greater injury kit	100	3
Greater lyrium potion	300	1
Greater nature salve	450	1
Greater spirit balm	120	1
Greater warmth balm	105	1
Health poultice	50	1
Incense of awareness	20	1
Injury kit	75	3
Lesser elixir of grounding	50	1
Lesser health poultice	15	1
Lesser ice salve	45	1
Lesser injury kit	15	3
Lesser lyrium potion	25	1
Lesser nature salve	150	1
Lesser spirit balm	50	1
Lesser warmth balm	45	1
Lyrium potion	100	1
Mabari crunch	5	1
Potent health poultice	300	1
Potent lyrium potion	600	1
Rock salve	50	1
Swift salve	250	1

### Recipes

Item	Cost (si)	Weight
Greater elixir of grounding	700	-
Greater health poultice	365	-
Greater ice salve	700	-
Greater injury kit	885	-
Greater lyrium potion	390	-
Greater nature salve	800	-
Greater spirit balm	800	-
Greater warmth balm	700	-
Health poultice	65	-
Incense of awareness	70	-
Injury kit	370	-
Lesser elixir of grounding	245	-
Lesser health poultice	10	-
Lesser ice salve	245	-
Lesser injury kit	65	-
Lesser lyrium potion	25	-
Lesser nature salve	450	-
Lesser spirit balm	285	-
Lesser warmth balm	245	-
Lyrium potion	75	-
Mabari crunch	1	-
Potent health poultice	500	-
Potent lyrium potion	750	-
Rock salve	150	-
Swift salve	600	-

### Herbalism Crafting Item Descriptions

**Concentrator agent:** Heatherum and Foxite are both common herbs. When distilled to be sufficient purity, they may be used as herbal agents to concentrate the effects of many potions, salves, and poisons.

**Deep mushroom:** Fungi found underground in close proximity to lyrium veins. In addition to their restorative properties, they can also be made into poisons.

**Distillation agent:** One of the three rare bulbs found in the mountains, when dried and powdered they become an excellent distillation agent required to evoke magical properties in crafting.

**Elfroot:** The common name for canavaris, this herb actually has little to do with elves other than being commonly collected and traded to outsiders by the Dalish. It is the primary ingredient in many healing salves.

**Fire crystal:** These shards of lifestone are infused with magic, either naturally or by one of the Tranquil. They're white-hot and useful in many fire-related potions and traps.

**Flask (mixing):** These simple glass containers are able to hold many compounds, even unstable ones.

**Frostrock:** These shards of lifestone are infused with magic, either naturally or by one of the Tranquil. Frostrocks radiate cold and can be used in many ice-related potions and traps.

**Frozen lightning:** Frozen lightning is a common name for a crystal that can naturally store electricity, which has made it a sought-after ingredient in the composition of several items and salves.

**Herbalist's trunk:** This trunk carries all of the necessary mixing tools and apparatus every good herbalist needs. When using the Herbalism skill you take a -4 penalty without an herbalist's trunk.

Due to their Wild Magic abilities Wild Mages do not take a penalty for not using an herbalist's trunk.

**Lifestone:** These rare rocks have existed in close proximity to lyrium ore, and as such, they have absorbed some of its traits. Lifestones enhance the natural properties of other materials used in item creation.

**Lyrium dust:** This is lyrium found in a natural powdered state, ready to be incorporated into potions.

**Spirit shard:** Spirit shards are enchanted lifestones that are used in several potions and poisons that affect the mind.

### Herbalism Crafting Rules

Herbalists collect and learn new recipes over time as they hewn their craft.

**Learn Recipe:** Each time a character adds a skill point to Herbalism that character learns a new recipe or improves a recipe that the character already knows.

*For example: When a character learns Herbalism he may choose to learn how to make a lesser health poultice without purchasing the recipe.*

*Additionally, when the character later increases that skill to a d6 he may then choose to learn how to create a health poultice (the next level up from lesser health poultice) or he can choose to learn how to make a lesser lyrium potion (a new recipe).*

**Retain Recipe:** Characters may find, purchase, or trade for recipes throughout Thedas to increase the number of products that they may create.

**Herbalism Craft:** Each recipe specifies the ingredients and a TN number for your Herbalism skill roll to attain success. Recipes do not have prerequisite skill level, but have a scaling TN based on the difficulty of the recipe to craft.

On an Herbalism raise, you create a higher quality product than the one you expended ingredients for. *For example: Faith crafts a lesser health poultice and rolls a 12 on an ace. The TN of 4 grants her 2 raises. Instead of a lesser health poultice, she has crafted a greater health poultice. Had her roll totaled a ten she would have produced a regular health poultice with one raise.*

**Herbalism Craft Times:** Each Herbalism skill roll success or failure takes 1 full hour without interruption due to the delicate balances and timings that must be maintained. However, in a truly crisis situation an herbalist may try to craft an item in 10 minutes. To do this the TN is +2 and the recipe requires *double* the ingredients due to waste.

**Waste:** On a failure all components except for flasks are expended.

### Products

Each product has a desired effect, ingredient list, and a TN to successfully craft that product with an Herbalism roll. All Herbalism rolls take a -4 penalty unless the character is using an herbalist's trunk or is a Wild Mage.

#### *Balms, elixirs and salves*

Balms, elixirs, and salves take all of your actions for one round to retrieve and apply to yourself or an adjacent ally. They automatically succeed at applying the effect.

#### **Lesser Spirit Balm**

**TN:** 6

**Ingredients:** Concentrator agent x1, Flask x1, Spirit shard x1

**Effect:** *Spirit* Spells take a -3 to arcane skill rolls made against you and you gain +3 Armor in regards to damage from *spirit* Spells.

**Duration:** 10 rounds

#### **Greater Spirit Balm**

**TN:** 8

**Ingredients:** Concentrator agent x2, Distillation agent x1, Flask x1, Spirit shard x2

**Effect:** *Spirit* Spells take a -6 to arcane skill rolls made against you and you gain +6 Armor in regards to damage from *spirit* Spells.

**Duration:** 10 rounds

#### **Lesser Warmth Balm**

**TN:** 6

**Ingredients:** Concentrator agent x1, Fire crystal x1, Flask x1

**Effect:** *Fire* effects and Spells take a -3 to rolls made against you and you gain +3 Armor in regards to damage from *fire*.

**Duration:** 10 rounds

#### **Greater Warmth Balm**

**TN:** 8

**Ingredients:** Concentrator agent x2, Distillation agent x1, Fire crystal x2, Flask x1

**Effect:** *Fire* effects and Spells take a -6 to rolls made against you and you gain +6 Armor in regards to damage from *fire*.

**Duration:** 10 rounds

#### **Lesser Elixir of Grounding**

**TN:** 6

**Ingredients:** Concentrator agent x1, Flask x1, Frozen lightning x1

**Effect:** *Lightning* effects and Spells take a -3 to rolls made against you and you gain +3 Armor in regards to damage from *lightning*.

**Duration:** 10 rounds

#### **Greater Elixir of Grounding**

**TN:** 8

**Ingredients:** Concentrator agent x2, Distillation agent x1, Flask x1, Frozen lightning x2

**Effect:** *Lightning* effects and Spells take a -6 to rolls made against you and you gain +6 Armor in regards to damage from *lightning*.

**Duration:** 10 rounds

### Lesser Ice Salve

TN: 6

**Ingredients:** Concentrator agent x1, Flask x1, Frostrock x1

**Effect:** *Cold* effects and Spells take a -3 to rolls made against you and you gain +3 Armor in regards to damage from *cold*.

**Duration:** 10 rounds

### Greater Ice Salve

TN: 8

**Ingredients:** Concentrator agent x2, Distillation agent x1, Flask x1, Frostrock x2

**Effect:** *Cold* effects and Spells take a -6 to rolls made against you and you gain +6 Armor in regards to damage from *cold*.

**Duration:** 10 rounds

### Lesser Nature Salve

TN: 6

**Ingredients:** Concentrator agent x1, Flask x1, Lifestone x1

**Effect:** *Animals, beasts* and *keeper* Spells take a -2 to rolls made against you and you gain +2 Armor in regards to damage from *animals, beasts, and keeper* Spells.

**Duration:** 10 rounds

### Greater Nature Salve

TN: 8

**Ingredients:** Concentrator agent x2, Distillation agent x1, Flask x1, Lifestone x2

**Effect:** *Animals, beasts* and *keeper* Spells take a -4 to rolls made against you and you gain +4 Armor in regards to damage from *animals, beasts, and keeper* Spells.

**Duration:** 10 rounds

### Rock Salve

TN: 6

**Ingredients:** Deep mushroom x2, Distillation agent x1, Flask x1

**Effect:** Gain +2 Toughness and +2 to rolls to recover from being Shaken. However, you suffer a -1 penalty to all attack rolls and maneuvers.

**Duration:** 10 rounds

### Swift Salve

TN: 8

**Ingredients:** Deep mushroom x2, Distillation agent x1, Flask x1, Lyrium dust x2

**Effect:** Gain +2 Pace and a +1 to Fighting, Shooting, and Throwing.

**Duration:** 10 rounds

## Miscellaneous

These are helpful tools to add to an adventurer here or there along with the ever important injury kits. These items take a full round maneuver in which you may not move to apply.

### Incense of Awareness

TN: 6

**Ingredients:** Deep mushroom x1, Distillation agent x1, Flask x1, Lyrium dust x1

**Effect:** Burning the incense actively in a torch or lantern, greatly enhances your abilities to detect your surroundings. Add +2 to Notice rolls made when incense is active.

Additionally, when travelling they can be burned per 4 hours of travel to ignore "Jacks" that are drawn from the deck to see if you come across a random encounter. If you burn 2 per 4 hours of travel you may ignore "Queens" too.

**Duration:** 1 hour

### Lesser Injury Kit

TN: 6

**Ingredients:** Deep mushroom x2, Distillation agent x1, Elfroot x2

**Effect:** Characters may use a lesser injury kit to aid an adjacent Incapacitated ally. The character rolls a Healing Skill roll at a -2 ignoring wound penalties of the target ally. On a success, the target recovers and is Shaken. With a raise the target removes 1 wound as well. Allies that recover from an injury in this way do not roll on the injury table.

Additionally, a character may use the kit to try and remove a permanent injury of a character. The character makes a Healing roll at -4, on a success the target's injury is permanently corrected. On a failure, an injury kit may never again be attempted to correct the target injury. Procedure takes 3 hours to attempt.

### Injury Kit

TN: 8

**Ingredients:** Concentrator agent x1, Deep mushroom x2, Distillation agent x2, Elfroot x3

**Effect:** As lesser injury kit except the healing roll to aid Incapacitated allies has no penalty and the penalty to correct injuries is only -2.

### Greater Injury Kit

TN: 10

**Ingredients:** Concentrator agent x2, Deep mushroom x4, Distillation agent x2, Elfroot x4

**Effect:** As lesser injury kit except the healing roll to aid Incapacitated allies is made at +2 and there is no penalty to correct injuries.

### Mabari Crunch

TN: 4

**Ingredients:** Deep mushroom x1, Elfroot x1

**Effect:** Removes 1 wound from a mabari (WC) or the mabari recovers from Incapacitated and is now Shaken. If the mabari was Shaken, it is now not Shaken.

### *Potions and poultices*

Potions and poultices a full round maneuver in which you cannot move. They automatically succeed at applying the effect. If the character already has the potion or poultice prepared and readied in hand it can be applied with all your actions and the character may move that turn.

#### **Lesser Lyrium Potion**

**TN:** 4

**Ingredients:** Flask x1, Lyrium dust x1

**Effect:** Regain 1d4+1 Power Points

#### **Lyrium Potion**

**TN:** 6

**Ingredients:** Distillation Agent x1, Flask x1, Lyrium dust x2

**Effect:** Regain d6+2 Power Points

#### **Greater Lyrium Potion**

**TN:** 8

**Ingredients:** Concentrator agent x1, Distillation agent x2, Flask x1, Lyrium dust x3

**Effect:** Regain d8+3 Power Points.

#### **Potent Lyrium Potion**

**TN:** 10

**Ingredients:** Concentrator agent x2, Distillation agent x2, Flask x1, Lyrium dust x4

**Effect:** Regain d10+4 Power Points



#### **Lesser Health Poultice**

**TN:** 4

**Ingredients:** Elfroot x1, Flask x1

**Effect:** Repairs recent bodily damage. It must be used within the "golden hour," though, for it has no effect on wounds more than one hour old.

For Wild Cards, it removes 1 wound. For Extras, the GM must first determine if the ally is dead

If so, no healing may be attempted. If not, the ally returns to the game Shaken. This poultice can also cure poison and disease if used within 10 minutes of the event.

#### **Health Poultice**

**TN:** 6

**Ingredients:** Distillation agent x1, Elfroot x3, Flask x1

**Effect:** As lesser health poultice, except that it removes 2 wounds.

#### **Greater Health Poultice**

**TN:** 8

**Ingredients:** Concentrator agent x1, Distillation agent x2, Elfroot x4, Flask x1

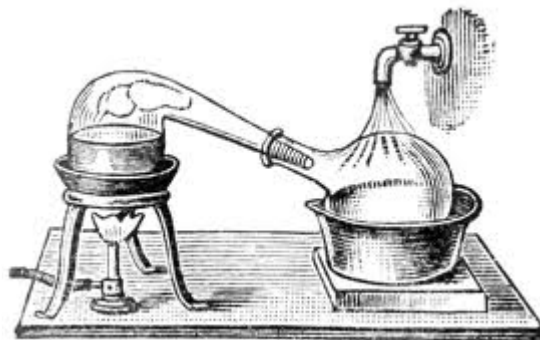
**Effect:** Removes 2 wounds and may remove wounds more than 1 hour old and cure diseases and poisons after the first 10 minutes.

#### **Potent Health Poultice**

**TN:** 10

**Ingredients:** Concentrator agent x2, Distillation agent x2, Elfroot x5, Flask x1

**Effect:** Removes 3 wounds and may remove wounds more than 1 hour old and cure diseases and poisons after the first 10 minutes.



## Poison-Making

**Poison-Making** is a crafting skill. Poison-Making focuses on mixing deadly substances that the character can apply to melee weapons, inflicting extra damage and often leaving enemies immobile. Those skilled in this art can also create explosive bombs and flasks designed to be hurled at the enemy. This skill is required not just to create poisons, it is also required to use them. However, only the first level is required to use all poisons and grenades, even if crafting the poison requires a higher level of Poison-Making. All characters Profession (Rogue) start with one rank in this skill.

### Crafting Items

Item	Cost (si)	Weight
Concentrator agent	30	-
Corrupter agent	12	-
Deathroot	1	-
Deep mushroom	50 ( <i>br</i> )	-
Demonic ichor	20	-
Distillation agent	12	-
Fire crystal	10	1/2
Flask (mixing)	1	1/2
Frostrock	10	1/2
Frozen lightning	10	1/2
Lifestone	10	1/2
Lyrium dust	2	-
Poison-Making kit	50	5
Spirit shard	20	1/2
Toxin extract	1	-

### Products

Item	Cost (si)	Weight
Acid flask	25	1
Acidic coating	85	1
Adder's kiss	70	1
Concentrated crow poison	45	1
Concentrated deathroot extract	20	1
Concentrated demonic poison	110	1
Concentrated magebane	125	1
Concentrated soldier's bane	125	1
Concentrated venom	15	1
Crow poison	20	1
Deathroot extract	2	1
Demonic poison	55	1
Fire bomb	25	1
Flame coating	85	1
Fleshrot	70	1
Freeze bomb	25	1
Freezing coating	85	1
Magebane poison	75	1
Quiet death	100	1
Shock bomb	25	1
Shock coating	85	1
Soldier's bane	70	1
Soulrot bomb	30	1
Soulrot coating	100	1
Venom	2	1

### Recipes

Item	Cost (si)	Weight
Acid flask	90	-
Acidic coating	445	-
Adder's kiss	375	-
Concentrated crow poison	225	-
Concentrated deathroot extract	70	-
Concentrated demonic poison	705	-
Concentrated magebane	745	-
Concentrated soldier's bane	715	-
Concentrated venom	70	-
Crow poison	75	-
Deathroot extract	5	-
Demonic poison	285	-
Fire bomb	90	-
Flame coating	445	-
Fleshrot	375	-
Freeze bomb	90	-
Freezing coating	445	-
Magebane poison	380	-
Quiet death	545	-
Shock bomb	90	-
Shock coating	445	-
Soldier's bane	370	-
Soulrot bomb	125	-
Soulrot coating	525	-
Venom	5	-

### Poison-Making Crafting Item Descriptions

**Concentrator agent:** Heatherum and Foxite are both common herbs. When distilled to be sufficient purity, they may be used as herbal agents to concentrate the effects of many potions, salves, and poisons.

**Corrupter agent:** Said to have been made from lifestone that has been corrupted by the darkspawn taint in the Deep Roads, this powdery agent is required to create some of the most powerful poisons and traps known.

**Deathroot:** A harmless enough plant on its own, deathroot's thick leaves contain an extract that the Chasind have used to induce hallucinations for centuries. Sufficiently concentrated, it makes a deadly poison.

**Deep mushroom:** Fungi found underground in close proximity to lyrium veins. In addition to their restorative properties, they can also be made into poisons.

**Demonic ichor:** Difficult to find, this ichor can sometimes be found in the hearts of corpses that have been possessed by demons and is thick and black. In the right hands in can be made into a very potent poison.

**Distillation agent:** One of the three rare bulbs found in the mountains, when dried and powdered they become an excellent distillation agent required to evoke magical properties in crafting.

**Fire crystal:** These shards of lifestone are infused with magic, either naturally or by one of the Tranquil. They're white-hot and used in many fire-related potions and traps.

**Frostrock:** These shards of lifestone are infused with magic, either naturally or by one of the Tranquil. Frostrocks radiate cold and can be used in many ice-related potions and traps.

**Frozen lightning:** Frozen lightning is a common name for a crystal that can naturally store electricity, which has made it a sought-after ingredient in the composition of several items and salves.

**Lifestone:** These rare rocks have existed in close proximity to lyrium ore, and as such, they have absorbed some of its traits. Lifestones enhance the natural properties of other materials used in item creation.

**Lyrium dust:** This is lyrium found in a natural powdered state, ready to be incorporated into potions.

**Poison-Making kit:** This kit carries all of the necessary apparatus and solutions for poison crafting. When using the Poison-Making skill you take a -4 penalty without a Poison-Making kit.

**Spirit shard:** Spirit shards are enchanted lifestones used in several potions and poisons that affect the mind.

**Toxin extract:** As one would expect, extracted venom from various creatures often makes potent poisons.

### Poison-Making Crafting Rules

**Learn Recipe:** Each time a character adds a skill point to Poison-Making; that character learns a new recipe.

*For example: When a character learns Poison-Making he may choose to learn how to make venom without purchasing the recipe.*

**Retain Recipe:** Characters may find, purchase, or trade for recipes throughout Thedas to increase the number of products that they may create.

**Poison-Making Craft:** Each recipe specifies the ingredients and a TN number for your Poison-Making skill roll to attain success. Recipes do not have prerequisite skill level, but have a scaling TN based on the difficulty of the recipe to craft.

On a Poison-Making raise, you create a more effective product. The coating crafted with a raise inflicts a -1 penalty on the roll to resist that poison. A grenade crafted with a raise, gains +1 to Throwing.

**Poison-Making Craft Times:** Each Poison-Making skill roll success or failure takes 1 full hour without interruption due to the delicate balances and timings that must be maintained. However, if in a truly crisis situation a poison crafter may try to make an item in 10 minutes. To do this, the TN is +2 and the recipe requires *double* the ingredients.

**Poison-Making Coatings:** Coating a weapon with poison requires a Poison-Making roll of TN 4 to apply effectively. On a total roll of 3, the coating is not wasted. A 1 on the die (regardless of Wild Die) means the coating was broken during application and the materials are lost. Coating takes one full round to apply (may not move or take other actions) and lasts one hour or 3 successful Fighting rolls.

**Poison-Making Grenade Use:** Characters use the Throwing skill to attack with grenades but must have Poison-Making d4+ or they take a -2 penalty to the Throwing roll.

**Waste:** On a failure all components except for flasks are expended.

### Products

Each product has a desired effect, ingredient list, and a TN to successfully craft that product with a Poison-Making roll. All Poison-Making rolls take a -4 penalty unless the character is using a Poison-Making kit.

#### **Coatings**

Various ill-effects that are concocted and then applied directly to weapons to inflict harm to others. When hit with a coated weapon with "poison" a vigor roll is made. On a fail, the target takes the effect of the poison for the specified duration.

#### **Acidic Coating**

Small vial that contains a warm, lime-colored liquid.

**TN:** 8

**Ingredients:** Concentrator agent x1, Corrupter agent x2, Flask x1, Lifestone x2

**Effect:** +2 *earth* damage to Fighting damage rolls with coated weapon.

#### **Adder's Kiss**

An Antivan noble killed his adulterous wife by coating his lips with this poison and kissing her. He died as well.

**TN:** 8

**Ingredients:** Concentrator agent x1, Distillation agent x2, Flask x1, Toxin extract x3

**Effect:** +1 *earth* damage to Fighting damage rolls with coated weapon.

**Poison (-1):** -2 Pace for 1d6 rounds

#### **Crow Poison**

This poison is a favorite of the Antivan Crows, whose efficient administration of death has built a nation's reputation.

**TN:** 6

**Ingredients:** Deathroot x2, Distillation agent x1, Flask x1, Toxin extract x2

**Effect:** +1 *earth* damage to Fighting damage rolls with coated weapon.

**Poison (+2):** Stunned for 1d4 rounds.

#### **Concentrated Crow Poison**

**TN:** 8

**Ingredients:** Deathroot x3, Distillation agent x1, Flask x1, Toxin extract x3

**Effect:** +2 *earth* damage to Fighting damage rolls with coated weapon.

**Poison (+0):** Stunned for 1d4 rounds.

#### **Deathroot Extract**

Even a quick sniff of this sludge is enough to cause hallucinations.

**TN:** 4

**Ingredients:** Deathroot x1, Flask x1

**Poison (+2):** Stunned for 1d4 rounds.

#### **Concentrated Deathroot Extract**

**TN:** 6

**Ingredients:** Deathroot x2, Distillation agent x1, Flask x1

**Poison (+0):** Stunned for 1d4 rounds.



### Demonic Poison

The appearance and smell of this liquid are entirely unnatural, to say nothing of its effect.

**TN:** 8

**Ingredients:** Concentrator agent x1, Demonic ichor x1, Flask x1

**Effect:** +2 *spirit* damage to Fighting damage rolls with coated weapon along with AP 2

#### Concentrated Demonic Poison

**TN:** 10

**Ingredients:** Concentrator agent x2, Demonic ichor x2, Flask x1

**Effect:** +3 *spirit* damage to Fighting damage rolls with coated weapon along with AP 3.

### Flame Coating

A flask containing a white-hot liquid.

**TN:** 8

**Ingredients:** Concentrator agent x1, Corrupter agent x2, Fire crystal x2, Flask x1

**Effect Flaming:** Victims of successful attack rolls have a 2 in 6 chance of catching fire as detailed in *flaming* rules.



### Fleshrot

The nasty concoction somehow rots flesh while the victim is still alive, accompanied by the usual stench.

**TN:** 8

**Ingredients:** Concentrator agent x1, Deathroot x3, Distillation agent x2, Flask x1

**Effect:** +2 *earth* damage to Fighting damage rolls with coated weapon.

**Poison (+o):** -2 Pace for 1d6 rounds

### Freezing Coating

A small vial with a thick, frosty liquid.

**TN:** 8

**Ingredients:** Concentrator agent x1, Corrupter agent x2, Frostrock x2, Flask x1

**Effect Chilling:** Victims of successful attacks must make a Vigor roll to avoid becoming *chilled* for 2 rounds. With a raise on the attack roll, the targets make Vigor rolls at -2.

### Magebane Poison

The Chantry's templars keep whole vats of this substance in Val Royeaux.

**TN:** 6

**Ingredients:** Concentrator agent x1, Corrupter agent x2, Flask x1, Lyrium dust x3

**Effect:** Target loses 2 Power Points. (does not affect targets with Power Points)

#### Concentrated Magebane Poison

**TN:** 8

**Ingredients:** Concentrator agent x2, Corrupter agent x2, Flask x1, Lyrium dust x4

**Effect:** Target loses 4 Power Points. (does not affect targets with Power Points)

### Quiet Death

A foul mixture of poisons that are each deadly even on their own. Quiet Death is so potent it unnerves even the most experienced assassins.

**TN:** 10

**Ingredients:** Concentrator agent x2, Deathroot x4, Flask x1, Toxin extract x4

**Effect:** +3 *earth* damage to Fighting damage rolls with coated weapon. (+6 damage versus Wild Cards with 2 or more wounds)

### Shock Coating

A small vial with a strangely glowing substance.

**TN:** 8

**Ingredients:** Concentrator agent x1, Corrupter agent x2, Frozen lightning, Flask x1

**Effect:** +3 *lightning* damage to Fighting damage rolls with coated weapon.

### Soldier's Bane

Whenever nations find themselves at war, envoys of the opposing generals inevitably discuss a ban on this effective toxin, but the talks never result in a lasting pact.

**TN:** 8

**Ingredients:** Concentrator agent x1, Corrupter agent x2, Deep mushroom x3, Flask x1,

**Poison (+o):** Target takes -1 to Trait rolls. (does not affect targets with Power Points)

#### Concentrated Soldier's Bane

**TN:** 10

**Ingredients:** Concentrator agent x2, Corrupter agent x2, Deep mushroom x4, Flask x1

**Poison (+o):** Target takes -2 to Trait rolls. (does not affect targets with Power Points)

### Soulrot Coating

A small vial that contains a dark viscous liquid.

**TN:** 8

**Ingredients:** Concentrator agent x1, Corrupter agent x2, Flask x1, Spirit shard x2

**Effect:** Successful Fighting rolls ignore all Armor and any other forms of damage reduction including Spells.

### Venom

A potent poison extracted from deadly plants and the venom of several reptiles.

**TN:** 4

**Ingredients:** Flask x1, Toxin extract x1

**Effect:** +1 *earth* damage to Fighting damage rolls with coated weapon.

**Poison (+o):** Pace -1 of 1d4 rounds.

#### Concentrated Venom

**TN:** 6

**Ingredients:** Distillation agent x1, Flask x1, Toxin extract x2

**Effect:** +1 *earth* damage to Fighting damage rolls with coated weapon.

**Poison (-2):** Pace -1 of 1d6 rounds.

## Grenades

Some poison makers have adapted their skills into making projectiles from the stones they work so heavily with. These have been come to be known as bombs and grenades.

While used with a Throwing roll in combat, the attacker suffers a -2 penalty to the roll unless Poison-Making is a d4 or higher.

### Acid Flask

A flask of corrosive acid.

TN: 6

**Ingredients:** Corrupter agent x1, Flask x1, Lifestone x1

**Range:** 3/6/12

**Area:** Small Burst Template

**Effect:** 2d8 *earth* damage.

### Fire Bomb

A glass flask filled with a flammable liquid.

TN: 6

**Ingredients:** Corrupter agent x1, Fire crystal x1, Flask x1

**Range:** 3/6/12

**Area:** Medium Burst Template

**Effect Flaming:** Victims of successful attack rolls take 1d10 damage and have a 2 in 6 chance of catching fire as detailed in the *flaming* rules.

### Freeze Bomb

A glass flask filled with an ice-cold liquid.

TN: 6

**Ingredients:** Corrupter agent x1, Flask x1, Frostrock x1

**Range:** 3/6/12

**Area:** Medium Burst Template

**Effect Chilling:** Victims of successful attacks must make a Vigor roll to avoid becoming *chilled* for 2 rounds. With a raise on the attack roll, the targets make Vigor rolls at -2.

### Shock Bomb

A glass flask filled with a strangely glowing substance.

TN: 6

**Ingredients:** Corrupter agent x1, Flask x1, Frozen lightning x1

**Range:** 3/6/12

**Area:** Large Burst Template

**Effect:** 2d6 *lightning* damage.

### Soulrot Bomb

A flask filled with a murky green potion.

TN: 6

**Ingredients:** Corrupter agent x1, Flask x1, Spirit shard x1

**Range:** 3/6/12

**Area:** Small Burst Template

**Effect:** 2d6 *spirit* damage that ignores all Armor and any other forms of damage reduction including Spells.

## Runecrafting

**Runecrafting** is a crafting skill. This is a new skill that allows the creation of armor and weapon runes. These runes can be inserted into armor and weapons to give a bonus to that item.

### Crafting Items

Item	Cost (si)	Weight
Blank runestone	1	-
Etching agent	10	-
Lyrium rock	50	-
Runecrafting Tools	100	5

### Products

Item	Cost (si)
Amplification rune	2500
Barrier rune	65/260/650/2000/4000
Cold iron rune	60/240/600/1800/3600
Diligence	400
Dweomer rune	65/260/650/1950/3900
Endurance	750
Evasion	4000
Flame rune	40/160/400/1200/2400
Frost rune	60/240/600/1800/3600
Hale rune	40/160/400/1200/2400
Immunity rune	80/320/800/2400/4800
Intensifying	800
Menacing	200
Momentum	3000
Lightning rune	60/240/600/1800/3600
Paralyze rune	40/160/400/1200/2400
Reservoir rune	100/400/1000/3000/6000
Silverite rune	40/160/400/1200/2400
Slow rune	40/160/400/1200/2400
Stout rune	120/480/1200/3600/7200
Tempest rune	60/240/600/1800/3600

### Tracings

Item	Cost (si)	Weight
Novice	25	-
Journeyman	100	-
Expert	250	-
Master	750	-
Paragon	1500	-
Amplification	1000	-
Diligence	150	-
Endurance	375	-
Evasion	2000	-
Intensifying	400	-
Menacing	100	-
Momentum	2000	-

## Runecrafting Crafting Item Descriptions

**Blank runestone:** These are thin metal sheets made of the finest metallic materials from the deep roads. Used to craft novice runes.

**Etching agent:** By itself, this substance is inert, but has a caustic reaction with lyrium rock.

**Lyrium rock:** Dangerous to all but dwarves and those resistant to lyrium effects.

**Runecrafting Tools:** These implements allow for grinding lyrium rock into runestones with an etching agent. You cannot craft runes without these tools.

### Runecrafting Rules

**Tracings:** Each rune has a symbol and infers a certain bonus. Most runes have five symbols to signify how powerful the bonus will be.

**Create Tracing:** Each time a character adds a skill point to Runecrafting, that character creates a new tracing or improves a tracing already known.

*For example: When Runecrafting is learned you can choose to know how to trace a novice fire rune without purchasing the tracing.*

*Additionally, when the character later increases that skill to a d6 he may then choose to learn how to trace a journeyman fire rune or he can choose to learn how to trace a novice hale rune*

**Retain Tracings:** Characters may find, purchase, or trade for tracings throughout Thedas to increase the number of products that they may create.

**Runecraft:** Each tracing specifies the components and a TN number for your Runecrafting skill roll. Tracings do not have a prerequisite skill level, but have a scaling TN based on the difficulty of the rune.

There are no bonuses to scoring a raise with a Runecrafting roll. However, if you beat the TN by 6 or more you learn how to trace the next level tracing based on the rune you were crafting.

*For example: You are crafting a novice fire rune with a TN of 4 and score an 11 on your roll. You can now trace journeyman fire runes. The rune that you make during this attempt is still just a novice fire rune. If you knew how to trace journeyman fire runes, there is no effect from beating the TN by 6.*

**Rune Slotting:** A rune trader will charge 5 silver to slot and unslot runes in and out of gear. Anyone, with Runecrafting d4+ can remove and insert runes. Slotting takes 1 minute to insert or remove. Only one of each rune symbol type can be in one item. You may not have multiple barrier runes in your armor.

**Runecrafting Times:** Each Runecrafting skill roll success or failure takes 1 full hour without interruption due to the delicate nature of working with lyrium rock.

**Waste:** On a failure all components are expended because the rune symbol is permanently etched incorrectly and now has no effect. This includes when lower power rune stones are used as the ingredients to craft more powerful runes. Failure in Runecrafting is often the most costly of all crafts.

## Products

Each rune has a desired effect, ingredient list, slot location, and a TN to successfully craft that product with a Runecrafting roll. No one can craft runes without Runecrafting tools.

### **Tiered Ingredient Note:**

All runes greater than novice require the previous rank as an ingredient.

*For example: to craft a Paragon rune you must have the Master rune of the type you are creating.*

### *Armor Runes*

Runes are applied to armor to add a bonus. This makes it easy to tailor equipment to meet particular challenges. Runes come in five tiers of power, from Novice to Paragon.

### **Amplification Rune**

A larger than normal tracing etched across the rune glows a swirling blue. Considered to be a Master rune.

**TN:** 7

**Ingredients:** Blank runestone, Etching agent x4, Expert dweomer, Expert reservoir, Lyrium rock

**Slot:** Armor

**Effect:** Damage rolls that deal *cold, earth, fire, lightning, or spirit* damage gain +1 to damage rolls.

### **Barrier Rune (Novice)**

The Tevinter symbol for protection.

**TN:** 4

**Ingredients:** Blank runestone, Etching agent x1, Lyrium rock

**Slot:** Armor

**Effect:** +1 Armor against Fighting damage results

### **Journeyman Barrier Rune**

**TN:** 5

**Ingredients:** Etching agent x2, Lyrium rock, Novice

**Slot:** Armor

**Effect:** +1 Armor (all)

### **Expert Barrier Rune**

**TN:** 6

**Ingredients:** Etching agent x3, Lyrium rock,

Journeyman

**Slot:** Armor

**Effect:** +2 Armor

### **Master Barrier Rune**

**TN:** 7

**Ingredients:** Etching agent x4, Lyrium rock, Expert

**Slot:** Armor

**Effect:** +3 Armor

### **Paragon Barrier Rune**

**TN:** 8

**Ingredients:** Blank runestone, Etching agent x5,

Lyrium rock, Master

**Slot:** Armor

**Effect:** +4 Armor



### **Diligence Rune**

The Tevinter all-seeing eye is a journeyman rune.

**TN:** 5

**Ingredients:** Blank runestone, Etching agent x2, Novice tempest, Lyrium rock, Menacing

**Slot:** Shield

**Effect:** Enemies do not gain “gang up” bonuses when attacking you.



### Endurance Rune

The Tevinter glyph for tenacity is an expert rune.

TN: 6

**Ingredients:** Blank runestone, Etching agent x3, Journeyman hale, Journeyman stout, Lyrium rock

**Slot:** Armor or Helm

**Effect:** You ignore 1 point of Fatigue penalties. 2 points, if one is placed in your Armor and Helm.

### Evasion Rune

This shape is the closest the ancient Tevinters came to the concept of zero and is a paragon rune.

TN: 8

**Ingredients:** Blank runestone, Etching agent x5, Lyrium rock, Master lightning, Master tempest

**Slot:** Helm

**Effect:** All attack rolls against you from any source are made at -1.

### Immunity Rune (Novice)

The Tevinters inscribe this rune to counter the elements.

TN: 4

**Ingredients:** Blank runestone, Etching agent x1, Lyrium rock

**Slot:** Armor

**Effect:** +1 Toughness versus *cold, fire, and lightning*.

#### Journeyman Immunity Rune

TN: 5

**Ingredients:** Etching agent x2, Lyrium rock, Novice

**Slot:** Armor

**Effect:** +2 Toughness versus *cold, fire, and lightning*.

#### Expert Immunity Rune

TN: 6

**Ingredients:** Etching agent x3, Lyrium rock, Journeyman

**Slot:** Armor

**Effect:** +3 Toughness *cold, fire, and lightning*.

#### Master Immunity Rune

TN: 7

**Ingredients:** Etching agent x4, Lyrium rock, Expert

**Slot:** Armor

**Effect:** +4 Toughness versus *cold, fire, and lightning*.

#### Paragon Immunity Rune

TN: 8

**Ingredients:** Blank runestone, Etching agent x5, Lyrium rock, Master

**Slot:** Armor

**Effect:** +5 Toughness versus *cold, fire, and lightning*.



### Reservoir Rune (Novice)

A Tevinter mark meaning "pool".

TN: 4

**Ingredients:** Blank runestone, Etching agent x1, Lyrium rock

**Slot:** Armor, Helm, or Shield

**Effect:** +1 Power Points (must have arcane background)

#### Journeyman Reservoir Rune

TN: 5

**Ingredients:** Etching agent x2, Lyrium rock, Novice

**Slot:** Armor, Helm, or Shield

**Effect:** +2 Power Points (arcane background)

#### Expert Reservoir Rune

TN: 6

**Ingredients:** Etching agent x3, Lyrium rock, Journeyman

**Slot:** Armor, Helm, or Shield

**Effect:** +3 Power Points (arcane background)

#### Master Reservoir Rune

TN: 7

**Ingredients:** Etching agent x4, Lyrium rock, Expert

**Slot:** Armor, Helm, or Shield

**Effect:** +4 Power Points (arcane background)

#### Paragon Reservoir Rune

TN: 8

**Ingredients:** Blank runestone, Etching agent x5, Lyrium rock, Master

**Slot:** Armor, Helm, or Shield

**Effect:** +5 Power Points (arcane background)

### Stout Rune (Novice)

To the Tevinter magisters this symbol meant "health".

TN: 4

**Ingredients:** Blank runestone, Etching agent x1, Lyrium rock

**Slot:** Armor

**Effect:** +1 to Spirit and Vigor rolls when Incapacitated, resisting poison, Shaken, and versus Spell effects.

#### Journeyman Stout Rune

TN: 5

**Ingredients:** Etching agent x2, Lyrium rock, Novice

**Slot:** Armor

**Effect:** +2 to Spirit and Vigor rolls when Incapacitated, resisting poison, Shaken, and versus Spell effects.

#### Expert Stout Rune

TN: 6

**Ingredients:** Etching agent x3, Lyrium rock, Journeyman

**Slot:** Armor

**Effect:** +3 to Spirit and Vigor rolls when Incapacitated, resisting poison, Shaken, and versus Spell effects.

#### Master Stout Rune

TN: 7

**Ingredients:** Etching agent x4, Lyrium rock, Expert

**Slot:** Armor

**Effect:** +4 to Spirit and Vigor rolls when resisting poison, Shaken, and versus Spell effects. (only +3 for Vigor rolls due to Incapacitation)

#### Paragon Stout Rune

TN: 8

**Ingredients:** Blank runestone, Etching agent x5, Lyrium rock, Master

**Slot:** Armor

**Effect:** +5 to Spirit and Vigor rolls when resisting poison, Shaken, and versus Spell effects. (only +3 for Vigor rolls due to Incapacitation)



### Tempest Rune (Novice)

“Wind”, to the Tevinter people.

TN: 4

Ingredients: Blank runestone, Etching agent x1, Lyrium rock

Slot: Head

Effect: Opponents take -1 to Throwing rolls against you



#### Journeyman Tempest Rune

TN: 5

Ingredients: Etching agent x2, Lyrium rock, Novice

Slot: Head

Effect: Opponents take -1 to Shooting and Throwing rolls against you.

#### Expert Tempest Rune

TN: 6

Ingredients: Etching agent x3, Lyrium rock, Journeyman

Slot: Head

Effect: Opponents take -1 to Shooting and -2 to Throwing rolls against you.

#### Master Tempest Rune

TN: 7

Ingredients: Etching agent x4, Lyrium rock, Expert

Slot: Head

Effect: Opponents take -2 to Shooting, and Throwing rolls against you.

#### Paragon Tempest Rune

TN: 8

Ingredients: Blank runestone, Etching agent x5, Lyrium rock, Master

Slot: Head

Effect: Opponents take -3 to Shooting and Throwing rolls against you.

### Weapon Runes

#### Dweomer Rune (Novice)

Dweomer runes get their name from the ancient Tevinter name for dwarves.

TN: 4

Ingredients: Blank runestone, Etching agent x1, Lyrium rock

Effect: Arcane skill rolls are at -1 against you.

#### Journeyman Dweomer Rune

TN: 5

Ingredients: Etching agent x2, Lyrium rock, Novice

Effect: Arcane skill rolls and resulting damage rolls are at -1 against you.

#### Expert Dweomer Rune

TN: 6

Ingredients: Etching agent x3, Lyrium rock, Journeyman

Effect: Arcane skill rolls are at -2 against you and resulting damage rolls are at -1.

#### Master Dweomer Rune

TN: 7

Ingredients: Etching agent x4, Lyrium rock, Expert

Effect: Arcane skill rolls and resulting damage rolls are at -2 against you.

#### Paragon Dweomer Rune

TN: 8

Ingredients: Blank runestone, Etching agent x5, Lyrium rock, Weapon

Effect: Arcane skill rolls and resulting damage rolls are at -3 against you.



### Flame Rune (Novice)

The ancient Tevinter symbol for Toth, god of fire.

TN: 4

Ingredients: Blank runestone, Etching agent x1, Lyrium rock

Flaming: Victims of successful attack rolls have a 1 in 10 chance of catching *fire*.



#### Journeyman Flame Rune

TN: 5

Ingredients: Etching agent x2, Lyrium rock, Novice

Flaming: Victims of successful attack rolls have a 1 in 8 chance of catching *fire*.

#### Expert Flame Rune

TN: 6

Ingredients: Etching agent x3, Lyrium rock, Journeyman

Flaming: Victims of successful attack rolls have a 1 in 6 chance of catching *fire*.

#### Master Flame Rune

TN: 7

Ingredients: Etching agent x4, Lyrium rock, Expert

Flaming: Victims of successful attack rolls have a 1 in 4 chance of catching *fire*.

#### Paragon Flame Rune

TN: 8

Ingredients: Blank runestone, Etching agent x5, Lyrium rock, Master

Flaming: Victims of successful attack rolls have a 1 in 2 chance of catching *fire*.

### Frost Rune (Novice)

This is the Tevinter rune for winter.

TN: 4

Ingredients: Blank runestone, Etching agent x1, Lyrium rock

Chilling: Victims of successful attack rolls make a Vigor roll or are *chilled* for 2 rounds.



#### Journeyman Frost Rune

TN: 5

Ingredients: Etching agent x2, Lyrium rock, Novice

Chilling: Victims of successful attack rolls make a Vigor roll at -1 or are *chilled* for 2 rounds.

#### Expert Frost Rune

TN: 6

Ingredients: Etching agent x3, Lyrium rock, Journeyman

Chilling: Victims of successful attack rolls make a Vigor roll at -2 or are *chilled* for 2 rounds.

#### Master Frost Rune

TN: 7

Ingredients: Etching agent x4, Lyrium rock, Expert

Chilling: Victims of successful attack rolls make a Vigor roll at -3 or are *chilled* for 2 rounds.

#### Paragon Frost Rune

TN: 8

Ingredients: Blank runestone, Etching agent x5, Lyrium rock, Master

Chilling: Victims of successful attack rolls make a Vigor roll at -4 or are *chilled* for 2 rounds.



### Hale Rune (Novice)

This is the Tevinter rune for winter.

TN: 4

Ingredients: Blank runestone, Etching agent x1, Lyrium rock

Effect: +1 to rolls to recover from Incapacitated and Shaken. (does not apply to initial Vigor roll to determine whether you are Incapacitated)

#### Journeyman Hale Rune

TN: 5

Ingredients: Etching agent x2, Lyrium rock, Novice

Effect: +2 to rolls to recover from Incapacitated and Shaken. (does not apply to initial Vigor roll to determine whether you are Incapacitated)

#### Expert Hale Rune

TN: 6

Ingredients: Etching agent x3, Lyrium rock, Journeyman

Effect: +3 to rolls to recover from Incapacitated and Shaken. (does not apply to initial Vigor roll to determine whether you are Incapacitated)

#### Master Hale Rune

TN: 7

Ingredients: Etching agent x4, Lyrium rock, Expert

Effect: +4 to rolls to recover from Incapacitated and Shaken. (does not apply to initial Vigor roll to determine whether you are Incapacitated)

#### Paragon Hale Rune

TN: 8

Ingredients: Blank runestone, Etching agent x5, Lyrium rock, Master

Effect: +5 to rolls to recover from Incapacitated and Shaken. (does not apply to initial Vigor roll to determine whether you are Incapacitated)

### Intensifying Rune

No word precisely captures the meaning of this rune, but it is something like "bigger". This is an expert rune.

TN: 6

Ingredients: Blank runestone, Etching agent x3, Journeyman cold iron, Journeyman lightning, Lyrium rock

Effect: Damage dice now roll at a d8 instead of a d6 when you get a raise on your attack roll with this weapon.

### Menacing Rune

The Tevinter use this symbol to mean anger. This is a journeyman rune.

TN: 5

Ingredients: Blank runestone, Etching agent x2, Lyrium rock, Novice immunity, Novice silverite

Effect: +1 to Intimidate and Taunt rolls.

### Momentum Rune

The Tevinter rune for speed is a paragon rune.

TN: 8

Ingredients: Blank runestone, Etching agent x2, Lyrium rock, Master hale, Master tempest

Effect: Reduces total Multi-Action penalty by 2 for each a round.



### Lightning Rune (Novice)

Old Tevinter symbol for tempest.

TN: 4

Ingredients: Blank runestone, Etching agent x1, Lyrium rock

Effect: +1 lightning damage with weapon

#### Journeyman Lightning Rune

TN: 5

Ingredients: Etching agent x2, Lyrium rock, Novice

Effect: +2 lightning damage with weapon

#### Expert Lightning Rune

TN: 6

Ingredients: Etching agent x3, Lyrium rock, Journeyman

Effect: +3 lightning damage with weapon

#### Master Lightning Rune

TN: 7

Ingredients: Etching agent x4, Lyrium rock, Expert

Effect: +4 lightning damage with weapon

#### Paragon Lightning Rune

TN: 8

Ingredients: Blank runestone, Etching agent x5, Lyrium rock, Master

Effect: +5 lightning damage with weapon

### Paralyze Rune (Novice)

Formed into Tevinter shape for stillness.

TN: 4

Ingredients: Blank runestone, Etching agent x1, Lyrium rock

Effect: Victims of successful attack rolls with this weapon have a 1 in 8 chance of being Stunned for 1 round.

#### Journeyman Paralyze Rune

TN: 5

Ingredients: Etching agent x2, Lyrium rock, Novice

Effect: Victims of successful attack rolls with this weapon have a 1 in 8 chance of being Stunned for 2 rounds.

#### Expert Paralyze Rune

TN: 6

Ingredients: Etching agent x3, Lyrium rock, Journeyman

Effect: Victims of successful attack rolls with this weapon have a 1 in 8 chance of being Stunned for 3 rounds.

#### Master Paralyze Rune

TN: 7

Ingredients: Etching agent x4, Lyrium rock, Expert

Effect: Victims of successful attack rolls with this weapon have a 1 in 8 chance of being Stunned for 4 rounds.

#### Paragon Paralyze Rune

TN: 8

Ingredients: Blank runestone, Etching agent x5, Lyrium rock, Master

Effect: Victims of successful attack rolls with this weapon have a 1 in 8 chance of being Stunned for 5 rounds.





### Silverite Rune (Novice)

The emblem of Dumat, the first archdemon, symbol of betrayal and the First Blight.

TN: 4

Ingredients: Blank runestone, Etching agent x1, Lyrium rock

Effect: +2 damage against darkspawn.

#### Journeyman Silverite Rune

TN: 5

Ingredients: Etching agent x2, Lyrium rock, Novice

Effect: +3 damage against darkspawn.

#### Expert Silverite Rune

TN: 6

Ingredients: Etching agent x3, Lyrium rock, Journeyman

Effect: +4 damage against darkspawn,

#### Master Silverite Rune

TN: 7

Ingredients: Etching agent x4, Lyrium rock, Expert

Effect: +5 damage against darkspawn.

#### Paragon Silverite Rune

TN: 8

Ingredients: Blank runestone, Etching agent x5, Lyrium rock, Master

Effect: +6 damage against darkspawn.

### Slow Rune (Novice)

Ancient Tevinter symbol for sloth.

TN: 4

Ingredients: Blank runestone, Etching agent x1, Lyrium rock

Effect: Victims of successful attack rolls with this weapon of a 1 in 10 chance of having -3 Pace for 3 rounds.

#### Journeyman Slow Rune

TN: 5

Ingredients: Etching agent x2, Lyrium rock, Novice

Effect: Victims of successful attack rolls with this weapon of a 1 in 8 chance of having -3 Pace for 3 rounds.

#### Expert Slow Rune

TN: 6

Ingredients: Etching agent x3, Lyrium rock, Journeyman

Effect: Victims of successful attack rolls with this weapon of a 1 in 6 chance of having -3 Pace for 3 rounds.

#### Master Slow Rune

TN: 7

Ingredients: Etching agent x4, Lyrium rock, Expert

Effect: Victims of successful attack rolls with this weapon of a 1 in 4 chance of having -3 Pace for 3 rounds.

#### Paragon Slow Rune

TN: 8

Ingredients: Blank runestone, Etching agent x5, Lyrium rock, Master

Effect: Victims of successful attack rolls with this weapon of a 1 in 2 chance of having -3 Pace for 3 rounds.



## Trap-Making

**Trap-Making** is a crafting skill. Characters who have learned this skill can construct traps or lures from common components, so long as they also possess a plan to build the mechanism. All characters that have learned this skill can set traps and disarm them.

### Crafting Items

Item	Cost (si)	Weight
Concentrator agent	30	-
Corrupter agent	12	-
Deathroot	1	-
Distillation agent	12	-
Fire crystal	10	1/2
Frostrock	10	1/2
Frozen lightning	10	1/2
Glamour charm	20	1/2
Lifestone	10	1/2
Metal shard	1	1/2
Spirit shard	20	1/2
Trap Trigger	2	-
Trapper's implements	50	5

### Products

Item	Cost (si)	Weight
Acidic grease trap	130	2
Acidic trap	25	2
Choking powder cloud trap	125	1
Choking powder trap	70	1
Fire trap	25	1
Freeze trap	25	1
Interesting lure	30	1
Large caltrop trap	5	2
Large claw trap	3	3
Large grease trap	85	3
Large shrapnel trap	15	3
Mild choking powder trap	15	2
Mild lure	15	1
Mild sleeping gas trap	15	2
Overpowering lure	50	1
Poisoned caltrop trap	55	2
Shock trap	25	1
Sleeping gas cloud trap	125	2
Sleeping gas trap	70	2
Small caltrop trap	1	1
Small claw trap	2	2
Small grease trap	25	2
Small shrapnel trap	2	2
Soulrot trap	35	2
Spring trap	2	2



Item	Plans	Cost (si)	Weight
Acidic grease trap		900	-
Acidic trap		125	-
Choking powder cloud trap		885	-
Choking powder trap		375	-
Fire trap		125	-
Freeze trap		125	-
Interesting lure trap		160	-
Large caltrop trap		10	-
Large claw trap		12	-
Large grease trap		450	-
Large shrapnel trap		12	-
Mild choking powder trap		70	-
Mild lure		60	-
Mild sleeping gas trap		70	-
Overpowering lure trap		300	-
Poisoned caltrop trap		300	-
Shock trap		125	-
Sleeping gas cloud trap		885	-
Sleeping gas trap		375	-
Small caltrop trap		2	-
Small claw trap		6	-
Small grease trap		100	-
Small shrapnel trap		6	-
Soulrot trap		170	-
Spring trap		4	-

#### Trap-Making Crafting Item Descriptions

**Concentrator agent:** Heatherum and Foxite are both common herbs. When distilled to be sufficient purity, they may be used as herbal agents to concentrate the effects of many potions, salves, and poisons.

**Corrupter agent:** Said to have been made from lifestone that has been corrupted by the darkspawn taint in the Deep Roads, this powdery agent is required to create some of the most powerful poisons and traps known.

**Deathroot:** A harmless enough plant on its own, deathroot's thick leaves contain an extract that the Chasind have used to induce hallucinations for centuries. Sufficiently concentrated, it can be made into a deadly poison.

**Distillation agent:** One of the three rare bulbs found in the mountains, when dried and powdered they become an excellent distillation agent required to evoke magical properties in crafting.

**Fire crystal:** These shards of lifestone are infused with magic, either naturally or by one of the Tranquil. They're white-hot and useful in many fire-related potions and traps.

**Frostrock:** These shards of lifestone are infused with magic, either naturally or by one of the Tranquil. Frostrocks radiate cold and can be used in many ice-related potions and traps.

**Frozen lightning:** Frozen lightning is a common name for a crystal that can naturally store electricity, which has made it a sought-after ingredient in the composition of several items and salves.

**Glamour charm:** This minor magical charm captures the viewer's attention and distra... ooo, pretty....

**Lifestone:** These rare rocks have existed in close proximity to lyrium ore, and as such, they have absorbed some of its traits. Lifestones enhance the natural properties of other materials used in item creation.

**Metal shard:** In the right hands, unassuming metal shards can be used to make deadly traps.

**Spirit shard:** Spirit shards are enchanted lifestones used in several potions and poisons that affect the mind.

**Trap trigger:** Even the most powerful trap requires a trigger. This bit of metal and wire could easily be turned into one by someone of sufficient skill.

**Trapper's implements:** These tools allow you to effectively craft and design traps. Trap-Making without these implements is made at -2.

#### Trap-Making Rules

**Create Plan:** Each time a character adds a skill point to Trap-Making, a new plan is learned.

**Retain Plans:** Characters may find, purchase, or trade for plans throughout Thedas to increase the number of products that they may create.

**Trapping:** Setting a trap takes a success on a Trap-Making roll and takes a full round in which you do not move, with a raise you may move half Pace.

**Trigger:** Traps are triggered when any creature other than the trap maker moves through the Burst Template in which the trap is placed.

**Trap Detection:** To detect a trap you make a Notice roll the first time you are within 3 inches of the trap. On a TN of 6 you detect the trap, TN 4 you feel there is danger near by but are not sure where, below TN 4 you notice nothing. When crafting the traps, a raise impose a -2 penalty to creatures trying to Notice your trap.

**Trap Making Creation Times:** Each Trap-Making skill roll success or failure takes 1 full hour without interruption to construct a trap. However, if in a truly needed a crafter may try to make a trap in 10 minutes. To do this, the TN is +2 and the recipe requires *double* the ingredients.

**Waste:** All components are destroyed on a failure.

## Products

Each product has a desired effect, ingredient list, and a TN to successfully design that product with a Trap-Making roll. All Trap-Making rolls to craft traps take a -2 penalty unless the character is using trapper's implements.

### *Traps*

#### **Acidic Grease Trap**

The acid burns nicely through leather, cloth, and skin. The grease clings to anything. It's a perfect combination for a sadist.

**TN:** 10

**Ingredients:** Concentrator agent x2, Corrupter agent x2, Lifestone x3, Trap trigger x1

**Size:** Large Burst Template

**Trigger:** When triggered the trap releases a large acidic grease slick that will occupy the Burst Template for 1 minute and is a difficult surface.

**Evade:** The triggering creature may make an Agility roll at -4 to avoid being hit by the trap.

**Effect:** In addition to dealing 2d6 damage and knocking the triggering creature prone, creatures that move within the Burst Template must make a Vigor roll to remain standing, on a failure the creature takes 2d6 damage and fall prone.

#### **Acidic Trap**

The surface of this device has been terribly etched by small leaks of its corrosive contents.

**TN:** 8

**Ingredients:** Corrupter agent x1, Lifestone x1, Trap trigger x1

**Size:** Medium Burst Template

**Trigger:** When triggered this trap explodes with acid.

**Evade:** The triggering creature and each creature adjacent to the Burst Template may make an Agility roll at -3 to avoid being hit by the trap.

**Effect:** The triggering creature and each creature adjacent to the Burst Template take 2d8 damage.

#### **Choking Powder Cloud Trap**

The inventor who devised this trap can no longer speak, so powerfully did his throat object to the mishaps along the way.

**TN:** 10

**Ingredients:** Concentrator agent x2, Corrupter agent x2, Toxin extract x3, Trap trigger x1

**Size:** Large Burst Template

**Trigger:** When triggered the trap releases a lingering cloud of choking power for 3 rounds.

**Evade:** The triggering creature may make an Agility roll at -4 to avoid being hit by the trap.

**Effect:** The triggering creature and any creatures that move within the cloud, cannot cast spells and take a -2 to all attack rolls for 4 rounds.

#### **Fire Trap**

In its current state, this trap is cool to the touch, but the substances contained inside are certain to react violently when mixed.

**TN:** 8

**Ingredients:** Corrupter agent x1, Fire crystal x1, Trap trigger x1

**Size:** Medium Burst Template

**Trigger:** When triggered this trap explodes with fire.

**Evade:** The triggering creature and each creature adjacent to the Burst Template may make an Agility roll at -3 to avoid being hit by the trap.

**Effect:** The triggering creature and each creature adjacent to the Burst Template take 1d10 *fire* damage and have a 2 in 6 chance of catching fire.

#### **Freeze Trap**

When packed next to each other, this trap can keep a cut of meat fresh for days longer than otherwise. But its primary use is still as a deadly weapon.

**TN:** 8

**Ingredients:** Corrupter agent x1, Frostrock x1, Trap trigger x1

**Size:** Medium Burst Template

**Trigger:** When triggered this trap explodes with ice.

**Evade:** The triggering creature and each creature adjacent to the Burst Template may make an Agility roll at -3 to avoid being hit by the trap.

**Effect:** The triggering creature and each creature adjacent to the Burst Template must make a Vigor roll at -3 to avoid becoming *chilled* for 2 rounds.

#### **Mild Choking Powder Trap**

The packet of dust contained within is surprisingly heavy, as if it were powdered rock or metal.

**TN:** 6

**Ingredients:** Corrupter agent x1, Toxin extract x1, Trap trigger x1

**Size:** Small Burst Template

**Trigger:** When triggered the trap releases choking powder within the burst.

**Evade:** The triggering creature may make an Agility roll at -2 to avoid being hit by the trap.

**Effect:** The triggering creature cannot cast spells and takes a -2 to all attack rolls for 2 rounds.

#### **Choking Powder Trap**

A debilitating kitchen accident with expensive imported spices led to the development of this trap.

**TN:** 8

**Ingredients:** Concentrator agent x1, Corrupter agent x2, Toxin extract x2, Trap trigger x1

**Size:** Medium Burst Template

**Trigger:** When triggered the trap releases choking powder within the burst.

**Evade:** The triggering creature may make an Agility roll at -3 to avoid being hit by the trap.

**Effect:** The triggering creature cannot cast spells and takes a -2 to all attack rolls for 3 rounds.

### Mild Lure Trap

It almost sounds like this device is humming a favorite children's tune.

**TN:** 6

**Ingredients:** Glamour charm x1

**Size:** Small Burst Template

**Trigger:** Once sprung this is distracting.

**Effect:** The triggering creature and each creature unaware of the lure trap within 2 inches of the trap must make a Spirit roll or be Shaken.

#### Interesting Lure Trap

The inventor of this lure claimed to be inspired by the distracting beauty of a flaxen-haired tavern wench.

Although the resemblance is hard to see, this device is admittedly attractive, as inanimate objects go.

**TN:** 8

**Ingredients:** Glamour charm x2

**Size:** Medium Burst Template

**Trigger:** Once sprung this is very distracting.

**Effect:** The triggering creature and each creature unaware of the lure trap within 4 inches of the trap must make a Spirit roll at -2 or be Shaken.

#### Overpowering Lure Trap

Shopkeepers often have trouble keeping this lure in stock. It's so attractive that customers snap it up without knowing what they might need it for.

**TN:** 10

**Ingredients:** Glamour charm x2

**Size:** Large Burst Template

**Trigger:** Once sprung this is immensely distracting.

**Effect:** The triggering creature and each creature unaware of the lure trap within 6 inches of the trap must make a Spirit roll at -4 or be Shaken.

### Mild Sleeping Gas Trap

Even the tiny amount of gas leaking out of this trap causes a tingling sensation.

**TN:** 6

**Ingredients:** Deathroot x1, Corrupter agent x1, Trap trigger x1

**Size:** Small Burst Template

**Trigger:** When triggered the trap releases sleeping gas within the burst.

**Evade:** The triggering creature may make an Agility roll at -2 to avoid being hit by the trap.

**Effect:** The triggering creature makes a Vigor roll at +2 or falls asleep for 2 rounds.

#### Sleeping Gas Trap

A debilitating kitchen accident with expensive imported spices led to the development of this trap.

**TN:** 8

**Ingredients:** Concentrator agent x1, Corrupter agent x2, Deathroot x2, Trap trigger x1

**Size:** Medium Burst Template

**Trigger:** When triggered the trap releases sleeping gas within the burst.

**Evade:** The triggering creature may make an Agility roll at -3 to avoid being hit by the trap.

**Effect:** The triggering creature makes a Vigor roll at +1 or falls asleep for 3 rounds.

### Poisoned Caltrop Trap

Poison on the surface of the skin is one thing. Poison deep within the veins, courtesy myriad deep punctures, is quite another.

**TN:** 8

**Ingredients:** Corrupter agent x1, Lifestone x1, Metal shard x2

**Size:** Medium Burst Template

**Effect:** Creature that moves within the Burst must make an Agility roll or take 2d6 damage along with a -3 Pace penalty for 3 rounds. Caltrops last until picked up and may be reused.

### Shock Trap

Even packed safely, this trap causes hair to stand on end.

**TN:** 8

**Ingredients:** Corrupter agent x1, Frozen lightning x1, Trap trigger x1

**Size:** Medium Burst Template

**Trigger:** When triggered this trap bursts with lightning.

**Evade:** The triggering creature and each creature within 2 of the Burst Template may make an Agility roll at -3 to avoid being hit by the trap.

**Effect:** The triggering creature and each creature within 2 inches of the Burst Template take 3d4 lightning damage.

### Sleeping Gas Cloud Trap

This trap is swaddled thickly in cloth, lest the owner bump it too hard during transportation and lose half the day to an unwanted nap.

**TN:** 10

**Ingredients:** Concentrator agent x2, Corrupter agent x2, Deathroot x3, Trap trigger x1

**Size:** Large Burst Template

**Trigger:** When triggered the trap releases a lingering cloud of sleeping gas for 3 rounds.

**Evade:** The triggering creature may make an Agility roll at -4 to avoid being hit by the trap.

**Effect:** The triggering creature and any creatures that move within the cloud, make a Vigor roll or falls asleep for 4 rounds.

### Small Caltrop Trap

Although the balls inside this trap do roll nicely, the spikes make them decidedly unsafe for children.

**TN:** 4

**Ingredients:** Metal shard x1

**Size:** Small Burst Template

**Effect:** Creature that moves within the Burst must make an Agility roll or take 2d6 damage along with a -1 Pace penalty for 1 rounds. Caltrops last until picked up and may be reused.

#### Large Caltrop Trap

Neither boot nor hoof nor hide could ever be thick enough to withstand the mean spikes contained within.

**TN:** 6

**Ingredients:** Metal shard x2

**Size:** Medium Burst Template

**Effect:** Creature that moves within the Burst must make an Agility roll or take 2d6 damage along with a -2 Pace penalty for 2 rounds. Caltrops last until picked up and may be reused.

### Small Claw Trap

The jaws on this trap are only an approximation of a creature's teeth--no real beast has a mouth full of only incisors.

**TN:** 4

**Ingredients:** Metal shard x1, Trap Trigger x1

**Size:** Small Burst Template

**Trigger:** When triggered jaws clamp at target.

**Effect:** Creatures that moves within the Burst must make an Agility roll at -1 or take 2d6 damage and cannot move for 2 rounds.

#### Large Claw Trap

The real pain comes not when this trap bites through flesh, but when it collides with bone.

**TN:** 6

**Ingredients:** Metal shard x2, Trap Trigger

**Size:** Small Burst Template

**Trigger:** When triggered large jaws clamp at target.

**Effect:** Creature that moves within the Burst must make an Agility roll at -2 or take 2d8 damage and cannot move for 3 rounds.

### Small Grease Trap

Be careful: if this trap breaks open in your pack, it'll take hours to get the oil off everything.

**TN:** 6

**Ingredients:** Distillate agent x1, Limestone x1, Trap trigger x1

**Size:** Small Burst Template

**Trigger:** When triggered the trap releases a small grease slick. The grease lasts 10 minutes and is a difficult surface.

**Evade:** The triggering creature may make an Agility roll at -2 to avoid being hit by the trap.

**Effect:** In addition to knocking the triggering creature prone, creatures that move within the Burst Template must make Agility rolls at -2 to remain standing.

#### Large Grease Trap

Be careful: if this trap breaks open in your pack, it'll take hours to get the oil off everything.

**TN:** 8

**Ingredients:** Concentrator agent x1, Distillate agent x2, Limestone x2, Trap trigger x1

**Size:** Medium Burst Template

**Trigger:** When triggered the trap releases a large grease slick. The grease lasts 10 minutes and is a difficult surface.

**Evade:** The triggering creature may make an Agility roll at -3 to avoid being hit by the trap.

**Effect:** In addition to knocking the triggering creature prone, creatures that move within the Burst Template must make Agility rolls at -2 to remain standing.

### Small Shrapnel Trap

After it explodes, the remnants of a trap like this make it hard to believe that it was ever solid.

**TN:** 4

**Ingredients:** Metal shard x1, Trap Trigger x1

**Size:** Medium Burst Template

**Trigger:** When triggered it explodes with shrapnel.

**Effect:** The triggering creature and each creature within 2 inches of the Burst must make an Agility roll at -1 or take 2d4 damage.

#### Large Shrapnel Trap

The real pain comes not when this trap bites through flesh, but when it collides with bone.

**TN:** 6

**Ingredients:** Metal shard x2, Trap Trigger

**Size:** Medium Burst Template

**Trigger:** When triggered it explodes with large shrapnel.

**Effect:** The triggering creature and each creature within 4 inches of the Burst must make an Agility roll at -2 or take 2d6 damage.

### Soulrot Trap

To know this trap is to know despair.

**TN:** 8

**Ingredients:** Corrupter agent x1, Trap trigger x1, Spirit shard x1

**Size:** Medium Burst Template

**Trigger:** When triggered the damned spirits are released.

**Evade:** The triggering creature and each creature adjacent to the Burst Template may make an Agility roll at -3 to avoid being hit by the trap.

**Effect:** The triggering creature and each creature adjacent to the Burst Template take 2d6 *spirit* damage that ignores all Armor and any other forms of damage reduction including spells.

### Spring Trap

This trap is remarkably simple to build, but effective nonetheless. It relies more on the element of surprise than complicated mechanisms.

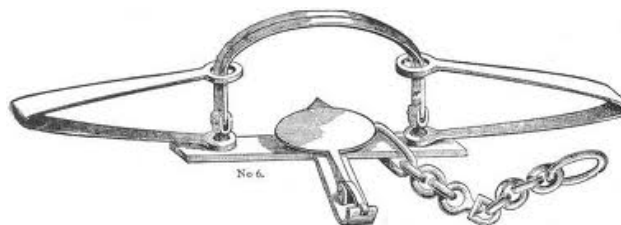
**TN:** 4

**Ingredients:** Trap Trigger x1

**Size:** Small Burst Template

**Trigger:** When triggered it knocks you off your feet.

**Effect:** Creatures that moves within the Burst must make an Agility roll at -1 or are knocked prone and must spend an action to stand.



## Weaponry

In Thedas the ability to master and wield weapons is extremely important.

### Weapon Descriptions

**Battleaxe:** With both hands these blades come down cleaving foes and armor at once with AP 1. A bit hard to implement, wielders suffer Parry -1.

**Crossbows:** Great for penetrating armored foes with AP 2, but takes an action to reload. Range of 15/30/60.

**Bolts:** For the sake of bookkeeping and convenience, your character can keep 20 rounds worth of bolts in 1 quiver and reloads the quiver after every combat. Additionally the average weight of the bolts in your quiver is 3 pounds (.2 per bolt) and it costs 2 silver per set of 20 bolts (10 bronze each).

**Daggers:** Light and crafty they are the dominant implement for rogues and one of the most commonly thrown weapons. With Strength of d6+ the Throwing range increases to 5/10/20 and 7/14/28 at Strength d10+.

**Greatsword:** In both hands these finely crafted blades battle back those who would oppose the combatant. With a Strength of d12+ it can be thrown at 3/6/12.

**Halberd:** This two-handed pole-arm allows users to Reach 1 to strike distant foes.

**Longbows:** Hunters and ranged soldiers typically have one slung on their back. Range of 15/30/60.

**Arrows:** For the sake of bookkeeping and convenience, your character can keep 20 rounds worth of arrows in 1 quiver and reloads the quiver after every combat. Additionally the average weight of the arrows in your quiver is 2 pounds (.1 per arrow) and it costs 1 silver per set of 20 arrows (5 bronze each).

**Longswords:** Adventurers, soldiers, and travelers adorn themselves with the tried and true common blade of the land. While uncommon, they can be thrown with a Strength of d10+ at range 3/6/12.

**Maces:** Are good for pounding through heavily armored targets with a base AP 1.

**Mauls:** Massive shaped stone atop a strong haft can only be carried in both hands by the stoutest of Thedosians. At the expense of Parry -1 these weapons have AP 2.

**Minimum Strength:** Each weapon has a minimum Strength required to wield it correctly for each die size less than the requirement the wielder will take a -1 penalty to attack rolls and resulting damage rolls. Additionally, the Strength requirement to wield a weapon in your off-hand is one die higher than it is to wield in your main hand.

**Rune Slot:** Different materials allow for lyrium infused rune stones to be melded into the weapons to add additional effects.

**Shortswords:** Favored dual weapon of combatants that prefer to strike with a blade in each hand. While uncommon, they can be thrown with a Strength of d8+ at range 3/6/12 and 5/10/20 with a Strength of d12+.

**Shortbows:** From bandits to local militia, many a person can be seen toting these around. Range of 12/24/48.

**Arrows:** For the sake of bookkeeping and convenience, your character can keep 20 rounds worth of arrows in 1 quiver and reloads the quiver after every combat. Additionally the average weight of the arrows in your quiver is 2 pounds (.1 per arrow) and it costs 1 silver per set of 20 arrows (5 bronze each).

**Staves:** Staves are versatile implements wielded by mages. Characters use an arcane skill roll with a TN of 4 to make a successful ranged attack with a staff. The staff deals Smarts+d4 damage and has a set range of 10. Penetrating armor of others it has AP 3. If used in melee the Staff simply uses the Fighting roll as normal and deals Strength damage.

**Waraxe:** These fierce one-handed implements of war are the most fatal weapon a soldier can carry in one hand. Due to the limited fencing capabilities wielders take a -1 to Parry. While rare, they can be thrown with a Strength of d12+ at range 3/6/12.

**Whip:** Largely ineffective in war settings, these have been wielded by slavers in Thedas to keep the slaves in line and to strike at foes from behind a wall of meat shields. With reach 2, this weapons uses Agility for damage and does not have a higher Strength requirement to be wielded in an off-hand.

### Weapon Materials

#### *Metals*

Metals are used to craft melee combat weapons within lands of Thedas.

**Iron:** This grey and red ore is the cheapest most abundant ore in the lands and provides no additional boon.

**Grey Iron:** This ore is yellowish-brown and red and is iron that has been processed and tempered to make it lighter. Weapon weights are reduced by 1/2 and the Strength requirements are reduced by 1 die size.

**Steel:** This white and purple alloy is well-formed and allows for the weapon to slot 1 rune within it along with 1 AP.

**Veridium:** This uncommonly light ore is greenish-grey and yellow and is bit more difficult to find. Weapon weights are reduced by 1/2, and the Strength requirements are reduced by 1 die size, along with having 1 rune slot and 1 AP.

**Red Steel:** Some well processed steel fused with a fire crystal forms a remarkable red steel alloy. These weapons bare 2 rune slots and possess 2 AP.

**Silverite:** This rare ore is shin white and blue. This unique material reduces the weapon weight by 1/2, and the Strength requirements by 1 die size, along with having 2 rune slots and 2 AP.

**Dragonbone:** Straight from the dragons themselves, the bones have been crafted to make implements of war. Possess 3 rune slots and 3 AP.

**Dragonbone** equipment, as the name implies, is made from the bones of a dragon. Dragonbone is incredibly rare due to the fact that the dragon hunters of Navarra hunted the dragons of Thedas to near extinction long ago. Dragonbone is just as strong if not stronger than steel. These qualities make a weapon or piece of armor made from dragonbone quite desirable. Additionally, dragonbone is the material that is best suited to hold magical runes as enchantments. For these reasons, dragonbone has always been highly sought after and very valuable throughout Thedas.

## Wood

Various types of wood form ranged weapons.

**Elm:** Dark grey and is the most common type of tree in all of Thedas, providing no additional benefit.

**Ash:** Slightly less abundant beige-colored wood makes for a better product, increasing range increments by 1/2/4 for bows (2 for staves) along with +1 AP.

**Yew:** This tan hardwood allows for a stronger bow adding +2 AP.

**Whitewood:** Yew fused with lifestones bleaches the wood to be white infers additional range of 2/4/8 for bows (4 for staves) in addition to the +2 AP.

**Ironbark:** A unique substance that is stronger and lighter than steel, making it a good material for weapons though it is used for making other things as well. The Dalish elves appear to be the only ones that can effectively mold ironbark. As only the Dalish can make it, it is seldom seen in the hands of humans, though one can assume that it may be one of the primary items the Dalish trade with humans for other things they may need. As it is, a weapon or item made of ironbark is unusual enough to fetch a good price from anyone. Grants +2 AP and has a rune slot.

**Sylvanwood:** Almost indistinguishable from yew, sylvanwood comes from the remnants of slain wild sylvans in the wilds. Grants additional range of 3/6/9 for bows (6 for staves) in addition to the +3 AP.

**Dragonthorn:** Dark red, these bows are made of the nails, teeth, and thorns of slain dragons. Projectiles fired from these can pierce any armor. Grants +3 AP and has 2 rune slots.



## Armory

*Armor, never leave the cottage without it.*

### Armor and Shield Descriptions

**Armor Sets:** Armor sets donned by rogues and warriors, typically dress their arms, legs, and torsos for protection. These work as the core rule set and include leather, chainmail, heavy mail, and plate suits.

**Heavy and Massive Armor:** Even if you are capable of donning such encumbering gear and fight effectively, you will not be swift of foot. Heavy suits infer a -1 to Pace and massive armor has a Pace penalty of -2.

**Minimum Strength:** Each armor set has a minimum Strength required to don it effectively for each die size less than the requirement the wearer will take a -1 penalty to Trait rolls. In regards to shields, characters gain none of the effects listed if they do not meet the Strength requirement.

**Robes:** Mages typically will not adorn themselves in armor sets, but will take up the robes of various enchantment and station. While robes are not crafted of various materials, they are woven with different lyrium inscriptions allowing for 1 to 3 rune slots depending on the number and power of the inscriptions on the robes.

**Rune Slot:** Different materials allow for lyrium infused rune stones to be melded into the armor for add additional effects.

**Scale:** Metal scales layered to provide superior portection; this provides 4 Armor instead of 2 against Burst Template damage.

**Shields:** Used by many soldiers and warriors they increase your Parry and Armor in regards to ranged attacks. A heavy shield does however incur a -1 Pace penalty.

**Shield Toughness:** If an attack deals damage greater than the Toughness of your shield when your shield is used as Armor, then roll a d6. On a 1, the shield is destroyed. If the attack damage was 4 or more than the Toughness of your shield, your shield is destroyed.

**Splintmail:** Also referred to as splinted armour, the armour consists of strips of metal, or splints, which are attached to a fabric or leather backing or covering. Splint armour is related to scale armour but distinguished by long, narrow strips of metal. These strips of metal allow for the defender to ignore 2 points of the attacker's AP.



## Armor Materials

### *Light Armor*

Leathers and skins are used to make light armor.

**Rough:** A rough leathery material made from the tanned skin of mundane animals.

**Tough:** The skin of a young bronto, bull, or even a hardened warhorse allows for a tougher leather to be fashioned into armor. Increases Armor versus ranged attacks by +1.

**Cured:** The normal rough hides can be taken and cured by an herbalist to be crafted into a much lighter suit. The armor weighs 1/2 as much and has no Strength requirement.

**Hardened:** Through a more advanced solution process an herbalist or tanner can make the tough suits of leather a bit stronger. Increases Armor versus ranged attacks by +2.

**Reinforced:** After hardening a set of armor. A well-learned tanner can carefully insert red steel inserts at key locations to increase the effectiveness without affecting weight. Increases Armor by +1 and +2 versus ranged attacks.

**Inscribed:** Not quite done with a cured set of armor, some may take it and have it lyrium inscribed by a mage. The armor weighs 1/2 as much, has no Strength requirement, and has one rune slot.

**Drakeskin:** Made from the thick hides of drakes to provide for superior lightweight protection. Increases Armor by +2 and +3 versus ranged attacks.

### *Medium Armor*

Various metals are linked together to weld medium armor sets.

**Iron:** This grey and red ore is the cheapest most abundant ore in the lands and provides no additional boon.

**Grey Iron:** This ore is yellowish-brown and red and is iron that has been processed and tempered to make it lighter. Armor weight is reduced by 1/2 and the Strength requirements are reduced by 1 die size.

**Steel:** This white and purple alloy is well-formed and allows for +1 armor versus Shooting damage.

**Veridium:** This uncommonly light ore is greenish-grey and yellow and is bit more difficult to find. Armor grants +1 versus Shooting damage and 1 rune slot.

**Red Steel:** Some well processed steel fused with a fire crystal forms a remarkable red steel alloy. Gain Armor +1, Armor +2 versus Shooting damage and 1 rune slot.

**Silverite:** This rare ore is a shiny white and blue. This unique material grants Armor +2, Armor +2 versus Shooting damage and 1 rune slot.

**Dragonbone:** Straight from the dragons themselves, the bones have been crafted to make shells of security. Grants Armor +2, Armor +2 versus Shooting damage and 2 rune slots.

### *Heavy Armor*

Heavy armor is a mixture of medium metal links and large solid shielding pieces forged together to create somewhat mobile battle suits.

**Iron:** This grey and red ore is the cheapest most abundant ore in the lands and provides no additional boon.

**Grey Iron:** This ore is yellowish-brown and red and is iron that has been processed and tempered to make it lighter. Armor made with this material has no Pace penalties and has a Strength requirement of d8.

**Steel:** This white and purple alloy is well-formed and allows for +2 armor versus Shooting damage.

**Veridium:** This uncommonly light ore is greenish-grey and yellow and is bit more difficult to find. Armor grants +2 versus Shooting damage and 1 rune slot.

**Red Steel:** Some well processed steel fused with a fire crystal forms a remarkable red steel alloy. Gain Armor +1, Armor +2 versus Shooting damage and 1 rune slot.

**Silverite:** This rare ore is shin white and blue. This unique material grants Armor +1, Armor +3 versus Shooting damage, 1 rune slot, no Pace penalties, and has a Strength requirement of d8.

**Dragonbone:** Straight from the dragons themselves, the bones have been crafted to make shells of security. Grants Armor +2, Armor +3 versus Shooting damage, and 2 rune slots.





## Massive Armor

Large and bulky layers of metal are forged and welded together leaving room for little other than air to pass through the defenses.

**Iron:** This grey and red ore is the cheapest most abundant ore in the lands and provides no additional boon.

**Grey Iron:** This ore is yellowish-brown and red and is iron that has been processed and tempered to make it lighter. Armor made with this material reduces the Pace penalty to -1 instead of -2 and has a Strength requirement of d10+.

**Steel:** This white and purple alloy is well-formed and allows for 1 rune slot.

**Veridium:** This uncommonly light ore is greenish-grey and yellow and is bit more difficult to find. Armor grants +1 Armor and 1 rune slot.

**Red Steel:** Some well processed steel fused with a fire crystal forms a remarkable red steel alloy. Grants Armor +1 and 2 rune slots.

**Silverite:** This rare ore is shin white and blue. This unique material grants Armor +1, 2 rune slots, No Pace penalty, and a Strength requirement of d10+.

**Dragonbone:** Straight from the dragons themselves, the bones have been crafted to make shells of security. Grants Armor +2 and 3 rune slots.



## Shield Materials

### Metal Shields

**Iron:** This grey and red ore is the cheapest most abundant ore in the lands and provides no additional boon.

**Grey Iron:** This ore is yellowish-brown and red and is iron that has been processed and tempered to make it lighter. Shield weight is reduced by 1.

**Steel:** This white and purple alloy is well-formed and increases the Shield Toughness by 1.

**Veridium:** This uncommonly light ore is greenish-grey and yellow and is bit more difficult to find. Shield weight is reduced by 1 and has 1 rune slot.

**Red Steel:** Some well processed steel fused with a fire crystal forms a remarkable red steel alloy. Shield Toughness is increased by 2 and has 1 rune slot.

**Silverite:** This rare ore is shin white and blue. The shield weight is halved, Strength requirement reduced by 1 die size, and has 1 rune slot.

**Dragonbone:** Straight from the dragons themselves, the bones have been crafted to make shells of security. Shield Toughness is increased by 3 and has 2 rune slots.

### Wooden Shield

**Elm:** Dark grey and is the most common type of tree in all of Thedas, providing no additional benefit.

**Ash:** Slightly less abundant beige-colored wood makes for a batter product, reducing shield weight by 2.

**Yew:** This tan hardwood allows a lighter shield, reducing shield weight by 3.

**Whitewood:** Yew fused with lifestones bleaches the wood to be white infers additional weight reduction of 4.

**Ironbark:** A unique substance that is stronger and lighter than steel, making it a good material for weapons though it is used for making other things as well. The Dalish elves appear to be the only ones that can effectively mold ironbark. As only the Dalish can make it, it is seldom seen in the hands of humans, though one can assume that it may be one of the primary items the Dalish trade with humans for other things they may need. As it is, a weapon or item made of ironbark is unusual enough to fetch a good price from anyone. Grants +1 Shield Toughness and 1 rune slot.

**Sylvanwood:** Almost indistinguishable from yew, sylvanwood comes from the remnants of slain wild sylvans in the wilds. Grants 1 rune slot, halves the shield weight, and lowers the Strength requirement by 1 die size.

**Dragonhorn:** Dark red, these bows are made of the nails, teeth, and thorns of slain dragons. Projectiles fired from these can pierce any armor. Grants 2 rune slots, halves the shield weight, and lowers the Strength requirement by 1 die size.

## Weapons Table

### One-Handed Weapons

<i>Item</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>	<i>Min Str</i>	<i>Notes</i>
Dagger	Str+d4	1/2	8 (si)	-/d6	Thrown 3/6/12 (5/10/20 at Str d6+ and 7/14/28 at d10+)
Longsword	Str+d8	3	15 (si)	d6/8	(Thrown 3/6/12 at Str d10+)
Mace	Str+d6	4	9 (si)	d6/8	AP 1
Shortsword	Str+d6	1	10 (si)	-/d6	(Thrown 3/6/12 at Str d8+ and 5/10/20 at d12+)
Waraxe	Str+d10	6	5 (si)	d8/10	Parry -1 (Thrown 3/6/12 at Str d12+)
Whip	Agi	2	10 (si)	d6	Non-material weapon, Reach 2

### Two-Handed Weapons

<i>Item</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>	<i>Min Str</i>	<i>Notes</i>
Battleaxe	Str+d10	12	13 (si)	d10	AP 1, Parry -1
Greatsword	Str+d10	8	11 (si)	d8	(Thrown 3/6/12 at Str d12+)
Halberd	Str+d8	15	20 (si)	d10	Reach 1
Maul	Str+d8	15	13 (si)	d10	AP 2, Parry -1

### Metal Materials for the Melee Weapons

<i>Material</i>	<i>AP</i>	<i>Price</i>	<i>Notes</i>
Iron	-	Normal	This is the normal material of all above weapons
Grey Iron	-	x3	1/2 normal weapon weight, Min Str one-die less
Steel	+1	x6	One rune slot
Veridium	+1	x9	One rune slot, 1/2 normal weapon weight, Min Str one-die less
Red Steel	+2	x12	Two rune slots
Silverite	+2	x15	Two rune slots, 1/2 normal weapon weight, Min Str one-die less
Dragonbone	+3	x18	Three rune slots

### Ranged Weapons

<i>Item</i>	<i>Damage</i>	<i>Range</i>	<i>Weight</i>	<i>Cost</i>	<i>Min Str</i>	<i>Notes</i>
Crossbows	2d6	15/30/60	6	15 (si)	d8	AP 2, 1 action to reload
Longbows	2d6	15/30/60	4	13 (si)	d6	
Shortbows	2d6	12/24/48	2	10 (si)	-	
Staves	Smarts+d4	10	2	15 (si)	-	AP 3, In melee deals Str damage

### Materials for the Ranged Weapons

<i>Material</i>	<i>AP</i>	<i>Price</i>	<i>Notes</i>
Elm	-	Normal	This is the normal material of the above ranged weapons
Ash	+1	x3	Range increases by 1/2/4 (2 for staves)
Yew	+2	x6	-
Whitewood	+2	x9	Range increases by 2/4/8 (4 for staves)
Ironbark	+2	x12	One rune slot
Sylvanwood	+3	x15	Range increases by 3/6/12 (6 for staves)
Dragonthorn	+3	x18	Two rune slots

## Armor Table

### Light Armor

<i>Item</i>	<i>Armor</i>	<i>Weight</i>	<i>Location</i>	<i>Cost</i>	<i>Min Str</i>	<i>Notes</i>
Leather Armor	1	10	Arms, legs, torso	30 ( <i>si</i> )	d6	Concealable under clothing
Leather Helm	1	1	Head	8 ( <i>si</i> )	d6	25% chance versus head shot
Mage Robes	0	4	Arms, legs, torso	180 ( <i>si</i> )	-	1 rune slot, worn over clothes
Enchanter Robes	0	4	Arms, legs, torso	360 ( <i>si</i> )	-	2 rune slots, worn over clothes
Grand Robes	0	4	Arms, legs, torso	540 ( <i>si</i> )	-	3 rune slots, worn over clothes

### Light Armor Materials

<i>Material</i>	<i>Armor</i>	<i>Price</i>	<i>Notes</i>
Rough	-	Normal	This is the normal material for the leather armor above.
Tough	+1*	x3	* +1 additional armor against burst, shooting, and throwing attacks
Cured	-	x6	This armor weighs 1/2 the normal weight and no Strength requirement
Hardened	+2*	x9	* +2 additional armor against burst, shooting, and throwing attacks
Reinforced	+1/+2*	x12	* +2 additional armor against burst, shooting, and throwing attacks
Inscribed	-	x15	One rune slot, this armor weighs 1/2 the normal weight and no Strength requirement
Drakeskin	+2/+3*	x18	* +3 additional armor against burst, shooting, and throwing attacks

### Medium Armor

<i>Item</i>	<i>Armor</i>	<i>Weight</i>	<i>Location</i>	<i>Cost</i>	<i>Min Str</i>	<i>Notes</i>
Chainmail Armor	2	15	Arms, legs, torso	50 ( <i>si</i> )	d8	-
Helmet	2	2	Head	20 ( <i>si</i> )	d8	50% chance versus head shot
Scale Armor	2/4 <sup>+</sup>	17	Arms, legs, torso	60 ( <i>si</i> )	d8	+Higher armor versus burst attacks
Splintmail Armor	2	30	Arms, legs, torso	55 ( <i>si</i> )	d8	Ignores 2 points of AP

### Medium Armor Materials

<i>Material</i>	<i>Armor</i>	<i>Price</i>	<i>Notes</i>
Iron	-	Normal	This is the normal material for the armor above.
Grey Iron	-	x3	1/2 normal armor weight with d6 Strength requirement
Steel	+1 <sup>1</sup>	x6	<sup>1</sup> +1 armor versus shooting attacks
Veridium	+1 <sup>1</sup>	x9	One rune slot, <sup>1</sup> +1 armor versus shooting attacks
Red Steel	+1,+2 <sup>1</sup>	x12	One rune slot, <sup>1</sup> +2 armor versus shooting attacks
Silverite	+2, +2 <sup>1</sup>	x15	One rune slot, <sup>1</sup> +2 armor versus shooting attacks
Dragonbone	+2, +2 <sup>1</sup>	x18	Two rune slots, <sup>1</sup> +2 armor versus shooting attacks

### Heavy Armor

<i>Item</i>	<i>Armor</i>	<i>Weight</i>	<i>Location</i>	<i>Cost</i>	<i>Min Str</i>	<i>Notes</i>
Heavy Mail Suit	3	45	Arms, legs, torso	70 ( <i>si</i> )	d10	-1 Pace
Soldier's Helm	3	3	Head	30 ( <i>si</i> )	d10	75% chance versus head shot

### Heavy Armor Materials

<i>Material</i>	<i>Armor</i>	<i>Price</i>	<i>Notes</i>
Iron	-	Normal	This is the normal material for the armor above.
Grey Iron	-	x3	No pace penalty with d8 Strength requirement
Steel	+2 <sup>1</sup>	x6	<sup>1</sup> +2 armor versus shooting attacks
Veridium	+2 <sup>1</sup>	X9	One rune slot, <sup>1</sup> +2 armor versus shooting attacks
Red Steel	+1,+2 <sup>1</sup>	x12	One rune slot, <sup>1</sup> +2 armor versus shooting attacks
Silverite	+1, +3 <sup>1</sup>	x15	One rune slot, <sup>1</sup> +3 armor versus shooting attacks, No pace penalty, d8 Min Str
Dragonbone	+2, +3 <sup>1</sup>	x18	Two rune slots, <sup>1</sup> +3 armor versus shooting attacks

## Massive Armor

<i>Item</i>	<i>Armor</i>	<i>Weight</i>	<i>Lotion</i>	<i>Cost</i>	<i>Min Str</i>	<i>Notes</i>
Plate Armor	4	55	Total body	125 (si)	d12	-2 Pace, 100% head protection

### Heavy Armor Materials

<i>Material</i>	<i>Armor</i>	<i>Price</i>	<i>Notes</i>
Iron	-	Normal	This is the normal material for the armor above.
Grey Iron	-	x3	-1 total pace penalty, d10 Strength Requirement
Steel	-	x6	One rune slot
Veridium	+1	X9	One rune slot
Red Steel	+1	x12	Two rune slots
Silverite	+1	x15	Two rune slots, No pace penalty, d10 Strength Requirement
Dragonbone	+2	x18	Three rune slots

## Shields

<i>Item</i>	<i>Toughness</i>	<i>Weight</i>	<i>Cost</i>	<i>Min Str</i>	<i>Notes</i>
Buckler	8	3	5 (si)	-	+1 Parry
Targe	10	5	10 (si)	d6	+1 Parry, +2 Toughness vs. ranged
Kite Shield	12	10	15 (si)	d8	+2 Parry, +2 Toughness vs. ranged
Heavy Shield	14	15	50 (si)	d10	-1 Pace, +3 Parry, +3 Toughness vs. ranged

*\*\*Shields protect only against attacks from the front and left (assuming a right-handed character). Each shield can be metal or wooden depending on preference.*

### Shield Materials

<i>Price</i>	<u><i>Metal</i></u>		<u><i>Wooden</i></u>	
	<i>Material</i>	<i>Notes</i>	<i>Material</i>	<i>Notes</i>
-	Iron	Normal material for above shields.	Elm	Normal material for above shields.
x3	Grey Iron	Weight -1	Ash	Weight -2
x6	Steel	Shield Toughness +1	Yew	Weight -3, min 1
X9	Veridium	One rune slot, weight -2	Whitewood	Weight -4, min 1
x12	Red Steel	One rune slot, Shield Toughness +2	Ironbark	One rune slot, Shield Toughness +1
x15	Silverite	One rune slot, weight halved	Sylvanwood	One rune slot, weight halved
x18	Dragonbone	Two rune slots, Shield Toughness +3	Dragonthorn	Two rune slots, weight halved

## Additional Game Rules

### Allies and Extras

**Allies:** During your adventures in the dangerous lands of Thedas you will encounter and travel with many companions. Some of them may lend significant aid to your party or be vital to achieving your goals. Either of which will lend to a stronger desire to keep them alive so that you may continue pressing forward in the story.

**“Fallen” Allies:** When an allied companion or Extra is felled by a foe the normal Aftermath rule will occur if left unattended. However, there are significant benefits for trying to restore your Fallen comrades before the fight has come to completion. Unless the GM flavorfully describes the ally or Extra being slain indicating that it is indeed dead you may attempt to restore the Fallen ally in one of the ways detailed in *fallen recovery*.

**Fallen Recovery:** There are multiple ways to remove wounds and restore characters and creatures in Thedas, from poultices to Spells. Attempting to heal an Extra in combat will give you a chance to immediately roll the Vigor roll that would be done in the Aftermath with a bonus based on the number of wounds that would normally be removed. However, the Extra will suffer a -1 penalty for each round that has passed since becoming Fallen.

*For example: Jens the mercenary has lost his family and been with you quite a while. He is takes a wound from an ogre and has Fallen. Daxton the Wild Card rogue has developed a strong bond with Jens and fights his way across the battlefield to his buddy.*

*It takes a full round maneuver to apply the health poultice to his buddy so he has to start his turn adjacent to poor Jens. A health poultice normally removes 2 wounds. If Daxton takes his action in the current round right after Jens and is able to end next to him, he will administer the potion to Jens the very next round who will then roll the Vigor roll at +2. However, the bonus will be reduced for by -1 for each full round before it is administered. On a success Jens in Incapacitated, with a raise he is Shaken.*

**Incapacitated Recovery:** If an ally is Incapacitated in combat due to previous healing attempts or other conditional situations an additional healing attempt that would normally remove one wound will recover that ally to Shaken. When recovering in this way the ally does not roll on the injury table. Additionally, if the healing normally removes 2 wounds that ally is now recovered from Incapacitated and is not Shaken.

**Recovery:** To recover allies in battle:

*Cleansing Aura: Same as revival for each Fallen and Incapacitated ally within 10 inches.*

*Group Heal: Same as heal for each Fallen and Incapacitated ally within 10 inches.*

*Health Poultices: Lesser Health Poultices grant a +1 Vigor roll, Health Poultices grant a +2 Vigor roll, Greater Health Poultices grant a +3 Vigor roll, and Potent Health Poultices automatically restore the Extra to Shaken.*

*Heal: +1 Vigor roll on a success and +2 with a raise. Does not suffer normal -1 per round penalties.*

*Lifeward: If cast on an Extra before it is felled the Extra will just be Shaken. If it is cast on a Fallen or Incapacitated Extra, that Extra will not die if it fails any Vigor rolls for the next 5 minutes.*

*Mabari Crunch: Works as revival if used within the 1 round. After 1 round it works as a health poultice. Can only be used on animal companions, if it the target Extra is not a mabari it works like a lesser health poultice.*

*Regeneration: The Fallen extra gets a chance to recover from Incapacitated status each round, but this cannot recover them from fallen. However, characters get a +2 to all rolls to heal the extra if it is Fallen.*

*Rejuvenate and Mass Rejuvenate: If cast on the target before attempting to remove a wound, the Extra gains +2 to the Vigor roll made to try to recover from being Fallen or Incapacitated.*

*Revival: The Fallen ally is automatically brought back to Shaken if it is Fallen and is fully recovered if it was Incapacitated.*

**Special Advance (Optional):** Some Extras may be with the party for extended periods of time. Here are some options that a GM may allow for the party to develop the allies that are encountered:

- 1) Thematically add an Edge or Skill/increase a Skill or Trait; based on the Extra's growth and time spent with the party. This option is non-mechanical and harder to manage but allows for more open role-play and dynamic Extras within a group.
- 2) Roll a d10 at the end of each session for each Extra. On a 10 increase a Trait. On a 9 increase any Skill one-die size. On a 7 or 8, increase one skill below the linked Trait by one-die size or add a new skill.
- 3) The party could spend 5 left over bennies to give an Extra a 1in2 chance of earning an “Advance”.

\*\*\*Note\*\*\* Extras should not be allowed to increase Traits above d10 or Skills above d12.

### Chilled

**Chilled:** Trudging through deep snow for hours on end, or facing biting, bitter winds, can dehydrate and fatigue a character as quickly as blazing deserts. Every four hours spent in weather below freezing (32°) or if subject to a *chilling* effect, a character must make a Vigor roll.

Failure means the victim gains a Fatigue level. Subtract 1 from the character's Vigor roll for every 20 degrees below freezing. The standard roll assumes the character is wearing a warm shirt and cloak. If the victim has less substantial clothing, subtract 2 from the roll.

**Recovery:** Warmth and shelter from the elements allows a hero to recover a from natural cold Fatigue levels every 30 minutes. Magical *chilled* affects only last the specified duration.

## Flaming

**Flaming:** Fire is the most deadly element. Even giants impervious to the puny weapons of sword-slingers burn at fire's cruel touch. Roll a d10 damage roll when a character is first burned and at the beginning of each round until he is free of the flame.

Only sealed, fire-proof armor adds to a character's Toughness when resisting fire. Anytime something flammable is hit by fire, roll 1d6. On a 6, the target catches fire. Very flammable targets, such as a scarecrow, catch fire on a 4-6. Volatile targets, such as a person soaked in fuel, catch fire on anything *but* a 1. Each round after a victim catches fire (at the beginning of his action), roll as if checking to see if the victim catches fire again. If he does, the fire grows in intensity and does its current level +2 in damage that round. This is cumulative to +10.

**Dousing Flame:** To end flaming a character may spend a full round to drop prone and roll (move 1 inch) and end their turn. The character may not stand until their next action. Additionally, *cold* spells and an abundant amount of water may end *flaming* based on the GM's decision.

At the GM's decision a character may not be able to end *flaming* in certain situations as the target may be covered in oil from a grease trap.

## Land Movement

Overland movement rates can be calculated for both animals and characters using the system below.

**Base Speed:** A creature or character's base speed is half its current pace in miles per hour, with a minimum of 1/2 mile per hour unless Incapacitated. Groups move at the speed of the slowest member.

**Pace Modifiers:** Don't forget things that may modify the pace of a character or a mount, such as hindrances and wound penalties. Though fatigue and encumbrance penalties normally do not modify pace, a GM may choose to apply them to pace when calculating overland movement rates.

**Flying Speeds:** Travellers with means of leaving the ground behind may ignore the modifiers below and may take shorter routes than the landbound. GMs may adjust airspeeds for headwinds, thin air, smoke, or other aeronautical phenomena.

**Encounters:** Unless the area traveled is patrolled, draw a card from the action deck once per day. A face card or higher represents an encounter. GMs are encouraged to make a customized encounter table based on the locale.

### Overland Speed Modifiers

Ground	Speed	Terrain Type
Easy	-0 mph	Plains, road
Average	-1 mph	Rocky desert, light forest, low hills
Hard	-2 mph	Steep hills, sand, medium forest
Difficult	-3 mph	Mountains, heavy forest, marsh

## Ship Movement

Each day, the ship's captain makes a Boating roll with any modifiers assigned for wind, currents, sea monsters, pirates, and other variables. At the GM's discretion, particularly strong winds or currents may modify the final result (i.e., half or double) instead of modifying the boating roll.

As with overland travel, we recommend you create a custom encounter table for your world and check for contacts once per day, depending on the setting and the nature of the seas being traveled.

### Ship Travel Results

Boating Roll	Result
Critical Failure	GM's Choice
Failure	15 miles travelled
Success	30 miles travelled
Raise	45 miles travelled

### Using Magic Items

Items granting Edges or bonuses to Skills or Damage require no activation roll. They grant the user a flat bonus to an appropriate skill. The user receives the bonus whenever they make the skill roll. For example, a warrior needs only to swing a longsword to receive any bonus to Fighting rolls.

Minor artifacts always require an activation roll using the relic's arcane skill. These items have a limited reserve of Power Points and using them is a conscious decision.

Major artifacts come in two varieties — passive and active. Passive artifacts function continually regardless of the user's wishes. While they may require an action to use, such as donning a ring of invisibility, they do not require an arcane skill roll.

Active items are relics which only function when required, such as a wand of fireballs. In these cases, an appropriate skill roll is required.

All major artifacts, regardless of type, are considered "always on" because they require no Power Points.

Magic items of any sort are considered Wild Cards, and so get a Wild Die when activating. If a non-Wild card picks up a magic item, he does get a Wild Die. This applies to magic devices as well — an Extra swinging a lowly +1 damage dagger receives a Wild Die to the Fighting roll.

Magic items have wounds like Wild Card characters, so an enchanted sword is tougher than an ordinary weapon.

## Arcana

In Thedas, magic is a natural physical phenomenon such as gravity or magnetism. Some people are born with the ability to interact, control, and shape it.

Magic originates from The Fade, the realm where spirits dwell and humans and elves visit when they dream. As such, using it can draw the attention of the beings on the other side of the veil, leading to an increased risk of demonic possession. A possessed mage becomes a distortion of their former self, a twisted monster known as an abomination.

Mages are, however, capable of manipulating the basic elements, such as conjuring gouts of flame and small localized ice and electrical storms. There are also spells that allow for the temporary reanimation of corpses and the draining of an opponent's life-force.

### *History*

Legend holds that the first known mage was a Tevinter, Archon Thalsian, who was supposedly taught how to use Blood Magic by the Old God Dumat. (over the years, some historians have argued that this is merely a myth, and that Thalsian learned about magic from the elves) The effect that this discovery had on Thedas is comparable to the effect that the discovery of gunpowder had on Earth; Thalsian taught Blood Magic to others and soon amassed an army, which he used to conquer Elvenhan, the homeland of the elves. And this was the start of the Tevinter Imperium, which grew to include most of Thedas, worshipping the Old Gods:

*Dumat, dragon of silence* – first blight  
*Zazikel, dragon of chaos* – second blight  
*Toth, dragon of fire* – third blight  
*Andoral, dragon of slaves* – current blight  
*Urthemiel, dragon of beauty*  
*Razikale, dragon of mystery*  
*Lusacan, dragon of night*

The Imperium was not satisfied with control of Thedas, however, and in an incredible act of hubris, the magister lords attempted to enter the Golden City and usurp the Maker. Their efforts failed, and to punish them, the Maker transformed them into the first darkspawn. These darkspawn fled underground, and eventually found Dumat and transformed him into the first Archdemon. Thus began the First Blight, which would continue for two centuries and greatly weaken the Tevinter Imperium.

In the wake of the First Blight, the people of the Imperium became disillusioned with the Old Gods, and soon began to follow Andraste, a former slave who united the barbarian tribes and led them to break the Imperium's hold on Thedas. Andraste was ultimately betrayed by her husband, Maferath, and burned at the stake, but her death inspired the creation of the Chantry, an event that would alter the face of magic for centuries afterwards.

### *The Chantry and Magic*

As magic had been the source of the Imperium's power, it was all but banned when the Chantry became the new dominant force in Thedas. Blood Magic was completely forbidden, and those who practiced any kind of magic were confined. At first, the Chantry detained mages and had them continually light the eternal flame in every chantry in Thedas, with all other forms of magic forbidden. For such powerful beings to only use their powers in such mundane ways, it surprised almost no one when the mages of the Grand Cathedral protested. Divine Ambrosia was surprised and almost ordered an Exalted March on her own Cathedral, until her own templars advised her otherwise. The Circle of Magi was established to regulate the use of magic throughout Thedas, and the Templars were created to catch mages who refused to join the Circle.

### *Magic in Thedas*

Most mages in Thedas belong to the Circle of Magi. As such, they are taken from their families while children, highborn children who are able to use magic lose all claims to their family's estates and titles when they are taken to the Circle. This helps to create a bond stronger than social class or race, since everybody in the Circle is raised and taught the same way. (it also conveniently prevents nobles with mage children from using their power to change magic-regulation policies, the apparent idea being that no noble would ever give up their power to keep their children)

All mages undergo a process of having their blood taken while apprentices and placed in a phylactery. This ensures the mages' compliance as well as the ability to track down any mage who decides to run away, since a templar can track anyone through their blood. As a further measure, mages who are feared to be incapable of controlling themselves are made Tranquil; their connection to the Fade is magically severed. Though templars insist that the process is painless, one Tranquil who temporarily regained his personality begged to be killed before the Tranquility returned. The Tranquil are notorious for their eerie monotone voices and their tendency to stand in one place for hours on end.

During an attack on the Circle in Ferelden, at least one Tranquil was seen calmly wandering the halls even as demons and abominations were running loose.



Some mages manage to escape the notice of the Chantry and the Circle, and grow up without the training that those who are taken from their families will have. Any mage not a part of the Circle is considered to be an apostate, and will be hunted by templars if discovered. Often the older apostates are far more powerful than the Circle Mages.

Most humans are taught by the Chantry to fear magic and those who practice it. Mages are looked upon as people to be feared at best, and hated at worst. The average citizen sincerely believes that the Circle exists only to protect mages and help them learn to control their abilities.

Among non-humans, attitudes towards magic vary. The Dalish are, for all intents and purposes, outside of the jurisdiction of the Chantry and the Circle, and will carry on their own magical traditions. A Dalish Keeper has considerably different training than a Circle Mage, as their tradition is supposedly based on the old elven magics. A Keeper typically has a First, the Dalish term for an apprentice.

On the opposite end, the Qunari, obsessed as they are with order, have virtually no tolerance or appreciation for mages, which they call saarebas ("dangerous thing"). Those among them who are found to possess magical ability are kept on leashes by special soldiers called arvaarad, and fitted with blinders. Their mouths are sewn shut (though apparently, at some point, the stitches are cut) and their horns are sheared off. If a saarebas misuses their powers, their tongue is cut out.

## Exalted Arcane Backgrounds

### Arcane Background (Magi)

**Arcane Skill:** Spellcasting (Smarts)

**Starting Power Points:** 10

**Free Starting Power:** Arcane Bolt

**Starting Powers:** 3 Chosen

Mages range from powerful circle mages to vile apostates. They draw on raw power of The Fade to fuel the arcane fires. This energy often infuses the areas they inhabit.

Mages are often quite weak early in their lives, but are forces to be reckoned with as they become powerful in the use of arcane power.

- **Backlash:** When a mage rolls a 1 on a Spellcasting die (regardless of the Wild Die), the mage is automatically Shaken. This can cause a wound.

- **Special:** Mages gain access to all primary schools of magic.

### Arcane Background (Blood Mage)

**Arcane Skill:** Blood Magic (Vigor)

**Starting Power Points:** 5

**Free Starting Power:** Blood Sacrifice

**Starting Powers:** 2 Chosen

Blood magic is described as being one of the more "sinister" types of magic. Blood Magic is the magical practice of using blood, life itself, as a potent fuel for magical spells. This life may be supplied by the mage, or by willing or unwilling sacrifices. It lets the mage control the minds of others as well as use their very own life force to fuel the power. This practice is so rare in Thedas now that it can only be learned from contacting a demon, with the risk of becoming an abomination.

While not inherently evil, the Chantry strictly forbids the usage of Blood Magic as it supposedly eventually leads to corruption. Mages using Blood Magic are labeled maleficars and hunted by The Templar Order. Indeed, the Chantry seems almost irrational in its fear of Blood Magic; going so far as to suppress anatomical study and ignoring more immediate or severe threats. Its fear has also resulted in the relentless hunt for all apostates, regardless of origin. While all apostates are not necessarily maleficar, the Chantry certainly seems to go great lengths to make it seem so, and a non-negligible number of rogue mages turn to Blood Magic, if only to survive. The Circle of Magi endeavors to supervise all magic-sensitive people from a young age and ensure none of them tap into this forbidden school of the arcane. However, even their constant supervision allows the occasional maleficar to slip through their fingers and out into the world.

- **Blood Magic:** Before a blood mage casts a Spell, they may choose to make a Vigor roll with a TN equal to the Power Point cost of the Spell +2. On a success, the Spell is cast without expending Power Points.

If the character fails this Vigor roll, they are Shaken and the Spell fails.

Additionally, if a character chooses, they can inflict a wound on themselves to either reroll the Vigor roll or add +3 to the Vigor roll after seeing the result. The wound applied will not affect the following Blood Magic roll to use the selected Spell.

- **Blood Boil:** When a blood mage rolls a 1 on the Vigor die to perform Blood Magic (regardless of Wild Die), the mage is wounded in addition to being Shaken and the Vigor roll cannot be rerolled except with a benny.

- **Special:** Blood mages do not gain access to the *creation* school of magic.

## Arcane Background (Wild Mage)

**Arcane Skill:** Wild Magic (Spirit)

**Starting Power Points:** 5

**Free Starting Power:** Shape Change

**Free Starting Power:** Spider Shape

**Starting Powers:** 1 Chosen

Witches of the Wilds are the names given to apostate mages living in The Wilds. They are not a clan, so much as a superstitious name the locals of The Wilds have given to the infamous witches who plague the lands.

The Witches of the Wilds are known to be powerful shape shifters. There are rumors to be a Witch of the Wilds living in the Tellari Swamps, in Antiva as well.

Wild Magic is not limited to the witches but are also the arcane developments among the free Dalish people. Most keepers wield Wild Magic to protect their people from discovery and other threats in Thedas but draw most unwanted attention from The Templar Order.

- **Wild Magic:** Wild mages gain access to *shapeshifter* spells whereas no other Arcane Background does.
- **Wild Burn:** When a Wild mage rolls a 1 on a Wild Magic die (regardless of Wild Die), it loses 2 Power Points.
- **Special:** Wild mages only gain access to *arcane*, *creation*, and *primal* schools of magic.



## Arcane Library

Below are all the available spells. These spells are sectionalized based on the schools of magic and certain specializations allow access to different Spells. No core Spells are used outside what is “trapped” within this section without permission of the GM.

### Arcane Spells

Arcane Spells are the basic Spells that are common to all mages Thedas. Circle mages particularly favor these Spells.

#### Arcane Bolt

- **Rank:** Novice
- **Power Points:** 1 – 3
- **Range:** 18/36/72
- **Duration:** Instant
- **Arcane Backgrounds:** All
- **Trapping:** The caster fires a sphere of magical energy at an enemy.

*Arcane bolt* deals 2d6 damage.

**Additional Damage:** The character may increase the damage to 3d6 by spending one additional Power Point.

**Far Bolt:** By increasing the Power Point cost by one point, reduce the penalty for Medium and Far arcane skill rolls by 2.

#### Arcane Shield

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Self
- **Duration:** 3 (1/round)
- **Arcane Backgrounds:** All
- **Trapping:** The caster generates protective sheath that helps divert incoming attacks.

*Arcane shield* with a standard success, attackers must subtract 2 from any Fighting, Shooting, or Throwing rolls directed at the caster. A raise increases the penalty to -4. This also acts as Armor against Burst Template damage.

#### *Fade Magic*

#### Elemental Mastery

- **Rank:** Heroic
- **Power Points:** 3
- **Range:** Self
- **Duration:** 2 (3/round)
- **Arcane Backgrounds:** Magi
- **Prerequisite:** Fade Shield Edge
- **Trapping:** The mage has learned to amplify the effects of each of the elements, increasing any elemental damage inflicted by other attacks while this Spell is active.

Primal Spell damage dice gain a one-die increase.

### Time Spiral

- **Rank:** Legendary
- **Power Points:** 5 – 10
- **Range:** Self
- **Duration:** 2 – 4
- **Arcane Backgrounds:** Magi
- **Prerequisite:** Attunement Edge
- **Trapping:** The mage, through great concentration, is able to alter perception of time. *Time spiral* allows the caster to cast two Spells per round for the duration of the Spell on a standard success.

**Perfect Timing:** On a raise, you may cast one additional Spell after casting *time spiral* without suffering a Multi-Action penalty.

**Stolen Time:** For double the Power Points, *time spiral's* duration is doubled to 4 rounds.

### Repulsion Magic

#### Arcane Field

- **Rank:** Veteran
- **Power Points:** 2 + (Special)
- **Range:** Self
- **Duration:** Instant
- **Arcane Backgrounds:** Magi
- **Trapping:** The mage emits waves of projectiles that deal damage to enemies within the field. *Arcane field* hurls arcane bolts that affect hostile creatures within a Large Burst Template centered on the caster. On a success creatures within the Burst Template take 2d6 damage. With a raise, targets take 3d6 damage.

**Repulsion Magic:** When this Spell is cast successfully it costs **2** additional power points per target that is affected. Additionally, casters may cast one additional spell after using a *repulsion magic* Spell with a -2 penalty to the arcane skill roll to cast the second Spell. The penalty is cumulative with each additional *repulsion magic* Spell.

### Invigorate

- **Rank:** Seasoned
- **Power Points:** 1 + (Special)
- **Range:** Self
- **Duration:** Instant
- **Arcane Backgrounds:** Magi
- **Trapping:** Waves of invigorating energy bolster nearby allies.

*Invigorate* creates an arcane burst that affects friendly allies within a Large Burst Template centered on the caster. On a success, allies within the Burst regain 1 Power Point and may make a Spirit roll to recover from the Shaken condition. With a raise, targets regain 2 Power Points and make Spirit rolls at +2.

**Repulsion Magic:** When this Spell is cast successfully it costs **2** additional Power Points per target that is affected. Additionally, casters may cast one additional Spell after using a *repulsion magic* Spell with a -2 penalty to the arcane skill roll to cast the second Spell. The penalty is cumulative with each additional *repulsion magic* Spell.

### Mystical Negation

- **Rank:** Heroic
- **Power Points:** 3 + (Special)
- **Range:** Self
- **Duration:** Instant
- **Arcane Backgrounds:** Magi
- **Trapping:** The Spell banishes any magical effects within the field that were created by a hostile creature.

*Mystical negation* unleashes an invisible wave that dulls the effects opposing arcana within a Large Burst Template centered on the caster. On a success, all magical effects created by hostile creatures or characters cease.

**Repulsion Magic:** When this Spell is cast successfully it costs **1** additional Power Point per effect that is ended. Additionally, casters may cast one additional Spell after using a *repulsion magic* spell with a -2 penalty to the arcane skill roll to cast the second Spell. The penalty is cumulative with each additional *repulsion magic* Spell.

### Repulsion Field

- **Rank:** Seasoned
- **Power Points:** 2 + (Special)
- **Range:** Self
- **Duration:** Instant
- **Arcane Backgrounds:** Magi
- **Trapping:** Waves of repulsive energy emanate from the mage. With every wave, nearby enemies are knocked back. Mana is consumed each time a creature is knocked back.

*Repulsion field* creates a wave of arcane force that affects hostile creatures within a Large Burst Template centered on the caster. On a success creatures within the area are pushed back d6 inches and must make a Vigor roll to avoid falling prone. With a raise, victims make Vigor rolls at a -2. Victims knocked prone in this way must take an action to stand.

**Repulsion Magic:** When this Spell is cast successfully it costs **1** additional Power Point per target that is affected. Additionally, casters may cast one additional Spell after using a *repulsion magic* Spell with a -2 penalty to the arcane skill roll to cast the second Spell. The penalty is cumulative with each additional *repulsion magic* Spell.

### The Four Schools of Magic

The Circle only officially recognizes four schools of magic to be trained in and supported outside of the basic arcane arts.

#### Creation

*Opposition in all things:*

*For earth, sky*

*For winter, summer*

*For darkness, Light.*

*By My will alone is balance Sundered*

*And the world given new life.*

The School of Creation, sometimes called the School of Nature, is the second of the Schools of Matter, the balancing force and complement of Entropy. Creation magic manipulates natural forces, transforming what exists and bringing new things into being.

Creation requires considerable finesse, more than any other school, and is therefore rarely mastered. Those mages who have made a serious study of creation are the highest in demand, useful in times of peace as well as war.

### Enhancement

#### Haste

- **Rank:** Heroic
- **Power Points:** 4 – 6
- **Range:** 10 (+3 per rank above novice)
- **Duration:** 2 (3/round)
- **Arcane Backgrounds:** Magi, Wild Mage
- **Trapping:** While this mode is active, the caster imbues the party with speed, allowing them to move and attack significantly faster although the Spell imposes a small penalty to attack.

*Haste* targets all allies in a Medium Burst Template of the target space. All allies in the Burst Template gain a +2 bonus to Pace and no longer suffer Multi-Action penalties under the affects of *haste*. However, each character takes a -1 to any attack rolls. On a raise, there is no penalty to attack rolls.

**Expand:** For two more Power Points, the Spell targets a Large Burst Template.

#### Heroic Aura

- **Rank:** Seasoned
- **Power Points:** 2 – 4
- **Range:** 10 (+3 per rank above novice)
- **Duration:** 3 – 6
- **Arcane Backgrounds:** Magi, Wild Mage
- **Trapping:** The caster sheathes an ally in an aura that completely shrugs off most ranged threats.

*Heroic aura* causes attackers to incur a -2 penalty to Shooting and Throwing versus the target ally. A raise increase the penalty to -4. This acts as Armor in regards to Spell damage rolls.

**Sustain:** For double the Power Points, *heroic aura's* Duration is doubled to 6 rounds.

#### Heroic Defense

- **Rank:** Veteran
- **Power Points:** 3 – 6
- **Range:** 10 (+3 per rank above novice)
- **Duration:** 3 – 6
- **Arcane Backgrounds:** Magi, Wild Mage
- **Trapping:** The caster shields an ally with magic, granting bonuses to defense and elemental resistances.

*Heroic defense* grants the target 3 points of Armor and 6 points of Armor with a raise to one ally. These armor values are 5 and 10 respectively in regards to *primal* Spell damage and any other *cold, earth, fire, or lightning* damage suffered.

**Sustain:** For double the Power Points, *heroic defense's* Duration is doubled to 6 rounds.

### Heroic Offense

- **Rank:** Novice
- **Power Points:** 2 – 4
- **Range:** 10 (+3 per rank above novice)
- **Duration:** 3 – 6
- **Arcane Backgrounds:** Magi, Wild Mage
- **Trapping:** The caster enhances an ally's aptitude in battle, granting a bonus to attack.

*Heroic offense* increases the target's Fighting, Shooting, or Throwing by one die size. The targeted Skill can exceed d12. Each step over d12 adds +1 to the Skill roll. With a raise, the Skill gains a two-die size increase.

**Sustain:** For double the Power Points, *heroic offense's* Duration is doubled to 6 rounds.

### Glyphs

#### Glyph of Neutralization

- **Rank:** Heroic
- **Power Points:** 4 – 8
- **Range:** 10 (+3 per rank above novice)
- **Duration:** Special
- **Arcane Backgrounds:** Magi, Wild Mage
- **Trapping:** The caster inscribes a glyph on the ground that neutralizes all magic, dispels all effects, drains all mana, and prevents spellcasting or mana regeneration within its bounds.

*Glyph of neutralization* forms a visible glyph in the target square the size of a Small Burst Template on a success. Any creature within loses all sustained affects, gain no bonuses from magical items, and cannot perform any Spells. Additionally, all ongoing affects from other Spells such as *earthquake* or *inferno* end.

If any creature begins a turn within this glyph that creature loses 4 Power Points. There is no way to regain Power Points while within this glyph.

Finally, Spells cannot be used on targets within the glyph even if the caster is casting on the target from outside of the glyph.

**Greater Glyph:** For double the Power Points, the *glyph of neutralization* becomes a Medium Burst Template.

**Glyph Magic:** The total number of glyphs that a caster can maintain is 1 + half the caster's arcane skill. Glyphs last until the caster is outside of the range needed to cast the glyph on the target square.

#### Glyph of Paralysis

- **Rank:** Novice
- **Power Points:** 2
- **Range:** 10 (+3 per rank above novice)
- **Duration:** Special
- **Arcane Backgrounds:** Magi, Wild Mage
- **Trapping:** The caster inscribes a glyph on the ground that paralyzes the first enemy who crosses its bounds.

*Glyph of paralysis* forms a concealed glyph in the target square the size of a Small Burst Template on a success. Each enemy that enters the glyph must make a Vigor roll at -2 or suffer a -2 penalty to attacks, Pace, and Parry for 3 rounds. On a raise, victims must make Vigor rolls at -4.

**Detection:** To be seen an active Notice roll must beat a TN equal to 2 + half the arcane skill of the caster. Each time an enemy triggers the glyph, all enemies within 5" of the glyph get a Notice roll to detect the glyph's location.

**Glyph Magic:** The total number of glyphs that a caster can maintain is 1 + half the caster's arcane skill. Glyphs last until the caster is outside of the range needed to cast the glyph on the target square.

#### Glyph of Repulsion

- **Rank:** Veteran
- **Power Points:** 3 – 6
- **Range:** 10 (+3 per rank above novice)
- **Duration:** Special
- **Arcane Backgrounds:** Magi, Wild Mage
- **Trapping:** The caster inscribes a strange glyph on the ground that knocks back enemies.

*Glyph of repulsion* forms a concealed glyph in the target square the size of a Small Burst Template on a success. Each enemy that enters the glyph must make a Vigor roll at -2 or be push back 6" in a straight line (if something is preventing the target from moving the full 6 inches the target is knocked prone in the last square that it could be pushed to). On a raise, victims must make vigor rolls at a -4.

**Greater Glyph:** For double the Power Points, the *glyph of repulsion* becomes a Medium Burst Template.

**Detection:** To be seen an active Notice roll must beat a TN equal to 2 + half the arcane skill of the caster. Each time an enemy triggers the glyph, all enemies within 5" of the glyph get a Notice roll to detect the glyph's location.

**Glyph Magic:** The total number of glyphs that a caster can maintain is 1 + half the caster's arcane skill. Glyphs last until the caster is outside of the range needed to cast the glyph on the target square.

### **Glyph of Warding**

- **Rank:** Seasoned
- **Power Points:** 3 – 6
- **Range:** 10 (+3 per rank above novice)
- **Duration:** Special
- **Arcane Backgrounds:** Magi, Wild Mage
- **Trapping:** The caster inscribes a glyph on the ground that bestows nearby allies with bonuses to defense and resistance as well as a bonus against missile attacks.

*Glyph of warding* forms a concealed glyph in the target square the size of a Small Burst Template on a success. The caster and all allies within the glyph are protected. Attackers must subtract 1 from any Fighting, Shooting, and Throwing rolls directed at those within the ward along with +1 Toughness in regards to Spell damage. On a raise, attackers subtract 2 from attack and characters gain +2 Toughness in regards to Spell damage.

**Greater Glyph:** For double the Power Points, the *glyph of warding* becomes a Medium Burst Template.

**Detection:** To be seen an active Notice roll must beat a TN equal to 2 + half the arcane skill of the caster.

**Glyph Magic:** The total number of glyphs that a caster can maintain is 1 + half the caster's arcane skill. Glyphs last until the caster is outside of the range needed to cast the glyph on the target square.

### Healing

#### **Heal**

- **Rank:** Novice
- **Power Points:** 3
- **Range:** 10 (+3 per rank above novice)
- **Duration:** Instant
- **Arcane Backgrounds:** Magi, Wild Mage
- **Trapping:** The caster causes flesh to knit miraculously, instantly healing an ally.

*Heal* repairs recent bodily damage. It must be used within the "golden hour," because it has no effect on wounds more than one hour old.

For Wild cards, each use of the *heal* Spell removes a wound with a success, two with a raise. The roll suffers a penalty equal to the victim's wounds (in addition to any the caster might be suffering).

For extras, see the Allies and Extra additional game rules.

Healing can also cure poison and disease if used within 10 minutes of the event.

### **Mass Rejuvenation**

- **Rank:** Heroic
- **Power Points:** 4 – 12
- **Range:** 10 (+3 per rank above novice) and Self
- **Duration:** 3 – 6
- **Arcane Backgrounds:** Magi, Wild Mage
- **Trapping:** The caster channels a stream of rejuvenating energy to all members of the party. This spell includes the character who casts it.

*Mass Rejuvenation* helps allies recover from the nasty effects of battle more quickly.

Caster affects all allies in a Medium Burst Template of the target space and him or her self. On a success the targets gain +2 to Spirit and Vigor rolls to recover from being Shaken or Incapacitated. With a raise, the target gets to make a roll to recover from being shaken instantly upon being Shaken in addition to the one at the beginning of each turn.

**Blessed Restoration:** For double the Power Points, *mass rejuvenation* Duration is doubled to 6 rounds or is increased to a Large Burst Template. For triple the points, it does both.

### **Regeneration**

- **Rank:** Veteran
- **Power Points:** 2 – 4
- **Range:** 10 (+3 per rank above novice)
- **Duration:** 3 – 6
- **Arcane Backgrounds:** Magi, Wild Mage
- **Trapping:** The caster infuses an ally with beneficial energy, greatly accelerating health regeneration for a short time.

*Regeneration* helps one target ally recover from wounds more quickly.

On a success, the target ally rolls a d6 at the beginning of each turn. When the ally rolls a 6 one wound is removed.

With a raise, the characters removes wounds on a 5 or 6.

**Sustained Recovery:** For double the Power Points, *regeneration* Duration is doubled to 6 rounds.

### Rejuvenate

- **Rank:** Seasoned
- **Power Points:** 2 – 4
- **Range:** 10 (+3 per rank above novice)
- **Duration:** 3 – 6
- **Arcane Backgrounds:** Magi, Wild Mage
- **Trapping:** The caster channels restorative energy to the selected ally.

*Rejuvenate* helps one target ally recover from the nasty effects of battle more quickly.

On a success the target gains +2 to Spirit and Vigor rolls to recover from being Shaken or Incapacitated. With a raise, the ally gets to make a roll to recover from being Shaken instantly upon being Shaken in addition to the one at the beginning of each turn.

**Blessed Restoration:** For double the Power Points, *rejuvenate* Duration is doubled to 6 rounds.

### Summoning

#### Grease

- **Rank:** Seasoned
- **Power Points:** 2 – 4
- **Range:** 10 (+3 per rank above novice)
- **Duration:** 10 Minutes
- **Arcane Backgrounds:** Magi, Wild Mage
- **Trapping:** The caster summons a grease slick that slows anyone who walks on it, as well as causing them to slip.

*Grease* forms a slick in the target square the size of a Medium Burst Template on a success. The slick is considered to be a difficult surface. Each enemy that enters the *grease* must make an Agility roll at -2 or be knocked prone for each inch travelled within the Burst Template. With a raise, victims must make agility rolls at a -4.

**Grease Spill:** For double the Power Points, the *grease* covers a Large Burst Template.

#### Spellbloom

- **Rank:** Veteran
- **Power Points:** 4
- **Range:** 10 (+3 per rank above novice)
- **Duration:** 6
- **Arcane Backgrounds:** Magi, Wild Mage
- **Trapping:** The caster creates an energizing bloom of magic that grants anyone nearby, friend or foe, a bonus to mana regeneration.

*Spellbloom* creates a magical flower in the target square that emanates with magic directly from The Fade on a success. Any arcane creature with power points that begins its turn within 5 inches of the *spellbloom* rolls a d6. On a 5 or 6 the creature regains 1 Power Point. With a raise, creatures regain 1 Power Point on a 3 or higher.

### Spell Wisp

- **Rank:** Novice
- **Power Points:** 1
- **Range:** Self
- **Duration:** 1/Round (no maintenance penalty)
- **Arcane Backgrounds:** Magi, Wild Mage
- **Trapping:** The caster summons a wisp that grants a small bonus to spellpower for as the *wisp* is active. *Spell wisp* grants a +1 bonus to your arcane skill and damage rolls.

**Instant Ally:** On a raise, you may cast an additional Spell this turn with no Multi-Action penalty.

### Stinging Swarm

- **Rank:** Heroic
- **Power Points:** 6
- **Range:** 8/16/32
- **Duration:** Instant
- **Arcane Backgrounds:** Magi, Wild Mage
- **Trapping:** A swarm of biting insects descend on the target, dealing a large amount of damage. If the targeted creature dies, the swarm will jump to another nearby enemy.

*Stinging swarm* deals 4d6 *earth* damage to the target on a success. With a raise, the insects find the crevices in the armor gaining AP 2 to the damage roll and target the least armored area.

**Hunter:** If the victim dies from this Spell, *stinging swarm* then deals 3d6 *earth* damage to the next closest enemy within 10”.

### Entropy

*To you, my second-born, I grant this gift:  
In your heart shall burn  
An unquenchable flame  
All-consuming, and never satisfied.*

The first of the two Schools of Matter, Entropy is the opposing force of Creation; for this reason it is often called the School of Negation. Nothing lives without death. Time inevitably brings an end to all things in the material world, and yet in this ending is the seed of a beginning. A river may flood its banks, causing havoc, but bring new life to its floodplain. The fire that burns a forest ushers in new growth. And so it is with entropic magic that we manipulate the forces of erosion, decay, and destruction to create anew.



### Debilitation

#### **Mass Paralysis**

- **Rank:** Heroic
- **Power Points:** 6
- **Range:** 12/24/48
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** All hostile targets in the area are paralyzed.

*Mass paralysis* forces the targets within a Medium Burst Template of the target square to make a Vigor roll at -2. If a victim fails the Vigor roll that target may not take any actions until the end of the next round. If the target passes the Vigor roll the target takes a -3 penalty to Pace until the end of the next round. With a raise, vigor rolls are made at -4.

#### **Miasma**

- **Rank:** Veteran
- **Power Points:** 2
- **Range:** Self
- **Duration:** 2/round
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster radiates an aura of weakness, hindering nearby enemies with penalties to attack and defense.

*Miasma* creates a Large Burst Template centered on the caster for the Duration of the spell. Hostile targets within the Burst Template take a -2 penalty to attack rolls and Parry. With a raise, victims' Pace are reduced by 2 as well.

#### **Paralyze**

- **Rank:** Seasoned
- **Power Points:** 4
- **Range:** 12/24/48
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster saps a target's energy, paralyzing it for a time.

*Paralyze* forces a Vigor roll at -2. If the victim fails the Vigor roll the target may not take any actions until the end of the next round. If the target passes the Vigor roll the victim takes a -3 penalty to Pace until the end of the next round. With a raise, Vigor rolls are made at -4.

#### **Weakness**

- **Rank:** Novice
- **Power Points:** 2
- **Range:** 12/24/48
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster drains a target of energy, inflicting penalties to attack and defense, as well as reducing its movement speed.

*Weakness* decreases a victim's attack rolls, Pace, and Parry by 2 until the target makes a successful Vigor roll at the end of its turn. With a raise, Vigor rolls are made at -2.

### Decay

#### **Curse of Mortality**

- **Rank:** Veteran
- **Power Points:** 3 – 6
- **Range:** 12/24/48
- **Duration:** 3 – 6
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster curses a target with the inevitability of true death. While cursed, it cannot heal or regenerate health.

*Curse of mortality* prevents the target from removing wounds and lowers the target's Toughness by 1 for 3 rounds. With a raise, the target's Toughness is reduced by 2.

**Lasting Curse:** For double the Power Points, the Duration is doubled to 6 rounds.

#### **Death Cloud**

- **Rank:** Heroic
- **Power Points:** 5 – 15
- **Range:** 12/24/48
- **Duration:** 2 – 4
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster summons a cloud of leeching entropic energy that deals continuous spirit damage to all who enter.

*Death cloud* is an area effect Spell that can put down many opponents at once. The caster first picks where to center the cloud, and then makes the appropriate skill roll.

The area of effect is a Large Burst Template. For 2 rounds, targets that start within the Burst Template suffer 3d6 *spirit* damage which ignores Armor.

Unlike other Spells, raises on the arance skill roll do not add to damage to this Spell.

**Harsh Death:** For double the Power Points, the *death cloud* does 3d8 damage *or* the Duration of the cloud is doubled to 4 rounds. For triple the points, it does both.

#### **Death Magic**

- **Rank:** Veteran
- **Power Points:** 2
- **Range:** Touch
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster draws in nearby entropic energy, draining residual life-force from any dead creature nearby to heal the caster.

*Death magic* drains the residual life energy from a creature that has been dead for less than one hour. On a success, you remove 1 wound. With a raise, you may remove 2 wounds. *Death magic* can only be used one time per corpse and only once per minute.

### Drain Life

- **Rank:** Seasoned
- **Power Points:** 2
- **Range:** 12/24/48
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage, Magi
- **Special:** Must have at least one wound to cast.
- **Trapping:** The caster creates a sinister bond with the target, draining its life energy in order to heal the caster.

*Drain life* transfers a wound from you to the target. On a success the target makes a Spirit roll. The victim is Shaken with a success, on a failure the target is wounded and the caster removes one wound. With a raise, Spirit rolls are made at -2.

### Disorientation

#### Disorient

- **Rank:** Novice
- **Power Points:** 2
- **Range:** 12/24/48
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster engages in subtle mental manipulation that disorients the target for a short time.

*Disorient* causes the target to become Shaken. With a raise, Spirit rolls to recover from Shaken are made at -2.

#### Horror

- **Rank:** Seasoned
- **Power Points:** 2
- **Range:** 6/12/24
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster forces a target to cower in fear.

*Horror* causes victims to make a Guts roll at -2. With a raise, Guts rolls are made at -4. Wild Cards who fail, roll on the feat table. Extras are Panicked.

**Vulnerable Mind:** Targets affected by *sleep* take a -4 penalty to the guts roll, -6 with a raise.

### Sleep

- **Rank:** Veteran
- **Power Points:** 3 – 9
- **Range:** 10 (+3 per rank above novice)
- **Duration:** 3 – 6
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** All creatures in the targeted area fall asleep, although they wake when hit.

*Sleep* allows the caster to center a Medium Burst Template on a target square. Any living creature in the Burst must make Spirit rolls at -2, -4 if the caster scored a raise. Those who fail fall asleep.

Loud noises or being struck awaken the sleepers as if they were a normal sleeper. When the Duration expires, the sleepers naturally wake up.

**Deep Sleep:** For double the Power Points, the Duration is doubled to 6 *or* the Burst is increased to a Large Burst Template. For triple the points, it does both.

### Waking Nightmare

- **Rank:** Legendary
- **Power Points:** 6 – 12
- **Range:** 10 (+3 per rank above novice)
- **Duration:** Special
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** Hostile targets are trapped in a waking nightmare.

*Waking nightmare* allows the caster to center a Medium Burst Template on a target square. Any enemy living creature in the Burst must make a Spirit roll at -2, at -4 if the caster scored a raise. Those who fail roll on the “*Nightmare Table*”.

At the end of each victim’s turns they make a Spirit roll to recover from waking nightmare.

**Night Terrors:** For double the Power Points, the the Burst increased to a Large Burst Template.

**Vulnerable Mind:** Targets affected by *sleep* take a -4 penalty to the Spirit roll, -6 with a raise.

### *Nightmare Table (roll 2d6)*

2d6	Condition	Effect
2	Charmed	Becomes an ally of the caster
3-4	Confused	Attacks closest random target
5-8	Fear	Rolls on fear table at -2
9-12	Paralyzed	Cannot move

## Hex

### Affliction Hex

- **Rank:** Seasoned
- **Power Points:** 3 – 9
- **Range:** 12/24/48
- **Duration:** 3 – 6
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** A contagious hex inflicts penalties to resistances on the target and all other enemies nearby.

*Affliction hex* creates a Medium Burst Template centered on a target hostile creature affecting the target and each hostile creature in the Burst. Arcane skill rolls used to cast *keeper*, *primal*, and *spirit* spells against the victims gain a +1 bonus. With a raise, the bonus is increased to +2.

**Vexing Hex:** For double the Power Points, the Duration is doubled to 6 rounds *or* the Burst is increased to a Large Burst Template. For triple the points, it does both.

### Death Hex

- **Rank:** Heroic
- **Power Points:** 3 – 6
- **Range:** 12/24/48
- **Duration:** 2 – 4
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The target suffers a hex of lethal bad luck. Every normal hit it suffers becomes a critical hit.

*Death hex* grants all successful attack rolls made against the target a +2 bonus. With a raise, the bonus is +4.

**Vexing Hex:** For double the Power Points, the Duration is doubled to 4 rounds.

### Misdirection Hex

- **Rank:** Veteran
- **Power Points:** 3 – 6
- **Range:** 12/24/48
- **Duration:** 2 – 4
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The target suffers a frustrating hex of inaccuracy. All hits become misses, while critical hits become normal hits.

*Misdirection hex* inflicts the target with a -2 penalty to all attack rolls. With a raise, the penalty becomes -4.

**Vexing Hex:** For double the Power Points, the Duration is doubled to 4 rounds.

### Vulnerability Hex

- **Rank:** Novice
- **Power Points:** 2 – 4
- **Range:** 12/24/48
- **Duration:** 3 – 6
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** A hex inflicts penalties to resistances on the target.

*Vulnerability hex* allows the target to more easily be affected by *keeper*, *primal*, and *spirit* spells. Arcane skill rolls used to cast *keeper*, *primal*, and *spirit* spells against the target gain a +1 bonus. With a raise, the bonus is increased to +2.

**Vexing Hex:** For double the Power Points, the Duration is doubled to 6 rounds.

### Primal

*Those who oppose thee  
Shall know the wrath of heaven.  
Field and forest shall burn,  
The seas shall rise and devour them,  
The wind shall tear their nations  
From the face of the earth,  
Lightning shall rain down from the sky,  
They shall cry out to their false gods,  
And find silence.*

Sometimes called the School of Power, the Primal School is the second of the Schools of Energy, balanced by Spirit, and concerns the most visible and tangible forces of nature itself.

This is the magic of war: Fire, ice, and lightning. This is what the vast majority imagines when they hear the word "magic."

### Cold

#### Blizzard

- **Rank:** Heroic
- **Power Points:** 5 – 15
- **Range:** 12/24/48
- **Duration:** 2 – 4
- **Arcane Backgrounds:** All
- **Trapping:** A severe ice and wind storm ravages an area continuously for a short time.

*Blizzard* is an area effect Spell that can disrupt and harm many creatures at once. The caster first picks where to center the *blizzard*, and then makes the appropriate skill roll. Normal ranged Spell modifiers apply.

The area of effect is a Large Burst Template. Targets within the *blizzard* suffer 3d6 *cold* damage. Raises on the arcane skill roll do not add to the damage of *blizzard*. This Spell's damage affects the least armored area.

For 2 rounds each creature that starts within the Large Burst Template takes 3d6 *cold* damage make a Vigor roll at -2 to avoid becoming *chilled* for 2 rounds.

**Bitter Cold:** For double the Power Points, the *blizzard* does 3d8 damage *or* the Duration of the *blizzard* is doubled to 4 rounds. For triple the points, it does both.

### Cone of Cold

- **Rank:** Veteran
- **Power Points:** 3
- **Range:** Cone Template
- **Duration:** Instant
- **Arcane Backgrounds:** All
- **Trapping:** The caster's hands erupt with a cone of frost.

*Cone of cold* produces a large chilling wave of icy particles that encases everyone in the way. When cast, place the thin end of the Cone Template at the character's front. Targets within the Template may make Agility rolls at -2 versus the caster's arcane skill roll to avoid the cold. Those who fail suffer 2d10 *cold* damage and the victims make a Vigor roll to avoid becoming *chilled* for 2 rounds. On a raise the victims make Vigor rolls at -2.

**Chilled:** The target suffers cold fatigue which incurs a -1 penalty to all Trait rolls. A target cannot suffer from more than 2 *chilled* effects, capping the total Trait penalty from being *chilled* at -2.

**Icy Limbs:** Victims count movement during the next turn as if it were a difficult surface even if moving outside of spaces targeted by *cone of cold*.

### Frost Weapons

- **Rank:** Seasoned
- **Power Points:** 3
- **Range:** 10 (+3 per rank above novice)
- **Duration:** 3 (1/round)
- **Arcane Backgrounds:** All
- **Trapping:** The caster enchants the party's weapons with frost.

*Frost weapons* allow a character to add *chilling* to all ally weapons within a Medium Burst Template of the target space.

**Chilling:** Victims of successful attacks must make a Vigor roll to avoid becoming *chilled* for 2 rounds. On a raise with the attack roll, victims make Vigor rolls at -2.

### Winter's Grasp

- **Rank:** Novice
- **Power Points:** 2
- **Range:** 12/24/48
- **Duration:** Instant
- **Arcane Backgrounds:** All
- **Trapping:** The caster envelops the target in frost.

*Winter's Grasp* deals 2d6 *cold* damage and the victim makes a Vigor roll to avoid becoming *chilled* for 2 rounds. With a raise, victims make Vigor rolls at -2.

**Chilled:** The target suffers cold fatigue which incurs a -1 penalty to all Trait rolls. A target cannot suffer from more than 2 *chilled* effects, capping the total Trait penalty from being *chilled* at -2.

## Earth

### Earthquake

- **Rank:** Veteran
- **Power Points:** 4 – 12
- **Range:** 12/24/48
- **Duration:** 3 - 6
- **Arcane Backgrounds:** All
- **Trapping:** The caster disrupts the earth, causing a violent quake that knocks everyone in the targeted area to the ground every few seconds.

*Earthquake* is an area effect Spell that targets many enemies at once. The caster first picks where he wants to center the *earthquake*, and then makes the appropriate skill roll. Normal ranged Spell modifiers apply.

The area of effect is a Medium Burst Template. Targets within the *earthquake* suffer 2d8 *earth* damage. Unlike other Spells, raises on the arcane skill roll do not add to damage to *earthquake*.

Each creature within the Burst Template make a Vigor roll at -2 or are knocked prone.

For 2 rounds, the Burst Template is considered to be a difficult surface and each creature that moves into a square within the Template must make an Agility roll at -2 or fall prone.

**Aftershock:** For double the Power Points, the *earthquake* size is increased to a Large Burst Template *or* the Duration of the earthquake is doubled to 6 rounds. For triple the points, it does both.

### Petrify

- **Rank:** Heroic
- **Power Points:** 3 – 6
- **Range:** 12/24/48
- **Duration:** 3 – 6
- **Arcane Backgrounds:** All
- **Trapping:** The caster draws from knowledge of the elements to turn the target into stone.

*Petrify* attempts to turn the victim to stone, but has no effect on constructs, golems, or other inanimate targets.

On a success the target must make a Vigor roll at -2 or become petrified for 2 rounds. With a raise, Vigor rolls are made at -4.

**Earth Weakness:** While petrified, damage rolls from *stonefist* and *earthquake* increase to 2d10 and ignore all Armor.

**Lasting Stone:** For double the Power Points, *petrify* lasts for 6 rounds.

**Petrified:** While petrified no actions can be made and you remain in the exact position you were in when affected by *petrify*. Your Armor increases by 10 and you cannot be affected by arcane Spells except for *earthquake* and *stonefist*.

### Rock Armor

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Self
- **Duration:** 4 (1/round)
- **Arcane Backgrounds:** All
- **Trapping:** The caster's skin becomes as hard as stone, granting a bonus to Armor.  
*Rock armor* grants the caster 2 points of Armor. A raise grants 4 points of Armor.

### Stonefist

- **Rank:** Seasoned
- **Power Points:** 2
- **Range:** 12/24/48
- **Duration:** Instant
- **Arcane Backgrounds:** All
- **Trapping:** The caster hurls a stone projectile.  
*Stonefist* deals 2d8 *earth* damage and knocks the target prone. The victim must take an action to stand.

**Shatter:** When used versus a target that is *chilled*, the damage is increased to 2d12.

### Fire

### Flame Blast

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Cone Template
- **Duration:** Instant
- **Arcane Backgrounds:** All
- **Trapping:** The caster's hands erupt with a cone of flame, inflicting fire damage on all targets in the area.

*Flame blast* produces a large fan of flames that bathes its targets in red-hot fire. When cast, place the thin end of the Cone Template at the character's front. Targets within the Template may make Agility rolls at -2 versus the caster's arcane skill roll to avoid the blaze. Those who fail suffer 2d8 *fire* damage and have a 2 in 6 chance of catching fire as detailed in the *flaming* rules. This Spell's *fire* damage ignores non-magical Armor.



### Flaming Weapons

- **Rank:** Seasoned
- **Power Points:** 3
- **Range:** 10 (+3 per rank above novice)
- **Duration:** 3 (1/round)
- **Arcane Backgrounds:** All
- **Trapping:** While this Spell is active, the caster enchants the party's Fighting, Shooting, and Throwing weapons with flames so that they deal +1 additional *fire* damage with each successful attack.  
*Flaming weapons* allows a character to add *flaming* to all allies in a Medium Burst Template of the target space.  
**Flaming:** Victims of successful attack rolls have a 1 in 6 chance of catching *fire* as detailed in *flaming* rules and take +1 additional *fire* damage.

### Fireball

- **Rank:** Veteran
- **Power Points:** 2 – 6
- **Range:** 12/24/48
- **Duration:** Instant
- **Arcane Backgrounds:** All
- **Trapping:** The caster's hands erupt with an explosive ball of flame, possibly inflicting lingering *fire* damage on all targets.  
*Fireball* is an area effect Spell that can put down many enemies at once. The caster first picks where to center the fireball, and then makes the appropriate skill roll. Normal ranged Spell modifiers apply.

The area of effect is a Medium Burst Template. If the roll is failed, the *fireball* deviates as a launched projectile. Targets within the fireball suffer 2d6 *fire* damage. Unlike other Spells, raises on the arcane skill roll do not add damage to *fireball*. This Spell's *fire* damage ignores non-magical Armor.

**Flaming Ace:** Victims of successful arcane skill rolls with a raise have a chance to catch *fire* as if they are very flammable as detailed in *flaming* rules.

**Powered Heat:** For double the Power Points, the *fireball* does 3d6 damage *or* the size is increased to a Large Burst Template. For triple the points, it does both.

### **Inferno**

- **Rank:** Heroic
- **Power Points:** 5 – 15
- **Range:** 12/24/48
- **Duration:** 2 – 4
- **Arcane Backgrounds:** All
- **Trapping:** The caster summons a huge column of swirling flame. All targets in the area take constant fire damage as they burn.

*Inferno* is an area effect Spell that can put down many enemies at once. The caster first picks where to center the *inferno*, and then makes the appropriate skill roll. Normal ranged Spell modifiers apply.

The area of effect is a Large Burst Template. Targets within the *inferno* suffer 3d6 *fire* damage. Unlike other Spells, raises on the arcane skill roll do not add to the damage of *inferno*.

For 2 rounds each creature that starts within the Large Burst Template has a chance to catch *fire* as if they are very flammable. *Fire* damage from *inferno* starts at 2d10 instead of 1d10. This Spell's *fire* damage ignores non-magical Armor.

**Intense Heat:** For double the Power Points, the *inferno* does 3d8 damage *or* the Duration of the *inferno* is doubled to 4 rounds. For triple the points, it does both.

### Lightning

#### **Chain Lightning**

- **Rank:** Heroic
- **Power Points:** 10
- **Range:** 12/24/48
- **Duration:** Instant
- **Arcane Backgrounds:** All
- **Trapping:** The caster's hands erupt, emitting a bolt of lightning that inflicts electricity damage on a target, then forks, sending smaller bolts jumping to those nearby, which then fork again.

*Chain Lightning* deals 3d8 *lightning* damage to the target. Each creature within 4" of the victim then take 3d6 *lightning* damage. Finally, each creature that has not already been affected within 8" of the first victim take 2d6 *lightning* damage. This Spell ignores metallic Armor.

**Electrocute:** On an arcane skill roll with a raise, victims must make Vigor rolls suffer a -2 penalty to Parry until their next action.

### **Lightning**

- **Rank:** Novice
- **Power Points:** 3
- **Range:** 12/24/48
- **Duration:** Instant
- **Arcane Backgrounds:** All
- **Trapping:** The caster fires a bolt of lightning at a target.

*Lightning* deals 3d6 *lightning* damage ignoring metallic Armor.

**Electrocute:** On an arcane skill roll with a raise, victims must make Vigor rolls or suffer a -2 penalty to Parry until their next action.

### **Shock**

- **Rank:** Seasoned
- **Power Points:** 3
- **Range:** Cone Template
- **Duration:** Instant
- **Arcane Backgrounds:** All
- **Trapping:** The caster's hands erupt, emitting a cone of lightning, inflicting lightning damage on all targets in the area.

*Shock* sparks out hot white electrical waves in front of the caster. When cast, place the thin end of the Cone Template at the character's front. Targets within the Template may make Agility rolls at -2 versus the caster's arcane skill roll to avoid the pulse. Those who fail suffer 3d6 *lightning* damage ignoring metallic Armor.

**Ionic Bond:** Metal attracts the *lightning*. The caster gains a +1 bonus to arcane skill rolls versus targets made of or wearing metal.

**Electrocute:** On an arcane skill roll with a raise, victims must make Vigor rolls or suffer a -2 penalty to Parry until their next action.

## Tempest

- **Rank:** Veteran
- **Power Points:** 5 – 15
- **Range:** 12/24/48
- **Duration:** 2 – 4
- **Arcane Backgrounds:** All
- **Trapping:** The caster unleashes a fierce lightning storm that deals constant lightning damage to anyone in the targeted area.

*Tempest* is an area effect Spell that targets many enemies. The caster first picks where to center the *tempest*, and then makes the appropriate Skill roll. Normal ranged Spell modifiers apply.

The area of effect is a Medium Burst Template. Targets within the *tempest* suffer 3d6 *lightning* damage ignoring metallic armor. Unlike other Spells, raises on the arcane skill roll do not add to damage to *tempest*.

For the next 2 rounds, creatures that start the turn in the Burst Template, take 2d8 *lightning* damage ignoring metallic armor.

**Electrocute:** On an arcane skill roll with a raise, victims must make Vigor rolls or suffer a -2 penalty to Parry until their next action.

**Furious Storm:** For double the Power Points, the *tempest* does 3d8 damage *or* the Duration of the *tempest* is doubled to 4 rounds. For triple the points, it does both.

## Spirit

*And the voice of the Maker shook the Fade  
Saying: In My image I have wrought  
My firstborn. You have been given dominion  
Over all that exists. By your will  
All things are done.  
Yet you do nothing.  
The realm I have given you  
Is formless, ever-changing.*

The first of the two Schools of Energy, Spirit is opposed by the Primal School. It is the school of mystery, the ephemeral school. This is the study of the invisible energies which surround us at all times, yet are outside of nature. It is from the Fade itself that this magic draws its power. Students of this school cover everything from direct manipulation of magic and spell energies to the study and summoning of spirits themselves.

By its nature an esoteric school, as most others know virtually nothing about the Fade, studies of spirit magic are often misunderstood by the general populace, or even confused for blood magic-an unfortunate fate for a most useful branch of study.

### Anti-Magic

#### Anti-Magic Burst

- **Rank:** Veteran
- **Power Points:** 3
- **Range:** 10 (+3 per rank above novice)
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** This burst of energy eliminates all dispellable magic effects in the area.

*Anti-magic burst* removes all friendly and hostile magic from creatures, objects, and squares within a Medium Burst Template of the target square on a success. With a raise, the caster can choose to make the Burst a Large Burst Template.

#### Anti-Magic Ward

- **Rank:** Seasoned
- **Power Points:** 2 – 4
- **Range:** 10 (+3 per rank above novice)
- **Duration:** 2 – 4
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster wards an ally against all Spells and Spell effects, beneficial or hostile.

*Anti-magic ward* removes all friendly and hostile magic from an ally and prevents beneficial and hostile magic from being cast on that ally with a success. With a raise, beneficial spells can be cast on the ally at -2 to the arcane skill rolls.

**Lasting Ward:** For double the Power Points, the Duration is doubled to 4 rounds.



### Dispel Magic

- **Rank:** Novice
- **Power Points:** 2
- **Range:** 10 (+3 per rank above novice)
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** Strips a target of all magical effects.  
*Dispel magic* removes all friendly and hostile magic from a target creature, object, or square with a success. With a raise, the Spell does not remove effects of the caster's choosing.

### Spell Shield

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Self
- **Duration:** 3 (1/round)
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** While this ability is active, any hostile Spell targeting the caster has a 75% chance of being absorbed into The Fade.  
*Spell shield* creates a thick net of arcane magic that has a chance of catching negative energy. On a success, the caster rolls a d4 each time the caster is targeted with a hostile magic effect or Spell. On a roll higher than 1 the Spell or effect is absorbed into The Fade and the caster loses 2 Power Points. On a raise, the caster only loses 1 Power Point for each Spell that is absorbed into the fade.

**Power Outage:** If the caster's Power Points drop to zero, *spell shield* ends immediately.

### Death

#### Animate Dead

- **Rank:** Heroic
- **Power Points:** 4
- **Range:** Touch
- **Duration:** 5 Minutes
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster summons a skeleton minion from the corpse of a fallen enemy to fight alongside the party for a short time.

*Animate dead* is considered an evil act to many in Thedas and is typically used only by the villainous.

On a successful cast, an *enraged corpse* as described in the exalted inhabitants section rises to fight as an ally for the caster. With a raise each of the corpse's Skills and Traits gain a one-die increase.

Corpses are not summoned by this ability, so there must actually be a supply of bodies available for the power to have any effect. The bodies do not have to be fresh and could have been laying there for centuries.

The *enraged corpse* wears and wields the same equipment as the corpse that *animate dead* targets in addition to the creature statistics listed.

**Death's Wish:** When *animate dead* is cast on a Wild Card corpse with two raises, the Wild Card rises and fights as an undead version of the Wild Card that was slain instead of an *enraged corpse*.

### Death Syphon

- **Rank:** Veteran
- **Power Points:** 1
- **Range:** Touch
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster draws in nearby entropic energy, draining residual power from any dead enemy.

*Death syphon* drains the residual arcane energy from a creature that has been dead for less than one hour. On a success, the caster regains 2 Power Points. With a raise, regain 4 Power Points. *Death syphon* can only be used one time per corpse and only once every 10 minutes.

**Wild Death:** Power Points gained from the corpse of a Wild Card are doubled.

### Walking Bomb

- **Rank:** Seasoned
- **Power Points:** 2 – 6
- **Range:** 10 (+3 per rank above novice)
- **Duration:** 5 Minutes
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster magically injects a target with corrosive poison. If the target dies while the effect is still active, it explodes.

*Walking bomb* implants itself deep within the victim to the point it is connected directly to The Fade. On a success, the target will explode upon its death dealing 2d10 damage to all creatures within a Medium Burst Template of the victim.

With a raise, the victim takes 2d8 *spirit* damage which ignores all Armor that is not provided by an opposing Spell or magical effect.

**Virulent:** For double the Power Points, the explosion deals 3d10 damage or the size is increased to a Large Burst Template. For triple the points, it does both.

### Mana Alteration

#### Mana Clash

- **Rank:** Heroic
- **Power Points:** 5
- **Range:** 12/24/48
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster expels a large amount of mana in direct opposition to enemy spellcasters, who are drained of mana and suffer *spirit* damage proportional to the amount of mana they lose.

*Mana clash* affects each creature in a Large Burst Template centered on the target square. On a success, each creature loses 2d4 Power Points and suffers the same amount of *spirit* damage ignoring Armor. With a raise, the victims' Power Points drained increases to 3d4. These die rolls are allowed to ace as normal.

### Mana Cleanse

- **Rank:** Seasoned
- **Power Points:** 3
- **Range:** 12/24/48
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster sacrifices personal mana to nullify the mana of enemies in the area.

*Mana cleanse* affects each creature in a Medium Burst Template centered on the target square. On a success, each creature loses d4 Power Points. With a raise, the victims lose 2d4 Power Points. These die rolls are allowed to ace as normal.

### Mana Drain

- **Rank:** Seasoned
- **Power Points:** 0
- **Range:** 6/12/24
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster creates a parasitic bond with a spellcasting target, absorbing a small amount of mana from it.

*Mana drain* cast with a standard success causes the target to lose d4 Power Points and the caster to regain the same amount of Power Points. With a raise, the amount is increased to 2d4. These die rolls are allowed to ace as normal.

**Mana Burn:** With an arcane skill roll of 1 (regardless of Wild Die), the caster loses 5 Power Points.

### Spell Might

- **Rank:** Seasoned
- **Power Points:** 2
- **Range:** Self
- **Duration:** 2 (2/round)
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster overflows with magical energy, making Spells more powerful

*Spell might* cast with a standard success increases the caster's arcane skill rolls and any resulting damage results by 1. With a raise, any durations including *spell might* increase by 1 before the Spell must be maintained.

### Telekinesis

#### Crushing Prison

- **Rank:** Heroic
- **Power Points:** 5
- **Range:** 12/24/48
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster encloses a target in a collapsing cage of force inflicting *spirit* damage.

*Crushing prison* encases the victim causing 2d6 *spirit* damage ignoring Armor. Additionally, the victim may not move for 2 rounds. With a raise, the damage is increased to 3d6 and the target may not move for 4 rounds. While imprisoned victims take a -2 penalty to Trait rolls. The prison has a Toughness of 15 and can only be affected by the victim's allies from outside of the prison.

#### Force Field

- **Rank:** Seasoned
- **Power Points:** 2
- **Range:** 10 (+3 per rank above novice)
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster erects a telekinetic barrier around a target.

*Force field* makes a target unable to be wounded until the end of the next round on a success. However, the target cannot move until *force field* ends. With a raise, the target may move 3" immediately before the *force field* takes hold.

#### Mind Blast

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Self
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** The caster projects a wave of telekinetic force that stuns enemies caught in the sphere.

*Mind blast* centers a Large Burst Template on the caster which affects each enemy within the Burst Template. Targets must make Spirit rolls at -2 or be Shaken. With a raise, victims must make Spirit rolls at -4.

#### Telekinetic Weapons

- **Rank:** Veteran
- **Power Points:** 3
- **Range:** 10 (+3 per rank above novice)
- **Duration:** 3 (1/round)
- **Arcane Backgrounds:** Blood Mage, Magi
- **Trapping:** While this spell is active, the caster enchants the party's melee weapons with telekinetic energy that increases Armor Penetration.

*Telekinetic weapons* target all ally weapons within a Medium Burst Template of the target space. On a success each melee weapon gains an additional AP 2. With a raise, the weapons gain an additional AP 4.

## The Forbidden Schools

### Blood Magic

Every mage can feel the dark lure of Blood Magic. Originally learned from demons, these dark rites tap into the power of blood, converting life into mana and giving the mage command over the minds of others. Such power comes with a price, though; a blood mage must sacrifice their own health, or the health of allies, to fuel these abilities.

#### Blood Control

- **Rank:** Veteran
- **Power Points:** 6
- **Range:** 8/16/32
- **Duration:** Special
- **Arcane Backgrounds:** Blood Mage
- **Trapping:** The blood mage forcibly controls the target's blood, making the target an ally of the caster. If the target resists, it still takes great damage from the manipulation of its blood.

*Blood control* attempts to subjugate a living creature to the caster's will. There is an opposed roll of the character's arcane skill versus the target's Vigor. The caster must score a success and beat the target's roll to gain control. The victim acts as an ally to the caster. If the caster does not beat the opposed roll the target takes 2d8 damage ignoring Armor.

At the end of each of the Victim's turns it makes a Vigor roll to recover from *blood control*, with a Blood Magic raise Vigor rolls are made at a -2.

**Blood Tax:** The caster takes a -2 penalty to your Blood Magic rolls versus Wild Cards.

**Blood Magic:** Blood Magic spells do not affect targets that do not have blood such as constructs, golems, or other inanimate objects. Additionally, Blood Magic damage results deal 1 less damage for each Size increment above zero and due to the amount of blood there is a Blood Magic roll penalty equal to the target's Size. *Ex: The Blood Magic roll takes a -8 penalty to cast blood control on a dragon because the Size is +8 and deals 8 less damage.*

#### Blood Sacrifice

- **Rank:** Special
- **Power Points:** 0
- **Range:** 10 (+3 per rank above novice)
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage
- **Trapping:** The blood mage sucks the life-force from an ally, healing the caster but potentially killing the ally.

*Blood sacrifice* causes the target ally to become Shaken (this can cause a wound) and allows the caster to remove 1 wound. With a raise, the blood mage may cast an additional *blood magic* Spell this round without incurring the Multi-Action penalty.

**Blood Magic:** Blood Magic spells do not affect targets that do not have blood such as constructs, golems, or other inanimate objects.

#### Blood Wound

- **Rank:** Seasoned
- **Power Points:** 2 – 6
- **Range:** 12/24/48
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage
- **Trapping:** The blood of all hostile targets in the area boils within their veins, inflicting severe damage and leaving them twitching, unable to move.

*Blood wound* allows the caster to center a Medium Burst Template on a target square. On a success, any hostile living creature take 2d6 damage ignoring Armor, with a raise victims make a Spirit roll at -2. Those who fail the Spirit roll cannot move during their next turn.

**Blood Bath:** For double the Power Points, the damage is increased to 3d6 *or* the Burst Template becomes a Large Burst Template. For triple the points, it does both.

**Blood Magic:** Blood Magic spells do not affect targets that do not have blood such as constructs, golems, or other inanimate objects. Additionally, Blood Magic damage results deal 1 less damage for each Size increment above zero and due to the amount of blood there is a Blood Magic roll penalty equal to the target's Size.

#### Bloody Grasp

- **Rank:** Novice
- **Power Points:** 0
- **Range:** 24
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage
- **Trapping:** The mage's own tainted blood becomes a violent weapon of devastation to enemies.

*Bloody grasp* is made without a Blood Magic roll and is automatically successful. The caster suffers a wound without being Shaken. The target takes 3d6 damage ignoring Armor, if the victim is a darkspawn the target takes 3d10 damage.

**Blood Magic:** Blood magic spells do not affect targets that do not have blood such as constructs, golems, or other inanimate objects. Blood Magic damage results deal 1 less damage for each Size increment above zero.

#### Dark Sustenance

- **Rank:** Seasoned
- **Power Points:** 0
- **Range:** Self
- **Duration:** Instant
- **Arcane Backgrounds:** Blood Mage
- **Trapping:** A self-inflicted wound lets the mage draw from the power of tainted blood.

*Dark sustenance* causes the caster to take a wound and become Shaken. The caster regains d6 Power Points and the die may ace as usual. With a raise, the caster is not Shaken.

**Quick Magic:** The caster may cast an additional *blood magic* spell this turn without taking a Multi-Action penalty even if Shaken.

## Keeper

A Keeper is a leader of Dalish elves, both in the spiritual sense, as well as the literal. They are not thought of as rulers, however. The families within a clan listen to their Keeper because the Keeper is wise, and it is tradition. Keepers are also responsible for knowing the clan's ancient lore, and passing it on to the others in the clan. Without a keeper, the clan's knowledge is lost forever. Every ten years, the Keepers of the Dalish clans convene in a meeting called the *Arlathvhen*, which lasts usually two days, to compare any recovered knowledge or artifacts. The intense quarreling that occurs in these conferences leads many to suspect the Dalish prefer their tribal isolation due to differences.

The Keepers are the Dalish mages, though each clan will seldom or never have more than two fully trained mages. These mages are the Keeper and the Keeper's apprentice. The apprentice is referred to as the First (*First* meaning the next in line of succession). Though there is only one First in a clan at any time, there can be many candidates for the apprenticeship. Should there be a clan with more than two mages in their numbers, they may be transferred to another clan's Keeper.

The Templars are aware that each Dalish clan has a Keeper and so hunt the Dalish. This is one of the reasons why the elves remain nomadic.

### One With Nature

- **Rank:** Heroic
- **Power Points:** 2
- **Range:** Self
- **Duration:** 3/round
- **Arcane Backgrounds:** Wild Mage
- **Prerequisite:** Keeper Edge
- **Trapping:** The keeper's bond with the earth creates a defensive shield that immobilizes the keeper for as long as this spell is active, but inflicts *earth* damage and a penalty to movement speed on any enemy that enters the field.

*One with nature* establishes a hostile natural area around the keeper that keeps enemies away. Creatures that begin within 5" of the keeper take 2d6 *earth* damage. Additionally, squares within 5" of the keeper are considered to be a difficult surface. With a raise, the damage increases to 3d6.

## Thornblades

- **Rank:** Heroic
- **Power Points:** 2
- **Range:** Self
- **Duration:** Instant
- **Arcane Backgrounds:** Wild Mage
- **Prerequisite:** *One with nature* must be active
- **Trapping:** The keeper calls roots from beneath the earth to inflict damage on all enemies within the field created by *one with nature*.

*Thornblades* deal 2d10 *earth* damage to each creature within range of *one with nature*. Additionally, each target must pass an Agility roll at -2, or be knocked prone. With a raise, creatures within *one with nature* may not stand up until the end of the next round. *Thornblades* deal 2d12 damage to prone creatures.

### Nature's Vengeance

- **Rank:** Heroic
- **Power Points:** 4
- **Range:** Self
- **Duration:** Instant
- **Arcane Backgrounds:** Wild Mage
- **Prerequisite:** *Thornblades* Spell and *one with nature* must be active
- **Trapping:** The keeper summons gigantic roots from within the ground to attack all enemies in the area, impaling the opponents within the the field created by *One With Nature*.

*Nature's Vengeance* deals 3d8 *earth* damage to each creature within range of *one with nature*. With a raise, the damage is increased to 3d10 along with the additional d6 damage die. Additionally, each target must pass an Agility roll at -4, or be knocked prone.

## Shapeshifter

Rumors speak of barbarians that hold secrets of transforming the body into the form of animals. The Circle of Magi denies such stories. But this rare art survives in the forgotten corners of Thedas. While the Circle of Magi would prefer that it be so, theirs is not the only tradition of magic in Thedas. Prior to the Circle's formation, magic was either practiced by the Magisters of the Tevinter Imperium or in remote areas, knowledge handed down from one generation of practitioners to the next. "Hedge mages," as Enchanters of the Circle refer to them, or "witches" as legend would name them, do not always employ forbidden magic. Quite often their talents lie in the creation of charms, the use of curses and the ability to change their own forms.

Shapeshifters must master one form at a time, the most common ones being those that are found in The Wilds. The bear is popular as are wildcats, spiders, and even birds. Legend tells of mages who mastered even more fantastical and deadly forms. To a skilled Shapeshifter, no door is impassable, no fight is unwinnable, and no terrain inhospitable, as long as they know a shape that can meet the task.

**Wild Magic:** Wild Magic Spells cost no Power Points for the wild mage to cast. Each shapeshift Spell takes a full round maneuver. The wild mage changes form on a success. With a raise, the wild mage may act as normal after changing form.

On a Wild Magic roll of 1 (without regard to the Wound Die) the wild mage cannot attempt to cast the chosen Wild Magic Spell for 10 minutes.

Once the wild mage is wounded in creature form the Spell ends and the wild mage is Shaken regardless of the number of wounds inflicted by the damage roll. When wound the wild mage cannot cast the Wild Magic Spell that just ended for 30 minutes.

### Bear Shape

- **Rank:** Seasoned
- **Power Points:** 0
- **Range:** Self
- **Duration:** Special
- **Arcane Backgrounds:** Wild Mage
- **Trapping:** The wild mage can transform into a *great bear* as described in exalted inhabitants.

Weapons and personal effects are part of the animal's form and reappear when the Spell ends.

While transformed, retain Smarts, Spirit, and linked skills, but may not speak. The wild mage gains the animal's Agility, Strength and linked skills and cannot use most devices. The wild mage may continue to maintain previously activated Spells. Vigor is the higher of caster's or creature's.

The GM has final word on what an animal can and cannot do. The wild mage's Persuasion functions normally, but might suffer a -4 or worse penalty without speech, depending on the goal of the Persuasion attempt.

### Flying Swarm

- **Rank:** Veteran
- **Power Points:** 0
- **Range:** Self
- **Duration:** Special
- **Arcane Backgrounds:** Wild Mage
- **Trapping:** The wild mage's body explodes into a swarm of stinging insects, see *flying swarm*. The Power Point total for the *flying swarm* is equal to the actual Power Points of the wild mage, instead of being set at 15.

Weapons and personal effects are part of the animal's form and reappear when the Spell ends.

While transformed, retain Smarts, Spirit, and linked skills, but may not speak. The wild mage gains the animal's Agility, Strength and linked skills and cannot use most devices. The wild mage may continue to maintain previously activated Spells. Vigor is the higher of caster's or creature's.

The GM has final word on what an animal can and cannot do. The wild mage's Persuasion functions normally, but might suffer a -4 or worse penalty without speech, depending on the goal of the Persuasion attempt.

### Shape Change

- **Rank:** Special
- **Power Points:** Special
- **Range:** Self
- **Duration:** Special
- **Arcane Backgrounds:** Wild Mage
- **Trapping:** The wild mage take on the shape of various animals around Thedas.

Weapons and personal effects are part of the animal's form and reappear when the Spell ends.

While transformed, retain Smarts, Spirit, and linked skills, but may not speak. The wild mage gains the animal's Agility, Strength and linked skills and cannot use most devices. The wild mage may continue to maintain previously activated Spells. Vigor is the higher of caster's or creature's.

The GM has final word on what an animal can and cannot do. The wild mage's Persuasion functions normally, but might suffer a -4 or worse penalty without speech, depending on the goal of the Persuasion attempt.

#### Shape Change Table

Cost	Rank	Animal Types
1	Novice	Hawk, rabbit, cat, nug
2	Seasoned	Dog, wolf, halla
3	Veteran	Lion, tiger, mabari
4	Heroic	Bronto, wild sylvan
5	Legendary	Drake
Special	Legendary	Dragon*

*See exalted inhabitants for creature statistics.*

*\*Stories have been told of some that have learned the secrets of shapeshifting into a dragon*

### Spider Shape

- **Rank:** Special
- **Power Points:** 0
- **Range:** Self
- **Duration:** Special
- **Arcane Backgrounds:** Wild Mage
- **Trapping:** The wild mage can transform into a *giant spider* as described in exalted inhabitants. Weapons and personal effects are part of the animal's form and reappear when the Spell ends. While transformed, retain Smarts, Spirit, and linked skills, but may not speak. The wild mage gains the animal's Agility, Strength and linked skills and cannot use most devices. The wild mage may continue to maintain previously activated Spells. Vigor is the higher of caster's or creature's. The GM has final word on what an animal can and cannot do. The wild mage's Persuasion functions normally, but might suffer a -4 or worse penalty without speech, depending on the goal of the Persuasion attempt.

### Specialized Arcane Spells

#### Arcane Warrior

##### Shimmering Shield

- **Rank:** Veteran
- **Power Points:** 2
- **Range:** Self
- **Duration:** 2 (2/round)
- **Arcane Backgrounds:** All
- **Prerequisite:** Arcane Warrior Edge
- **Trapping:** The arcane warrior is surrounded by a shimmering shield of energy that blocks most damage. *Shimmering shield* grants the caster 4 points of Armor. A raise grants 8 points of Armor.

### Battlemage

#### Draining Aura

- **Rank:** Heroic
- **Power Points:** 5
- **Range:** Self
- **Duration:** Instant
- **Arcane Backgrounds:** All
- **Special:** Must have at least one wound to cast.
- **Prerequisite:** Battlemage Edge
- **Trapping:** The battlemage thrives in the heat of combat, creating a field that drains life from nearby enemies to heal the mage. *Draining aura* creates a Large Burst Template centered on the caster affecting all hostile targets in the Burst. On a success the targets make a Spirit roll at -2. On a successful Spirit roll the victim is Shaken, on a failure the victim is wounded and the caster removes one wound. With a raise, Spirit rolls are made at -4.

#### Elemental Chaos

- **Rank:** Legendary
- **Power Points:** 3
- **Range:** Self
- **Duration:** 3/round
- **Arcane Backgrounds:** All
- **Prerequisite:** Battlemage Edge
- **Trapping:** The battlemage creates a field of chaotic, swirling energy that continuously harms nearby enemies with damage from each of the elements in turn. *Elemental chaos* creates a Large Burst Template centered on the caster at all times. On a success, as long as the Spell is maintained hostile creatures that start turns within the Burst Template take 2d8 damage, and 3d8 damage with a raise. Each time a victim takes damage roll a d4. On a 1 the damage is *cold*, 2 it is *earth*, 3 it is *fire*, and a 4 it is *lightning*.

#### Hand of Winter

- **Rank:** Heroic
- **Power Points:** 5
- **Range:** Self
- **Duration:** Instant
- **Arcane Backgrounds:** All
- **Prerequisite:** Battlemage Edge
- **Trapping:** The battlemage releases a burst of intense *cold*, damaging nearby enemies as well as freezing them. *Hand of winter* creates a Large Burst Template centered on the caster affecting all hostile targets in the burst. On a success the targets take 3d6 *cold* damage and make a Vigor roll at -2 to avoid becoming *chilled* for 2 rounds. With a raise, victims may be *chilled* for 4 rounds. **Icy Limbs:** The victims count movement during their next turn as if it were a difficult surface even if they move outside of spaces affected by *hand of winter*.

## Spirit Healer

### Cleansing Aura

- **Rank:** Legendary
- **Power Points:** 10 per injured or wounded target
- **Range:** Allies within 5
- **Duration:** Instant
- **Arcane Backgrounds:** Magi, Wild Mage
- **Prerequisite:** Spirit Healer Edge
- **Trapping:** Waves of healing and cleansing energy emanate from the caster, restoring health to all nearby allies and curing injuries.

*Cleansing aura* repairs serious bodily damage for all allies within 5” of the caster.

This spell restores wounds more than one hour old and works exactly like the *group heal* spell in regards to removing wounds from allies. May also be used to neutralize disease and poison after the first 10 minutes have passed.

*Cleansing aura* can be used to heal permanent injuries. This requires an arcane skill roll at -2. If the arcane skill roll fails to heal the injury it cannot ever be cast again to remove that same injury.

### Group Heal

- **Rank:** Heroic
- **Power Points:** 3 per wounded target
- **Range:** Allies within 10
- **Duration:** Instant
- **Arcane Backgrounds:** Magi, Wild Mage
- **Prerequisite:** Spirit Healer Edge
- **Trapping:** The caster bathes allies in benevolent energy, instantly healing them.

*Group heal* repairs recent bodily damage for all allies within 10” of the caster. It must be used within the “golden hour,” though, for it has no effect on wounds more than one hour old.

For Wild Cards, each use of the *heal* spell removes a wound with a success, two with a raise. The roll suffers a penalty equal to the victim’s wounds (in addition to any the caster might be suffering).

For extras, see the Allies and Extra additional game rules.

*Group* can also cure poison and disease if used within 10 minutes of the event.

## Lifeward

- **Rank:** Heroic
- **Power Points:** 6
- **Range:** 10 (+3 per rank above novice)
- **Duration:** 10 Minutes
- **Arcane Backgrounds:** Magi, Wild Mage
- **Prerequisite:** Spirit Healer Edge
- **Trapping:** The caster places a protective ward on an ally that automatically restores health when the ally falls close to death.

*Lifeward* protects an ally from certain death. The next time the target would be Incapacitated the ally automatically succeeds on the initial Incapacitated Vigor roll with a raise. With a raise, only 3 Power Points are expended instead of 6.

The roll suffers a penalty equal to the victim’s wounds (in addition to any the caster might be suffering).

## Revival

- **Rank:** Heroic
- **Power Points:** 4
- **Range:** 10 (+3 per rank above novice)
- **Duration:** Instant
- **Arcane Backgrounds:** Magi, Wild Mage
- **Prerequisite:** Spirit Healer Edge
- **Trapping:** The caster revives a fallen party member, raising them from unconsciousness and restoring some health.

*Revival* repairs recent bodily damage for an Incapacitated ally. The target Incapacitated ally recovers from being Incapacitated as Shaken and does not have to roll on the injury table, with a raise the target is not Shaken. If two raises are scored, the target ally also removes a wound.

The roll suffers a penalty equal to the victim’s wounds (in addition to any the caster might be suffering).

For extras, see the Allies and Extra additional game rules.



# Treasure

This section deals with monetary and magical rewards for brave adventurers. It can be used to randomly stock areas or to create treasure for random encounters.

Much of the section is dedicated to magic items. From simple +1 daggers to heroic greatswords packed with Edges and bonuses, from wands of fireballs to cloaks of teleportation, there are enough items to sate the lust of the greediest characters.

## Placing Treasure

Treasure in Thedas is often found in a “dungeon,” whether that be an ancient tomb, a mage’s tower, or a creature’s lair. Give some thought to the placement of treasure in each adventure — a darkspawn might have valuable pieces of art littered around a lair from looting a trade caravan, but others may be more likely to hide loot to prevent it from being stolen by rivals. Ancient tombs especially are rich treasure-troves, but are usually protected by traps and beasts. If an intelligent foe has an artifact, use it against the characters, do not leave it lying in a chest.

## Value

After each magic item is a “Value.” This is a gauge of how valuable the device is. Rarely should such items be available for sale, but a rare merchant might have one or two such treasures among scores of fakes. Items can typically be sold for half the listed value, plus 10% with a successful Persuasion roll, or +20% with a raise. Dealers of such goods are usually only found in large cities or out-of-the-way shops.

## Detecting Magic

Unless a magic item is “always on” and has a visible effect (such as a flaming sword) or produces an obvious effect when experimented with (such as a ring of invisibility making the wearer unseen the moment it is on), it can be difficult to tell mundane items from magical ones.

An arcane character can deduce the powers within an item simply through study. How long it takes is up to the GM, but a few minutes for a potion (given some basic testing equipment or a more dangerous taste test) and an hour for other items is usually enough.

Non-arcane characters can learn of the properties of magical items, but it will take triple the amount of duration decided in comparison to arcane characters.

# Loot

When you need to generate a treasure cache, roll on the table below. The percentage listed under Magic Item is the percentage chance a magical item is present. If there is, roll again on the Magic Item Table to determine which sub-table to follow.

Inhabitants have a Treasure rating corresponding to an entry on the table. Intelligent creatures use any special Treasure they have if possible, or may have it stored in their hideout somewhere if it’s not immediately useful to them (a good reason to take prisoners). Creatures of animal intelligence don’t usually hoard treasure, but may have dragged former victims to a lair. Possessions may remain there, so a Tracking roll might lead the party to the thing’s lair — and long-lost treasures.

Treasure Table		
Treasure	Silver	Magic Item
Treasure Trove	d10 x 1000	100%
Rich	d10 x 500	50%
Worthwhile	d10 x 100	25%
Meager	d10 x 10	1%

Habitat Modifier		
Habitat	Money	Magic
Lair	d20	+50%
Hold	d20	+25%
Hive		+50%
Camp	d15	+5%
Nest		+25%
Den		+5%

Magic Item Table	
d20	Type
1 – 4	Armor & Shields (Table 1A)
5 – 7	Melee Weapons (Table 2A)
8 – 9	Ranged Weapons (Table 3A)
10 – 11	Amulets & Rings (Table 4A)
12 – 15	Miscellaneous Items (Table 5A)
16 – 17	Potions (Table 6A)
18	Runes (Table 7A)
19	Staves & Wands (Table 8A)
20	Tomes (Table 9A)

## Table 1: Armor, Helms, & Shields

Roll a d20 to determine the type of protection, then consult the sub-tables as noted.

**Table 1A: Armor Type**

d20	Type
1 – 14	Armor (Table 1B)
15 – 19	Shield (Table 1D)
20	Roll on the Named Armor & Shields Table (Table 1J)

**Table 1B: Armor**

Roll a d20 to determine the exact armor type, then roll on Table 1C to determine the specific bonus.

d20	Value (si)	Type
1 – 6	50	Leather
7 – 9	300	Chainmail
10 – 11	330	Splintmail
12	360	Scale armor
13 – 15	450	Heavy mail
16	600	Plate armor
17 – 18	75	Leather helm
19	150	Helmet
20	300	Soldier's helmet

**Table 1C: Armor Bonus**

d20	Value (si)	Type
1 – 10	+3000	+1 Toughness
11 – 16	+6000	+2 Toughness
17 – 19	+9000	+3 Toughness
20	–	Special (roll again on this table for Armor bonus then roll on Table 1F; reroll if this result comes up again)

**Table 1D: Shield Type**

Roll a d20 to determine the exact shield type, then roll on Table 1E to determine the specific bonus.

d20	Value (si)	Type
1 – 6	25	Buckler
7 – 14	50	Targe
15 – 18	200	Kite shield
19 – 20	400	Heavy shield

**Table 1E: Shield Bonus**

d20	Value (si)	Type
1 – 10	+6000	+1 Parry
11 – 16	+8000	+2 Parry
17 – 19	+10000	+2 Parry and Ranged Armor bonus
20	–	Special (roll again on this table for Armor bonus then roll on Table 1F; reroll if this result comes up again)

**Table 1F: Special  
Armor & Shield**

Roll on the table below to determine the specific powers.

d20	Value (si)	Type
1 – 7	+1000	1 Skill bonus (Table 1G)
8 – 9	+2000	2 Skill bonuses (Table 2G)
10 – 13	Var	1 Edge (Table 1H)
14 – 16	Var	Minor Artifact (Table 1I)
17 – 18	Var	Major Artifact (Table 1I)
19	Var	Major Artifact with Raise (Table 1I)
20	–	Roll twice, ignore a 2 <sup>nd</sup> roll of 20

**Table 1G: Skill Bonuses**

Bonuses can be applied to a skill or spread across multiple skills. You can either pick skills or roll randomly on Table 1G, applying a +1 bonus to each skill rolled.

d20	Type
1 – 4	Climbing
5 – 7	Guts
8 – 10	Intimidation
11 – 13	Persuasion
14 – 17	Stealth
18 – 20	Swimming

**Table 1H: Edges**

Your character does not need to meet the prerequisites for the edge rolled.

d20	Value (si)	Type
1 – 2	+2000	Charismatic
3 – 4	+2000	Combat Movement
5 – 6	+2000	Powerful
7 – 8	+2000	Shield Balance
9 – 10	+2000	Command
11 – 12	+6000	Bravery
13 – 14	+6000	Indomitable
15	+8000	Evasion
16	+8000	Fortifying Presence
17	+8000	Juggernaut
18	+8000	Mental Fortress
19	+8000	Second Wind
20	+10000	5 Power Points

**Table 1I: Spells**

Spells are rolled or chosen from Table 1I. Unless otherwise stated, magic items that cast powers have an arcane skill of d8 and 10 Power Points. Major artifacts do not have Power Points and use an arcane skill of d10.

d20	Value (si)	Type
1 – 3	+2000	Arcane Shield
4 – 6	+2000	Shape Change Novice
7 – 8	+3000	Rock Armor
9 – 10	+3000	Spell Shield
11 – 12	+4000	Force Field
13 – 15	+4000	Shape Change Seasoned
15 – 16	+6000	Invigorate
17 – 18	+6000	Shape Change Veteran
19	+10000	Revival
20	+12000	Lifeward (Self)

**Table 1J: Named Armor & Shields**

Below are a few named suits of armor or shields that can be dropped into a game immediately.

2d10	Value (si)	Type
2	2000	Mythal's Blessing
3	8000	Champion's Shield
4 - 5	10000	Ancient Elven Chain
6 - 7	10000	Dragonscale Armor
8 - 9	10000	Drakeskin Armor
10	10000	Dragonbone Plate
11	10000	Swiftrunner's Shield
12	12000	Ceremonial Armor
13	15000	Corruption
14	17000	Effort Armor
15	20000	Commander's Plate
16	25000	Battledress of the Provocateur
17	25000	Fade Wall
18	30000	Chevalier Armor
19	60000	Blood Dragon Armor
20	100000	Juggernaut Armor

### Named Items

**Ancient Elven Chain:** *Before the fall of Arlathan, even before Arlathan itself, the civilization of the elves stretched across all of Thedas like a great, indolent cat. This armor was made for temple guards in a time when the Creators still spoke to the elves. The techniques of its forging, even the name of the metal it is forged from, have long since faded from memory.* Your character gains +1 to all Trait rolls in the wilderness. This is a veridium suit of chainmail.

**Battledress of the Provocateur:** *This perfect suit embodies the paradox of the bardic spy. Intricate details yearn for an audience, but a worthy owner gives only a glimpse in the reflection of a blade drawn swiftly from the heart.* Your character gains +2 Charisma and +2 to Stealth rolls and all Fighting rolls made while Stealth. This is a drakeskin suit of leather.

**Blood Dragon Armor:** *Commissioned by an infamous Nevarran dragon hunter, this armor was crafted in a time when dragons had almost been hunted to extinction. Infused with the beasts' blood, the armor gained notoriety after the hunter died at the hands of men rather than the dragons it was designed to protect him from.* Your character gains +4 Toughness, +1 to all Trait rolls, and you may suffer 4 wounds instead of 3 before being incapacitated. This is a silverite heavy mail suit.

**Ceremonial Armor:** *High lords in Orlais and Tevinter have often had mages craft armor that will protect these lords in the midst of battle from errant arrows from would be assassins.* Shooting and Throwing rolls are made at -3 against you. This is a red steel heavy mail suit.

**Champion's Shield:** *This is fine dwarven work, bearing the mark of Smith House Weyro and the emblem of Paragon Astyth the Grey.* You gain a +2 to Fighting and their resulting damage rolls when attacking with this shield, your character also ignore the off-hand and Multi-Action penalty when attacking with this shield. This is a silverite targe.

**Chevalier Armor:** *There's the mark of an Orlesian smith on the hauberk. Just a bit ostentatious, this was made for a famous chevalier hero of the Imperial Court.* You gain +3 to Toughness and +3 to all Spirit Trait rolls. This is a silverite plate suit.

**Commander's Plate:** *This bears the mark of the Tevinter symbol for dominance, and was made for the ranking officers of the royal army.* Your allies gain +1 to all Trait rolls while within 50" of you. This is a red steel plate suit.

**Corruption:** *This helm, wrestled from a commander of the darkspawn forces, carries powerful enchantments. It is uncomfortable to wear, though, as a constant whispering seems to surround the bearer, as if the helm carries echoes of the archdemon's commands.* You gain +1 Armor, a one-die increase in Agility, and are immune to entropy spells. However, you gain the Tainted Hindrance. This is a dragonbone soldier's helmet.

**Dragonbone Plate:** *Designed with lyrium infused dragon skin.* You are immune to fire damage and suffer no Pace penalty for wearing this armor. This is a dragonbone plate suit.

**Dragonscale Armor:** *Designed with lyrium infused dragonscales crafted one at a time and melded together carefully.* You are immune to fire damage and suffer no Pace penalty for wearing this armor. This is a dragonbone heavy mail suit.

**Drakeskin Armor:** *Designed with lyrium infused dragon skin.* You are immune to fire damage and gain a +2 to your Pace. This is a drakeskin leather suit.

**Effort Armor:** *This is a bit like wearing a portable fortress. The Grey Warden griffon is stamped on the inside.* You gain +1 Armor, +2 Toughness, a one-die increase in Strength, and suffer no Pace penalty for wearing this armor. This is a silverite plate suit.

**Fade Wall:** *This shield is charged with arcane energy. The user is infused as though otherworldly, but suffers a vague sense of disconnection that is very hard to shake.* You become are in essence a demon as you become joined with The Fade; you gain a +2 bonus to recover from Shaken, are immune to disease, you are immune to poison, and take 5 less damage from non-magical weapons unless they are dragonbone or dragonthorn. This is a silverite heavy shield.

**Juggernaut Armor:** *The Magister Harach brought an army to this forest, led by Alaric, his friend and general. For Alaric, Harach fashioned a suit of the finest armor, infused it with lyrium and his own blood magic, and named it "Juggernaut" after the unstoppable giant golems guarding the gates of Minrathous. Thus armed did Alaric win many victories against the Clayne. When defeat came, it came from within. Alaric's own lieutenants rose up against him. In a fury, Magister Harach voyaged to the outpost and slew the last three lieutenants. Harach used the last of his own life force to cast a spell of blood magic that bound demons to the bodies of the three dead lieutenants as well as Harach's own lifeless corpse. These bound revenants hid the pieces of the Juggernaut armor. The Juggernaut armor's legend lives on, and more than one brave soul has ventured into the depths of the Brecilian Forest in search, never to return.* You receive half damage from all sources, gain a three-die increase in Strength and Vigor. This is a silverite plate suit.



**Mythal's Blessing:** *The symbol of Mythal, god of vengeance, is eerily vivid on the face of this shield. Arcane skill rolls made against you by your allies are made at +2.* This is a whitewood buckler.

**Swiftruner's Shield:** *There was heraldry on this shield once, but it has long since faded. You gain +2 to your pace and entropy and primal spells do 4 less damage to you.* This is a whitewood kite shield.

## Table 2: Melee Weapons

Roll a d20 to determine the type of melee weapon, then consult the sub-tables as noted.

### Table 2A: Melee Weapon Type

Roll a d20 to determine the exact weapon type, then roll on Table 2B to determine the specific bonus.

d20	Type
1 – 2	Battleaxe
3 – 4	Dagger
5 – 6	Greatsword
7 – 8	Halberd
9 – 10	Longsword
11 – 12	Mace
13 – 14	Maul
15 – 16	Shortsword
17 – 18	Waraxe
19	Whip
20	Roll on the Named Weapons Table (Table 2G)

### Table 2B: Damage Bonus

d20	Value (si)	Type
1 – 5	+2000	+1 damage
6 – 10	+4000	+2 damage
11 – 13	+6000	+3 damage
14 – 16	+2000	+1 damage and roll on Table 2C
17 – 18	+4000	+2 damage and roll on Table 2C
19	+6000	+3 damage and roll on Table 2C
20	–	Special (roll again on this table for bonus then roll on Table 2D; reroll if this result comes up again)

### Table 2C: Fighting Bonus

d20	Value (si)	Type
1 – 10	+3000	+1 Fighting
11 – 16	+6000	+2 Fighting
17 – 20	+9000	+3 Fighting

### Table 2D: Special Weapons

d20	Value (si)	Type
1 – 13	Var	1 Edge (Table 2E)
14 – 16	Var	Minor Artifact (Table 2F)
17 – 18	Var	Major Artifact (Table 2F)
19	Var	Major Artifact with Raise (Table 2F)
20	–	Roll twice, ignoring this result a second time

**Table 2E: Edges**

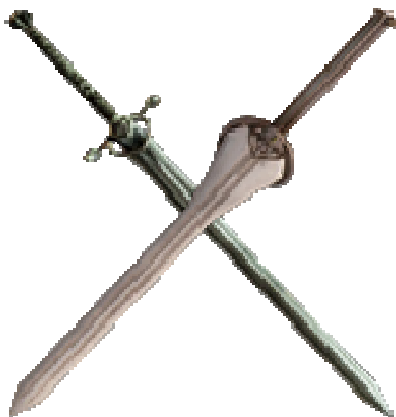
Reroll if the rolled edge is not applicable for the weapon the enchantment is targeting. A two-handed weapon would need Two-Handed Sweep, but could not have Dual-Weapon Sweep.

d20	Value (si)	Type
1 - 2	+2000	First Strike
3 - 4	+2000	Sweeping Strike
5 - 6	+2000	Trademark Weapon
7 - 8	+4000	Dual-Weapon Sweep
9 - 10	+4000	Mighty Blow
11 - 12	+4000	Twin Strikes
13	+6000	Riposte
14	+8000	Critical Strike
15	+8000	Improved Trademark Weapon
16	+8000	Stunning Blows
17	+8000	Two-Handed Sweep
18	+10000	Flurry
19	+10000	Improved First Strike
20	+12000	Weapon Master

**Table 2F: Spells**

Roll on the table below to determine the specific powers.

d20	Value (si)	Type
1 - 4	+2000	Arcane Bolt
5 - 7	+3000	Rock Armor
8 - 10	+3000	Winter's Grasp
11 - 12	+4000	Drain Life
13 - 14	+5000	Flaming Weapons
15 - 16	+5000	Frost Weapons
17	+6000	Fireball
18	+6000	Heroic Defense
19	+7000	Telekinetic Weapons
20	+8000	Haste



**Table 2G: Named Weapons**

Below are a few named weapons that can be dropped into a game immediately as grand rewards or plot items.

3d20	Value (si)	Type
3 - 4	2500	Oathkeeper
5 - 6	3000	Faith's Edge
7 - 8	5500	Skull Crusher
9 - 10	6000	Guardian of the Imperium
11 - 12	6000	Slavedriver
13 - 14	6000	The Edge
15 - 16	6000	Thorn of the Dead Gods
17	7000	Aodh
18 - 21	7000	Exalted Maul
22 - 25	7000	Keening Blade
26 - 29	7500	Frenzy
30	8000	Fang
31 - 34	8500	Shaperate's Blessing
35	9000	Axameter
36 - 37	9000	Maetashear Battle Axe
38	9000	Talon of the Skies
39	9000	Tooth of the Mountain Father
40 - 41	10000	Leg-Cusher
42 - 45	11000	Dragonbone Cleaver
46	11500	Bloodline
47	15000	Fadelash
48	15000	The Winter Blade
49	16000	Voice of Velvet
50	18000	The Lamented
51	18000	Yusaris
52	19000	The Veshialle
53	20000	Dumat's Claw
54	20000	Dumat's Spine
55	20000	The Summer Sword
56	20000	Valos Atredum
57	25000	Ageless
58	25000	The Rose's Thorn
59	25000	Vigilance
60	32000	Spellweaver

**Named Items**

**Ageless:** *The markings suggest many have held this blade, but their identities are not just that obscure, they are forgotten completely, as if by intent. The blade, however, endures, becoming better for each owner who raised it--for the time being--in triumph. Not a benefit willingly given or easily exploitable. Your damage rolls that result from Fighting rolls with this blade against darkspawn are increased by 4. Additionally, darkspawn within 5" make all Trait rolls at -1. This is a silverite greatsword.*

**Aodh:** *Long ago, a soldier from Gwaren was returning home after twenty years at war. On his way, he met an old blind woodcutter sitting on a tree stump, and he gave the old man his last scrap of bread. The old man gave the soldier his axe in return. The soldier made his bed in a tree branch and held the woodcutter's axe at his side to ward against beasts and bandits. When the moon was high, he was awakened by the sound of weeping. "Help me," spoke the tree in which he'd been sleeping, "If you had any pity in you, you would cut me down so that my spirit could go to the Maker." So the soldier took up his axe and struck the tree. The tree shattered when it hit the ground, and from the splinters rose a demon. The soldier was chilled to the bone, and could not sleep. In the morning, he found that the axe still burned like the blood of the sylvan.* This axe deals +1 fire damage and fire damage dealt to you is reduced by 4. This is a silverite waraxe.

**Axameter:** *Originally found in the tight grip of a skeleton caught in a giant spider's web, this axe is rumored to bring the bearer a great deal of luck... well, except for the original bearer, apparently.* You gain 2 additional bennies at the start of each session. This is a silverite waraxe.

**Bloodline:** *The stained surface of this repurposed broadaxe speaks to the lives and legacies that have fallen to it. The shamanistic runes across the cutting edge are as ugly as the work it is called to do.* You gain +1 AP, a one-die increase in Agility, +2 damage to darkspawn with this weapon, and entropy spell damage is reduced by 2. This is a red steel waraxe.

**Dragonbone Cleaver:** *This massive battleaxe was once used to chop colossal chunks of dragonbone into manageable pieces. It tears through bone and sinew with ridiculous ease.* You gain +2 AP and deal +10 damage to dragons and drakes with this weapon. This is a dragonbone battleaxe.

**Dumat's Claw:** *A Grey Warden weaponsmith created this dagger and its sister sword shortly after the first blight. The blades were actually crafted from the bones of the archdemon Dumat.* You gain a one-die increase in Agility and Fighting. This is a dragonbone dagger.

When wielded in unison with *dumat's spine* the die size increases to a three-die increase.

**Dumat's Spine:** *A Grey Warden weaponsmith created this longsword and its sister dagger shortly after the first blight. The blades were actually crafted from the bones of the archdemon Dumat.* You gain a one-die increase in Strength and Vigor. This is a dragonbone longsword.

When wielded in unison with *dumat's claw* the die size increases to a three-die increase.

**Exalted Maul:** *The symbol of the Imperial Chantry is emblazoned upon this maul. The metal bears odd ripple marks, as if it has been folded with something else.* You gain a one-die increase in Spirit and deal +4 damage versus demons. This is a silverite maul.

**Fadelash:** *This whip seems to exist partly in The Fade and partly in Thedas. It is decorated with many inscriptions and has a lyrium weave along its entirety that makes it give off a constant eerie blue pulse. This whip strikes a target's connection to The Fade itself. Fadelash ignores all Toughness increases from Armor, Edges, Professions, and Size increases. This is a whip.*

*For example: An armored ogre has a listed Toughness of 17 (3) and a Vigor of d12+1. The target number to for your damage roll with fadelash would be 9 instead of 17. Half of the d12, is  $6 + 2 + 1 = 9$ . The fadelash ignores the armor and the size of the creature in order to deal damage.*

**Faith's Edge:** *Inscribed on the haft: "Blessed is Her touch, blessed is Her breath, blessed is Her blood that runs through my heart and strengthens my mighty blow."* You gain a one-die increase in Spirit. This is a silverite battleaxe.

**Fang:** *Known as "the Fang of Fen'Harel," this elegant dagger was first wielded in the battles to save the Dales. It was passed down from generation to generation.* You gain +1 to all Agility Trait rolls. This is a silverite dagger.

**Frenzy:** *This fierce axe is soaked and stained with the blood of many generations of victims.* While it grants +3 damage and +2 Fighting against all foes, it subjects you to the Berserker Edge when you are wounded. This is a dragonbone battleaxe.

**Guardian of the Imperium:** *This long arm was crafted by the Tevinter blood mages for the guards of the most valued provinces in Tevinter.* You gain +1 to Fighting rolls, Parry and Toughness. This is a red steel halberd.

**Keening Blade:** *This blade makes an eerie wail, just on the edge of hearing, whenever it cuts the air. Twined runes are carved into its surface, hinting at the enchantments bound inside.* You gain +1 to Fighting rolls, +1 cold damage, and +2 AP. This is a dragonbone longsword.

**Leg-Crusher:** *This maul is badly unbalanced and difficult to swing but ideally suited for crippling opponents.* You gain the Cripple and Low Blow Edges and may use these two maneuvers with this weapon. This is a dragonbone maul.

**Maetashear Battle Axe:** *This oversized weapon was reforged from two poleaxes and dates to the founding conquests of the Tevinter Imperium. Runes tell a primitive creation myth of how the lands of gods and men were cut apart.* You gain a two-die size increase in Strength. This is a silverite battleaxe.

**Oathkeeper:** *A blessed blade, these longswords are often commissioned by the Chantry and placed in the hands of their most able templars as rewards for their accomplishments.* You gain +1 AP and arcane skill rolls made by allies to target you are made at +2. This is a steel longsword.

**Shaperate's Blessing:** *A weapon of exceptional quality, even by dwarven standards, given as confirmation the bearer has walked the path of the Shaperate.* You gain +1 AP and +2 to Fighting rolls. This is a silverite longsword.

**Skull Crusher:** *There is one Notch on this mace for every skull it has crushed. There are many notches on this mace.* You gain +1 AP and on a Fighting roll that results in a raise you have a 1in4 chance of stunning your victim for 2 rounds. This is a dragonbone mace.

**Slavedriver:** *This whip is crimson red from the many beatings that it has inflicted.* You gain a three-die size increase in Intimidation and slaves under your command within 10" gain a +1 Trait bonus to all rolls. This is a whip.

**Spellweaver:** *This ancient elven-forged blade vibrates slightly to the touch in most people's hands, but it stills in the grip of a mage. Crafted with lost techniques for alloying lyrium and metals, Spellweaver enhances a mage's powers, acting as a focus in the same way as a staff.* Mages gain +3 to Fighting rolls, +10 Power Points, and make Fighting attacks at targets up to 5" away. This is a silverite longsword.

**Talon of the Skies:** *Symbols of the Lady of the Skies, an Avvar goddess, adorn this blade.* You gain a one-die size increase in Agility, your Pace increases by +2, and you roll a d8 when running. This is a dragonbone dagger.

When wielded in unison with the *tooth of the mountain father* the die size increases to two, your Pace increases by +4, and you roll a d10 when running.

**The Edge:** *Newly forged and sporting an edge sharp enough to cut through boot leather, this blade is the pinnacle of Fereldan crafting skill.* You gain +1 Fighting and damage results with this weapon, along with +2 AP. This is a silverite dagger.

**The Lamented:** *This mace was once elven, but made its way into human hands during the Exalted March of the Dales.* You gain a three-die size increase in Strength and +3 Toughness. This is a dragonbone mace.

**The Rose's Thorn:** *In the darkest alleys on the wrong side of town, tales of the Black Rose prosper. He was an assassin without peer, little known except by his wake of bodies--and this dagger, left in the heart of a king.* You gain a +1 to Agility Trait rolls, and +3 to all Fighting and resulting damage rolls when stealth. This is a dragonbone dagger.

**The Summer Sword:** *In 8:84 Blessed, Lord Aurelien of Montsimmard commissioned a sword for his youngest son Luis. Lord Aurelien sought out the most renowned master smith in the Orlesian Empire, Vercenne of Halamshiral. The old master labored for several months, folding steel, honing the edge to perfection. The resulting blade was as long as a man is tall, and sharp as the tongue of any noblewoman. Vercenne proclaimed it, in a fit of irony, the "Summer Sword", since he had crafted it in the winter of his lifetime.* You gain a +4 to Vigor Trait rolls and cannot be grabbed, knocked prone, or pushed back. This is a silverite greatsword.

**The Veshialle:** *Although the elves of the Dales fought bravely against the Exalted March, defeat became obvious. The great elven general Rajmael hurled this axe at the enemy before leaping to his death over Forlorn Falls.* You gain a two-die size increase in Strength, +2 earth damage, and +2 to Fighting rolls. This is a dragonbone waraxe.

**The Winter Blade:** *Although the hero Dane wielded many weapons during his hunt for the dragon Fenshal, most swords now attributed to him are fakes. This may be an exception.* You gain +3 to Fighting rolls and deal +3 cold damage. This is a dragonbone longsword.

**Thorn of the Dead Gods:** *No simple blades, these daggers date back to the time of the First Blight. They were crafted in the Tevinter Imperium as weapons to fight against the darkspawn horde, and fell in battle with the mages that first wielded them.* These daggers gain +3 to Fighting versus darkspawn and +5 to resulting damage rolls. This is a red steel dagger.

**Tooth of the Mountain Father:** *Symbols of Korth the Mountain-Father, an Avvar god, adorn this blade.* You gain a one-die size increase in Vigor and you ignore one point of fatigue penalties. This is a dragonbone dagger.

When wielded in unison with the *talon of the skies* the die size increases to two and you ignore all fatigue penalties.

**Valos Atredum:** *No one welding this maul in a dwarven proving has ever been defeated. It is said to possess Valos Atredum, the voice of the ancestors.* You gain +1 Toughness and have a 1in3 chance of stunning your victim for 1d4 rounds. This is a silverite maul.

**Vigilance:** *Once in a dozen generations, a truly legendary weapon is forged. This blade, created in a time of war from the bones of an ancient dragon, sings with power.* You gain one-die size increase in all your Traits. This is a silverite greatsword.

**Voice of Velvet:** *The elven assassin Corimae used this dagger to open the throat of a nobleman who refused to take her as a lover.* Your bonus from "the drop" is now +8 to attack and damage rolls instead of +4. This is a silverite dagger.

**Yusaris:** *The legend of the blade Yusaris predates Andraste. The sword that Dane found in the dragon's treasure hoard, which he used to slay both Fenshal and the werewolf, was passed on to his son Hafter. Dane may have been fiction, but Hafter was fact. In 1:40 Divine, he led the Alamarri tribes against darkspawn that flooded into the Ferelden valley from the dwarven lands. After years of ruling the valley in peace, it is said that Hafter left Ferelden, sailing into the unknown east of the Amaranthine Ocean with the blade still in hand, never to be seen again.* You are immune to fire damage and deal +10 damage to dragons. This is a silverite greatsword.



## Table 3: Ranged Weapons

**Table 3A: Ranged Weapon Type**

Roll a d20 to determine the exact weapon type, then roll on Table 3B to determine the specific bonus.

d20	Type
1 – 4	Dagger
5 – 10	Shortbow
11 – 15	Longbow
16 – 19	Crossbow
20	Roll on the Named Ranged Weapons Table (Table 3G)

**Table 3B: Damage Bonus**

d20	Value (si)	Type
1 – 5	+2000	+1 damage
6 – 10	+4000	+2 damage
11 – 13	+6000	+3 damage
14 – 16	+2000	+1 damage and roll on Table 3C
17 – 18	+4000	+2 damage and roll on Table 3C
19	+6000	+3 damage and roll on Table 3C
20	–	Special (roll again on this table for bonus then roll on Table 3D; reroll if this result comes up again)

**Table 3C: Shooting Bonus**

d20	Value (si)	Type
1 – 8	+3000	+1 Shooting/Throwing
9 – 14	+6000	+2 Shooting/Throwing
15 – 18	+9000	+3 Shooting/Throwing
19 – 20	+4000	No medium range penalty and only receive -2 for long range attacks.

**Table 3D: Special Weapons**

d20	Value (si)	Type
1 – 13	Var	1 Edge (Table 3E)
14 – 16	Var	Minor Artifact (Table 3F)
17 – 18	Var	Major Artifact (Table 2F)
19	Var	Major Artifact with Raise (Table 3F)
20	–	Roll twice, ignoring this result a second time

**Table 3E: Edges**

For Edges, either choose one or roll on Table 3E. Ranged weapons have fewer Edges than melee weapons, simply because of their nature. When Increased Range is taken, increase the range brackets by their base value again.

For example, a shortbow has a range of 12/24/48 if the range were increased once it would be 24/48/96 if increased twice it would be 36/72/144.

d20	Value (si)	Type
1 – 2	+2000	Fast Load (reduce reload time by one round: if the weapon has a single round reload, replace this with Increased Range)
3 – 7	+2000	Increased Range
8 – 12	+2000	Accuracy
7 – 8	+4000	Aim
9 – 10	+4000	Burst Shot
11 – 12	+4000	Pinning Shot
13	+6000	Defensive Fire
14	+8000	Rain of Arrows
15	+8000	Critical Shot
16	+8000	Rapid Shot
17	+10000	Arrow Time
18	+10000	Scattershot
19	+12000	Arrow of Slaying
20	+15000	Master Archer

**Table 3F: Spells**

Roll on the table below to determine the specific powers.

d20	Value (si)	Type
1 – 4	+2000	Arcane Bolt
5 – 7	+3000	Rock Armor
8 – 10	+3000	Winter's Grasp
11 – 12	+4000	Drain Life
13 – 14	+5000	Flaming Weapons
15 – 16	+5000	Frost Weapons
17	+6000	Fireball
18	+6000	Heroic Defense
19	+7000	Telekinetic Weapons
20	+8000	Haste

**Table 3G: Named Ranged Weapons**

Below are a few named weapons that can be dropped into a game immediately as grand rewards or plot items.

2d10	Value (si)	Type
2 – 4	1K / 3K / 9K	Boomerang
5 – 6	1000	Sailor's Crossbow
7	4000	Falon'Din's Reach
8 – 9	4000	Wolf-Killer
10	6000	Dalish Longbow
11	7000	Longshot
12	8000	The Dark Moon
13	10000	Mage's Eye
14	11000	Bregan's Bow
15	12000	Dwarven Defender
16	13000	Beastmaster
17	14500	Dragonspite
18	17000	Bow of the Golden Sun
19	20000	Far Song
20	35000	Heartwood Bow

### Named Items

**Beastmaster:** *The animal teeth that stud the surface of this crossbow give it a savage look.* You gain +1 to Shooting rolls and deal +10 extra damage versus *animals* and *beasts*. Additionally, this bow does not take an action to reload. This is a dragonthorn crossbow.

**Boomerang:** *A small group of surface dwarves once made a fortune selling curved double-bladed lyrium forged daggers.* You gain +1, +2, or +3 to Throwing and their resulting damage rolls depending on the enchantment of the weapon. Additionally, the “dagger” always returns to your hand after it is thrown and has range 6/12/24. This is a whitewood dagger.

**Bow of the Golden Sun:** *There is no more famous ruler in history than Kordilius Drakon, first emperor of Orlais. Few, however, know the story of his empress. Empress Area was not the fairest of ladies, but could shoot the wings off a bumblebee at one hundred paces. By all accounts, when [he] witnessed that particular feat, Drakon was instantly smitten. On their wedding day, Drakon presented his bride with a golden bow crafted by the mages of Val Royeaux, so that they could ride into battle and spread the Light of the Maker side by side.* You gain a two-die size increase to Notice and Shooting. Additionally, your Wild Die for Shooting is now a d8. This is a sylvanwood longbow.

**Bregan's Bow:** *This bow once belonged to the Orlesian Commander of the Grey Wardens, Bregan. When he ventured into the Deep Roads for his Calling, he left this bow in the hands of a young recruit. What happened to Bregan after this is a mystery.* You gain a +2 AP, +2 to Shooting rolls and their resulting damage rolls. Additionally, this bow has range 15/30/60. This is an ironbark shortbow.

**Dalish Longbow:** *This longbow's elegantly curved limbs are adorned with the symbols of Andruil, the elven goddess of the hunt.* You gain the Aim and Pinning Shot Edges. Additionally, this bow has range 15/30/60. This is a whitewood longbow.

**Dragonspite:** *The Pentaghost family of Nevarra are said to have been responsible for bringing dragons to near-extinction. How this bow got out of their armory is anyone's guess.* When targeting dragons, you gain +3 to Shooting rolls and deal +10 extra damage. This is a dragonthorn shortbow.

**Dwarven Defender:** *The Dwarven Defender was once wielded by the Grey Warden Koral Bemot. It is said that Koral Bemot single-handedly defended the gates of Orzammar from invading darkspawn using this very crossbow, and the weapon still bears the scars of that legendary battle.* You gain +3 to Shooting rolls and deal +3 damage to darkspawn. Additionally, this bow does not take an action to reload. This is a sylvanwood crossbow.

**Falon'Din's Reach:** *This longbow is named after the Dalish god of the dead--Falon'Din. None can escape Falon'Din's Reach, when it is their time.* You gain the Quick Draw Edge and your range is now 30/60/120. This is a dragonthorn longbow.

**Far Song:** *Sitting in the back of a shop, for decades this bow gathered dust instead of victories. It almost hums with a mysterious power. Its history is no doubt long and varied, but sadly that tale has been lost to the ravages of time.* You gain the Quick Draw Edge, +3 to Shooting rolls, +1 damage, and ignore all lighting penalties except for pitch black. This is a dragonthorn longbow.

**Heartwood Bow:** *A bow shaped from the heartwood of a mighty sylvan.* You gain a two-die size increase in Agility and Spirit. Additionally, you now possess the Aim, Quick Draw, and Rapid Shot Edges. This is a sylvanwood longbow.

**Longshot:** *This crossbow is newly made. It has no stories to tell.* You gain +1 to Shooting rolls this bow does not take an action to reload. Additionally this bow has a range of 60/120/240. This is a sylvanwood crossbow.

**Mage's Eye:** *This composite bow is engraved with strange symbols, and strung with a length of sinew.* You gain +3 to Notice rolls and your Shooting rolls ignore all lighting and cover penalties. This is a dragonthorn longbow.

**Sailor's Crossbow:** *This crossbow seems smaller and lighter than most other crossbows. It is stained with tar and has seen much use, but is still in fine shape.* This crossbow can be held in one hand and fires at normal crossbow range with normal damage. Additionally, this bow does not take an action to reload. This is a sylvanwood crossbow.

**The Dark Moon:** *They say that Shartan's followers stole whatever they could find to make weapons. They fought with knives of sharpened stone and glass, and with bows made from broken barrels or firewood. This bow was ox horn, made in secret over the course of months by a slave who worked in the slaughterhouses of Minrathous. The slave's name has been lost to history, and the verses that spoke of his deeds stricken from the chant, but the weapon endures.* You gain a two-die size increase to Spirit. This is a dragonthorn shortbow.

**Wolf-Killer:** *Wolf-Killer was crafted by a master Dalish craftsman. An arrow fired from it will almost always find the heart of the beast it is aimed at.* You gain +4 damage to *animals* and *beasts*. This is an ironbark longbow.

## Table 4: Amulets & Rings

**Table 4A: Amulet or Ring**

Roll a d20 to determine the amulet or ring type, then roll on the sub-table for the resulting item.

d20	Type
1 – 9	Rings (Table 4B)
10 – 17	Amulets (Table 4C)
18 – 20	Unique Amulets & Rings (Table 4D)

**Table 4B: Rings**

d20	Value (si)	Type
2 – 3	2000	Ember
4 – 5	2000	Hailstone
6 – 7	2000	Iced Band
8 – 9	2000	Twitch
10 – 11	3000	Golden Ring
12 – 13	3000	Silverleaf
14 – 15	3000	Surveyor
16 – 17	4000	Dalish Battery
18 – 19	4000	Focus Ring
20 – 21	4000	Frostshear
22 – 23	4000	Ring of Faith
24 – 25	4000	Spiral Band
26 – 27	4000	Thorn
28 – 29	5000	Band of Fire
30	5000	Ring of Study
31	5000	Runic Worry Token
32	6000	Ring of Resistance
33	8000	Dreamsever
34	8000	Ring of Selection
35	10000	Blood Ring
36	10000	Memory Band
37	10000	Ash
38	10000	Keeper's Charm
39	11000	Sleeper
40	14000	Ring of the Warrior

### How many Rings?

The magic within all rings is tapped into The Fade through lyium crafting. Through ages of researching The Fade, these rings are attuned to access the most Fade sensitive area of the wearer's body.

This happens to be the wearer's dominant index finger on each hand. Wearing a ring on any other finger generally will provide no benefit. If a you were to lose this finger permanently, the ability to benefit from such valuable magical creations would be lost as well.



**Table 4C: Amulets**

d20	Value (si)	Type
2	2000	Charm of Flame
3 – 4	2000	Halla Horn
5 – 6	2000	Temperament
7 – 8	2500	Apprentice's Amulet
9 – 10	3000	Charm of Still Waters
11 – 12	3000	Shiver
13 – 14	3000	Smith's Heart
15 – 16	3000	Warden's Oath
17 – 18	4000	Mud Idol
19 – 20	4000	Sailor's Charm
21 – 22	4000	Spirit Charm
23 – 24	5000	Seeker's Circle
25 – 26	5000	Wildstone Clasp
27 – 28	6000	Amulet of Accord
29	6000	Par Vollen Willstone
30	6000	Shaper's Amulet
31	6000	Rough-Hewn Amulet
32	7000	Gateway Amulet
33	8000	Blood-Gorged Amulet
34	8000	Dalish Pendant
35	8000	Heirloom Necklace
36	8000	Spirit Ward
37	9000	Deadhead Charge
38	9000	Magister's Shield
39	10000	Faulty Amulet
40	11000	Silver Cord

### How many Amulets?

A character may choose to wear as many amulets as he may choose in conjunction with one another. However, amulets are designed to connect the wearer in a more personal way to The Fade to draw power from The Fade. With each amulet worn greater than 1, the character has a 1 in 10 chance of attracting a Fade demon which may attempt to possess the character each day.

Two worn amulets worn simultaneously for just 5 minutes will call upon the attention of one of the many rage demons waiting to cross over from The Fade.



**Table 4D: Unique Amulets & Rings**

3d20	Value (si)	Type
3 – 5	7K	Mark of Vigilance
6 – 8	8K	Seal of Rat Red
9 – 11	9K	Reflection
12 – 14	10K	Keeper's Ring
15 – 16	12K	Dawn Ring
17 – 18	12K	Dusk Ring
19 – 20	12K	Silver Cog
21 – 22	13K	The Wicked Oath
23 – 24	14K	Amulet of the War Mage
25 – 26	14K	Feral Wolf Charm
27 – 28	15K	Blood of the Warrior
29 – 30	15K	Dalish Promise Ring
31 – 32	17K	Magus Ward
33 – 34	18K	Blessing of the Divine
35 – 36	18K	Earthbound
37 – 38	18K	Will of the Unyielding
39 – 40	22K	Harvest Festival Ring
41 – 42	25K	Lifedrinker
43 – 44	30K	Pearl of the Anointed
45 – 46	33K	Tingler
47	40K	Icicle
48	40K	Ring of Ages
49	41K	Golden Cog
50	45K	Seeker's Chain
51	45K	The Lucky Stone
52	45K	The Spellward
53	50K	Illumination
54	50K	Lifegiver
56	60K	Ring of Discipline
57	60K	Ring of Mastery
58	60K	Ring of Severity
59	60K	Subtlety
60	75K	Soulbound

### Amulets

**Amulet of Accord:** *The pendant of this amulet is broken, the bottom cleaved away by some great blade. Scratched into the back, an inscription reads, "They'll never see me coming."* Your character gains +2 to Vigor rolls and rolls to Notice you are at -1.

**Apprentice's Amulet:** *The copper pendant on this chain once bore the emblem of the Circle, but generations of worrying hands have rubbed the design completely away. The smooth metal is oddly comforting to hold.* Your character gains +1 Armor and an additional +1 Toughness in regards to cold and fire damage.

**Blood-Gorged Amulet:** *Blood weeps endlessly from the crusted seams of this rotten thing, staining your chest a gory red.* Your character gains +4 Toughness, however you suffer a -1 penalty to Spirit and Strength Trait rolls.

**Charm of Flame:** *A gnarled spike of metal hanging from a leather thong, infused with traces of lyrium.* Your spells that deal fire damage gain +1 to the resulting damage roll.

**Charm of Still Waters:** *A small vial, protected by lyrium-folded metal and dangling from a chain.* Your character gains +1 to Spirit Trait rolls.

**Dalish Pendant:** *A pendant of strange silvery wood, carved in the shape of a flowering tree. The branches almost seem to sway in the breeze.* Earth and keeper spell arcane skill rolls made against you are at -2.

**Deadhead Charge:** *A north-made brute force channel to the Fade granting the physical resolve that only a lack of sense can bring.* Your character gains +3 to Vigor rolls, but you suffer a -1 penalty to Spirit Trait rolls.

**Faulty Amulet:** *A ribbon of lyrium has been worked into this bronze amulet, making odd patterns in the metal. No stamp of the Formari can be seen. This was most likely a reject, meant to be destroyed.* Your character gains +3 to Vigor Trait rolls and +3 to Spirit rolls to recover from being Shaken. However, your Toughness is reduced by 1.

**Gateway Amulet:** *A mirror on a silver chain, etched with glyphs. The mirror reflects nothing, only swirling mist.* Entropy spell arcane skill rolls made against you are at -3, but you suffer a -1 penalty to Spirit Trait rolls.

**Halla Horn:** *The halla antler has been worked into a torc of wild ivory vines.* Your character gains +2 to all opposed Spirit rolls made to resist maneuvers and spells.

**Heirloom Necklace:** *A necklace made up of hundreds of wooden beads, each carved into the shape of an animal. Deer, hawks, wolves, and rabbits chase each other across its length.* Entropy spell arcane skill rolls made against you are at -2.

**Magister's Shield:** *The air around this simple silver chain seems to shimmer slightly, and the chain itself feels weighty, as if it were something far more substantial.* You gain +1 Parry. Also, arcane skill rolls, Shooting, and Throwing rolls are all made at -1 against you. However, earth and keeper spell arcane skill rolls made against you are at +2.

**Mud Idol:** *A lump of unfired clay in the shape of a bird hangs on a leather strap. The clay is strangely warm, as if it were alive.* Cold spell arcane skill rolls made against you are at -2.

**Par Vollen Willstone:** *A highly polished volcanic pendant, very light on its strand. It vibrates slightly, and the tips of one's fingers are numbed if it is held in the hand too long.* You gain +2 to Spirit Trait rolls.

**Rough-Hewn Pendant:** *A glowing lyrium strand is wrapped tightly around a sword piercing a heart.* You may gain up to 2 Fighting raises resulting to up to 2d6 extra damage when performing Fighting rolls.

**Sailor's Charm:** *Hanging on this chain of silver filigree is the tooth of a whale, covered in delicate carvings of a ship weathering a storm at sea.* Lightning spell arcane skill rolls made against you are at -2.

**Seeker's Circle:** *A wheel representing the Maker's unending patience and Andraste's unquenchable passion. Simple and inspirational, though uncommon outside the Chantry. A gift meant to be given without conditions.* Your character gains +2 to all opposed Spirit rolls made to resist maneuvers and spells and +1 to Smarts Trait rolls.

**Shaper's Amulet:** *This amulet sings softly to itself, its lyrium heart filled with ancient knowledge of the dwarven empire. A gift meant to be given without conditions. You gain +2 to Spirit Trait rolls.*

**Shiver:** *The mortal realm is real, barren, and cold. This intricate pendant allows an exchange of vitality for ruggedness, a deal not lightly taken. The warmest embrace also constricts. Cold spell arcane skill rolls made against you are at -3, but you make Agility Trait rolls at -1.*

**Silver Cord:** *The central gem of this piece serves merely as clasp for the cord, a weave of sliver almost ethereal in weight. It may be of mortal origin, but it is far too delicate to have felt hammer or tong. The warmest embrace also constricts. Arcane skill rolls made against you are at -1. Additionally, entropy spell arcane skill rolls made against you are at an additional -1.*

**Smith's Heart:** *Droplets of molten metal that fall from the forges of the dwarven smiths are often collected and worn for good luck. This one is steel, roughly shaped like a clenched fist. Fire spell arcane skill rolls made against you are at -3, but you make Agility Trait rolls at -1.*

**Spirit Charm:** *A flat disk of solid iron bearing the image of the flame of Andraste hangs on this hemp cord. Fire spell arcane skill rolls made against you are at -2.*

**Spirit Ward:** *Seven gold disks, each bearing a star sapphire, make up this necklace. The clasp bears the mark of the Formari. Entropy spell arcane skill rolls made against you are at -2.*

**Temperament:** *A simple pendant with a bold, almost ungainly inscription. Very heavy, and reminiscent of the rugged peoples of the Anderfels in the northwest. Your character gains +2 to all opposed Spirit rolls made to resist maneuvers and spells.*

**Warden's Oath:** *All Grey Wardens receive these amulets after their joining. Containing just a trace of the darkspawn blood consumed in the initiate's ritual, these amulets serve as a constant reminder of the Warden's eternal vigil against the darkspawn hordes. Your character gains +1 Toughness.*

**Wildstone Clasp:** *A roughhewn gem in a deceptively simple setting. Great skill was required to fashion this to look primitive and yet still elegant. Your character gains +2 to all opposed Spirit rolls made to resist maneuvers and spells and +1 to Spirit Trait rolls.*

## Rings

**Ash:** *The outer surface is blistering, yet the inner is cool. Fire damage results made against you are reduced by 2 and you gain +4 to damage results with fire spells.*

**Band of Fire:** *The magical fire used to forge these rings requires great care, but unfortunate incidents of singed eyebrows and burnt hair still result. There is speculation that this is why the Formari often shave their heads. Fire damage results made against you are reduced by 5.*

**Blood Ring:** *Images of dragons adorn this ring. Anyone who wears it gets the nagging sensation that someone is whispering nearby, just a little too softly to make out. You gain +1 to Vigor rolls to cast Blood Magic spells for free and gain +1 to damage results with entropy spells.*

**Dalish Battery:** *A spiraling weave of lyrium circles the band of this ring, somehow drawing and storing energy from the very air. You gain +2 to damage results with lightning spells.*

**Dreamsever:** *Crafted during the third Blight, this ring projects an antipodal application of Fade energies that can disrupt or outright destroy. You gain +2 to damage results with entropy spells.*

**Ember:** *This ring is just bearable, the metal holding a heat that does not diminish no matter the conditions outside. You gain +1 to damage results with fire spells.*

**Focus Ring:** *A deceptively simple band when first viewed, this ring is actually made of three loops that intertwine when worn. You gain +1 to damage results with entropy spells.*

**Frostshear:** *A swirl of ice blue seems to circle the hand while this ring is worn. You gain +2 to damage results with cold spells.*

**Golden Ring:** *The curious geometric patterns on this indicate that it was made by the dwarves. The metal is a brilliant golden color, but has an odd greenish shimmer that suggests it is not gold. You gain +1 Toughness.*

**Hailstone:** *The band of this ring is circled by a line of lyrium, and seems to perpetually hold a coating of frost. You gain +1 to damage results with cold spells.*

**Iced Band:** *The black surface of this ring always looks frosted over, yet the wearer feels no discomfort. Cold damage results made against you are reduced by 2.*

**Keeper's Charm:** *Although elven enchantment is more complicated than Tranquil methods, this ring proves that the old ways are still strong. You gain a +2 bonus to your Wild Magic rolls.*

**Memory Band:** *Made by the Formari, these lyrium-infused rings are supposed to help apprentices retain their lessons. Your character gains a +1 bonus to the "benny bonus" Experience roll at the end of each session to determine whether or not you earn an extra experience point.*

**Ring of Faith:** *The designs on this bit of ivory are almost primitive, depicting rays of light. It has a warm, luminous quality, as if always sitting in sunshine on a summer afternoon. You gain +2 to damage results with fire spells.*

**Ring of Resistance:** *Made for First Enchanter Irving by the Formari, this heavy domed ring has an otherworldly shimmer. You gain +1 to Spirit rolls and +1 Toughness.*

**Ring of Selection:** *A cruel application that claims adherence to nature's most unforgiving reality, sparing none but the fittest. You gain +2 to damage results with earth and keeper spells.*

**Ring of Study:** *Traditionally, these rings of lyrium-infused silver are given to each mage upon successful completion of the Harrowing. You gain +1 to your Spellcasting Rolls.*

**Ring of the Warrior:** *This is gold, covered in elven script. Whatever the writing says, it's awfully wordy. You gain +2 to your Fighting Rolls and resulting damage rolls.*

**Runic Worry Token:** *A cast rune, the surface worn by a preoccupied thumb.* Your character gains +2 to all opposed Spirit rolls made to resist maneuvers and spells and +1 to Spirit Trait rolls.

**Silverleaf:** *Carved from a strange, silvery wood, this ring resembles a leaf curled back upon itself.* Your character gains +1 to all Smarts Trait rolls.

**Sleeper:** *The outside is smooth yet the inside is intricately decorated. Lightning* damage results made against you are reduced by 5 and *entropy* spell damage results made against you are reduced by 3.

**Spiral Band:** *The metal of this ring twists on itself. It appears uncomfortable, as though it couldn't possibly fit correctly, but it quickly conforms to the user's finger.* You gain +1 to damage results with *entropy* spells.

**Surveyor:** *Lyrium crafted jewelry worn on the finger.* You gain +1 to Spirit Trait rolls.

**Thorn:** *A vine-like pattern circles this ring, appearing dense and foreboding. There is an abrasive element along the interior of the band, though the scratched finger never bleeds.* You gain +1 to damage results with *earth* and *keeper* spells.

**Twitch:** *While undoubtedly useful, this ring bears an unstable energy, and causes small spasms in the hand of the wearer.* You gain +1 to damage results with *lightning* spells.

### Unique Amulets and Rings

**Amulet of the War Mage:** *This amulet was forged during the height of the ancient Tevinter Imperium's power, a time when entire armies would flee upon seeing a Tevinter magister stride into battle. While the name Cavellus remains engraved on its back, any memory of the magister who created it has been lost to the mists of time.* Your character gains an extra +1 damage with *entropy*, *keeper*, and *primal* spells that deal damage.

**Blessing of the Divine:** *Divine Justinia II gave these enchanted rings to her templars to aid in the chantry's work.* Arcane skill rolls made against you are at -2, you gain +2 to all opposed Spirit rolls made to resist maneuvers and spells, and you ignore all Fatigue penalties.

**Blood of the Warrior:** *Flecks of blood has dried in the links of this necklace. The previous owner came to an unfortunate end. This amulet instills the wearer with the power of the previous warrior's soul.* Your character gains +2 to Strength and Vigor Trait rolls. Additionally, Shooting rolls are made at -1 against you.

**Dalish Promise Ring:** *Intended for a Dalish elf's betrothed, this enchanted silver band was blessed by the tribe's Keeper to ensure a long, healthy life.* You may suffer 4 wounds instead of 3 before being incapacitated.

**Dawn Ring:** *Carved from a single, perfect topaz, this ring is the color of honey, and is warm, as if it has been left in the sun.* You gain +4 to Strength Trait rolls, but suffer a -1 penalty to Smarts Trait rolls. Additionally, if worn in conjunction with the *dusk ring* you gain +1 Toughness.

**Dusk Ring:** *The signs of dwarven craftsmanship on this ring are clear. Carved from a single, flawless piece of amethyst, it is heavy and cool to the touch.* You gain +4 to Smarts Trait rolls, but suffer a -1 penalty to Strength Trait rolls. Additionally, if worn in conjunction with the *dawn ring* you gain +1 Parry.

**Earthbound:** *Archon Lovias forged two rings to simultaneously command the physical realm and the Fade.* *Earth* and *keeper* spell damage results made against you are reduced by 3 and you gain +3 to damage results with *earth* and *keeper* spells. Additionally, if worn in conjunction with the *soulbound ring* you gain +1 to Spirit Trait rolls.

**Feral Wolf Charm:** *Chasind hunters favor charms like this, supposedly enchanted on moonlit nights by scantily clad witches deep in the heart of the Korcari Wilds. But perhaps that is just wishful thinking.* This amulet grants your character +1 Armor, *earth* and *keeper* spell arcane skill rolls against you are made at -3, and you ignore 1 point wound penalties for Vigor Trait rolls.

**Golden Cog:** *Blunt teeth suggest this powerful lyrium crafted ring meshes with another.* You gain +2 to arcane skill and Spirit Trait rolls. Additionally, if worn in conjunction with the *silver cog* you may suffer 4 wounds instead of 3 before being incapacitated.

**Harvest Festival Ring:** *This wooden ring is etched with a simple vine-and-pumpkin motif.* You gain +2 to Agility and Strength Trait rolls along with use an 8 as your Wild Die for all attack rolls.

**Icicle:** *The outer surface is frosty, yet the inner is warm.* You are immune to cold damage, you gain +6 to damage results with cold spells, and you gain +2 to Spirit rolls.

**Illumination:** *Etched lyrium encircles this pendant. Upon placing this amulet around your neck you are filled with enlightenment as if you are now the best possible version of yourself.* Your character gains +2 to all Trait rolls.

**Keeper's Ring:** *This ring was carved from a piece of willow, with images of foxes and hares decorating it.* You gain +1 to Agility Trait rolls.

**Lifedrinker:** *The emblem of the Imperium decorates this ancient golden torc. It is studded with garnets the color of dried blood, and feels bitter cold to the touch.* This amulet grants your character an extra d4 damage roll on any resulting damage roll from a spell cast with Blood Magic.

**Lifegiver:** *The dark arts of a powerful blood mage forged this ring. Despite its unsavory origin, the ring's power has made it a favorite of many nobles and heroes over the centuries. Some say its abilities come at a price, but if true, that price is not apparent.* You gain +5 Toughness, may suffer 4 wounds instead of 3 before being incapacitated, +3 Armor, and arcane skill rolls made by allies to target you are at +3.

**Magus Ward:** *This amulet crafted by the tranquil to aid the training of magi. At times it has been equally effective when the circle mages are needed to engage maleficar.* Your character gains +1 to Spellcasting rolls, arcane skill rolls made against you are at -2, and you gain +2 to all opposed Spirit rolls made to resist maneuvers and spells.



**Mark of the Divine:** *Divine Justinia II gave these enchanted rings to her templars to aid in the chantry's work. Cold, fire, and lightning damage results made against you are reduced by 2. Additionally, arcane skill rolls made by allies to target you are at +2.*

**Mark of Vigilance:** *Not all maleficar practice forbidden blood magic, but templars must constantly guard against the possibility that even an innocuous-seeming mage has delved into arts that permit him to control the minds of others. The best mage-hunters are granted these valued amulets as rewards by the Divine. They are often entombed alongside the templar when he dies. Your character gains +1 Parry, arcane skill rolls made against you are at -1, and +1 to all opposed Spirit rolls made to resist maneuvers and spells.*

**Pearl of the Anointed:** *This amulet once belonged to Emperor Kordillus Drakon of Orlais, "the Anointed". The amulet was torn from Drakon's neck in one of the many battles he fought in order to spread the Chant of Light throughout Thedas. Your character gains +1 to all Trait rolls.*



**Reflection:** *A simple amulet with a mirrored back and an archaic symbol of the Chantry on the front. Sometimes, when gazing into the silvered backing, there are fleeting glimpses of someone else: the face is familiar, and the smile encouraging. Your character gains +1 Toughness and you ignore all wound penalties for Vigor Trait rolls.*

**Ring of Ages:** *Some claim this artifact may be among the oldest magic items in all of Thedas, from an era before even the elves mastered the magical arts. Quite likely that is mere mythos, but the ring is certainly powerful and feels truly ancient. All spell damage results made against you are reduced by 4.*

**Ring of Discipline:** *A master without discipline is no master at all. You may not be Shaken. You still take wounds on a raise, but cannot be Shaken by any method.*

**Ring of Mastery:** *This ring possesses the power to master The Fade itself. You gain a +3 bonus to all arcane skill rolls.*

**Ring of Severity:** *Made to withstand the wrath of The Maker himself. You gain +6 Toughness and may suffer 4 wounds instead of 3 before being incapacitated.*

**Ring of Subtlety:** *Speed of thought with swiftness of feet. You gain +3 to Agility and Smarts Trait rolls.*

**Seal of Rat Red:** *When Orlais invaded Ferelden, a folk hero arose to torment occupying forces. Impossible to kill, he was actually a series of people who passed on the seal and the secret when each could no longer fight. Your character gains +2 to all opposed Spirit rolls made to resist maneuvers and spells and +2 to Vigor Trait rolls.*

**Seeker's Chain:** *This antique amulet looks to have passed through many hands. When donned you feel as if you will live forever. Your character gains +1 to all Trait rolls and now may suffer 4 wounds instead of 3 before being incapacitated.*

**Silver Cog:** *Blunt teeth suggest this powerful lyrium crafted ring meshes with another. Lightning damage results made against you are reduced by 3 and you gain +3 to damage results with lightning spells. Additionally, if worn in conjunction with the silver cog, arcane skill rolls made by allies to target you are at +1.*

**Soulbound:** *Archon Lovias forged two rings to simultaneously command the physical realm and the Fade. Entropy spell damage results made against you are reduced by 10, you gain +10 to damage results with entropy spells, and arcane skill rolls made against you are at -3. Additionally, if worn in conjunction with the earthbound ring you gain +10 Power Points.*

**The Lucky Stone:** *This old stone, set in a golden ring, has been an aid and companion to dozens of adventurers across innumerable years. Its trip to Ferelden was long and convoluted. Some say it has a life of its own. Your character gains +1 to all Trait rolls and one additional benny per session.*

**The Spellward:** *Templars assigned to hunt the most dangerous apostates and blood mages treasured this amulet above all else. The circumstances through which it left Chantry control are better left unconsidered. This extremely powerful amulet makes it so all attack rolls made against you are made at -2, arcane skill rolls made against you are at -3, you ignore 2 points of wound penalties for Vigor Trait rolls, and you gain +3 to Spirit Trait rolls.*

**The Wicked Oath:** *Countess Luciana of Antiva lived as a virtual prisoner in her husband's castle until an elven slave offered her a way out. The slave magically bound a small amount of the countess's blood into a ring in return for a promise of freedom. The countess agreed, and the count was found stabbed soon afterwards, this ring lying beside him. Neither Luciana nor the slave were seen again. You may now gain up to 2 raises with attack rolls instead of 1 allowing for 2d6 additional damage instead of 1d6 and all your damage rolls resulting for you attacks gain +1 AP. Additionally, your rolls to recover from Shaken are made at +2.*

**Tingler:** *The whole hand tingles from wearing this ring, as if more blood rushes through the area. You gain +4 Toughness and arcane skill rolls made by allies to target you are at +3.*

**Will of the Unyielding:** *The amulet was once engraved with a verse from the chat. The words are now illegible. Your character gains +3 to Spirit and Vigor Trait rolls.*



## Table 5: Miscellaneous Magic Items

Miscellaneous Items cover a wide range of items. Everything that does not easily fit into one of the other categories ends up here.

As with all magical items these can be selected and inserted into a game or rolled on the table randomly.

### Table 5A: Magic Item Type

Roll a d20 on the table below and then roll on the appropriate sub-table. Item descriptions are listed alphabetically after the tables.

d20	Type
1 – 3	Belts (Table 5B)
4 – 6	Boots (Table 5C)
7 – 9	Cloaks (Table 5D)
10 – 11	Collars (Table 5E)
12 – 13	Gems & Jewelry (Table 5F)
14 – 15	Gloves (Table 5G)
16 – 17	Headwear (Table 5H)
18 – 19	Miscellaneous (Table 5I)
20	Robes (Table 5J)

### Table 5B: Belts

Worn individually about the waist in order to gain the property described.

d20	Value (si)	Type
2	1000	Dwarven Merchant's Belt
3 – 4	1000	Sword Belt
5 – 6	1500	Cord of Shattered Dreams
7 – 8	2000	Buckle of Winds
9 – 10	2000	Creationist's Cord
11 – 12	2000	Dalish Leather Belt
13 – 14	2000	Dwarven Smith's Belt
15 – 16	2000	Dwarven Warrior's Belt
17 – 18	2000	Earthen Cinch
19 – 20	2000	Shadow Belt
21 – 22	3000	Battlemage Cinch
23	3000	Enduring Faith
24	3000	Magister's Cinch
25	3000	Ornate Leather Belt
26	4000	Elfrope
27	4000	Hardy Belt
28	4000	Longbowman's Belt
29	4000	Panacea
30	5000	Belt of the Magister Lords
31	5000	Fencer's Cinch
32	5000	Swordsman's Girdle
33	6000	Destructionist's Belt
34	7000	Dalish Hunter's Belt
35	7000	Gladiator's Belt
36	8000	Guildmaster's Belt
37	11000	Wasp's Sting
38	12000	Doge's Dodger
39	15000	Sash of Forbidden Secrets
40	50000	Sash of Power

### Table 5C: Boots

Specially crafted boots with varying power.

d20	Value (si)	Type
1 – 4	1000	Enchanter's Footing
5 – 7	2000	Bard's Dancing Shoes
8 – 10	2000	Dalish Boots
11 – 12	3000	Antivan Leather Boots
13 – 14	3000	Boots of Diligence
15 – 16	3000	Imperial Weavers
17 – 18	3000	Magus War Boots
19 – 20	4000	Feet of the Nimble
21 – 23	4000	Firestompers
24 – 26	6000	Fleet Feet
27 – 28	8000	Fade Striders
29 – 30	8000	Lorekeeper's Boots
31 – 32	9000	Ancient Elven Boots
33 – 34	10000	Fadewalker
35 – 36	12500	Wolf Treads
37 – 38	15000	Winter Boots
39	22500	Greaves of Hirol's Defense
40	25000	Greaves of the Sentinel

### Table 5D: Cloaks

Usually draped about the shoulders ranging from apparently magical to the more discreet.

d20	Value (si)	Type
1 – 3	1500	Bearskin Cloak
4 – 6	1500	Cloak of Dragonscales
7 – 8	2000	Cloak of Darkness
9 – 10	2000	Cloak of Regal Bearing
11	5000	Cloak of Protection
12	5000	Cloak of Shadows
13	5500	Giantskin Cloak
14	6000	Cloak of Teleportation
15	6500	Cloak of Bridging
16	7000	Cloak of Greater Protection
17	7000	Cloak of Greater Shadows
18	9000	Fade Cloak
19	12000	Cloak of Invisibility
20	17000	Cloak of Greater Invisibility

### Table 5E: Collars

Typically worn by the mabari, but can be worn by other trained beasts as well.

d20	Value (si)	Type
1 – 2	500	Black Leather Collar
3 – 4	1000	Collar of Faithfulness
5 – 6	1000	Collar of Obedience
7 – 8	1500	Mabari Dog Chain
9 – 10	3000	Steel Spiked Collar
11 – 12	3000	Throwback Harness
13 – 14	4000	Mabari War Harness
15 – 16	5000	Studded Braid
17	7000	Firestone Harness
18	10000	Lord's Hunting Jabot
19	11000	Blackmetal Torque
20	20000	Pure Bitch Braid

**Table 5F: Gems and Jewelry**

Rare stones and trinkets with unique gifts.

2d20	Value (si)	Type
2 – 4	200	Earring of Valor
5 – 7	500	Bull’s-Eye
8 – 10	500	Parrot’s Eye
11 – 15	1000	Beads of Knowledge
16	1000	Necklace of Ears
17	1250	Ranger Badge
18 – 19	1500	Spider’s Eye
20 – 21	2000	Bear’s Eye
22 – 23	2000	Bracelet of Danger Sense
24 – 25	2000	Brooch of Rapid Recovery
26 – 27	2000	Brooch of Resistance
28 – 29	4000	Bracelet of Cats’ Whiskers
30 – 31	4000	Charm of the Warrior
32 – 33	4000	Earring of Resistance
34	5000	Anklet of Agility
35	5000	Brooch of Confidence
36	5000	Brooch of Fitness
37	5000	Stone of Boosting
38	6100	Gem of Desire
39	6500	Spinning Lens
40	7000	Torc of Authority

**Table 5G: Gloves**

Specially crafted gloves with varying power.

2d20	Value (si)	Type
2	1000	Barbed Fists
3 – 4	1000	Dalish Gloves
5	1000	Gloves of Guile
6 – 7	1000	Pushback Strikers
8 – 9	2000	Charged Mitts
10 – 11	2000	Legionnaire Scout Gloves
12	2000	Lend of the Lion
13 – 14	2000	Searing Gloves
15 – 16	3000	Angled Strikers
17 – 18	4000	Ashen Gloves
19 – 20	4000	Cinderfel Gauntlets
21 – 22	4000	Elementalist’s Grasp
23 – 24	4000	Silk Weave Gloves
25 – 26	4000	Spirit Hands
27 – 28	4000	Storm Talons
29 – 31	6000	Backhands
32 – 34	6000	Shock Treatment
35	6000	The Slippery Ferret’s Gloves
36	8000	Lorekeeper’s Mittens
37 – 38	9000	Ancient Elven Gloves
39	12000	Repeater Gloves
40	30000	Spirit of the Woods

**Table 5H: Headwear**

Specially crafted headwear with varying power.

2d20	Value (si)	Type
2 – 5	500	Executioner’s Hood
6 – 9	1000	Apprentice Cowl
10 – 11	1000	Jester’s Hat
12 – 13	1000	Seadog’s Wrap
14 – 15	2000	Enchanter Cowl
16 – 18	2000	Headband of Leadership
19 – 20	3000	Cap of Tongues
21 – 22	3500	Cap of Discernment
23 – 24	4000	Collective Arming Cowl
25 – 27	4 000	Headband of Action
28 – 29	4000	Headband of Intelligence
30 – 31	6000	Cap of Concentration
32 – 33	6000	Rogue’s Hood
34 – 35	7000	Skullcap of Intellect
36	8000	Enchanter’s Arming Cap
37 – 39	8000	Headband of Great Action
40	8000	The Admiral

**Table 5I: Miscellaneous**

Specially crafted random items.

2d20	Value (si)	Type
2 – 7	75	Dragon’s Tooth
8 – 12	125	Dust of Levitation
13 – 14	2000	Rabbit’s Foot
15 – 16	2900	Adventurer’s Tinderbox
17 – 18	3000	Adventurer’s Torch
19 – 20	4000	Beggar’s Bone
21 – 22	4000	Horn of Heroes
23 – 24	4500	Bag of Marbles
25 – 26	5000	Bag of Fog
27 – 28	5500	Book of Riddles
29 – 30	5500	Sentry Orb
31 – 32	6000	Captain’s Plume
33 – 34	6500	Horn of Bellowing
35 – 36	7000	Picks of the Master Thief
37 – 38	7500	Hero’s Banner
39 – 40	12000	Flying Carpet

**Table 5J: Robes**

Specially magical robes for mages.

2d20	Value (si)	Type
2 – 7	2000	Apprentice Robes
8 – 13	2500	Robes of the Gifted
14 – 19	5000	Lesser Tevinter Robes
20 - 23	7500	Mage Robes
24 – 25	9000	Robe of the Witch
26 – 28	10000	Senior Enchanter’s Robes
29 – 30	12000	Archon Robes
31 – 33	12000	Tevinter Mage Robes
34 – 35	15500	First Enchanter Robes
36 – 37	16000	Robes of the Magister Lords
38	17000	Blood Promise
39	22000	Spellminder
40	42000	Reaper’s Vestments

## Item Descriptions

### **Belts**

**Battlemage's Cinch:** *Few Mages have ever willingly removed this belt.* You gain +2 Parry while wielding only a staff in both hands.

**Belt of the Magister Lords:** *Disks of gold have been linked to form this, each bearing the symbol for a school of magic.* You gain a one-die increase in arcane Skills.

**Buckle of Winds:** *This buckle, attached to a simple leather belt, is cool to the touch and delicately engraved.* Your Pace increases by +2 and you now use a d10 as your Running die.

**Cord of Shattered Dreams:** *Interwoven with burnished brass wire, this stiff cord is intended to encircle the waist like a belt.* Damage caused to you by demons is reduced by 2.

**Creationist's Cord:** *This is a length of silk cord, woven with threads of lyrium and tied in a series of intricate knots.* You gain a one-die increase in Herbalism.

**Dalish Leather Belt:** *This is halla hide, embossed with images of birds in flight.* You gain a one-die increase in Survival and Tracking.

**Dalish Hunter's Belt:** *Made from bear skin, this is finely embossed with scenes of hunters with bows drawn.* You gain a one-die increase in Notice and Shooting.

**Destructionist's Belt:** *Lyrium has been inlaid into the leather of this belt, forming curious geometric patterns.* You gain +1 to arcane skill rolls and their resulting damage rolls in regards to primal spells.

**Doge's Dodger:** *The Antivan prince for whom this belt was made dodged several assassins' arrows, then died at swordpoint.* You gain a one-die increase in Notice and Shooting rolls are made against you at -2.

**Dwarven Smith's Belt:** *This bronto-hide belt has pockets and pouches sewn into the leather.* You gain a one-die increase in Runecrafting.

**Dwarven Warrior's Belt:** *Steel rivets have been driven through the leather, making this belt almost armored.* You no longer take Pace penalties from wearing armor or carrying shields.

**Dwarven Merchant's Belt:** *Hidden in the lining of this belt are pockets for keeping coin, perfect for concealing money from cutpurses.* Stealing rolls are made at -4 against you.

**Earthen Cinch:** *A protective ward woven into the links of this belt-chain toughens the wearer's hide and focuses nature spells.* You gain +1 Armor and +1 to damage rolls resulting from earth spells.

**Elfrope:** *On close inspection it becomes clear that this rope has been made by twisting together wood fibers, spider silk, tufts of dandelion fluff, and some things that cannot be identified.* Earth and keeper spell damage results made against you are reduced by 4.

**Enduring Faith:** *A leather cinch, oddly warm.* Cold spell damage results made against you are reduced by 4.

**Fencer's Cinch:** *The leather has been dyed a dark blue, highlighted here and there with polished steel rivets. The buckle has been fashioned in the shape of a wolf's head.* You gain a one-die increase in Fighting with swords.

**Gladiator's Belt:** *This belt is magically crafted for those that wish to perfect the art of martial war.* You gain a one-die increase in Fighting, Shooting, and Throwing.

**Guildmaster's Belt:** *Most peasants despise the guildmasters of Thedas for growing fat off their labors--quite literally, in the case of this belt's former owner, who could have stood to lose a pound or two.* You gain a one-die increase in Persuasion, Smarts, and Streetwise.

**Hardy Belt:** *This belt was either made by a master or someone mentally unbalanced. Every stitch has been spaced evenly. The leather has been carefully pressed and trimmed to precise uniform thickness.* You gain a one-die increase in Vigor.

**Longbowman's Belt:** *The mark of a Waking Sea is displayed prominently in the buckle design.* You gain a one-die increase in Shooting with longbows.

**Magister's Cinch:** *This was formed from several braided strips of dark material. One feels ice cold to the touch. Another, extremely hot. Yet another seems almost to have a pulse of its own.* You gain a one-die increase in damage die earned from a raise when making arcane skill rolls that result in damage.

**Ornate Leather Belt:** *The length of this is decorated with embossed images of wolves. The buckle is almost iridescent silvery metal fashioned in a pattern like swirling mist.* Fighting damage results gain +1.

**Panacea:** *The previous owner believed this belt would make him immune to poisons. He was wrong.* You ignore 1 point of Fatigue penalties.

**Sash of Forbidden Secrets:** *This belt is embroidered with Tevinter symbols of the occult. Ancient bloodstains on the item are a grisly reminder of why certain magics are forbidden.* You gain a one-die increase in Blood Magic, you gain +1 to your Vigor rolls to perform Blood Magic for free, and you gain a one-die increase in damage die earned from a raise when making Blood Magic rolls that result in damage.

**Sash of Power:** *Markings reveal this powerful artifact was made in Tevinter: Unsurprisingly. Keeper and Primal spell damage results made against you are reduced by 10 and you gain +1 to Vigor Trait rolls.*

**Shadow Belt:** *Crafted from dark leather, this unassuming belt is a favorite of thieves, cutpurses, and rogues.* You gain a one-die increase in Stealth and Stealing.

**Sword Belt:** *This has been studded with bronze and iron rivets in a curious pattern.* You gain +1 AP with swords.

**Swordsman's Girdle:** *This has been studded with bronze and iron rivets in a curious pattern.* You gain a one-die increase in damage die earned from a raise when making a Fighting roll with a sword that results in damage.

**Wasp's Sting:** *The assassin known as the Wasp earned her nickname by perfecting a speedy jab.* You do not suffer a Multi-Action penalty for readying a weapon or for attacking with both your main and off-hand in a round.

## Boots

**Ancient Elven Boots:** *The plates that sheathe these boots mimic the shapes of leaves.* You gain a one-die increase in Notice, Shooting, Stealth, Survival, and Tracking.

**Antivan Leather Boots:** *Antivan leatherworkers are the envy of the known world. These are soft and smooth as butter.* You gain a two-die increase in Stealth.

**Bard's Dancing Shoes:** *Made at great expense for an Orlesian bard, these boots are so elegant, anyone might mistake them for simple finery. Which is mostly the point. These are soft and smooth as butter.* You gain +1 Charisma.

**Boots of Diligence:** *These are obviously the work of a Fereldan smith, though the mark has long since worn away. The surface has been engraved with images of mabari.* Mabari that are imprinted to you and are within 10" gain a +1 to all Trait rolls.

**Dalish Boots:** *Made from soft deerskin, these are perfect for hunters stalking prey.* You gain a two-die increase in Tracking.

**Enchanter's Footing:** *The skill to construct such objects of everyday utility to the enchanter is as rare today as the will to defy the Chantry.* You gain +1 Armor, but must possess an arcane background.

**Fade Striders:** *Rare and restricted by the Chantry, these lyrium-enhanced boots reinforce a connection to the Fade and to magic.* You gain +10 Power Points.

**Fadewalker:** *A mage of the Antivan circle liked to travel the fade as a hobby once forgot to inform the templars that she would be absent from her body for three whole days. They mistakenly buried her alive. Another mage claimed her shoes.* You gain +15 Power Points.

**Feet of the Nimble:** *Nothing can impede your progress.* You ignore penalties to your Pace from difficult surfaces and wounds.

**Firestompers:** *These dark red leather boots are woven with Tevinter lyrium etchings meaning flame walker.* Fire damage results made against you are reduced by 4.

**Fleet Feet:** *The armorer that made these boots didn't know that heavy means slow.* Your pace increases by 4 and your Running die is now a d12.

**Greaves of Hirol's Defense:** *The Paragon Hirol wore these boots until old age and a love of rich foods made it impossible for him to fit.* Your Toughness increases by +6.

**Greaves of the Sentinel:** *These boots once belonged to the Grey Warden who killed the first archdemon, Dumat. It was lost thereafter.* You gain one-die increase in Vigor and a four-die increase in Strength.

**Imperial Weavers:** *Produced in small numbers for the Imperial Chantry and the dedicated combat enchanter, as they tend to impose a skittish stance during casual wear.* You gain +2 Parry, but must possess an arcane background.

**Lorekeeper's Boots:** *Supple boots displaying fancy embroidery.* You gain one-die increase in all Knowledge Skills. All un-trained Knowledge Skills no longer suffer from a -2 penalty.

**Magus War Boots:** *"And come the reckoning, when crimes will be righted and legacy restored, not during our lives, or those of our kin, but next ages, when magic will rise!" Fringe texts of the Circle, 4:60 Black.* You gain +3 Armor, but must possess an arcane background.

**Winter Boots:** *These icy blue faintly glowing boots seem to possess the very spirit of winter.* You are immune to cold damage and do not suffer Fatigue effects from extreme cold.

**Wolf Treads:** *These boots are lined with wolf fur.* You may shape change into a *werewolf* as a full maneuver action as detailed in the *beasts* section.

While transformed, the character retains Smarts, Spirit, and linked Skills. You gain the animal's Agility, Strength and linked Skills. No capacity for speech and cannot use spells, though may continue to maintain previously activated spells. Vigor is the higher of yours or the werewolf's.

## Cloaks

**Bearskin Cloak:** *When worn, this thick bearskin cloak provides total protection against cold elements.* All forms of background cold, including blizzards and subzero temperatures do not affect you. Additionally you cannot be chilled. However, cold spells inflict normal damage.

**Cloak of Bridging:** *Knitted from gray wool with lyrium etchings along the hem, it appears to be a normal foul-weather cloak.* To function, it must be waved over a ditch, chasm, or other gap, and the command word spoken (an arcane skill roll).

If successful, the cloak hardens and expands to form a bridge with a maximum length in inches equal to the arcane skill die. The bridge must overlap each side of the drop by 1 inch or the cloak reverts back to its normal form and the Power Points are wasted. Once the user has crossed, he need only grasp the end of the cloak on his side of the drop and shake it to cancel the spell and return the cloak to its normal form.

For all intents and purposes the bridge is a real structure. It has a Toughness of 12 per inch. The structure has no supporting arch or columns and the loss of a single segment causes catastrophic failure.

The cloak is a minor artifact. Each use costs 4 Power Points, with a Duration of 3 (1/round).

**Cloak of Darkness:** *It is woven from black thread and lined with black silk.* Attacks targeting you treat the lighting difficulty as if it were one level higher than it actually is. In plain light it would be considered dim, in dim light you would be considered in the dark, and in the dark you would be considered to be in pitch black.

**Cloak of Dragonscales:** *Few cloaks of this type are truly made from dragon scales; the name refers to the power not the material.* You are immune to damage from background sources of heat, no matter how extreme. You can walk through lava flow or leap into a burning house without worry. However, fire spells inflict normal damage.

**Cloak of Invisibility:** *Woven from the hair of thieves, the cloak of invisibility is highly prized by those whose business is not for prying eyes.* When donned, the wearer becomes transparent, leaving only a faint outline. A character may detect your presence if he has a reason to look and makes a Notice roll at -4. Once detected, he may attack his foe at -4 as well.

**Cloak of Greater Invisibility:** *Advanced version of the cloak of invisibility.* The wearer is completely invisible and the penalty to Notice the wearer is -6.

**Cloak of Protection:** *Valued by warriors and wizards alike.* Grants +2 Armor when worn.

**Cloak of Greater Protection:** *Advanced version of the cloak of protection.* Grants +4 Armor when worn.

**Cloak of Regal Bearing:** *Made from purple velvet and edged with lyrium inscriptions, it is fit for a noble.* The wearer receives +2 Charisma.

**Cloak of Shadows:** *Woven from the darkest thread and stitched with lyrium runes, this voluminous cloak seems to flicker and shift form, making the wearer's outline indistinct, whether he is moving or stationary.* Opponents attacking the user suffer a -2 penalty to attack rolls.

**Cloak of Greater Shadows:** *Advanced version of the cloak of shadows.* Opponents attacking the user suffer a -4 penalty to attack rolls.

**Cloak of Teleportation:** By wrapping yourself up and uttering the command word (arcane skill roll), the wearer can disappear and instantly reappear up to 10" for each 3 Power Points spent, or 15" with a raise. This counts as the movement for the round. Adjacent opponents do not get a free attack against the teleporting character. If you wish to teleport somewhere you cannot see, you make a Smarts roll at -2. If it is an unknown area you have never seen the roll is at -4.

Failure of either roll means the teleporter has hit an object of some sort. You return to where you came from and are Shaken. A roll of 1 on the casting die (regardless of the Wild Die) indicates a more serious disaster – in addition to being Shaken you suffer 2d6 damage.

The cloak is a minor artifact with 12 Power Points.

**Fade Cloak:** *These cloaks have misty quality about them, seemingly to be only partly in Thedas and partly in The Fade.* When worn, you become of The Fade. You are unable to affect the world through material means, and they cannot affect you. You can walk through walls, and non-magical weapons pass straight through you.

You may cast magic and are susceptible to magic attacks, including magical items.

Should the wearer become corporeal "inside" someone or something, both you and the victim suffer damage. A hand causes 1 wound to each, an arm 2, both arms 3, and the whole body or head 4.

While in The Fade you are also susceptible to attack from demons within The Fade.

**Giantskin Cloak:** *Crafted from the skin of an ogre, the cloak allows its wearer to alter size, though only upward.* To activate the cloak, the wearer need only fasten the clasp and speak the command word. Each success and raise on the arcane skill roll increases the wearer's Size by one step. Each step of Size increase gains the target a one step increase to Strength and +1 Toughness.

If the wearer reaches a size between +4 and +8 it is considered large and fills a 2+ square on the map. Increasing between +8 and +10 make it huge, and occupies 3" square. Each further increase adds another 1" per level.

Each use of the power costs 4 Power Points and has a Duration of 3(1/round)

## Collars

**Black Leather Collar:** *Heavy black leather, from which a mabari, hopefully, can't wriggle free.* The animal gains +1 Armor and +1 AP with damage resulting from Fighting rolls.

**Blackmetal Torque:** *A primitive lyrium-infused metal braid, hammered flat. Possibly created by the Chasind.* The animal gains +3 Armor and +2 to Fighting rolls.

**Collar of Faithfulness:** *A studded collar with a lyrium etching of the Tevinter word for loyalty.* When placed around the neck of a friendly animal, it allows the character who placed the collar to spend bennies for the beast, but not to directly control its actions.

**Collar of Obedience:** *A studded collar with a lyrium etching of the Tevinter word for dominance.* When placed around the neck of an animal, it makes the beast a loyal companion of the character who placed it. The creature is not a slave – just loyal to its master.

Attaching it to an unwilling creature requires a Called Shot to the head with a Fighting roll.

**Firestone Harness:** *This harness has etchings that pant a picture of a flames being doused.* The animal gains +1 to Fighting rolls and all fire damage dealt to the animal is reduced by 5.

**Lord's Hunting Jabot:** *A deceptively delicate kid-leather collar with sterling studs. Orlesians are quick to insult Ferelden "dog lords," but hunters still consider a well-accessorized hound a novel and valuable tool.* The animal gains +2 Armor and +2 to Fighting rolls.

**Mabari Dog Chain:** *A collar of six-in-one steel chainmail, which protects the dog's throat.* The animal gains +2 Armor and +1 AP with damage resulting from Fighting rolls.

**Mabari War Harness:** *A steel reinforced leather collar with a double row of razor-sharp spikes.* The animal gains +4 Armor and +2 AP with damage resulting from Fighting rolls.

**Pure Bitch Braid:** *Trademark of The Line, an ancient monastic order dedicated to preserving a purebred strain of mabari. There have been four "Pure Bitch" designations during the last century, legendary hounds each.* The animal gains +4 Armor and +4 to Fighting rolls.

**Steel Spiked Collar:** *Heavy leather with a single row of sharp steel spikes.* The animal gains +3 Armor and +2 AP with damage resulting from Fighting rolls.

**Studded Braid:** *A comfortably stretched and presumably familiar collar. There is a printed family crest, but the color has gone out of it.* The animal gains +2 Toughness.

**Throwback Harness:** *Three layers of coarse bronto hide with bound nug teeth. At least twice the size of a regular mabari harness, with several holes punched to allow for more common examples of the breed.* The animal gains +1 Armor and +1 to Fighting rolls.

## Gems and Jewelry

**Anklet of Agility:** *This silver anklet is engraved with tiny images of cats.* You gain a one-die increase in Agility.

**Beads of Knowledge:** *Each bead of knowledge is made of colored glass and has a hole drilled through the center, allowing them to be worn around the neck or wrist. The beads are engraved with Tevinter symbol.* You gain a one-die increase in the Knowledge Skill depicted on the bead. A bead increasing Knowledge – The Fade will have the Tevinter symbol for dreams.

**Bear's Eye:** *The head of bear with two glowing blue eyes is clasped to a small chain that can be attached to an ear or wrist chain.* You say the command word (arcane skill roll) to summon a *black bear* as an ally. On a failure, or when the bear is defeated, the jewel goes dim and cannot be used again for 5 days. As an action you may command the bear, if it is not Shaken, back into jewel form resting in the square the bear previously stood.

**Bracelet of Cats' Whiskers:** *Formed from the whiskers of black panthers woven together, this bestows the gift of nine lives.* If "killed," roll a die. On an odd result, you die. On an even result, you are Incapacitated but somehow escape death. This is good for 9 uses – the tenth "death" is final.

**Bracelet of Danger Sense:** *Made from silverite good luck charms held together by a gold thread, this bracelet begins to jingle if the wearer is in imminent danger (such as a surprise attack, ambush, or other nasty surprise).* You are automatically on Hold for the first round of any combat.

**Brooch of Confidence:** *Formed with a mixture of dragonbone and silverite, the central jewel is an astonishing ruby.* You gain a one-die increase to Spirit.

**Brooch of Fitness:** *Made from iron and cast in the shape of a bull.* You gain a one-die increase to Vigor.

**Brooch of Rapid Recovery:** *Shaped like two serpents coiled around a staff this is a golden brooch.* You gain a +4 to Vigor rolls when checking for natural healing.

**Brooch of Resistance:** *These magical brooches were designed by a band of apostates who sought to overthrow The Circle. The plan obviously fails.* You act as if you have 2 Armor when hit by damage-causing arcane spells and add +2 to Trait rolls when resisting opposed spells, even friendly spells are affected.

**Bull's-Eye:** *The head of a bull with two glowing red eyes is clasped to a small chain that can be attached to an ear or wrist chain.* You gain a +2 bonus to your Throwing rolls.

**Charm of the Warrior:** *This charm is worn around the neck on a leather strap. Usually made of iron, it is carved in the shape of two crossed swords hanging downward toward the heart.* You gain a +2 bonus to recover from being Shaken.

**Earring of Resistance:** *For a time women were more welcome as templars. These relics from that time were dawned by the more fashionable of them.* You act as if you have 4 Armor when hit by damage-causing arcane spells and add +4 to Trait rolls when resisting opposed spells, even friendly spells are affected.

**Earring of Valor:** *Issued by various realms to honor their heroes.* You gain +1 to Guts rolls.

**Gem of Desire:** *The gem looks like a piece of green costume jewelry.* When it is activated, sentient beings within range of its power see it as a priceless emerald and become intent on possessing it. The gem is usually thrown at 3/6/12. To activate the gem, simply speak the command word. All sentient beings within a Medium Burst Template centered on the gem must make a Spirit roll opposed by the gem's arcane skill.

Those who fail attack the nearest creature. The gem is a minor artifact with 8 Power Points. Each use of the power costs 2 points with a duration of 3 (1/round).

**Necklace of Ears:** *This necklace is made from various ornamental stones shaped to resemble ears and threaded on a silverite chain.* You gain a +3 bonus to Notice rolls when listening. If the you were completely deaf, you now can hear but do not gain the +3 bonus to Notice rolls when listening.

**Parrot's Eye:** *The crystallized glowing eye of a parrot to a small chain that can be attached to an ear or wrist chain.* You say the command word (arcane skill roll) to summon a *parrot* as an ally. On a failure the jewel goes dim and cannot be used again for 5 days. As an action you may command the parrot, back into jewel form resting in the square the parrot previously was.

The parrot can speak and communicate with others as if it had a form of intelligence. Most importantly the parrot can speak any language. This includes primitive communication with animals and beasts.

**Ranger Badge:** *Rangers are the guardians of the wild, sworn to uphold the law in rural lands. They are also scouts without equal. This silver badge is in the shape of an oak leaf.* You gain a one-die increase to Survival and Tracking.

**Spider's Eye:** *Eight small faintly glowing gems are fastened together with silver are clasped to a small chain that can be attached to an ear or wrist chain.* You say the command word (arcane skill roll) to summon a *giant spider* as an ally. On a failure, or when the spider is defeated, the jewel goes dim and cannot be used again for 5 days. As an action you may command the spider, if it is not Shaken, back into jewel form resting in the square the spider previously stood.

**Spinning Lens:** *Worn as a lens over an eye, the magical lens has a gold and jet spiral design on both sides. When commanded, the disk seems to rotate, creating a hypnotic pattern. Using the disc is an opposed roll of the lens's arcane skill roll (d8) versus the Spirit of one nominated target within 8".*

The user must score a success and beat the target's roll to gain complete control. The victim will attack friends and even commit suicide, though such acts allow the victim to make an additional opposed roll.

Each use of the power costs 3 Power Points and has a duration of 3 (1/round). This minor artifact has 10 Power Points.

**Stone of Boosting:** *A stone of boosting is a semi-precious stone of varying shape imbued with lyrium. Each stone has a small hole, and must be worn around the neck. A stone increases one Trait by one-die.*

**Torc of Authority:** *The large golden neck band grants the wearer with the spirit of twelve kings. You gain a two-die increase to Spirit.*

## Gloves

**Ancient Elven Gloves:** *Amidst the designs of vines and waterfalls are characters that look elvish. You gain +1 to Agility Trait rolls.*

**Angled Strikers:** *Hard leather gauntlets intended to brush aside the last pitiful defenses of an unknowing target. A lyrium lacing seems to guide the hands. Vaguely Orlesian, a subtlety not common to their tastes. You +1 bonus to Fighting and their resulting damage rolls with daggers or shortwords.*

**Ashen Gloves:** *No maker's mark is visible, though the craftsmanship that went into the ancient styling of these gloves is obvious. The fingers are singed, but colder than the coals of a dead fire. You gain a +1 to arcane skill rolls when casting primal cold spells.*

**Backhands:** *Sleek, supple, and open-fingered for unhindered grip and striking. Commissioned by a fool, designed by a master, and paid for with quick steel. The last work of Lady Cinthia's stitch works. You gain the Riposte Edge and can use this Edge with any weapon.*

**Barbed Fists:** *These gauntlets are decorated with sharp spikes. Your unarmed attack gains +2 to Fighting and the resulting damage rolls.*

**Charged Mitts:** *Not the most dexterous accessory, the unstable enchantment in these items caused some intermittent arcing at inopportune times, prompting a previous owner to sew the fingers together. Your lightning spells that have a resulting damage roll deal +2 damage.*

**Cinderfel Gauntlets:** *Product of a long dead warrior caste who worshiped the fires that took Andraste. Recovered from an overgrown battlefield by a Chantry patrol and brought to Ferelden for study. You gain a +1 to arcane skill rolls when casting fire cold spells.*

**Dalish Gloves:** *The deerskin was cut thicker for the index and middle finger, so it would withstand heavy use by archers. Your Shooting rolls ignore 1 point of wound penalties.*

**Elementalist's Grasp:** *As if working folds of lyrium-enriched weave into cloth wasn't impressive enough, the master enchanter who created these gloves also managed to strike a precarious balance between the elements themselves. It's doubtful the artistry required to attempt gloves like these still exists. Your primal spells that have a resulting damage roll deal +1 damage.*

**Gloves of Guile:** *These gloves look more ornamental than offensive, with none of the bulk of an armored gauntlet, but that appearance is intentionally deceptive: hidden iron plates encircle the wrist, providing little extra protective benefit but substantially increasing the weight behind the wearer's every thrust and strike. Your gain +2 AP with your melee Fighting damage results.*

**Legionnaire Scout Gloves:** *Scouts in the Legion of the Dead need supple armor that strikes a balance between protection and subterfuge. Your gain +1 to Notice and to attack rolls while Stealth.*

**Lend of the Lion:** *While supple and elegant, these gloves somehow lend a curious impact to combat. The styling appears Dalish, although a rarely seen variety. Named for a stitched lion on the palm. Your gain +1 to damage results when using longbows and longswords.*

**Lorekeeper's Mittens:** *Warm mittens perfect for keeping warm in a cold library. You gain one-die increase in all Knowledge Skills. All un-trained Knowledge Skills no longer suffer from a -2 penalty.*

**Pushback Strikers:** *Lyrium-laced gloves that tempt with the possibility of a fortune-changing strike. You gain 1 benny per session that can only be used to reroll an attack roll.*

**Repeater Gloves:** *The leather of these archer's gloves is soft and supple, offering just enough protection from the bowstring's pull without interfering with your touch. You gain the Arrow Time and the Quick Draw edges.*

**Searing Gloves:** *These gloves have stitched pockets that contain small glowing embers of an unknown material, possibly a lyrium alloy. Exposing the contents to air causes acrid smoke and should be avoided. Your fire spells that have a resulting damage roll deal +2 damage.*

**Shock Treatment:** *Thunder booms when the wear of the gloves claps. You gain a +2 to arcane skill rolls when casting primal lightning spells.*

**Silk Weave Gloves:** *These gloves are impossibly light and comfortable, but merely brushing against the surface causes immediate irritation. You gain a +1 to arcane skill rolls when casting primal earth and keeper spells.*

**Spirit Hands:** *Orlesian stitching but Dalish runic patterns make these gloves somewhat difficult to put to a specific maker. Best guess is that they were modified for shamanistic purposes, but few would admit such. You gain a +1 to arcane skill rolls when casting entropy spells.*

**Spirit of the Woods:** *Legend says these gloves were crafted by a spirit forced into the service of a mage. You gain a +2 to arcane skill rolls when casting earth, entropy, and keeper spells. Additionally damage dealt to you by earth, entropy, and keeper spells is reduced by 6.*

**Shock Treatment:** *Crude but powerful items fashioned by a long dead shaman of the old gods. Such "hedge wizards" are given no respect by schooled enchanters, but the power some could command is undeniable. You gain a +1 to arcane skill rolls when casting primal lightning spells.*

**The Slippery Ferret's Gloves:** *The Ferret claimed he could escape from any trap. As a public demonstration, he was chained inside a chest. The escape proved simple, but the ferret didn't notice the box had been hoisted to the roof of a chantry. He emerged from the chest only to fall to his death. You gain +3 to all Lockpicking rolls.*

## Headwear

**Apprentice Cowl:** *Circle towers are frequently drafty. The senior enchanters distribute these to the apprentices in the winter. Where they come by the cowls, however, is a mystery. Hostile arcane skill rolls are made against you at -1.*

**Cap of Concentration:** *Mages can be disrupted if they suffer damage or are Shaken. This cap keeps them focused on the magic even if assaulted. You gain a +2 bonus to rolls to resist disruption.*

**Cap of Discernment:** *Knowledge is power, as most mages can tell you. To activate this minor artifact, you need to point at one or more targets within your Smarts x2". With a successful arcane skill roll, you know the number of Edges and Hindrance or special abilities possessed by each target nominated at the time of activation. Each use costs 1 Power Point per target.*

**Cap of Tongues:** *Crafted from doeskin and decorted with images of open mouths, the cap of tongues allows the wearer to speak and understand any language spoken. You can understand any humanoid language within a Large Burst Template (centered on you).*

**Collective Arming Cowl:** *Identified by a simple runic pattern on the inverse, this cowl was commissioned by a group of mages who improve the perception of magic by making problems disappear before the Chantry gets involved. Your primal spell damage rolls increase by +1.*

**Enchanter Cowl:** *This hood is velvet; the embroidery is stitched into protective runes. The feathers are purely decorative. All spells do 1 less damage to you.*

**Enchanter's Arming Cap:** *Simple and effective, though certainly not standard equipment. Reserved for major Circle of Magi operations under full supervision of the Chantry, so much as they are aware. All your spell damage rolls increase by +1.*

**Executioner's Hood:** *This black cloth hood, as worn by executioners, covers the wearer's entire head save for the eyes. You gain a +1 bonus to Intimidation rolls.*

**Headband of Action:** *This leather headband has a single ruby in the center. You draw an additional action card in combat and act on the best of the draw.*

**Headband of Great Action:** *Advanced version of the headband of action. You draw two additional action cards and act on the best of the draw.*

**Headband of Intelligence:** *This leather headband has a single diamond in the center. You gain a one-die increase in Smarts.*

**Headband of Leadership:** *This leather headband has a single pearl in the center. All allies within 5" gain a +1 bonus to recover from Shaken.*

**Jester's Hat:** *A three-pronged cap complete with bells. You gain a +1 to your Taunt rolls.*

**Rogue's Hood:** *Crafted of lyrium thread and black silk this allows one to slink away into the shadows. You gain a two-die increase to Stealth.*

**Seadog's Wrap:** *For a time there was a maleficar named The Admiral who terrorized the seas of Thedas. For his most worth crew The Admiral crafted these lyrium threaded head wraps. You gain a +1 to Boating and Climbing rolls. Additionally, you only take half damage from falling when aboard a ship.*

**Skullcap of Intellect:** *This silverite skullcap is engraved with symbols of knowledge. You gain a two-die increase in Smarts.*

**The Admiral:** *The Admiral was a former first enchanter who looted the circle tower of Antiva and became one of the most notorious maleficar for a good while. You gain a +2 to Boating, Climb, and Throwing. You gain an additional +1 to Trait roll while aboard a ship.*

## Miscellaneous

**Adventurer's Tinderbox:** *In this waterproof box is a flint and steel. When struck against a flammable object, the sparks instantly raise the temperature of the material to its conflagration point, resulting in a fire.*

Automatically lights fires on target objects. If used against a flammable creature (with a Touch Attack), the resulting flames cause d10 damage per round. Checking to see if it spreads as normal. The tinderbox has 6 Power Points and each use costs 2 Power Points.

**Adventurer's Torch:** *Invented to provide light to adventuring parties without tying up a hand. The torch floats six feet off the ground and sheds permanent light equal to that of a regular torch in a Large Burst Template. The torch stays within 2 yards of the last person to touch it.*

**Bag of Fog:** *This gray sack is a major artifact, enchanted to produce thick fog whenever the drawstring is opened. On the round the bag is activated, place the edge of a Large Burst Template next to the bag. Each round the bag remains open another Template is added. Place each new template in a straight line pointing away from the bag. The fog can move against the wind. If the bag is closed the fog cloud disperses 3 rounds later. Attacks into, out of, or through the fog suffer a -6 penalty.*

**Bag of Marbles:** *When opened and the command word spoken (arcane skill roll), a Cone Template of marbles flows forth. On a success, anyone moving through the Template acts as if they were in Difficult Surface. With a raise, movement becomes an action (so walking up to Pace and Fighting would incur a Multi-Action penalty).*

The bag is a minor artifact with 10 Power Points. Each use costs 2 Power Points with a Duration of 3 (1/round).



**Beggar's Bone:** *Despite its name, this relic is not carved from the bone of a beggar, but that of a large herd animal.* It can be thrown to a range of 3/6/12 using Throwing. When it lands the thrower must speak the command word and make an arcane skill roll. On a success, all canines within a Large Burst Template centered on the landing spot must make a Spirit roll versus the arcane skill roll or immediately rush to the bones and begin gnawing upon it, ignoring other targets.

Attacking a victim allows them a Spirit roll to escape enthrallment as a free action. When the duration expires affected creatures return to their senses.

This is a minor artifact with 10 Power Points and each use costs 3 Power Points with a Duration of 3 (1/round).

**Book of Riddles:** *Reading aloud from this book gives the user the ability to confuse his foes.* You pick a single target within Smarts x 2" and then make an arcane skill roll opposed by the victim's Smarts. On a success, the magic causes the victim to lose concentration. All the victim's Trait rolls are made at -2 for the duration, -4 on a raise.

This is a minor artifact with 10 Power Points and each use costs 4 Power Points with a Duration of 3 (1/round).

**Captain's Plume:** *This elegant red feather plume must be worn atop a helmet to function.* All allied characters within 5" gain a +2 bonus to recover from being Shaken.

**Dragon's Tooth:** *Prized by all, dragon's teeth are enchanted bits of bone.* When thrown on the floor, they transform into a skeleton under the thrower's command. The undead serve the master for 1 hour before crumbling or dying.

**Dust of Levitation:** *This fine blue powder comes in sealed pouches containing 2d4 pinches.* Each pinch can cover a 2-yard square area and affects everything in the area. Objects weighing 200 pounds or less begin rising off the ground at the rate of 8" per round. Scattering multiple pinches in the area increases the weight of objects that may be lifted by an additional 200 pounds per pinch.

Unless a living creature grabs onto something, it automatically begins to rise. When a victim grabs something, he may make an opposed Strength roll versus the powder's arcane skill of d8. If the victim is successful, he manages to grab onto whatever was available and is not moved, bashed, or otherwise affected that round.

After 3 rounds, the magical effects wear off, sending levitated objects crashing to the floor. Affected objects, and creatures, suffer falling damage as usual.

**Flying Carpet:** *This mythical carpet allows for aerial travel.* Despite being no faster than a person on foot, they allow travelers to avoid difficult terrain and eliminate fatigue from long marches. The carpet moves at Pace 6, with a Climb of 3. Up to four Medium-size creatures can ride on the carpet. To use the carpet, it need only be laid flat on a solid surface and ordered to rise. Directional control is by verbal command. Only passengers may give the carpet instructions.

**Hero's Banner:** *This war banner is emblazoned with a heraldic motif of a unicorn and lion clutching a shield.* When attached to a spear or staff and carried into battle, the bearer gains two additional bennies. These may be used for any troops under his command.

**Horn of Bellowing:** *Carved from an ogre horn, this signal horn emits a deep, rumbling bellow when blown which issues forth as a physical force.* The blower places a Cone Template in front of him. Any creature touched by the template, friend or foe, must make a Strength roll opposed by the arcane skill of the relic. On a failure, the character is knocked back 1d4" and becomes prone. If he rolls a 1, regardless of Wild Die, he is Shaken as well. The Template has no maximum range.

The horn has 10 Power Points and each use costs 2 Power Points.

**Horn of Heroes:** *Made from a conch shell studded with lapis lazuli, the horn of heroes has the power to bring shaken creatures back to their sense.* To use it, the wielder blows into it as an action. He then places a Cone Template in front of him. Any creature, friend or foe, in the Template may make a Spirit check to recover from Shaken as a free action.

**Picks of the Master Thief:** *These golden lockpicks allows the user to instantly open any lock requiring a key.* They do no detect or disarm traps but will unlock any non-magical lock.

**Rabbit's Foot:** *The owner of this preserved rabbit's foot gains one extra benny at the start of each session.*

**Sentry Orb:** *Sentry orbs are small glass orbs containing a magical eyeball.* When the user makes an arcane skill roll, the orb floats to a height of 2 yards and begins moving in a circular pattern equivalent to a Large Burst Template, making one revolution per round. The orb has a Notice of d6, plus one per raise on the activation roll to a maximum of d12. It is always alert and suffers no lighting penalties.

The orb emits a low keening if it spots anything larger than a cat heading toward it. Each use of the orb costs 3 Power Points, with a Duration of 3 hours (1/hour).

## Robes

**Apprentice Robes:** *This protects one's modesty, if nothing else.* These are *mage robes* that grant you 5 additional Power Points.

**Archon Robes:** *This enchanted robe is decorated in the Tevinter style, with elaborate gold trimming and embossed bronze embellishments.* These are *grand robes* that have an Armor value of 1 and grant you +1 to arcane skill rolls. However, this Armor value does not stack with other Armor values except for runes.

**Blood Promise:** *This robe was worn by a blood mage that was never caught. When he died of old age he left the robe to his daughter. She shoved it in the attic.* These are *grand robes* that have an Armor value of 2, grant you +1 to arcane skill rolls, +5 Power Points, and you gain +1 to Blood Magic Vigor rolls when attempting to cast spells for free. However, this Armor value does not stack with other Armor values except for runes.

**First Enchanter's Robes:** *The first enchanter's robes are less ornate than one would expect. This particular robe smells strongly of liniment and brimstone.* These are *enchanter robes* that grant you 5 additional Power Points, +1 to arcane skill rolls, and Fighting, Shooting, and Throwing attacks are made against you at -2.

**Lesser Tevinter Robes:** *The robes of the Tevinter mages are often enchanted to increase the wearer's magical prowess.* These are *mage robes* that grant you +1 to arcane skill rolls.

**Mage Robes:** *This robe is enchanted to increase a mage's magical power.* These are *mage robes* that grant you +1 to arcane skill rolls and you gain 5 additional Power Points.

**Reaper's Vestments:** *Reaper was an apostate mage who evaded the templars for many years before being captured. Part villain, part folk hero, it is said he led a charmed life avoiding dangers that would have killed lesser men.* These are *grand robes* that have an Armor value of 3, grant you +2 Toughness, *fire* damage results inflicted upon you are reduced by 4, all arcane skill rolls are made against you at -3, and Fighting, Shooting, and Throwing rolls are made against you at -2. However, this Armor value does not stack with other Armor values except for runes.

**Robe of the Witch:** *The furs and tattered strips of leather and cloth that make up this robe give it a strange and barbarous appearance. However, it seems to have been imbued with power.* These are *mage robes* that have an Armor value of 1, *cold* damage results inflicted upon you are reduced by 2, and Fighting, Shooting, and Throwing rolls are made against you at -1. However, this Armor value does not stack with other Armor values except for runes.

**Robes of the Gifted:** *This robe was previously owned by a mage called Toris, who--while exceptionally talented--was painfully shy. The robe's drab colors ensured that Toris would never stand out in a crowd.* These are *mage robes* that make it where hostile arcane skill rolls are made against you at -1.

**Robes of the Magister Lords:** *The mages of the Tevinter Imperium are known for their power--and their recklessness. This robe's former owner was caught in a conflagration of his own making. The robe survived, the mage didn't.* These are *grand robes* that grant you 25 additional Power Points.

**Senior Enchanter's Robes:** *Robes such as these are worn by the senior enchanters of the Circle of Magi.* These are *enchanter robes* that grant you 5 additional Power Points, +1 to arcane skill rolls, and Fighting, Shooting, and Throwing rolls are made against you at -1.

**Spellminder:** *These fabled robes among mages are said to have been taken into The Fade and bathed in lyrrium directly.* These are *grand robes* that have an Armor value of 3 and grant you +2 to arcane skill rolls. However, this Armor value does not stack with other Armor values except for runes.

**Tevinter Mage Robes:** *The robes of the Tevinter mages are often enchanted to increase the wearer's magical prowess. This robe is particularly elaborate, and must have belonged to a prominent mage at some point.* These are *mage robes* that make it where all arcane skill rolls are made against you at -1 and you gain +1 to your arcane skill and resulting damage rolls.



## Table 6: Potions

Roll a 3d20 to determine the type of potion. Each potion grants the listed spell effect for 10 rounds if the spell normally has a duration. The + indicates that that potion is the listed spell effect with a raise as described in the spell.

Potions that are Edges, grant the user that Edge for 10 rounds. It takes a full round maneuver in which the user may not move to apply a potion to yourself or an adjacent ally.

**Table 6A: Potions**

3d20	Value (si)	Type
3	1000	Aim Edge
4	750	Anti-Magic Ward
5	1500	Arcane Mastery Edge
6 – 7	450	Arcane Shield
8	900	Arcane Shield+
9	3000	Arrow Time Edge
10	2000	Bear Shape
11 – 12	500	Berserker Edge
13	1000	Burst Shot Edge
14	5000	Elemental Chaos
15	2025	Elemental Mastery
16	2000	Evasion Edge
17 – 18	500	First Strike Edge
19	1500	Flurry Edge
20	4000	Flying Swarm
21	1500	Fortifying Presence Edge
22	2800	Haste
23	5600	Haste+
24 – 25	350	Heroic Aura
26	700	Heroic Aura+
27	525	Heroic Defense
28	1050	Heroic Defense+
29 – 30	175	Heroic Offense
31 – 32	350	Heroic Offense+
33	2000	Improved First Strike Edge
34	1500	Keen Defense Edge
35	1500	Lethality Edge
36	1500	Mental Fortress Edge
37	2000	Rain of Arrows Edge
38	525	Regeneration
39	1050	Regeneration+
40 – 41	350	Rejuvenate
42	700	Rejuvenate+
43	4000	Revival
44	200	Rock Armor
45	400	Rock Armor+
46	2000	Second Wind Edge
47	1350	Shimmering Shield
48	2700	Shimmering Shield
49	1350	Spell Might
50 – 53	225	Spell Shield
54 – 55	450	Spell Shield+
56	1000	Spider Shape
57 – 59	500	Sweeping Strike
60	5000	Time Spiral

## Table 7: Rune Stones

Roll a d20 to determine the type of rune stone found. The rune stone may or may not already be slotted in a weapon or piece of armor upon discovery.

### Table 7A: Rune Strength

Roll a d20 to determine the rune strength, then roll on Table 7B to determine the specific rune.

d20	Strength
1 – 5	Novice
6 – 10	Journeyman
11 – 14	Expert
15 – 17	Master
18 – 19	Paragon
20	Special (roll on Table 7C)

### Table 7B: Rune Type

Roll a d20 to determine the exact rune type.

d20	Type
1	Barrier
2	Cold Iron
3	Dweomer
4 – 5	Flame
6 – 7	Frost
8 – 9	Hale
10	Immunity
11 – 12	Lightning
13	Paralyze
14	Reservoir
15 – 16	Silverite
17 – 18	Slow
19	Stout
20	Tempest

### Table 7C: Special Rune

Roll a d20 to determine the exact rune.

d20	Type
1 – 2	Amplification
3 – 7	Diligence
8 – 11	Endurance
12	Evasion
13 – 15	Intensifying
16 – 19	Menacing
20	Momentum

## Table 8: Staves & Wands

Staves enhance the powers of a mage and wands possess powerful magic that can be used by any who find them. All wands have 15 Power Points and an arcane skill roll of d10.

### Table 8A: Staff or Wand.

d20	Type
1 – 15	Staves (Table 8B)
16 – 20	Wands (Table 8C)

### Table 8B: Staves

2d20	Value (si)	Type
2 – 8	500	Acolyte's Staff
9 – 14	750	Darkspawn Staff
15 – 19	1000	Magic Staff
20 – 23	2000	Lightning Rod
24 – 25	2000	Staff of Ephemeral Order
26 – 27	3000	Pyromancer's Brand
28 – 29	4500	Sylvan's Mercy
30 – 31	8000	Heaven's Wrath
32 – 33	8500	Winter's Breath
34	12000	Enchanter's Staff
35	15000	Call of the Inferno
36	15000	Final Reason
37	18000	Staff of the Magister Lord
38	33000	Staff of Vigor
39	40000	Staff of the Lost
40	45000	Spellfury

### Table 8C: Wands

Wands are around 6 to 24 inches and are tipped with rare gems, runes, or lyrium inscriptions.

2d20	Value (si)	Type
2 – 3	4500	Blade Wand
4 – 5	5500	Dragon Breath
6	7500	Draining
7 – 9	5900	Fireballs
10 – 13	4500	Healing
14 – 16	5500	Heroes
17 – 18	6900	Lightning
19 – 20	4500	Luck
21 – 25	4900	Mini-Fireballs
26 – 27	5500	Misfortune
28	6500	Petrification
29	5500	Shrinking
30 – 31	6500	Sluggish Reflexes
32 – 33	6500	Spirit Banishing
34	7500	Time Control
35 – 36	4500	Tongue Tied
37 – 38	4500	Vines
39 – 40	5500	Viper

## Staves

**Acolyte's Staff:** *Many of these ancient staves remain from the days when the Tevinter Imperium still ruled much of Ferelden. Infused with lyrium, it serves as a channel for a mage's power, able to fire bolts of energy in combat.* When using this staff's basic ranged attack roll, you gain a +1 to your arcane skill and resulting damage rolls. This is an elm staff.

**Call of the Inferno:** *This staff is always hot to the touch.* You gain +2 to your arcane skill and resulting damage rolls with *fire* spells. Additionally you gain the Rapid Shot Edge which may be used with this staff. This is a dragonthorn staff.

**Darkspawn Staff:** *A strange pole infused with blood and covered in small bones and darkspawn totems, this staff has been corrupted and tarnished by the touch of its former wielder.* When using this staff's basic ranged attack roll, you gain a +1 to your arcane skill rolls and +2 to resulting damage rolls. This is an ash staff.

**Enchanter's Staff:** *This staff thrills with power, having been invested with magic through rituals older than the Circle of Magi.* You gain +1 to arcane skill rolls, +1 to primal spell damage rolls, and *entropy* and *spirit* spell damage dealt to you is reduced by 2. This is a whitewood staff.

**Final Reason:** *This staff was held by several senior conjurers of the Circle Tower, passed down from old master to new. Errant students learned to fear it, for when all other forms of discipline failed, the Final Reason would produce obedience at the cost of significant pain and discomfort.* Your arcane skill Wild Die becomes a d10. This is a sylvanwood staff.

**Heaven's Wrath:** *Etched in lyrium through this staff's length is a map of the entire night sky.* You gain +2 to your arcane skill and resulting damage rolls with *lightning* spells. This is a sylvanwood staff.

**Lightning Rod:** *Holding this thing is unnerving. Whose idea was it to make this thing conductive?* You gain +2 to lightning spell damage rolls and lightning spells deal 2 less damage to you. This is an ash staff.

**Magic Staff:** *This is a standard mage's staff, infused with lyrium by the Tranquil to increase its sturdiness and provide a conduit for a mage's power. With it, the mage can fire bolts of energy at range.* You may spend of a benny to add 4 to a resulting spell damage roll. These staves range from elm to yew.

**Pyromancer's Brand:** *The wood of this staff is blackened here and there, and the metal is hot to the touch.* You gain +1 to your arcane skill and resulting damage rolls with *fire* spells. This is an ash staff.

**Spellfury:** *This staff is covered in old Tevinter script. It reads: "Yours is the fury of the elements".* You gain +3 to all arcane skill rolls and resulting spell damage rolls. Additionally you regain Power Points every 15 minutes instead of one hour. This is a dragonthorn staff.

**Staff of Ephemeral Order:** *This looks like a tree branch that has somehow been turned halfway to metal.* You gain 5 additional Power Points. This is a sylvanwood staff.

**Staff of the Lost:** *The beauty of this staff has suffered little, considering how long it spent in Darkspawn hands.* You gain +10 to *spirit* spell damage rolls and are immune to *spirit* spell damage. Additionally, your Wild Die when casting *spirit* spells is now a d12. This is a dragonthorn staff.

**Staff of the Magister Lord:** *Among the last magister lords to invade Ferelden in the glory days of the Tevinter Empire was the infamous Tlaxius. His staff was one of the masterpieces of enchantment of that age.* You 10 additional Power Points, +1 to arcane skill rolls, and +2 to all spell damage rolls. This is a dragonthorn staff.

**Staff of Vigor:** *This staff makes any mage feel more alive, like standing in a bracing wind. His staff was one of the masterpieces of enchantment of that age.* You gain +2 Toughness and +2 to arcane skill rolls. Additionally you gain the Rapid Shot Edge which may be used with this staff. This is a dragonthorn staff.

**Sylvan's Mercy:** *This looks like a branch that has been torn from a living tree. There is an aura of spite about it, as if it were filled with wasps.* You may perform an additional action the same round you use a Wild Magic spell that causes you to change shape without a Multi-Action penalty. This is a sylvanwood staff.

**Winter's Breath:** *The core of this staff contains enchanted ice that never melts. It's said that is what fuels this powerful magical tool.* Your Wild Die when casting cold spells is now a d12. This is an ironbark staff.

## Wands

**Blade Wand:** *This thick, stout wand looks like a wooden sword hilt, although it is marked with the Tevinter symbol for destruction.* When activated (arcane skill roll), a magical blue blade of energy extends from the top of the hilt 3 feet. The wielder may now use the wand as a melee weapon, using Fighting rolls as normal. The wand's damage is Str+d8, or Str+d12 on a raise. Each use costs 2 Power Points, with a Duration of 3 (1/round).

**Dragon Breath:** *This wand has a lyrium laced silverite dragon head at the business end.* When activated (arcane skill roll), the dragon's mouth opens and spits a blast of fire. When cast, place the thin end of the Cone Template at the character's front. Targets within the template may make Agility rolls versus the wand's arcane skill roll to avoid the blaze. Those who fail suffer 2d10+4 *fire* damage and have a 1 in 6 chance of catching fire. Each use costs 2 Power Points.

**Draining:** *Capped with a gold end marked with runes of draining and magic, this wand is feared by arcane spellcasters who know of its power.* The user picks a target within 8" and makes an arcane skill roll versus the Trait linked to the target's arcane skill. With success, the target loses 5 Power Points. On a raise, the victim loses 10 Power Points. The victim cannot be reduced below zero Power Points. Each use costs 5 Power Points.

**Fireballs:** *Like many wands, this one is enchanted to spew fire.* When activated (arcane skill roll), a globe of fire shoots out. The arcane skill roll is used to target the fireball, which has a range of 12/24/48. On impact, the fireball explodes for 2d6 damage in a Medium Burst Template. Victims have a 2 in 6 chance of catching fire. The base cost is 2 Power Points. For double points, the user can deliver a 3d6 damage fireball or have it fill a Large Burst Template. For triple points, it can do both.

**Healing:** *A gold length has lyrium inscribed quotes from the chant of light.* To use this wand, the wielder needs to touch the target and make an arcane skill roll. With a success, the wand heals one wound taken in the last hour, two with a raise. Each use costs 3 Power Points.

**Heroes:** *This wand has intricate, but tiny artistry of a great hero slaying what is depicted to the first archdemon, Dumat.* This wand contains two powers, which may be activated in the same round. Both require an arcane skill and the wand to be touched to the recipient of the spell. The first power increases the target's Strength by one die step, 2 on a raise. The second power works the same way, but affects Vigor. Each use costs 2 Power Points with a Duration of 3 (1/round).

**Lightning:** *This copper wand is tipped with an iron spike.* When the wand is activated with an arcane skill roll a bolt of lightning surges down from the heavens and strikes an area equal in size to a Medium Burst Template anywhere within range 16". Everything in the Template suffers 2d10 damage. Each use takes 6 Power Points.

**Luck:** *This wand has a small, silverite horseshoe at the end.* To activate it, the user points it at a target within 8". With a success on the arcane skill roll, the target may make one re-roll during the duration of the spell, exactly as if he had a free benny. On a raise the target may make two re-rolls. Each use costs 4 Power Points with a Duration of 3 (1/round).

**Mini-Fireballs:** *This sleek wand is tipped with a flawless ruby.* The wielder uses an arcane skill roll to target fiery bolts that have a range of 12/24/48. Each bolt fired drains 2 Power Points and inflicts 2d6 damage. The wielder may fire up to 3 per round, with no Multi-Action penalty. For 4 Power Points each bolt deals 3d6 damage. Victims also have a 1 in 6 chance of catching fire.

**Misfortune:** *The Tevinter symbol for tragedy is inscribed on a white pearl at the tip of this wand.* To use this wand, the caster points it at a target within 8". A successful arcane skill roll versus the target's Spirit means the target's next Trait roll results in a 2, 1 with a raise. Each use costs 3 Power Points.

**Petrification:** *This wand has an abomination's head carved at the end.* When pointed at a single target within 16", the medusa's eyes open and emit a beam of green light. The target must make a Spirit roll opposed by the wand's arcane skill. Those who fail are completely paralyzed for the duration of the spell and have a Parry of 2. Each use costs 3 Power Points and has a Duration of 3 (1/round).

**Shrinking:** *This is a tiny thin lyrium shaft that seems at if it would break at any moment.* To wield this wand, the user points at a target within 8" and makes an arcane skill roll. Unwilling targets make an opposed Spirit roll to resist. Each success and raise reduces the Size of the victim by one step down to a minimum of Size -2 (size of a mundane rat). Each level of Size reduction reduces the target's Strength by one die type (minimum of d4) and Toughness by 1 (minimum of 2).

**Sluggish Reflexes:** *This wand has an iron tip and is decorated with the Tevinter representation of sloth demons.* The user makes an arcane skill roll opposed by the target's Spirit with 16". With success, the target must discard acts as if he has performed one action each round. On a raise, the target's Pace is halved. Each use drains 5 Power Points and has a Duration of 3 (2/round).

**Spirit Banishing:** *The inscription is long and partially indecipherable, but pertains to sending demons back into The Fade.* The user picks a target within 8" and makes an arcane skill roll opposed by Spirit. The user must score a success and beat the target's roll to succeed in the banishing. The wand only affects demons. Each use costs 15 Power Points.

**Time Control:** *This wand is etched with lyrium symbols of time and stasis.* The user must point at one target within 8" and make an arcane skill roll. Unwilling targets may use Spirit to oppose this. If successful, time slows down for the target. The target reduces its total Multi-Action penalty by 2 each round. Each use costs 4 Power Points, with a Duration of 3 (1/round).

**Tongue Tied:** *This wand has a golden face at the end with its hands clasped over its mouth.* The user points at one target within 16" and makes an arcane skill roll opposed by Smarts. With a success, the victim loses the ability to speak properly, producing random sounds instead. Effective versus spellcasters, removing their ability to perform magic. Each use costs 2 Power Points and has a Duration of 3 (1/round).

**Vines:** *This short wand is carved with images of creeping vines along its length and tipped with jade.* An arcane skill roll success opposed by Agility indicates partial restraint so that the target within 16" suffers a -2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. With a raise the victim cannot move or use any skills linked to Agility or Strength. In following rounds, the target can make Strength or Agility rolls to break free at -2. For 2 Power Points the vines target 1 target, for 4 Power Points the vines target everyone in a Medium Burst Template.

**Viper:** *This wand is carved to resemble a striking viper.* The user must pick one weapon within 16" and make an arcane skill roll. With a success, the weapon transforms into a venomous serpent. The serpent is not under the character's control, and attacks the nearest target (usually the poor person holding the weapon), acting on the user's Initiative. On a raise the serpent is particularly dangerous and is a Wild Card. When the duration passed or if the snake is killed, the snake reverts back to the weapon. Each use costs 3 Power points with a Duration of 3 (1/round).

## Table 9: Tomes

Tomes are written with unique lyrium inscriptions that pass on the knowledge and powers held within to the readers. While any may read the contents, once the lyrium inscription is read aloud in completion from cover to cover the power leaves the tome and rests within the reader.

It takes 5 game days assuming a character is engaging in normal daily activity and is finding as much time to read as possible. However, if a character holes himself up and is relatively undisturbed, a character can fully read an inscription in 2 days.

Tomes often raise Skill or Traits permanently by a die size. No Skill Trait can be raised above a d12 in this way. There is no benefit in reading a tome when if your Skill or Trait that the tome is targeting is already a d12.

Tomes that are used to teach spells can only be used by readers with the appropriate arcane background. A blood mage could not use a tome to learn a heal spell or shape change because the blood mage does not have access to those spells. Additionally, readers must have an arcane background to read arcane technique tomes.

### Table 9A: Tome Type

Roll a d20 to determine the type of tome, then roll on the sub-tables for the specific tome.

d20	Type
1 – 4	Formari Tome (Table 9B)
5 – 7	Tome of Arcane Technique (Table 9C)
8 – 10	Tome of Physical Technique (Table 9D)
11 – 15	Tome of Skill and Sundry (Table 9E)
16 – 18	Tome of the Craftsman (Table 9F)
19	Tome of the Mortal Vessel (Table 9G)
20	Unique Tomes (Table 9H)

### Table 9B: Formari Tomes

Formari are known for a rigorous dedication to the pursuit of knowledge. These tomes help access and teach the vast knowledge to obtained in Thedas.

Each tome increases the knowledge skill listed by one die size. If the user does not possess that knowledge skill, they will gain the knowledge skill at a d6.

d20	Value (si)	Type
1	2000	Knowledge (Arcana)
2	2000	Knowledge (Battle)
3 – 5	500	Knowledge (Circle of Magi)
6 – 7	500	Knowledge (Darkspawn)
8 – 9	1000	Knowledge (Engineering)
10 – 11	1000	Knowledge (History)
12 – 14	500	Knowledge (Qun)
15 – 16	1000	Knowledge (Science)
17 – 19	500	Knowledge (The Chantry)
20	2000	Knowledge (The Fade)

### Table 9C: Arcane Technique

A tome researched by the Imperial Chantry. The book grants insight into The Fade, increasing the reader's knowledge of spells.

Roll a d20 to determine which Arcane Technique that the tome grants you insight to and the roll on the sub-table listed.

d20	Technique
1 – 5	Arcane (Table 9I)
6	Blood (Table 9J)
7 – 9	Creation (Table 9K)
10 – 12	Entropy (Table 9L)
13 – 16	Primal (Table 9M)
17 – 19	Spirit (Table 9N)
20	Wild (Table 9O)

### Table 9D: Physical Technique

A manuscript of physical arts, scribed by a master and rarely seen outside of the most prestigious militias and guilds. Careful study grants the reader access to additional talents.

Each tome either grants a one-die size increase in the Skill listed or access to the Edge listed. The reader must meet the normal prerequisites of the Edge detailed by the tomes below in order to gain the Edge.

3d20	Value (si)	Type
3 – 6	500	Climbing
7	5000	Fighting
8 – 11	500	Guts
12 – 14	500	Riding
15	4000	Shooting
16 – 17	2000	Stealth
18 – 20	1000	Throwing
21	4000	Aim Edge
22	5000	Assassin Edge
23 – 24	2500	Bard Edge
25 – 26	2500	Berserker Edge
27	6000	Bravery Edge
28	4000	Burst Shot Edge
29 – 30	2500	Champion Edge
31 – 32	2000	Combat Movement Edge
33 – 34	2000	Dirty Fighting Edge
35 – 36	2500	Duelist Edge
37 – 38	5000	Guardian Edge
39 – 40	6000	Indomitable Edge
41 – 42	2000	Juggernaut Edge
43 – 44	5000	Legionnaire Scout Edge
45 – 46	2500	Ranger Edge
47 – 48	5000	Reaver Edge
49	6000	Riposte Edge
50	7500	Shadow Edge
51 – 52	2000	Shield Block Edge
53 – 54	5000	Spirit Warrior Edge
55	2000	Sweeping Strike Edge
56	2000	Taunt Edge
57 – 58	5000	Templar Edge
59 – 60	4000	Twin Strikes Edge

**Table 9E: Skill and Sundry**

A sprawling work of early Ferelden that attempts to unify many disciplines under one theory of mental capacity. Long censored by the Chantry, the book grants a greater capacity for general skills.

Each tome increases the skill listed by one die size. If the user does not possess that skill, they will gain the skill at a d6.

d20	Value (si)	Type
1 – 3	500	Boating
4 – 6	500	Gambling
7	2000	Healing
8 – 9	1000	Intimidation
10 – 11	1000	Investigation
12	2000	Notice
13	2000	Persuasion
14	1000	Stealing
15	1000	Streetwise
16 – 18	500	Swimming
19 – 20	500	Tracking

**Table 9F: Crafting**

A detailed inscription of a true artisan's wisdom on one of the crafts within Thedas.

Each tome increases the craft skill listed by one die size. If the user does not possess that craft skill, they will gain the skill at a d6.

d20	Value (si)	Type
1 – 4	2000	Herbalism
5 – 11	1000	Poison-Making
12 – 13	4000	Runecrafting
14 – 20	1000	Trap-Making

**Table 9G: Mortal Vessel**

Fear of blood magic has stigmatized academic dissection, but dedicated scribes keep anatomical works from disappearing. This book allows training that increases the reader's base capabilities.

Each tome increases the Trait by one die size or the statistic by a value of 1.

d20	Value (si)	Type
1 – 3	2000	Charisma
4 – 6	2000	Pace
7 – 8	3000	Parry
9 – 10	3000	Toughness
11 – 12	5000	Agility
13 – 14	5000	Smarts
15 – 16	5000	Spirit
17 – 18	5000	Strength
19 – 20	5000	Vigor

**Table 9H: Unique**

Occasionally, for various reasons, the mage will spend a vast amount of time and lyrium to chronicle a hero of legend. Within these tales readers can unlock the potential powers of the one which they read about.

The descriptions to follow describe the effect of reading each unique tome.

3d20	Value (si)	Type
3 – 7	10000	The Pentaghost Ballad
8 – 12	16500	The Legend of Luthias Dwarfson
13 – 17	19000	Drakon the Emperor
18 – 23	20000	Tale of Iloren
24 – 29	21000	The Golden City
30 – 34	25000	A Paragon's Legend
35 – 39	25000	Legend of Juggernaut
40 – 43	25500	The Legion
44 – 47	26500	Andraste's Grace
48 – 50	31500	Dane and the Werewolf
51 – 53	32000	The Crow
54 – 55	38000	Frozen Wastes
56 – 57	38000	Shartan the Dalefounder
58 – 59	40000	Warden's Rising
60	100000	The Emerald Knight

**Table 9I: Arcane**

These tomes tap into the truest of arcane arts and are often crafted at the will of the First Enchanter to educate and enlighten younger mages.

Each tome either grants a one-die size increase to Spellcasting, additional Power Points, an Edge, or access to the Spell listed. The reader must meet the normal prerequisites of the Edge or Spell detailed by the tomes below in order to gain the Edge or Spell.

3d20	Value (si)	Type
3 – 7	5000	Spellcasting
8 – 12	3000	5 Additional Power Points
13 – 15	6000	Arcane Mastery Edge
16 – 17	7500	Arcane Warrior Edge
18	8000	Attunement Edge
19 – 20	10000	Battlemage Edge
21	6000	Fade Shield Edge
22 – 23	10000	Spirit Healer Edge
24 – 27	1000	<i>Arcane Shield</i>
28 – 32	1500	<i>Arcane Bolt</i>
33 – 35	2500	<i>Invigorate</i>
36 – 37	3000	<i>Repulsion Field</i>
38 – 39	3000	<i>Shimmering Shield</i>
40 – 41	4000	<i>Arcane Field</i>
42 – 43	4500	<i>Elemental Mastery</i>
44 – 45	5000	<i>Revival</i>
46 – 47	5500	<i>Draining Aura</i>
48 – 49	5500	<i>Elemental Chaos</i>
50 – 51	5500	<i>Hand of Winter</i>
52 – 53	6000	<i>Group Heal</i>
54 – 55	6000	<i>Lifeward</i>
56 – 57	6500	<i>Mystical Negation</i>
58 – 59	9000	<i>Cleansing Aura</i>
60	11500	<i>Time Spiral</i>

**Table 9J: Blood**

Scribed with blood and lyrium these manuscripts of powerful magic can be the design of ancient Tevinter enchanters or devious maleficar.

Each tome either grants a one-die size increase to Blood Magic, an Edge, or access to the Spell listed. The reader must meet the normal prerequisites of the Edge or Spell detailed by the tomes below in order to gain the Edge or Spell.

<b>d20</b>	<b>Value (si)</b>	<b>Type</b>
1 – 4	5000	Blood Magic
5 – 6	4000	Masochism
7	8000	Blood Master
8	10000	There Shall Be Blood
9 – 11	5000	<i>Blood Control</i>
12 – 14	4000	<i>Blood Wound</i>
15 – 17	4000	<i>Bloody Grasp</i>
18 – 20	2000	<i>Dark Sustenance</i>

**Table 9K: Creation**

These tomes draw upon the good powers of The Fade for more benevolent purposes.

Each tome either grants access to the Spell listed. The reader must meet the normal prerequisites of the Spell detailed by the tomes below in order to gain the Spell.

<b>d20</b>	<b>Value (si)</b>	<b>Type</b>
2 – 5	500	<i>Spell Wisp</i>
6 – 8	1000	<i>Glyph of Paralysis</i>
9 – 12	1500	<i>Heal</i>
13 – 15	2000	<i>Heroic Offense</i>
16 – 18	3000	<i>Heroic Aura</i>
19 – 20	4000	<i>Glyph of Warding</i>
21 – 22	4000	<i>Grease</i>
23 – 24	4000	<i>Regeneration</i>
25 – 26	4000	<i>Spellbloom</i>
27 – 28	5000	<i>Heroic Defense</i>
29 – 30	5000	<i>Rejuvenate</i>
31 – 32	6000	<i>Glyph of Repulsion</i>
33 – 34	6000	<i>Haste</i>
35 – 36	6000	<i>Stinging Swarm</i>
37 – 38	7000	<i>Glyph of Neutralization</i>
39 – 40	9000	<i>Mass Rejuvenation</i>

**Table 9L: Entropy**

Commanding entropic powers is a task not for the feint of heart.

Each tome either grants access to the Spell listed. The reader must meet the normal prerequisites of the Spell detailed by the tomes below in order to gain the Spell.

<b>d20</b>	<b>Value (si)</b>	<b>Type</b>
2 – 5	1000	<i>Disorient</i>
6 – 8	1000	<i>Weakness</i>
9 – 12	2000	<i>Drain Life</i>
13 – 15	2000	<i>Horror</i>
16 – 18	2000	<i>Vulnerability Hex</i>
19 – 20	3000	<i>Death Magic</i>
21 – 22	3000	<i>Miasma</i>
23 – 24	3000	<i>Paralyze</i>
25 – 26	5000	<i>Curse of Mortality</i>
27 – 28	5000	<i>Misdirection Hex</i>
29 – 30	5500	<i>Affliction Hex</i>
31 – 32	6000	<i>Death Hex</i>
33 – 34	6000	<i>Mass Paralysis</i>
35 – 36	6500	<i>Sleep</i>
37 – 38	10000	<i>Waking Nightmare</i>
39 – 40	10500	<i>Death Cloud</i>

**Table 9M: Primal**

The primal magicks have been captured in these volumes, waiting to be unleashed.

Each tome either grants access to the Spell listed. The reader must meet the normal prerequisites of the Spell detailed by the tomes below in order to gain the Spell.

<b>d20</b>	<b>Value (si)</b>	<b>Type</b>
2 – 5	1000	<i>Flame Blast</i>
6 – 8	1000	<i>Rock Armor</i>
9 – 12	1000	<i>Winter's Grasp</i>
13 – 15	1500	<i>Lightning</i>
16 – 18	2000	<i>Stonefist</i>
19 – 20	2500	<i>Flaming Weapons</i>
21 – 22	2500	<i>Frost Weapons</i>
23 – 24	2500	<i>Shock</i>
25 – 26	3500	<i>Cone of Cold</i>
27 – 28	5000	<i>Fireball</i>
29 – 30	6000	<i>Petrify</i>
31 – 32	8000	<i>Chain Lightning</i>
33 – 34	8000	<i>Earthquake</i>
35 – 36	9500	<i>Tempest</i>
37 – 38	10500	<i>Blizzard</i>
39 – 40	10500	<i>Inferno</i>



### Table 9N: Spirit

Harnessing the power of the spirits brings the caster even closer to The Fade.

Each tome either grants access to the Spell listed. The reader must meet the normal prerequisites of the Spell detailed by the tomes below in order to gain the Spell.

2d20	Value (si)	Type
2 – 5	1000	Dispel Magic
6 – 8	1000	Mana Drain
9 – 12	1000	Mind Blast
13 – 15	1000	Spell Shield
16 – 18	2000	Force Field
19 – 21	2500	Death Syphon
22 – 24	2500	Mana Cleanse
25 – 26	3000	Spell Might
27 – 28	4000	Anti-Magic Burst
29 – 30	4000	Anti-Magic Ward
31 – 32	4000	Telekinetic Weapons
33 – 34	4000	Walking Bomb
35 – 36	4500	Animate Dead
37 – 38	5500	Crushing Prison
39 – 40	6000	Mana Clash

### Table 9O: Wild Magic

Bound with sylvanwood and crafted with lyrium inscribed paper made the oldest of trees, these tomes hold the secrets of the witches of the wilds.

Each tome either grants a one-die size increase to Wild Magic, an Edge, or access to the Spell listed. The reader must meet the normal prerequisites of the Edge or Spell detailed by the tomes below in order to gain the Edge or Spell.

d20	Value (si)	Type
1 – 6	5000	Wild Magic
7	10000	Keeper Edge
8 – 9	12500	Master Shapeshifter Edge
10 – 12	4000	One With Nature
13 – 14	6000	Thornblades
15	9000	Nature's Vengeance
16 – 19	4000	Bear Shape
20	6000	Flying Swarm

### Unique Tomes

**A Paragon's Legend:** *Aeducan was the Paragon that led the defenses of Orzammar against the darkspawn when they first poured into the Deep Roads and almost completely destroyed the dwarves. It is said that his election to Paragon had but one dissenting vote; the one who cast that vote was summarily beaten to death by his fellow deshyrs, allowing the election to pass unanimously.* You gain a one-die increase in Knowledge (Battle, Darkspawn, and Engineering), Runecrafting, Strength, and Vigor. Additionally, your Toughness increases by +1.

**Andraste's Grace:** *The historic and tragic tale of Andraste. The tome also contains several passages inscribed with the chant of light.* You gain a one-die increase in Healing, Knowledge (History and The Chantry), Persuasion, Smarts, and Spirit. Additionally, your Charisma increases by +2.

**Drakon the Emperor:** *Emperor Kordillus Drakon I was the founder and first emperor of the Orlesian Empire. He also formalized the cult of worshipping the Maker into the Chantry of Andraste. Kordillus Drakon I was crowned in -3 Ancient (1192 TE); the first Divine was elected three years later, beginning the new calendar at 1:1 Divine. Drakon was a brilliant general, leading the Orlesian Empire to rapid expansion (including joining the Anderfels to the Empire) and achieving significant victories against darkspawn during the second Blight (from 1:5 Divine to 1:95 Divine). Kordillus Drakon I died of old age in 1:45 Divine and was succeeded by Kordillus Drakon II, who was presumably his son.* You gain a one-die increase in Knowledge (Battle, Darkspawn, and History) and Spirit. Additionally, you gain the Command, Fervor, Hold the Line!, Inspire, and Natural Leader Edges.

**Frozen Wastes:** *In these pages are hundreds of harrowing tales describing how the barbarians of the Frozen Wastes, far north of Orthland, survive in their icy homeland. The authors hope their stories will help readers in their times of need. Or, at the least, prove entertaining.* You gain a one-die increase in Strength, Survival, Tracking, and Vigor. Additionally, you gain +1 Toughness.

**Legend of Juggernaut:** *Forged in a time when the barbarian tribes of the Clayne still ruled the land. The Tevinter magisters fought to take it from them--inch by inch, if need be, using terrible magic. The Magister Harach brought an army to the barbarians, led by Alaric, his friend and general. For Alaric, Harach fashioned a suit of the finest armor, infused it with lyrium and his own blood magic, and named it "Juggernaut" after the unstoppable giant golems guarding the gates of Minrathous. Thus armed did Alaric win many victories against the Clayne.* You gain a one-die increase in Fighting, Strength and Vigor. Additionally, you gain a +3 to Toughness.

**Shartan the Dalefounder:** *Shartan was the leader of the elven slaves who joined Andraste's rebellion against the Tevinter Imperium in around 1020 TE. He was born into captivity, but dreamed of a homeland where the elves could once again be free and encouraged his fellow elven slaves to rise up against their Tevinter masters. The support he and the elves rendered was rewarded by the creation of a new elven homeland in the Dales. Shartan, however, was killed when Andraste was betrayed and did not live to see it.* You gain a one-die increase in Agility, Fighting, Shooting, Survival, Throwing, and Tracking. Additionally, you gain +2 to Pace.

**Tale of the Iloren:** *In the days after the rising of Zazikel, the dark ones covered every corner of the land. The archdemon drove all the nations of the world before him. Iloren was the keeper of the elves within the Anderfels. A hunter in his younger days, crafty as any wolf, he led his people always just ahead of the darkspawn who chased them. But the old hunter knew that even halla cannot run forever. At the foot of the Merdaine, the darkspawn cornered Illoren's clan. That night, the moon was strangled by clouds, the earth concealed by a dread mist that rose out of nowhere, so that the elvhen could not tell up from down. In the confusion, the darkspawn attacked. But Iloren had prepared for them. All around the camp, the hunters had strewn dry grass, brush and brambles. When the sound of rustling footfalls began, Iloren and the other hahren called upon the old magic. They struck out with lightning, and though the bolts missed the darkspawn, they hit their target all the same. The sea of kindling lit, and not one of the dark creatures made it through the fire to reach Iloren's clan.* You gain a one-die increase in Wild Magic, Spirit, Survival, and Trap-Making. Additionally you gain the Keeper Edge and learn all primal lightning spells.

**The Crow:** *The Crows of Antiva are an elite organization of thieves and assassins which are renowned throughout Thedas. Through their deadly reputation and exotic poisons, the Crows practically rule their homeland. This forbidden tome details the inner workings of how a crow is raised and trained.* You gain a one-die increase in Agility, Fighting, Shooting, Stealing, Stealth, and Throwing. Additionally, you gain the Assassin Edge.

**The Emerald Knight:** *The ancient elves learned quickly to be isolationistic and refused to let outsiders pass into their lands. This tome holds the old elven ways of the emerald knights that protected the last of their kind.* You gain a one-die increase in Fighting, Knowledge (Arcana and The Fade), Smarts, and Spellcasting. Additionally you gain the Arcane Warrior Edge and +1 Parry.

**The Golden City:** *This relic is a magical replica of a journal of one of the magister lords who entered the Golden City of the Maker.* You gain a one-die increase Blood Magic, Smarts, Spellcasting, Spirit, Vigor, and Wild Magic. Additionally, you may now cast all forms of magic using their corresponding arcane skill. You now possess every arcane background even if you did not previously possess one.

**The Legend of Luthias Dwarfson:** *This is a tale of Luthias; a brave leader of the Avvar people, who felled many a foe in his "battle wrath".* You gain a one-die increase in Fighting and Strength. Additionally your Toughness increases by +1 and you learn the Berserker Edge.

**The Legion:** *A great deal of importance is placed on the appearance of nobility and justice amongst the dwarves. The actions of one family member can often severely diminish an entire House's place in the social hierarchy of the dwarves. Some disgraced dwarves will choose to go through a ceremonial "death" to clear their names and the names of their families. They walk out of Orzammar into the Deep Roads to fight darkspawn for the rest of their lives as a member of the Legion of the Dead. When one of their number dies, the Legion will bury him or her within the stone, and celebrate the fact that the fallen has finally found peace.* You gain a one-die increase in Intimidation and Spirit. Additionally your Toughness increases by +1 and you learn the Legionnaire Scout Edge.

**The Pentaghost Ballad:** *The Pentaghost family of Nevarra are said to have been responsible for bringing dragons to near-extinction. This tome contains the ballads created in honor of their many heroic deeds.* You gain a one-die increase in Fighting, Shooting, Throwing, and Tracking. Additionally, you gain +5 to your attack damage rolls against dragons.

**The Saga of Dane:** *Let me sing of heroes and honor lost and found, Of monsters and men in all forms, Of Dane, hunter without peer, Feared by the forests of Ferelden, Who one autumn morn spied. A heart of pure white in beam of warmest sun, A prize for huntsman's spear. Through the greenwood they ran, hart and hunter Bringing the stag to spear at last in a long-forgotten grove, Heedless that the chase had waked a hunger in the golden wood, A werewolf, a creature with mind of man, Lured by the hunt and come forth to lay claim To the hart as rightful tribute Drawn by the scent of cooling blood. In the silence the two hunters held. Dane, spear-armed against the wolf with all his brood, Knew with sinking heart he was lost Steeled for the winding roads of the Fade Then the beast spoke, human-like in voice, "You have taken this stag from my woods, and my pack But nothing comes without a cost." The wolf pack circled, ever closer, and he Who felled boars and bears with his bright blade Knew fear. They spoke his name in roars Like gravestones, offering a beast's bargain. "Die here, huntsman, alone And forgotten, or take my place amongst the wolves As I take your place amongst men." Thus a bargain struck, And Dane the wolf pack served in wolfen form, And the werewolf to his family sped, as Dane, One year and a day all told. But some things cannot be repent, Some coinage cannot be unspent, When hearts are wagered, a fissure rent.* You may shape change into a werewolf as described in the inhabitants section as a full round maneuver.

**Warden's Rising:** *This epic is of the first wardens and their rise to power of the Dumat, ending the first blight.* You gain a one-die increase in all Traits. Additionally, you gain +5 to your attack damage rolls against darkspawn.

# Exalted Inhabitants

No fantasy setting is complete without an assortment of strange beasts and fantastic creatures! Below is a compilation of those most often encountered as well as a few unique creatures to place in the darkest corners of your world. We've also added some of the most common fantasy creatures from the core book so you won't have to flip back and forth between them.

## Abilities

### Alpha

Most intelligent creatures in Thedas have an "alpha" form. These superior versions of inhabitants have one increase in die size for all Skills and Traits with a maximum die size of d12. The creatures gain +1 if the die size was already at or above a d12.

### Armed

Armed Thedosians don armor and shields along with wielding various weapon types. The most common weapon type is usually listed such as: *Shortsword*

The above would indicate the most common wielded weapon for that Thedosian is a shortsword, but this may vary by situation. It is good for the GM to mix things up from time to time. By the 30<sup>th</sup> bandit, a group may get tired of throwing shortswords in the back of their cart.

Each armor piece and weapon type will be formed of some kind of material in Thedas. The GM may pre-choose that material before the encounter or choose to roll on the table adding the bonus next to the Armed listing. For example:

• **Armed +2:** Shortbow, Leather Suit  
*You add 2 to the roll on the table below to determine both the material of the leather and wood used for the Thedosians in that encounter. This can be done for the entire group to save time*

In addition, the term "Suit" as above refers to the Thedosian wearing all pieces of armor as leather.

Finally, it is recommended that you decide whether or not the character has a "magic" item on the magic item tables (if using tables) before combat with Armed characters. Intelligent characters will use magical weapons to keep from dying so it is important to determine whether they have them before the combat.

*Armed Table (2d6)*

Roll	Leather	Metal	Wood
0 - 2	Rough	Iron	Elm
3 - 4	Tough	Grey Iron	Ash
5 - 8	Cured	Steel	Yew
9 - 10	Hardened	Veridium	Whitewood
11 - 12	Reinforced	Red Steel	Ironbark
13 - 14	Inscribed	Silverite	Sylvanwood
15 - 16	Drakeskin	Dragonbone	Dragonthorn

### Demon

- **Fade Spirit:** Demons gain a +2 bonus to recover from being Shaken.
- **Demonic Immunity:** Demons are immune to poison and disease as they have no blood.
- **Resistant to Normal Weapons:** Demons take 5 less damage from non-magical attacks, except from dragonbone and dragonthorn weapons.

### Edge "Path"

Some inhabitants may have the word "Tree" next to a listed edge. This means that the creature has the listed Edge and every prerequisite Edge required obtaining that Edge.

*For example: a Grand Cleric has Master Coercion Path listed under edges. The grand cleric has Coercion, Improved Coercion, and Expert Coercion in addition to Master Coercion which is listed because they are all prerequisites in getting Master Coercion.*

### Golem

Golems are animated objects. Some are sentient beings lacking a controller while others are mere automatons following the will of the bearer of a control rod. There are several inherent advantages over creatures of flesh and blood:

- **Bloodless:** Constructs do not suffer additional damage from called shots, cannot be diseased, cannot be poisoned, and cannot be targeted with Blood Magic.
- **Stone Heart:** Add +4 to base Toughness. Additionally, Wild Cards gain a +2 bonus to Vigor rolls made due to being Incapacitated.
- **Unshakable:** Gain +2 when attempting to recover from being Shaken. Golems also cannot be immobilized, knocked prone, paralyzed, or stunned unless a particular effect is unavoidable determined by the GM. Additionally, Wild Cards never suffer from wound penalties.

## Taint

Some creatures may inflict characters with the taint, forcing the character to roll a spirit roll or be infected with the taint. The initial affects of the taint act as a disease that the causes a -1 penalty to all trait rolls.

After 10 minutes if the disease is not healed Wild Cards must roll on the Tainted Table for a result. Extras die from the taint automatically.

Creatures that are not living or do not suffer from disease for any other reason cannot be affected by the taint.

### *Tainted Table (2d6)*

Roll	Result
2	Character dies a horribly agonizing death
3 – 4	Character becomes a ghoul, once the ghoul is defeated the Wild Card then rolls on the Tainted Table again. If the Wild card again becomes a ghoul, when the ghoul is defeated the second time the character will die permanently.
5 – 8	Character gains the Tainted Hindrance and the character's Vigor die is reduced by 1 size.
9 – 10	Character gains the Tainted Hindrance
11 – 12	Character gains the Tainted Hindrance and the character's Spirit die is increased by 1 size.

## Undead

*Corpses* and *skeletons* are difficult to destroy. Below are the benefits of being such a horror.

- Undead add +2 to their base Toughness.
- Undead add +2 when attempting to recover from being Shaken.
- Undead are immune to *earth* spells.
- Undead don't suffer additional damage from called shots.
- Undead take double damage from *fire* sources.
- Undead take half damage from *cold* sources.
- Undead Wild Cards never suffer from Wound Modifiers.
- Undead do not suffer from disease and poison as they have no blood.

## Monstrous Habitats

### Habitats

Lair	Gold	+25%
Hold	Gold	+10%
Hive	d15	+25%
Camp	d15	+5%
Nest	d15	
Den		+5%

### Habitat Descriptions

**Camp:** Camps can apply to various forms of intelligent creatures. Typically bandits, citizens, and travelers can be found in a camp. Occasionally, a darkspawn camp can be located during a blight travelling within regions occupied by darkspawn. Camps typically consist of 4 – 15 and will sometimes contain an alpha or leader.

**Den:** Dens are mostly homes of animals and beasts found across the lands of Thedas. From spiders to wolves these dens can be found if sought out. Dens can be the home of as few as 5 or 6 wolves up to 15 or so spiders depending on how difficult they are to find. Whether or not an alpha or leader is present is dependent on the type of animal or beast residing in the den. While one is not likely to find a queen in a spider den, you will probably encounter an alpha wolf in a wolf den.

**Hive:** Hives are territories that represent the dominant powerhouses for animals and beasts. Hives are extremely dangerous to traverse and are quite massive areas to be explored. Hives contain multiple alphas and leader castes and usually host the most powerful variation of that creature in the regions they reside in.

**Hold:** Holds are developed and secured locations belonging to intelligent inhabitants. A hold can range from a small fortified area such as a keep to a large mountain fortress. The quantity of inhabitants is entirely dependent upon the size of the hold in the scenario. Holds will often take greater tactics to enter and navigate depending on the purpose. Wild Cards can often be encountered within holds making them even more risky to breach.

**Lair:** A lair refers to those places where few dare to even attempt to go. From a maleficar of legend to the very lair of the archdemon itself, death awaits at every step.

**Nest:** Nests similar to dens house animals and beasts, but often in large quantity. Unlike dens, nests are always protected and are often home to larger quantities than dens. Nests can have anywhere from 10 to 50 creatures and are quite expansive. An alpha and/or leader is almost always present.

## Animals

### Bears

Normally, it is almost unheard of for bears to attack travelers. They are, in fact, so shy and so inactive during the day that most people never encounter a bear at all. Should a bear be provoked, they are dangerous. The normally mild creatures become enraged, and can strike massive blows with their paws, knocking a man off his feet. An infected bear the bereskarn, can be found in the *Ghouls* section.

### Black Bear

Black bears are the most common type of bears.

**Attributes:** Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

**Skills:** Fighting d8, Guts d8, Notice d6, Swim d6

**Pace:** 8; **Parry:** 6; **Toughness:** 8

**Treasure:** None

#### Special Abilities

- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.
- **Bite:** Fighting -2; Str+d8.
- **Claws:** Str+d4.
- **Rage:** May make single attack actions at +1 during rounds that it is Shaken as long as it does not move.
- **Slam:** Victims of successful Fighting rolls with a raise must make a Vigor roll or fall prone and must use an action to stand.
- **Size +1:** These creatures can stand up to 7' tall and weigh over 700 pounds.

### Great Bear

A rarer but more powerful types of bears.

**Attributes:** Agility d6, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d12

**Skills:** Fighting d8, Guts d10, Notice d8, Swim d6

**Pace:** 8; **Parry:** 6; **Toughness:** 10

**Treasure:** Meager, in Den

#### Special Abilities

- **Bite:** Fighting -2; Str+d10.
- **Claws:** Str+d6.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.
- **Rage:** May make single attack actions at +1 during rounds that it is Shaken as long as it does not move.
- **Slam:** Victims of successful Fighting rolls with a raise must make a Vigor roll or fall prone and must use an action to stand.
- **Size +2:** These creatures can stand up to 8' tall and weigh over 1000 pounds.

### Big cats

Fierce predatory feline creatures that range from lions to panthers can be randomly found in the wilds of Thedas.

**Attributes:** Agility d8, Smarts d6 (A), Spirit d10, Strength d12, Vigor d8

**Skills:** Fighting d8, Guts d10, Notice d8, Stealth d10

**Pace:** 8; **Parry:** 6; **Toughness:** 8

**Treasure:** None

#### Special Abilities

- **Bite or Claw:** Str +d6.
- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Leap:** Can leap 3" as an action making a Fighting roll and resulting damage at +2. Also, it has a -2 to Parry until its next action.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Size +2:** Male cats can weigh over 500 pounds.



### Birds of prey

Birds of prey may not be big, but their talons can rip through flesh with ease. The bird of prey could be used for eagles, hawks, and any hunting birds.

**Attributes:** Agility d10, Smarts d4(A), Spirit d6, Strength d4, Vigor d6

**Skills:** Fighting d6, Guts d6, Notice d12+4, Stealth d8

**Pace:** —; **Parry:** 5; **Toughness:** 3

**Treasure:** Meager in Nest

#### Special Abilities:

- **Blind:** When attacking large prey (such as characters), birds of prey go for the eyes. If the bird scores a raise on its Fighting roll, it has hit the character's face. The character must make an Agility roll. On a failure, he suffers the One Eye Hindrance until his wounds heal. A roll of 1 on the Agility roll, regardless of the Wild Die, he suffers the Blind Hindrance instead.
- **Claws:** Str+d6.
- **Flying:** Flying Pace 8".
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Size -2:** Measure up to 2' in height.
- **Small:** Attackers suffer a -2 penalty.

## Dogs

From hunting dogs to mabari and wolves, the land of Thedas is populated with various canine creatures. Blight wolf can be found in the *Ghouls* section.

### Dog, Common

Common domestic and wild dogs in Thedas.

**Attributes:** Agility d6, Smarts d8 (A), Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d4, Guts d6, Notice d8

**Pace:** 8; **Parry:** 4; **Toughness:** 4

**Treasure:** None

#### Special Abilities

- **Bite:** Str.
- **Fleet Footed:** Roll a d8 when running.
- **Size -1:** Dogs are relatively small.

### Dog, Hunting

The stats below are for large attack dogs.

**Attributes:** Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Guts d6, Notice d10

**Pace:** 8; **Parry:** 5; **Toughness:** 4

**Treasure:** None

#### Special Abilities

- **Bite:** Str+d4.
- **Fleet Footed:** Roll a d10 when running.
- **Go for the Throat:** With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Size -1:** Dogs are relatively small.

## Mabari

War hounds magically bred by The Circle. Each chooses a master for life through imprinting. They have shown to be a highly sociable animal, and though not capable of speech, clearly respond to speech with actions that demonstrate intelligence.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d8, Guts d8, Notice d6

**Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

**Treasure:** None

#### Special Abilities

- **Armor +1:** Thick leather hide.
- **Bite:** Str+d6.
- **Charge:** Moves 3" in a straight line before attacking, it knocks the target prone on a success. With a raise, it takes an action for the target to stand.
- **Go for the Throat:** With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Howl:** Full round maneuver to make a Spirit roll. On a success, hostile creatures within 5" must make a Spirit roll, or suffer a -2 penalty to Parry until their next action.
- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.



## Wolf

An attack by wolves upon civilized folk happens rarely, often only in times of desperation and even then only when the wolves have the advantage of numbers. This can change during a Blight. When darkspawn rise onto the surface their presence dramatically alters the savage nature of normal beasts.

**Attributes:** Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d8, Guts d6, Notice d10, Stealth d8

**Pace:** 8; **Parry:** 5; **Toughness:** 6

**Treasure:** Meager, in Den

#### Special Abilities

- **Bite:** Str+d8.
- **Fleet Footed:** Roll a d10 when running.
- **Go for the Throat:** With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Wolf Pack:** The "gang up" bonus now increases the bonus to damage in addition to the Fighting roll.



## Donkey

Simple pack animals used for pulling carts and wagons and may be a poor man's mount.

**Attributes:** Agility d6, Smarts d4(A), Spirit d8, Strength d12, Vigor d8

**Skills:** Fighting d4, Guts d8, Notice d6

**Pace:** 8; **Parry:** 4; **Toughness:** 7

**Treasure:** None

#### Toughness: Special Abilities

- **Fleet Footed:** Roll a d8 when running.
- **Kick:** Str+d4.
- **Size +1:** Weigh between 600 and 800 pounds.





## Halla

The halla are a type of horned stag that pull the Dalish aravel, or landships. The Dalish do not consider them beasts of burden but noble companions. It is said that the Dalish carve their antlers for decorative purposes.



## Halla

**Attributes:** Agility d10, Smarts d6(A), Spirit d6, Strength d8, Vigor d6

**Skills:** Fighting d4, Guts d4, Notice d10, Stealth d8

**Pace:** 12; **Parry:** 4; **Toughness:** 6

**Treasure:** None

### Special Abilities

- **Fleet Footed:** Roll a d12 when running.
- **Kick:** Str+1
- **Sharp Senses:** +2 to all Notice rolls.
- **Size +1:** Weigh between 300 and 500 pounds.

## Horses

Horses make travelling the lands of Thedas much more manageable and tolerable. Some may even aid in combat.

## Horse, Riding

Riding horses are medium-sized animals that manage a good compromise between speed and carrying capacity.

**Attributes:** Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d8

**Skills:** Fighting d4, Guts d6, Notice d6

**Pace:** 10; **Parry:** 4; **Toughness:** 8

**Treasure:** None

### Special Abilities

- **Fleet Footed:** Roll a d8 when running.
- **Kick:** Str+d4.
- **Size +2:** Weigh between 800 and 1000 pounds.

## Horse, War

War horses are large beast trained for aggression. They are trained to fight with both hooves, either to their front or their rear. In combat, the animal attacks any round its rider doesn't make a trick maneuver of some kind.

**Attributes:** Agility d6, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d10

**Skills:** Fighting d8, Guts d8, Notice d6

**Pace:** 8; **Parry:** 6; **Toughness:** 10

**Treasure:** None

### Special Abilities

- **Charge:** Moves 3" in a straight line before attacking, it knocks the target prone on a success. With a raise, it takes an action for the target to stand.
- **Fleet Footed:** Roll a d8 when running.
- **Kick:** Str+d6.
- **Size +3:** Largest creatures weighing between 1000 and 1200 pounds.

## Rats

"What are you, mad? Even the most giant of rats isn't going to present that much of a problem to anyone larger than a cat. Even the stories in the archives that tell of Blight-touched rats still only attributed them with the ability to spread the plague. The rats themselves got no larger than perhaps three feet in length, covered in sharp bony spikes and boils. Disturbing, certainly, but dangerous? This is no fantasy conjured by madmen, young man! You have much more important creatures to concern yourself with!"

## Giant Rat

Giant Rats are not individually dangerous but can swarm enemies in large numbers.

**Attributes:** Agility d8, Smarts d8 (A), Spirit d6, Strength d6, Vigor d6

**Skills:** Climbing d10, Fighting d6, Guts d6, Notice d8, Stealth d8

**Pace:** 6; **Parry:** 5; **Toughness:** 6

**Treasure:** Meager, in Nest

### Special Abilities

- **Bite:** Str+d2.
- **Darkvision:** Ignore lighting penalties.
- **Taint:** When a wound is inflicted the target must succeed on a Spirit roll or be Tainted.
- **Wall Walker:** They can climb walls without making a Climbing roll.

## Rat Swarm

The rat swarm is treated just like a creature.

When it is wounded, the rat swarm is effectively dispersed. Swarms cover an area equal to a Medium Burst Template and attack everyone within every round.

**Attributes:** Agility d10, Smarts d4 (A), Spirit d10, Strength d6, Vigor d10

**Skills:** Guts d6, Notice d6

**Pace:** 10; **Parry:** 4; **Toughness:** 7

**Treasure:** Meager, in Hive

### Special Abilities

- **Darkvision:** Ignore lighting penalties.
- **Gnaw:** The rats occupy a Small Burst Template and inflict several bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- **Rat Swarm:** Fighting rolls made against it are at -2. Shooting attacks against it automatically fail. Burst and Throwing attacks are made against it at +4 and gain +2 to resulting damage rolls.
- **Taint:** When a wound is inflicted the victim must succeed on a Spirit roll or be Tainted.



## Beasts

### Deep Stalkers

Possibly the strangest of all the creatures found in the Deep Roads is the deepstalker. Tezpadam, as the dwarves call them, hunt in packs, generally by burrowing underground and then striking when their prey is in their midst.

Stalkers come in several types. Spitters have venom glands and can spit secretions that slow or injure their prey. Jumpers hurl themselves at their targets, knocking them down and making the kill easier.

The most common variety scares its prey, leaving the unfortunate victim helpless against the rest of the pack.



### Deep Stalker

These small deep stalkers hunt in packs and can surround their targets with great numbers. Each deep stalker either has *acid spit*, *leap*, *scare*, or *slowing spit*. They commonly run in packs made up mostly of deep stalkers with *scare* and a mixture of two to three leapers and spitters.

**Attributes:** Agility d10, Smarts d4 (A), Spirit d6, Strength d8, Vigor d6

**Skills:** Climbing d8, Fighting d8, Guts d6, Notice d8, Stealth d8, Swim d6

**Conditional Skills:** Spitters have a d8 Shooting and Jumpers have d10 Climbing and d10 Stealth. The common Scarer has Spirit d10.

**Pace:** 8; **Parry:** 6; **Toughness:** 7 (2)

**Treasure:** Meager, in Hive.

#### Special Abilities:

- **Acid spit:** Gains a Shooting attack roll with a range of 3/6/12 resulting in 2d6 damage. With a raise, the target takes no actions next round.
- **Armor +2:** Thick scaly hides.
- **Darkvision:** Ignore lighting penalties.
- **Bite or Rake:** Str+d8.
- **Leap:** Can leap 6" as an action making a Fighting roll and resulting damage at +2. Also, it has a -2 to Parry until its next action.
- **Scare:** As a maneuver action make opposed Spirit versus Guts rolls against an adjacent target. If the target fails the opposed roll it makes a Fear check at -2. Characters gain a cumulative +1 to Guts rolls for each time they are attacked with this maneuver versus the same type of creature.
- **Slowing Spit:** Gains a shooting attack roll with a range of 3/6/12 which halves the targets speed for 2 rounds on a success, with a raise the target also take -2 to attack rolls.

### Deep Stalker Leader

This is a larger variant of the Deep Stalkers. You can identify it from the normal deepstalkers as it is slightly bigger, has a darker color and a striped pattern across his back. The leaders often are accompanied by the smaller Deep Stalkers, and will freely use all the deepstalker abilities.

**Attributes:** Agility d10, Smarts d6, Spirit d10, Strength d8, Vigor d8

**Skills:** Climbing d10, Fighting d8, Guts d6, Notice d8, Shooting d8, Stealth d10, Swim d6

**Pace:** 8; **Parry:** 6; **Toughness:** 9 (2)

**Treasure:** Meager, in Hive.

#### Special Abilities:

- **Acid spit:** Gains a Shooting attack roll with a range of 3/6/12 resulting in 2d6 damage. With a raise, the target cannot take an action next round.
- **Armor +2:** Thick scaly hides.
- **Bite or Rake:** Str+d8.
- **Darkvision:** Ignore lighting penalties.
- **Leap:** Can leap 6" as an action making a Fighting roll and resulting damage at +2. Also, it has a -2 to Parry until its next action.
- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.
- **Scare:** As a maneuver action make opposed Spirit versus Guts rolls against an adjacent target. If the target fails the opposed roll it makes a Fear check at -2. Characters gain a cumulative +1 to Guts rolls for each time they are attacked with this maneuver versus the same type of creature.
- **Size +1:** Can be up to 8' long and 7' tall.
- **Slowing Spit:** Gains a shooting attack roll with a range of 3/6/12 which halves the targets speed for 2 rounds on a success, with a raise the target also take -2 to attack rolls.

### Deep Stalker Matriarch (WC)

This is the largest variant of the Deep Stalkers and does not use any forms of spit. The matriarch is usually found around her eggs and accompanied by lots of Deep Stalkers.

**Attributes:** Agility d10, Smarts d6, Spirit d10, Strength d8, Vigor d8

**Skills:** Climbing d10, Fighting d10, Guts d6, Notice d8, Stealth d10, Swim d6

**Pace:** 8; **Parry:** 7; **Toughness:** 10 (2)

**Treasure:** Rich, in Hive.

#### Special Abilities:

- **Armor +2:** Thick scaly hides.
- **Bite or Rake:** Str+d8.
- **Darkvision:** Ignore lighting penalties.
- **Hive Master:** All deep stalkers within 10" gain +1 to Fighting, Parry, Shooting, and Toughness along with any resulting damage rolls.
- **Size +2:** Can be up to 10' long and 8' tall.



### Bronto

This hulking beast was originally bred by the dwarven Shaperate as a beast of burden and food source, the rough equivalent to surface oxen and cows. Some versions of bronto have even been developed as dwarven mounts, valued far more for their sure-footedness and stamina than for their speed. While present within Orzammar in large numbers, some bronto still exist in packs within the Deep Roads, having returned to a wild state after the fall of the dwarven kingdoms. They require remarkably little sustenance, consuming organic material from water, fungus and even rocks (hence the "rock-licker" appellation used by many dwarves to describe bronto), and exist in primarily dormant states until provoked. An angry, charging bronto is considered to be a rather dangerous opponent.



### Bronto

*"There's only two things a noble will step aside for: Paragons and angry brontos."*

*- dwarven saying*

**Attributes:** Agility d6, Smarts d4 (A), Spirit d8, Strength d12+5, Vigor d12

**Skills:** Fighting d6, Guts d10, Intimidation d6, Notice d6

**Pace:** 6; **Parry:** 5; **Toughness:** 14 (2)

**Treasure:** None

#### Special Abilities:

- **Armor +2:** Tough hide. Attacks to the head and neck double this armor value (a total Toughness of 16) due to it's bony ridge.
- **Charge:** Moves 3" in a straight line before attacking, it knocks the target prone on a success. With a raise, it takes an action for the target to stand.
- **Gore:** If it moves at least 6" before attacking, add +4 to damage total.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Horn:** Str+d6.
- **Large:** Opponents get a +2 to all attack rolls when Fighting it.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Rage:** May make single attack actions at +1 during rounds that it is Shaken as long as it does not move.
- **Size:** +4.

### Flying Swarm

A swarm of stinging insects infused with lyrium that inflicts nature damage on nearby foes. Formed by insects building hives in close proximity to a lyrium vein.

**Attributes:** Agility d10, Smarts d4 (A), Spirit d10, Strength d4, Vigor d12

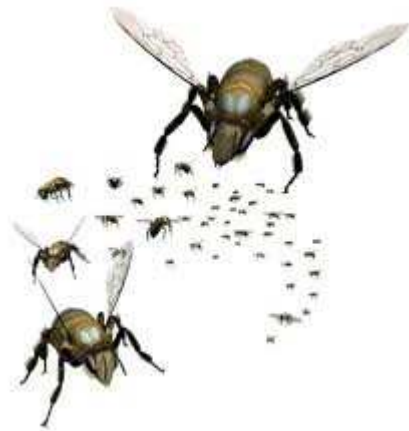
**Skills:** Guts d8, Notice d8

**Pace:** -; **Parry:** 4; **Toughness:** 8

**Treasure:** None

#### Special Abilities

- **Flying Swarm:** Fighting rolls made against it are at -4. Shooting attacks against it automatically fail. Burst and Throwing attacks are made against it at +4 and gain +2 to resulting damage rolls.
- **Divide the Swarm:** The swarm expends 6 Power Points to target a creature up to 12 inches away. Each round the target takes 2d8 damage. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- **Stinging Swarm:** The swarm occupies a Small Burst Template and stings victims every round, hitting automatically and causing 3d4 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- **Swarm Power:** The swarm has 15 Power Points (or an amount equal to an the Wild mage), when wounded it loses 3 Power Points instead of suffering from a wound until it no longer has Power Points.
- **Weakness (Fire):** Fire-based attacks do +2 damage and chance of catching fire is 4 - 6 on a d6.



## Spiders

Giant spiders tend to appear in old ruins and other places where the Veil has become thin because of magical disturbances or a great number of deaths. In such places, spirits and demons pass into the world of the living and attempt to take control over living beings, spiders among them. Not all scholars accept this explanation for the presence of these beasts. Some claim that the thinning Veil allows magic to "leak" from the Fade, tainting such creatures as these spiders to transform into larger and more potent creatures than they ever would become naturally. While such spiders are known to possess powerful poisons and the ability to fling their webs at opponents in combat, studies of them have been few and the full range of their abilities are unknown.



### Spiderling Swarm

Spiderlings are newly birthed Giant Spiders, still learning the tricks of ambushing their prey. They tend to remain near the Queen Spider for protection, until such a time as they grow into Giant Spiderlings.

**Attributes:** Agility d10, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8

**Skills:** Guts d6, Notice d6

**Pace:** 8; **Parry:** 4; **Toughness:** 6

**Treasure:** None

#### Special Abilities

- **Darkvision:** Ignore lighting penalties.
- **Nibble:** The swarm occupies a Medium Burst Template and stings victims every round, hitting automatically and causing 3d4 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- **Spider Swarm:** Fighting rolls made against it are at -4. Shooting attacks against it automatically fail. Burst and Throwing attacks are made against it at +4 and gain +2 to resulting damage rolls.

## Giant Spiderling

Giant Spiderlings are no longer afraid to leave the Queen Spider, having grown in size they take up spots in hunting groups alongside fully developed Giant Spiders until such a time as they become accomplished hunters themselves.

**Attributes:** Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d4

**Skills:** Climbing d12+2, Fighting d6, Guts d6, Intimidation d8, Notice d8, Shooting d8, Stealth d10

**Pace:** 8; **Parry:** 5; **Toughness:** 3

**Treasure:** None

#### Special Abilities:

- **Bite:** Str+d4.
- **Darkvision:** Ignore lighting penalties.
- **Leap:** Can leap 8" as an action making a Fighting roll and resulting damage at +2. Also, it has a -2 to Parry until its next action.

## Giant Spider

Giant Spiders typically appear in small numbers, but are known to gather into larger groups for ambushes where their numbers are higher. Their primary ability allows them to throw their webbing, causing the victim to become encased and immobilized.

**Attributes:** Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d6

**Skills:** Climbing d12+2, Fighting d8, Guts d6, Intimidation d10, Notice d8, Shooting d10, Stealth d10

**Pace:** 8; **Parry:** 6; **Toughness:** 5

**Treasure:** Meager, in Nest.

#### Special Abilities:

- **Bite:** Str+d6.
- **Darkvision:** Ignore lighting penalties.
- **Leap:** Can leap 4" as an action making a Fighting roll and resulting damage at +2. Also, it has a -2 to Parry until its next action.
- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.
- **Web:** The spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

## Queen Spider (WC)

The Queen Spider is a huge spider capable of webbing its opponents. It is queen of the Spiderling, Giant Spiderling, and Giant Spider.

**Attributes:** Agility d10, Smarts d6 (A), Spirit d8, Strength d12, Vigor d8

**Skills:** Climbing d12+2, Fighting d10, Guts d8, Intimidation d12, Notice d10, Shooting d10, Stealth d8

**Health:** 3; **Pace:** 8; **Parry:** 7; **Toughness:** 10

**Treasure:** Rich, in Nest.

### Special Abilities:

- **Bite or Leg Pierce:** Str+d6. (Leg has Reach 2)
- **Corrosive Burst:** Spews a blast of corrosive liquid. Place a Medium Burst Template within 3 inches; everyone inside the template must make a Vigor roll or take 2d8 damage. With a raise on damage, the victim has a 1 in 4 chance of its Toughness being reduced by 2 for 10 minutes.
- **Darkvision:** Ignore lighting penalties.
- **Fear (-1):** The massive spider causes fear in all who behold her.
- **Leap:** Can leap 3" as an action making a Fighting roll and resulting damage at +2. Also, it has a -2 to Parry until its next action.
- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.
- **Poison (-2):** The bite is poisonous. On a failed Vigor roll the target is paralyzed for 1d6 rounds.
- **Poison Spit:** Use a Cone Template, make a Shooting roll targeting the closest 2 creatures within the cone. On a success, victims make Vigor rolls at -2 or become paralyzed for 1 d4 rounds. With a Shooting raise, Vigor rolls are at -4.
- **Size +4:** Each leg spans 12'.
- **Web:** The spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.



## Poison Spider

A relative of the Giant Spider, Poisonous Spiders favor attacking from a distance with spit attacks.

**Attributes:** Agility d10, Smarts d4 (A), Spirit d8, Strength d6, Vigor d6

**Skills:** Climbing d12+2, Fighting d6, Guts d8, Notice d8, Shooting d10, Stealth d10

**Pace:** 8; **Parry:** 5; **Toughness:** 5

**Treasure:** Meager, in Nest.

### Special Abilities:

- **Bite:** Str+d4.
- **Darkvision:** Ignore lighting penalties.
- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.
- **Poison (-2):** The bite is poisonous. On a failed Vigor roll the target is paralyzed for 1d4 rounds.
- **Poison Spit:** Use a Cone Template, make a Shooting roll targeting the closest 2 creatures within the cone. On a success, victims make Vigor rolls at -2 or become paralyzed for 2 rounds. With a Shooting raise, Vigor rolls are at -4.
- **Web:** The spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

## Thaig Crawler

A common sight infesting the ruins of Ortan Thaig. Many subside on the remains of darkspawn, eventually becoming corrupted.

**Attributes:** Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

**Skills:** Climbing d12+2, Fighting d8, Guts d6, Intimidation d8, Notice d8, Shooting d6, Stealth d10

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Treasure:** Meager, in Den.

### Special Abilities:

- **Bite:** Str+d6.
- **Darkvision:** Ignore lighting penalties.
- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.
- **Taint:** When a bite inflicts a wound victim must succeed on a Spirit roll or be Tainted.
- **Web:** The spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

## Corrupted Spider

Corrupted Spiders are giant arachnids which grow in the depths of the Deep Roads, and feed on numerous species of large bats. When the Deep Roads were lost to the darkspawn, they started feeding on genlocks, and their numbers began to grow exponentially. Some moved up to make their lairs in surface forests, but most remain underground, close to their blight-tainted meals which make them larger and fiercer than they have ever been.

**Attributes:** Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d6

**Skills:** Climbing d12+2, Fighting d10, Guts d6, Intimidation d10, Notice d8, Shooting d10, Stealth d10

**Pace:** 8; **Parry:** 7; **Toughness:** 6

**Treasure:** Worthwhile, in Nest.

### Special Abilities:

- **Bite:** Str+d8.
- **Corruption Burst:** Spews a blast of corrupting vapors. Place a Medium Burst Template within 3 inches; everyone inside the template must make a Vigor roll at -2 or take 2d8 damage. With a raise on damage, the target is blinded for 1d4 rounds.
- **Darkvision:** Ignore lighting penalties.
- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.
- **Poison Spit:** Use a Cone Template, make a Shooting roll targeting the closest 2 creatures within the cone. On a success, victims make Vigor rolls at -2 or become paralyzed for 1 d4 rounds. With a Shooting raise, Vigor rolls are at -4.
- **Taint (-1):** When a bite inflicts a wound victim must succeed on a Spirit roll or be Tainted.
- **Web:** The spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

## Corrupted Spider Queen (WC)

The most deadly of all spiders is when the great and power Queen Spider succumbs to the taint.

**Attributes:** Agility d10, Smarts d6 (A), Spirit d10, Strength d12, Vigor d10

**Skills:** Climbing d12+2, Fighting d12, Guts d8, Intimidation d12, Notice d10, Shooting d12, Stealth d8

**Pace:** 8; **Parry:** 8; **Toughness:** 11

**Treasure:** Treasure Trove, in Nest.

### Special Abilities:

- **Bite or Leg Pierce:** Str+d8. (Leg has Reach 2)
- **Corruption Burst:** Spews a blast of corrupting vapors. Place a Medium Burst Template within 3 inches; everyone inside the template must make a Vigor roll at -2 or take 2d8 damage. With a raise on damage, the target is blinded for 1d4 rounds.
- **Darkvision:** Ignore lighting penalties.
- **Fear -2:** The massive spider causes fear in all who behold her, Guts rolls are made at -2.
- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.
- **Poison Spit:** Use a Cone Template, make a Shooting roll targeting the closest 2 creatures within the cone. On a success, victims make Vigor rolls at -2 or become paralyzed for 1 d4 rounds. With a Shooting raise, Vigor rolls are at -4.
- **Size +4:** Each leg spans 12'.
- **Taint (-2):** When a bite inflicts a wound the victim must succeed on a Spirit roll or be Tainted.
- **Web:** The spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

## Sylvans

For demons crossing over into our world, mankind is not always the preferred prey. Some demons find it easier to seek out animals or even plants, assuming that these will make as suitable a host as a human. Those that possess trees are known as wild sylvans.

Generally, only demons of rage, the weakest of the demon hierarchy, will become a sylvan. Once they do, they must spend a great deal of time twisting and molding the host in order to make it mobile, and once they have the sylvan is a powerful and deadly opponent. Other, more intelligent, spirits have also been known to become sylvans, and are generally much less violent, but these are rare.

Slow but immensely powerful, wild sylvans prefer to lay in ambush, waiting for a victim to become lost, tired, or trapped before closing in for the kill. They hide among regular trees, nearly undetectable until they begin to move and to reach. When they do "come to life" as some travelers say, they stand tall, roots forming into legs and feet and branches stretching out into lashing arms.

When not presented with a living target, however, it has been noted that sylvans often fall into a form of dormancy, perhaps brought on by the nature of their tree host. While mobile, they normally return to wherever they were rooted once their prey has been killed. For both these reasons, a forest that has sylvans within can become incredibly dangerous to pass through for very long periods of time.

## Wild Sylvan

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d10

**Skills:** Fighting d8, Stealth d8

**Pace:** 10; **Parry:** 6; **Toughness:** 15 (2)

**Treasure:** Meager, in trunk

### Special Abilities:

- **Armor +2:** Thick bark.
- **Camouflage:** When not moving or attacking it looks just like a normal tree. Adds +4 to Stealth rolls.
- **Huge:** Characters add +4 when attacking it because of the great size.
- **Lashing Branches:** Str+d10, Reach 3.
- **Massive Attack:** With a raise on a Fighting roll the target is pushed back d4 inches and is prone.
- **Rage:** May make single attack actions at +1 during rounds that it is Shaken as long as it does not move.
- **Roots:** Difficult surface within 3 inches. Also, an Agility roll must be made to stand up from being prone and may only be attempted once per round.
- **Size +6:** Over 50' tall
- **Stomp:** Make a Fighting roll versus each adjacent target, deals 2d6+Size damage and knocks victims prone. With a raise, deals 3d6 damage. Damage dice are increased to a d8 against prone targets.
- **Weakness (Fire):** Fire-based attacks do +2 damage and, chance of catching fire is 4 – 6 on a d6.

## Charred Sylvan

On rare occasions, demons possess trees almost completely destroyed by fire but that still retain a spark of life. This union often rekindles the fire that first damaged the tree, resulting in a sylvan that burns continuously without being destroyed.

Charred sylvans use the same information as the *wild sylvan*, does not possess the "Weakness (Fire)" ability. Additionally charred sylvans gain:

### Special Abilities:

- **Flaming:** Victims of successful attack rolls have a 1 in 6 chance of catching fire.
- **Resistance (Fire):** Fire-based attacks do -2 damage and the target cannot be set on fire.

## Ancient Sylvan (WC)

*A spirit trapped within a tree, no mouth to scream or eyes to see. A cage of bark, a prison of wood. A thing of rage where nature stood.*

**Attributes:** Agility d4, Smarts d6, Spirit d8, Strength d12+6, Vigor d12+1

**Skills:** Fighting d12, Stealth d8

**Pace:** 10; **Parry:** 7; **Toughness:** 21

**Treasure:** Worthwhile, in trunk

### Special Abilities:

- **Armor +2:** Thick bark.
- **Camouflage:** When not moving or attacking it looks just like a normal tree. Adds +4 to Stealth rolls.
- **Gargantuan:** Ranged attacks made against it by man-size creatures are made at +4.
- **Huge:** Characters add +4 when attacking it because of the great size.
- **Lashing Branches:** Str+d10, Reach 6.
- **Massive Attack:** With a raise on a Fighting roll the target is pushed back d4 inches and is prone.
- **Rage:** May make single attack actions at +1 during rounds that it is Shaken as long as it does not move.
- **Roots:** Difficult surface within 3 inches. Also, an Agility roll must be made to stand up from being prone and may only be attempted once per round.
- **Size +11:** Over 100' tall.
- **Stomp:** Make a Fighting roll versus each adjacent target, deals 2d6+Size damage and knocks targets prone. With a raise, deals 3d6 damage. Damage dice are increased to a d8 against prone targets.
- **Weakness (Fire):** Fire-based attacks do +2 damage and, chance of catching fire is 4 – 6 on a d6.





## Werewolves

Fereldan lore is full of instances where these creatures have plagued the countryside: wolves possessed by rage demons and transformed into humanoid monsters with incredible speed and strength, able to spread a curse to those they bit that would drive them mad with unthinking fury. When in this enraged state, a human host can likewise become possessed and be transformed into a feral, wolf-like beast. Tales differ on these werewolves of human origin, some claiming that their transformation into a bestial form happens uncontrollably. Some claim the transformation is irreversible. As is often the case with demonic tales, both versions were most likely true at some point.

Werewolves either lack the opposable thumbs to wield weapons or refuse to do so, instead engaging opponents with nothing but claw and fang. A werewolf is taller than humans and elves, although their strength far outmatches that of the race's. They lose all resemblance to themselves upon transformation, growing taller and gaining fur, a snout and claws. But perhaps worst of all that gets changed is the mind; the Werewolves have little. They become truly like a beast. Hunting, surviving and mating are the only things in their primitive minds. However, werewolves can regain, at least partially, their minds, although it is always a challenge to keep from killing. A beast's true nature is hard to change.

Werewolves strike with their claws to cut deep into the flesh, and deliver a final bite to the throat. With no means of defense, a werewolf will usually try to strike swiftly and hard, rather than wait for the opponent to make the first move.

## Werewolf

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d10

**Skills:** Climb d8, Fighting d12+2, Guts d10, Intimidation d10, Notice d12, Swimming d10, Stealth d10, Tracking d10

**Pace:** 8; **Parry:** 9; **Toughness:** 7

**Treasure:** Worthwhile, in Den

### Special Abilities

- **Claws:** Str+d8.
- **Fear:** All who see them make a Guts roll.
- **Infection:** Anyone slain by a werewolf has a 50% chance of rising as a werewolf themselves. The character involuntarily transforms.
- **Infra-vision:** Can see heat and halve penalties for bad lighting when attacking living targets.
- **Leap:** Can leap 4" as an action making a Fighting roll and resulting damage at +2. Also, it has a -2 to Parry until its next action.
- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.

## Werewolf Classifications

Werewolves become creatures of the pack and begin to fill their roles within the pack.

### Rabid Werewolf

These savage beasts hunt and roam the lands for the pack and have the following special abilities:

- **Frenzy:** As a full round maneuver, make four consecutive attacks versus one adjacent target. The Fighting roll for each attack is at -3. Only use one Wild Die if applicable.
- **Hunter:** Agility is now d10, Pace is 10, and can roll d10 when running. May also leap from 6" instead of 4.

### Shadow Werewolf

Lurking in the dark waiting to strike for the pack these are the last of the creatures to be seen:

- **Stalker:** Stealth is now d12+2 gains +6 to attack and damage rolls with "the drop" instead of +4.



### Alpha Werewolf (WC)

The alpha wolf is the head of the pack:

- **Frenzy:** As a full round maneuver, make four consecutive attacks versus one adjacent target. The Fighting roll for each attack is at -3. Only uses one Wild Die.
- **Howl of the Alpha Wolf:** All werewolves within 10" gain +1 to Fighting, Parry, and Toughness along with +2 to any resulting damage rolls.
- **Pack Leader:** If the werewolves den is found and is the home of an alpha werewolf the treasure found there increases to Rich.

## Darkspawn

*"Archdemons don't awaken on their own, you know. It takes the darkspawn, tunneling and tunneling, searching for centuries, to find one. And with no one to lead them, it must be sheer chance, or maybe instinct which leads them. What's surprising isn't that it takes so long between Blights; what's surprising is that they succeed at all. But I imagine the old gods call to them, and it's that voice in the darkness which drives them through so many generations."*

The Darkspawn are a race of mostly-humanoid tainted creatures that dwell in the Deep Roads. According to the Chantry, they were created when the magisters of the Tevinter Imperium opened a portal into the Golden City, tainting the realm of the Maker with their corruption and returning as the darkspawn, their evil transfiguring them into the monsters they became. When they uncover one of the Old Gods, they expose it to the taint, changing it into an archdemon, which then leads them in an attack against the surface world called a Blight. The darkspawn are perhaps the greatest single threat to all of Thedas; they are bloodthirsty, exceptionally numerous and willing to indiscriminately kill or corrupt all in their path.

The darkspawn horde is connected through the taint, functioning as a hive-mind similar to ants. While high ranking darkspawn (like emissaries or alphas) have a limited influence upon small groups, and more elite darkspawn also command larger groups yet, only an archdemon can command the entire horde.

Territory conquered by the darkspawn becomes diseased, a rotting place of twisted creatures infected by the blight. Creatures that come in close or frequent contact with the darkspawn often become diseased themselves, becoming ghouls, e.g., blight wolves or bereskarns. While the blighted creatures often work alongside the darkspawn, most often because of force, their lifespan is such that their use is severely limited. Even a ghoul's lifespan can usually be measured in months.

It seems that the taint suppresses higher function over time, causing those infected to go mad and potentially cannibalistic. It also allows the tainted to feel the thoughts of the Old Gods. The joining ritual dramatically slows the corruption of the taint in Grey Wardens, but after about thirty years the major effects of corruption set in. When a Grey Warden begins to hear the call of the Old Gods, they set off into the deep roads to fight to the death before their mind is overtaken. The darkspawn find the Old Gods' call pleasurable, compelling them to seek out the Old Gods. Because the Darkspawn are creatures born of the taint, this is likely the reason why they are incapable of higher thought.

## Genlocks

These are the most common darkspawn in the underground. Stocky and tough, genlocks are notoriously difficult to kill, even by magic.

Among the most numerous of the darkspawn are the stocky, tough Genlocks. The strongest common genlocks are alphas. The alphas are the generals and commanders among the darkspawn armies. While many common genlocks possess a resistance to magic, the most intelligent of the alphas become gifted sorcerers, with many abilities akin to Blood Magic. These are the emissaries and they usually only appear during a Blight to watch that the commanders and generals serve the Archdemon's interests and not their own. The rarest of all genlocks is the Conjurer, an Emissary strong enough to summon many demons. Only one has ever been sighted.

## Genlock

These are the common infantry of the darkspawn horde, cannon fodder more than anything else.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d6, Guts d6, Notice d8, Shooting d8, Stealth d6, Throwing d6

**Pace:** 5; **Parry:** 5; **Toughness:** 7 (1)

**Hindrances:** -

**Edges:** Precise Striking, Rapid Shot

**Treasure:** Meager per 5 genlock.

**Armed +o:** Dagger (Str+d4), leather suit (1A), shortsword (Str+d6), shortbow (2d6)

**Special Abilities:**

- **Genlock:** All magical effects are made at -2 when targeting a genlock and Toughness is increased by +2 in regards to magical damage.

- **Hardy:** The creature does not suffer a wound from being Shaken twice.

## Genlock Runner

Nimble and quick, these small genlocks are used as bait for traps.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d6, Guts d6, Notice d10, Shooting d8, Stealth d6, Throwing d6

**Pace:** 7; **Parry:** 5; **Toughness:** 6 (1)

**Hindrances:** -

**Edges:** -

**Treasure:** Meager per 5 genlock runners.

**Armed +o:** Dagger (Str+d4), leather suit (1A), shortsword (Str+d6), shortbow (2d6)

**Special Abilities:**

- **Fleet Footed:** Roll a d10 when running.

- **Genlock:** All magical effects are made at -2 when targeting a genlock and Toughness is increased by +2 in regards to magical damage.

## Genlock Archer

As the name suggests, these genlocks are the ranged fighters of their kin, and will keep their distance if cornered.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d10

**Skills:** Fighting d6, Guts d6, Notice d8, Shooting d10, Stealth d6, Throwing d6

**Pace:** 5; **Parry:** 5; **Toughness:** 7 (1)

**Hindrances:** -

**Edges:** Aim, Melee Archer, Rapid Shot

**Treasure:** Meager per 5 genlock archers.

**Armed +0:** Dagger (Str+d4), leather suit (1A), longbow (2d6), shortsword (Str+d6)

**Special Abilities:**

- **Genlock:** All magical effects are made at -2 when targeting a genlock and Toughness is increased by +2 in regards to magical damage.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.



## Genlock Rogue

These genlocks have the ability to use stealth, and can switch from daggers to crossbows and other ranged weapons if need be.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8

**Skills:** Fighting d8, Guts d6, Notice d8, Shooting d6, Stealth d10, Throwing d10

**Pace:** 5; **Parry:** 6; **Toughness:** 7 (1)

**Hindrances:** -

**Edges:** Cripple, Rogue

**Treasure:** Meager per 2 genlock rogues.

**Armed +0:** Crossbow (2d6 AP2), dagger x2 (Str+d4), leather suit (1A).

**Special Abilities:**

- **Dual Weapon Sweep:** Makes a Fighting roll targeting each adjacent creature at -2.
- **Genlock:** All magical effects are made at -2 when targeting a genlock and Toughness is increased by +2 in regards to magical damage.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.

## Genlock Assassin

These are genlocks with assassin skills.

**Attributes:** Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d8

**Skills:** Fighting d10, Guts d6, Notice d10, Shooting d8, Stealth d12, Throwing d10

**Pace:** 5; **Parry:** 7; **Toughness:** 7 (1)

**Hindrances:** -

**Edges:** Assassin, Dual-Weapon Expert Path, Lacerate

**Treasure:** Meager.

**Armed +2:** Crossbow (2d6 AP2), dagger x2 (Str+d4), leather suit (1A).

**Special Abilities:**

- **Genlock:** All magical effects are made at -2 when targeting a genlock and Toughness is increased by +2 in regards to magical damage.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Mark of Death:** Maneuver action with Smarts +2 versus parry. On success add d4 to next damage roll against victim, d8 with a raise.

## Genlock Emissary (WC)

The most intelligent of the alphas become gifted sorcerers, with many abilities akin to blood magic. These are the emissaries and they usually only appear during a Blight.

**Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d10

**Skills:** Fighting d6, Guts d10, Notice d8, Spellcasting d10+1, Stealth d8

**Pace:** 5; **Parry:** 5; **Toughness:** 8 (1)

**Hindrances:** -

**Edges:** Arcane Mastery

**Treasure:** Meager.

**Armed +2:** Leather suit (1A). staff (Sm+d4 AP3)

**Potions:** Lesser lyrium potion x1

**Special Abilities:**

- **Genlock:** All magical effects are made at -2 when targeting a genlock and Toughness is increased by +2 in regards to magical damage.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Spellcasting:** 20 Power Points and know the following spells: *chain lightning*, *crushing prison*, *death cloud*, *death magic*, *drain life*, *heal*, *mass paralysis*, *misdirection hex*, *regeneration*.



## Genlock Necromancer (WC)

In rarer form an emissary may completely master death magic and gain the ability animate the fallen corpses around him.

**Attributes:** Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d10

**Skills:** Fighting d6, Guts d12, Notice d8, Spellcasting d12+1, Stealth d8

**Pace:** 5; **Parry:** 5; **Toughness:** 8 (1)

**Hindrances:** -

**Edges:** Arcane Mastery

**Treasure:** Worthwhile.

**Armed +4:** Leather suit (1A). staff (Sm+d4 AP3)

**Potions:** Greater lyrium potion x1

**Special Abilities:**

- **Genlock:** All magical effects are made at -2 when targeting a genlock and Toughness is increased by +2 in regards to magical damage.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Necromancy:** Once per round as a free action, the necromancer rolls a Spellcasting roll to use *animate dead* on the closes corpse within 10”.
- **Spellcasting:** 30 Power Points and know the following spells: *chain lightning, crushing prison, death cloud, death magic, drain life, mass paralysis, miasma, misdirection hex, winter's grasp.*

## Genlock Conjurer (WC)

This is the rarest and most powerful of all emissary type genlocks, able to summon demons, which are normally the enemies of darkspawn, and direct them towards the Conjurer's enemies.

**Attributes:** Agility d8, Smarts d12+2, Spirit d12, Strength d6, Vigor d12

**Skills:** Fighting d6, Guts d12, Notice d10, Spellcasting d12+3, Stealth d8

**Pace:** 5; **Parry:** 5; **Toughness:** 9 (1)

**Hindrances:** -

**Edges:** Arcane Mastery, Master Smarts Path

**Treasure:** Worthwhile.

**Armed +4:** Leather suit (1A). staff (Sm+d4 AP3)

**Potions:** Potent lyrium potion x1

**Special Abilities:**

- **Genlock:** All magical effects are made at -2 when targeting a genlock and Toughness is increased by +2 in regards to magical damage.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Shade Master:** As a full round maneuver on the first round of combat, one greater shade and 1d6 lesser shades appear as allies to the conjurer.
- **Spellcasting:** 40 Power Points and know the following spells: *chain lightning, crushing prison, death cloud, death magic, drain life, grease, heal, mass paralysis, misdirection hex, regeneration, spell wisp, stinging swarm.*

## Hurlocks

Hurlocks are taller and more muscular than genlocks and often form the strongest part of darkspawn armies. They are known to excel at using two-handed weapons. Hurlock Alphas are among the best of the best of the darkspawn shock troops, and are particularly fierce in close combat. A single berserking hurlock can often be a match for numerous opponents at once.

Among their ranks, Hurlocks are differentiated by their abilities. The most basic Hurlocks are the most common, and serve as heavy infantry. The next iteration is the Hurlock Alpha. Then, there is the Hurlock Emissary, which is a magic-wielding Hurlock. The next form is the Hurlock Omega, which combines the abilities of all three lower forms into a single, dangerous form. The toughest form of all Hurlocks yet encountered is the Ancient Darkspawn; this is a very old Hurlock who has donned incredibly durable armor and has can be as tough as a Drake and can easily destroy an entire party with minimal backup. So far, they have only been seen in the Dead Trenches.

## Hurlock

Taller than their genlock cousins, the hurlocks are roughly of human-size but are possessed of considerable strength and constitution. They are known to adorn themselves with roughly-carved tattoos to keep track of their kills and deeds, though it is unknown whether or not there is a uniform standard to these markings.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

**Skills:** Fighting d8, Guts d8, Intimidation d8, Notice d6

**Pace:** 6; **Parry:** 6; **Toughness:** 10 (2)

**Hindrances:** -

**Edges:** Mighty Blow, Powerful Swings, Warrior

**Treasure:** Meager per 3 hurlocks

**Armed +0:** Chainmail (+2A), Various Two-handed weapon

## Hurlock Archer/Bolter

These Hurlocks provide support fire with ranged weapons. Hurlock archers are at times deadly.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d8 Vigor d8

**Skills:** Fighting d4, Guts d6, Intimidation d6, Notice d8, Shooting d10

**Pace:** 6; **Parry:** 4; **Toughness:** 9 (2)

**Hindrances:** -

**Edges:** Aim, Burst Shot, Warrior

**Treasure:** Meager per 3 hurlock archers

**Armed +2:** Chainmail (+2A), Crossbows for Bolters (2d6), Longbow for Archers (2d6)



## Hurlock Grunt

Hurlock grunts are armed with both a sword and shield, and are consequently more resilient in combat compared to the shield-less standard hurlocks.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

**Skills:** Fighting d10, Guts d8, Intimidation d6, Notice d6, Stealth d6, Taunt d8

**Pace:** 5; **Parry:** 9; **Toughness:** 11 (3) [14 Ranged]

**Hindrances:** -

**Edges:** Shield Bash, Shield Expertise Path, Shield Wall Path, Warrior

**Treasure:** Meager

**Armed +2:** Heavy suit (+3A), Various one-handed weapons and a kite shield

**Special Abilities:**

- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Shield Bash:** Str+d6.

## Hurlock Berserker

Wild and uncontrollable these creatures rage into battle only being stopped by death itself.

**Attributes:** Agility d10, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

**Skills:** Fighting d10+2, Guts d8, Intimidation d10, Notice d6

**Pace:** 6; **Parry:** 5; **Toughness:** 11 (2)

**Hindrances:** -

**Edges:** Berserker (always active), Warrior

**Treasure:** Meager

**Armed +1:** Chainmail (+2A), Various Two-handed weapon

**Special Abilities:**

- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Rage:** May make single attack actions at +1 during rounds that it is Shaken as long as it does not move.
- **Size +1:** Pure raging mass of muscle.

## Hurlock Emissary (WC)

Hurlock emissaries have also been known to appear during a Blight. These darkspawn are the only ones recorded as being capable of human speech and are often capable of employing magic.

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d12

**Skills:** Fighting d8, Guts d10, Intimidation d10, Notice d12, Spellcasting d10+1, Stealth d6

**Pace:** 5; **Parry:** 6; **Toughness:** 11 (3)

**Hindrances:** -

**Edges:** Arcane Mastery, Staff Focus

**Treasure:** Worthwhile

**Armed +4:** Heavy suit (+3A), Staff (Sm+d4+2 AP3)

**Potions:** Lyrium potion x1

**Special Abilities:**

- **Leader:** All hurlocks within 25" gain +1 to attacks, Parry, and Toughness along with +2 to recover from Shaken.
- **Spellcasting:** 40 Power Points and know the following spells: *chain lightning*, *crushing prison*, *death cloud*, *death magic*, *drain life*, *fireball*, *lightning*, *mass paralysis*, *misdirection hex*.

## Hurlock Omega (WC)

These are the elite of the emissaries and are second only to the Hurlock generals and archdemon.

**Attributes:** Agility d8, Smarts d12, Spirit d12, Strength d8, Vigor d12

**Skills:** Fighting d10, Guts d12, Intimidation d10, Notice d12, Spellcasting d12+1, Stealth d6

**Pace:** 5; **Parry:** 7; **Toughness:** 12 (3)

**Hindrances:** -

**Edges:** Arcane Mastery, Battlemage, Staff Focus

**Treasure:** Rich

**Armed +4:** Heavy suit (+3A), Staff (Sm+d4+2 AP3)

**Potions:** Potent lyrium potion x1

**Special Abilities:**

- **Leader:** All hurlocks within 25" gain +1 to attacks, Parry, and Toughness along with +2 to recover from Shaken.
- **Size +1:** Up to 8' tall.
- **Spellcasting:** 50 Power Points and know the following spells: *chain lightning*, *crushing prison*, *curse of mortality*, *death cloud*, *death magic*, *drain life*, *fireball*, *lightning*, *mass paralysis*, *misdirection hex*, *weakness*.

## Ancient Darkspawn (WC)

Ancient darkspawn are very old hurlocks who appear who have donned incredibly durable armor and rival drakes. It can easily destroy an entire party. So far, they have only been seen in the Dead Trenches.

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d12+2, Vigor d12+2

**Skills:** Fighting d12, Guts d10, Intimidation d12, Notice d10, Taunt d10

**Pace:** 4; **Parry:** 8; **Toughness:** 16 (4)

**Hindrances:** -

**Edges:** Champion, Indomitable, Warrior

**Treasure:** Rich

**Armed +4:** Plate suit (4A), Various Two-handed weapon

**Potions:** Health potion x3

**Special Abilities:**

- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Reaving Storm:** Full round maneuver, make running roll and make Fighting roll at -2 against each adjacent enemy in path
- **Size +1:** Up to 8' tall with incredible mass.
- **Two-Handed Sweep:** Makes a Fighting roll targeting each adjacent creature.

## Hurlock General (WC)

These fierce leaders are only second to the archdemon itself and are supremely gifted.

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d12+2, Vigor d12+2

**Skills:** Fighting d12+2, Guts d12, Intimidation d12, Notice d10, Taunt d10

**Pace:** 3; **Parry:** 10; **Toughness:** 16 (4)

**Hindrances:** -

**Edges:** Critical Strike, Indomitable, Mighty Blow, Motivate Path, Sunder Arms and Armor, Superiority Path, War Cry, Warrior

**Treasure:** Rich

**Armed +4:** Plate suit (4A), Various Two-handed weapon

**Potions:** Health potion x3

**Special Abilities:**

- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Leader:** All hurlock allies gain +1 to attacks, Parry, Toughness, and +2 to recover from Shaken.
- **Reaving Storm:** Full round maneuver, make running roll and make Fighting roll at -2 against each adjacent enemy in path
- **Size +1:** Up to 8' tall with incredible mass.
- **Spellcasting:** 25 Power Points and know the following spells: *chain lightning, drain life, glyph of repulsion, misdirection hex, rock armor, shock, tempest, weakness.*
- **Two-Handed Sweep:** Makes a Fighting roll targeting each adjacent creature.

## Ogres

Towering over their darkspawn kin, the massive ogres are a rare sight on the battlefield.

Traditionally, they only appear during a Blight, but some records claim that ogres have been spotted in the Deep Roads hunting alone or in small groups. Up to a hundred of these creatures can accompany a darkspawn horde at any one time during a Blight, often using their great strength to burst through fortifications and demolish the front lines of the opposing army.

## Ogre

Ogres are the massive, brutish shock troopers of the darkspawn horde. Dwarfing their darkspawn bertheren, Orges attack opponents with brute force and monumental strength, acting as living siege weapons, overwhelming melee fighters and force multipliers. Standing above even the normal Ogres are the Ogre Alphas; these monstrosities are no larger, but are far tougher, and are usually accompanied by shrieks.

**Attributes:** Agility d8, Smarts d4, Spirit d10, Strength d12+3, Vigor d12

**Skills:** Fighting d10, Guts d8, Intimidation d10, Notice d4, Throwing d8

**Pace:** 7; **Parry:** 7; **Toughness:** 14 (1)

**Hindrances:** -

**Edges:** Warrior

**Treasure:** Meager

**Armed +2:** Few are armed but those that are wield a massive axe or sword in one hand that has Reach 2 (Str+d12).

**Special Abilities:**

- **Grab:** May grab with off-hand at no penalty to the Fighting roll and without a Multi-Action penalty.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Hide:** Thick hide grants +1 Armor. (Armor value for the head due to hard skull and horns is +3)
- **Hurl:** As a Throwing attack at 3/6/12, it throws either a nearby boulder, grabbed victim, or other large object at a target. Both the grabbed object and the target take 3d6 damage and are prone.
- **Large:** Attackers add +2 to their attack rolls when attacking it due to the large size.
- **Massive Attack:** With a raise on a Fighting roll the target is pushed back d4 inches and is prone.
- **Ram:** As a full round maneuver it, Moves 5" in a straight line and makes a Fighting roll at +1, it deals Str+d8 damage, with a raise the target is knocked prone and must take an action to stand. This attack deals +6 damage versus all objects.
- **Size +4:** Over 8' tall with massive size and pure muscle.
- **Smash:** Str+d8, Reach 1.
- **Stomp:** Make a Fighting roll versus each adjacent target, deals 2d6+Size damage and knocks victims prone. With a raise, deals 3d6 damage. Damage dice are increased to a d8 against prone targets.



## Ogre, Armored (WC)

The darkspawn scavenge their armor from the Deep Roads, from lost thaigs and from battlefields where vast armies once clashed. Typically only hurlocks, shrieks, and genlocks wear any such protection, ogres being far too large for conventional armor.

But occasionally the legion encounters ogres wearing crude patchworks of breastplates and shields threaded together with rope and wire. While better than nothing, there are many vulnerable gaps in the assemblage. Thank the ancestors that the darkspawn and their ghouls make such lousy craftsmen.

**Attributes:** Agility d10, Smarts d4, Spirit d10, Strength d12+3, Vigor d12+1

**Skills:** Fighting d12, Guts d8, Intimidation d10, Notice d4, Throwing d8

**Pace:** 7; **Parry:** 8; **Toughness:** 17 (3)

**Hindrances:** -

**Edges:** Warrior

**Treasure:** Worthwhile

**Armed +4:** Few are armed but those that are wield a massive axe or sword in one hand that has Reach 2 (Str+d12), heavy suit (+3A), some even have heavy shields.

### Special Abilities:

- **Grab:** May grab with off-hand at no penalty to the Fighting roll and without a Multi-Action penalty.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Hide:** Thick hide grants +1 Armor. (Armor value for the head due to hard skull and horns is +3)
- **Hurl:** As a Throwing attack at 3/6/12, it throws either a nearby boulder, grabbed victim, or other large object at a target. Both the grabbed object and the target take 3d6 damage and are prone.
- **Large:** Attackers add +2 to their attack rolls when attacking it due to the large size.
- **Massive Attack:** With a raise on a Fighting roll the target is pushed back d4 inches and is prone.
- **Ram:** As a full round maneuver it, Moves 5" in a straight line and makes a Fighting roll at +1, it deals Str+d8 damage, with a raise the target is knocked prone and must take an action to stand. This attack deals +6 damage versus all objects.
- **Size +4:** Over 8' tall with massive size and muscle.
- **Smash:** Str+d8, Reach 1.
- **Stomp:** Make a Fighting roll versus each adjacent target, deals 2d6+Size damage and knocks victims prone. With a raise, deals 3d6 damage. Damage dice are increased to a d8 against prone targets.



## Shrieks

As horrors of the night, shrieks are renowned for their incredible speed and agility as well as their stealth. They are the assassins of the darkspawn, penetrating the enemy lines and striking their targets using long, jagged blades attached to their forearms to rip their opponent to shreds in seconds. They have been known to employ poison, often drawn from their own blood, and have demonstrated cunning group tactics when attacking in numbers.

## Shrieks

Scholars call these tall lean darkspawn the sharlock, more popularly known as shrieks because of the ear-splitting cries they emit in battle. Many tales exist of soldiers being unnerved by the sounds of shrieks, never seen until the moment they strike.

**Attributes:** Agility d12, Smarts d6, Spirit d10, Strength d6, Vigor d8

**Skills:** Fighting d10, Guts d6, Intimidation d10, Notice d10, Stealth d12+1

**Pace:** 6; **Parry:** 7; **Toughness:** 6

**Hindrances:** -

**Edges:** Dual-Weapon Mastery Path, Shadow, Shadow Striking

**Treasure:** Meager.

### Special Abilities:

- **Fear:** When a shriek succeeds with a Fighting roll while Stealth, the victim must make a Guts check.
- **Frenzy:** As a full round maneuver, make four consecutive attacks versus one adjacent target. The Fighting roll for each attack is at -3. Only use one Wild Die if applicable.
- **Leap:** Can leap 3" as an action making a Fighting roll and resulting damage at +2. Also, it has a -2 to Parry until its next action.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.
- **Slash:** Agi+d6.
- **Taint (-1):** When a wound is inflicted the target must succeed on a Spirit roll at -1 or be Tainted.
- **Terrorize:** Full round maneuver to make a Spirit roll that affects enemies within 4". On a success, each victim makes a Spirit roll at -2 or is Shaken. With a raise, Spirit rolls are made at -4.

## Wild Shrieks

Extremely rare, a wild shriek can use Wild Magic.

**Additional Skill:** Wild Magic d10

### Additional Ability:

- **Spellcasting:** 20 Power Points and know the following spells: *bear shape (bereskarn)*, *flame blast*, *flying swarm*, *lightning*, *spider shape (corrupted spider)*, *rock armor*, *winter's grasp*.

## Demons

A demon is a malicious spirit from The Fade that feeds on the darker parts of the mortal psyche like rage, hunger, and desire. The more complex the emotions, the more intelligent and powerful the demon who feeds on it. Rage is the simplest emotion to feed from so Rage Demons are often much lower on the power scale. Sloth Demons are above Rage Demons, and are known as masters of disguise. Desire Demons are higher still, and have the power to manipulate people without their ever knowing. Most powerful of all are Pride Demons. They are fearsome creatures, known for their intelligence.

Demons do not have genders. Within The Fade, they are able to shapeshift and take the form of their choosing. As creatures from an alternate and malleable reality, a demon's natural mindset can appear insane to a mortal.

There are few demons within dwarven lands. This may be due to the inability of demons to inhabit dwarven bodies, which would make such lands less than appealing, or it may be connected to the natural deposits of lyrium found throughout dwarven territories. There are however examples of demons within the Deep Roads below Orzammar.

Demons often cannot distinguish between a living being and a dead one and will readily take control of either. This is thought to be the cause for the Chantry's custom of burning the dead.

### *Possession*

Like most spirits, it is difficult for demons to survive in the mortal world without possessing a host. The only known way to force a demon from its host is to enter The Fade and confront it directly, but this only works when the host has become such willingly. If the host is killed, the demon returns to The Fade unscathed. Mages, due to their ability to tap into the Fade, are always in the most danger of being possessed, but any creature that dreams might become the victim of demonic possession.

Abominations are the horrifying result of demon possessing a mage. However, demons do not only possess the living. When a pride demon takes control of the corpse of a mage, an Arcane Horror is born, possessing all the spellcasting abilities of a living mage, as well as possessing the ability to heal and even command other animated corpses. Another powerful possessed corpse is a Revenant, these are usually possessed by a demon of pride or of desire.

For weaker demons corpses make tempting targets, as the demon cannot sense any resistance. When a sloth demon takes possession of a dead body a shambling corpse is the result. Devouring Corpses are held by hunger demons and feed upon the living.

The longer dead also fall prey to possession. A fanged skeleton is a skeleton possessed by a hunger demon. Driven by hunger, these skeletons attempt to consume whatever life they can find and often possess the ability to drain life energy and mana from their victims. Shambling skeletons are possessed by a sloth demon, they are able to use entropic powers against their opponents.

Despite the numerous examples of demonic possession shades prove that demons do not have to possess in order to cross over. They are demons in their true form. In time, such a demon will learn to drain energy from the psyche of those it encounters, just as they did in the Fade. Once it has drained enough, it has the power to manifest. Such creatures do not seek to possess a host and instead exist as a shadow, feeding off the minds of those it encounters.

### *Abominations*

It is known that mages are able to walk the Fade while completely aware of their surroundings. Demons are drawn to mages, though whether it is because of this awareness or simply by virtue of their magical power in our world is unknown. Regardless of the reason, a demon always attempts to possess a mage when it encounters one—by force or by making some kind of deal depending on the strength of the mage. Should the demon get the upper hand, the result is an unholy union known as an abomination.

An abomination is a broad term for the result of a demon possessing a living human, Qunari or elf. While mages stand the greatest chance of being possessed, as they draw their magic from The Fade, it is made clear that any elf or human is a potential host. The ritual of Harrowing employed by the Circle of Magi results in abominations from time to time. While it is theoretically possible to free someone who has been possessed, it is never done, mostly because of the risk involved in such an attempt—it is much safer to utterly destroy the creature.





## Abomination (WC)

An abomination is a somewhat vague term as it refers to both the monstrosities the mage can turn into as well as those who retain their normal shape with the demon apparently controlling them like a puppet. Exactly why some victims transform and others, retain their human forms at least for a time is not clear.

**Abomination:** Abominations are created by the possession of an elf, human, or Qunari by a desire, hunger, pride, rage, or sloth demon.

The demon's presence in that inhabitant immediately makes the character a Wild Card. Each type of demon bestows different Trait bonuses, Skill bonuses, and special abilities as detailed in this section. However, all abominations possess the following:

### Special Abilities:

- **Demon:** Fade Spirit, Demonic Immunity, and Weapon Resistance as detail in *monstrous abilities*.
- **Rage:** May make single attack actions at +1 during rounds that it is Shaken as long as it does not move.
- **Triple Strike:** Makes three Fighting attacks each action at no penalty. The first two attacks deal Strength + weapon damage or Str+d4 if unarmed. However, the third attack deals Strength + Spirit damage (ignoring all Armor) as the abomination is striking at the victims connection to the fade itself.

## Rage Abomination

More savage and mad than the rest.

**Skill and Trait Modifiers:** Agility, Strength, and Vigor along with all linked Skills increase by 1 die size.

### Additional Ability:

- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Spellcasting:** 10 additional Power Points and know the following spells: *flame blast, fireball*.

## Sloth Abomination

Sloth demons can sap the strength of others.

**Skill and Trait Modifiers:** Strength and Vigor along with all linked Skills increase by 2 die sizes.

### Additional Ability:

- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Sloth:** Wounds created by sloth abominations inflict an additional -1 to Agility, Strength, and Vigor rolls until the wound is removed.
- **Spellcasting:** 20 additional Power Points and know the following spells: *miasma, paralyze, weakness*.

## Hunger Abomination

Hunger demons feed off of the Spirit of others.

**Skill and Trait Modifiers:** All Traits along with the linked Skills increase by 1 die size.

### Additional Ability:

- **Hunger:** Victims that have been Shaken by a hunger abomination make Spirit rolls at -2. Additionally, they feed off of The Fade's power. Victims of successful Fighting rolls lose 5 Power Points and the abomination gains 5.
- **Spellcasting:** 30 additional Power Points and know the following spells: *curse of mortality, drain life, rejuvenate, regeneration*.

## Desire Abomination

Desire demons lure others into fatal traps.

**Skill and Trait Modifiers:** Smarts and Spirit along with all linked Skills increase by 3 die sizes.

### Additional Ability:

- **Cursed Dance:** As a full round maneuver, the desire abomination dances in place fascinating others which causes each opponent within 10" to make a Spirit roll at -2. On a result of 1 or less victims fall asleep and are Shaken when they wake. On a regular failure all females suffer a -2 penalty to Parry and Toughness for 2 rounds; while males are unable to heal for 2 rounds.
- **Desire:** As a free action once per round on their turn, they make an opposed Persuasion versus Smart roll against one target within 5". On a success the target acts as an ally to the desire abomination during its next action.
- **Scream:** After being wounded the desire abomination lets out a horrible scream. Each opponent within 5" must make a Spirit roll or be Shaken.
- **Spellcasting:** 40 additional Power Points and know the following spells: *cone of cold, horror, weakness, winter's grasp*.

## Pride Abomination

The most powerful and fierce of the abominations.

**Skill and Trait Modifiers:** All Traits along with the linked Skills increase by 2 die sizes.

### Additional Ability:

- **Pride:** Cannot be Shaken.
- **Spellcasting:** 50 additional Power Points and know the following spells: *anti-magic burst, arcane shield, cone of cold, flame blast, mana clash, spell shield*.

## Corpses

Being unable to distinguish between something which is still living and something which no longer is, many demons will possess the bodies of the dead. Trapped within the lifeless corpse, the demon will be driven mad and will lash out at the truly living around it.

### Enraged Corpse

Corpses possessed by rage demons go berserk and simply wade into their opponents mindlessly.

**Attributes:** Agility d4, Smarts d4, Spirit d6, Strength d12, Vigor d6

**Skills:** Fighting d8, Guts d10, Notice d4

**Pace:** 6; **Parry:** 4; **Toughness:** 7 – 10 (0 – 3)

**Hindrances:** -

**Edges:** Berserker (always active), Mighty Blow, Powerful Swings

**Treasure:** Meager per 3 enraged corpses

**Armed +0:** Various armor based on corpse and some may have one-handed weapons.

**Special Abilities:**

- **Corpse Claw:** Str+2.
- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Infravision:** Can see heat and halve penalties for bad lighting when attacking living targets.
- **Rage:** May make single attack actions at +1 during rounds that it is Shaken as long as it does not move.
- **Undead:** As described in the *monstrous abilities* section.

### Shambling Corpse

The shambling corpse, controlled by a demon of sloth, causes its enemies to become weak and fatigued.

**Attributes:** Agility d4, Smarts d6, Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d8, Guts d10, Notice d4, Spellcasting d8

**Pace:** 6; **Parry:** 6; **Toughness:** 8 – 11 (0 – 3)

**Hindrances:** -

**Edges:** -

**Treasure:** Meager per 3 enraged corpses

**Armed +0:** Various armor based on corpse and some may have a one-handed weapons.

**Special Abilities:**

- **Corpse Claw:** Str+2.
- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Infravision:** Can see heat and halve penalties for bad lighting when attacking living targets.
- **Undead:** As described in the *monstrous abilities* section.
- **Weakness:** This corpse can cast *weakness* using no Power Points once per round, without taking a Multi-Action penalty.

### Devouring Corpse

Devouring corpses are held by hunger demons and feed upon the living. They possess a ravenous appetite and will seek to feed on any living thing it finds. Many of these creatures have also demonstrated the ability to drain the very life force from their opponents.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d8, Guts d10, Notice d4, Spellcasting d10

**Pace:** 6; **Parry:** 6; **Toughness:** 8 – 11 (0 – 3)

**Hindrances:** -

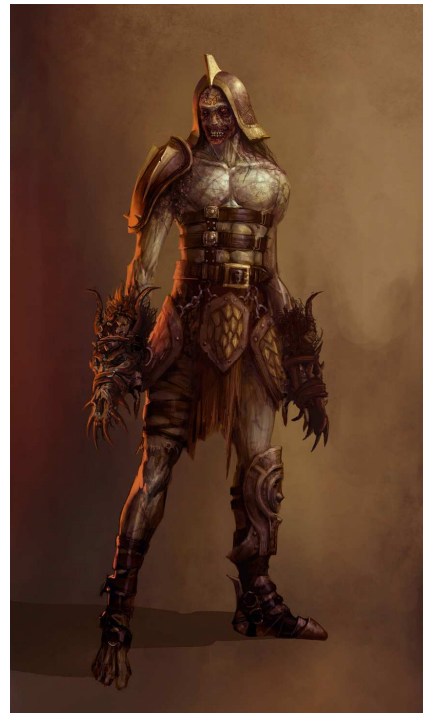
**Edges:** -

**Treasure:** Meager per 3 enraged corpses

**Armed +0:** Various armor based on corpse and some may have a one-handed weapons.

**Special Abilities:**

- **Corpse Claw:** Str+2.
- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Drain Life:** Can cast *drain life* while Shaken without using Power Points. With a success, it is no longer Shaken.
- **Infravision:** Can see heat and halve penalties for bad lighting when attacking living targets.
- **Undead:** As described in the *monstrous abilities* section.







## Revenant (WC)

A revenant is a corpse possessed by a demon of pride or of desire... making it amongst the most powerful possessed opponents that one can face. Many possess spells, but most are armed and armored and prefer the use of their martial talents. They are weak against physical attacks but regenerate quickly, and commonly use telekinesis to pull opponents into melee range should they try to flee. Revenants also have the ability to strike multiple opponents surrounding them. Stay at range if possible and strike quickly—that is the only way to take such a creature down.

**Attributes:** Agility d10, Smarts d8, Spirit d10, Strength d12+2, Vigor d10

**Skills:** Fighting d12+2, Guts d10, Intimidation d10, Notice d8, Spellcasting d10, Stealth d8

**Pace:** 6; **Parry:** 11; **Toughness:** 12 (2)

**Hindrances:** -

**Edges:** Shield Bash, Shield Expertise Path, Shield Wall Path (Ranged attacks at -3), Warrior

**Treasure:** Rich

**Armed +4:** Kite shield (+2P/+3AvsR/Str+d6), splintmail (+2A), various magical one-handed weapon.

### Special Abilities:

- **Aura of Weakness:** Creatures within 2" suffer -1 penalty to arcane skill rolls, attack rolls, Pace, and Parry.
- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Drain Life:** Can cast *drain life* while Shaken without using Power Points. With a success, it is no longer Shaken.
- **Fear -1:** All who see them make a Guts roll at -1.
- **Infravision:** Can see heat and halve penalties for bad lighting when attacking living targets.
- **Mass Pull:** Can make an arcane skill roll once per round, without taking a Multi-Action penalty. With a success, each creature within 5" is pulled to an adjacent square. It cannot use *mass pull* and *pull* in the same round.
- **Pull:** Can make an arcane skill roll once per round, without taking a Multi-Action penalty. With a success, a single target up to 15" inches away is pulled to an adjacent square. It cannot use *mass pull* and *pull* in the same round.
- **Undead:** As described in the *monstrous abilities* section.



## Arcane Horror (WC)

When a pride demon takes control of the corpse of a mage, an arcane horror is born. Although they appear to be little more than bones, these are fierce creatures, possessing not only all the spellcasting abilities of a living mage, but also the capacity to heal and even command other animated corpses.

**Attributes:** Agility d8, Smarts d12+2, Spirit d12, Strength d6, Vigor d10

**Skills:** Fighting d8, Guts d10, Intimidation d10, Notice d8, Spellcasting d12+2, Stealth d8

**Pace:** 6; **Parry:** 6; **Toughness:** 9

**Hindrances:** -

**Edges:** -

**Treasure:** Rich

**Armed +4:** Magical robes and magical staff (Sm+d4).

### Special Abilities:

- **Death Swarm:** Once per round, the closest corpse within 10" is affected by *animate dead* with a raise.
- **Fear -2:** All who see them make a Guts roll at -2.
- **Infravision:** Can see heat and halve penalties for bad lighting when attacking living targets.
- **Spellcasting:** 60 Power Points and know the following spells: *blizzard*, *chain lightning*, *crushing prison*, *death hex*, *death syphon*, *fireball*, *miasma*, *misdirection hex*, *paralyze*, *sleep*, *vulnerability hex*, *walking bomb*, *winter's grasp*.
- **Spirit Blast:** Can cast *arcane bolt* using no Power Points once per round, without taking a Multi-Action penalty.
- **Undead:** As described in the *monstrous abilities* section.

## Fade Demons

A demon is a malicious spirit from The Fade that feeds on the darker parts of the mortal psyche like rage, hunger, and desire. The more complex the emotions, the more intelligent and powerful the demon who feeds on it. Rage is the simplest emotion to feed from so Rage Demons are often much lower on the power scale. Sloth Demons are above Rage Demons, and are known as masters of disguise.

Desire Demons are higher still, and have the power to manipulate people without their ever knowing. Most powerful of all are Pride Demons. They are fearsome creatures, known for their intelligence.

Demons do not have genders. Within The Fade, they are able to shapeshift and take the form of their choosing. As creatures from an alternate and malleable reality, a demon's natural mindset can appear insane to a mortal.

## Lesser Rage Demon

Encountered in The Fade, the true form of a rage demon is a frightening sight: a thing of pure fire, its body seemingly made of amorphous lava and its eyes two pinpricks of baleful light radiating from its core. The abilities of such a demon center on the fire it generates. The most powerful of its kind are able to lash out with bolts of fire and even firestorms that can affect entire areas.

**Attributes:** Agility d8, Smarts d4, Spirit d10, Strength d8, Vigor d8

**Skills:** Fighting d10, Guts d8, Intimidation d8, Notice d8, Spellcasting d8

**Pace:** 10; **Parry:** 7; **Toughness:** 9

**Hindrances:** -

**Edges:** -

**Treasure:** -

**Special Abilities:**

- **Aura of Fire:** Each round a creature starts adjacent to the rage demon it takes 2d6 *fire* damage and has a 1in6 chance of catching fire.
- **Darkvision:** Ignore lighting penalties.
- **Demon:** Fade Spirit, Demonic Immunity, and Weapon Resistance as detail in *monstrous abilities*.
- **Fire Bolt:** Can make a spellcasting roll using no Power Points once per round, on a successful roll 1 target within 10" takes 2d6 *fire* damage and 3d6 with a raise. Victims have a 1in6 chance of catching fire.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Rage:** May make single attack actions at +1 during rounds that it is Shaken as long as it does not move.
- **Size +3:** These are expansive spirit demons.
- **Slam:** Victims of successful Fighting rolls with a raise must make a Vigor roll or fall prone and must use an action to stand.
- **Spellcasting:** Has 10 Power Points and knows the *flame blast* spell.
- **Spirit Strike:** Spirit + Strength damage with Reach 2, ignores non-magical armor.

## Greater Rage Demon

Fortunately, even powerful rage demons are less intelligent than most other varieties. Their tactics are simple: attack an enemy on sight with as much force as possible until it perishes.

**Attributes:** Agility d12, Smarts d4, Spirit d8, Strength d12, Vigor d12

**Skills:** Fighting d12+1, Guts d8, Intimidation d8, Notice d8, Spellcasting d10

**Pace:** 10; **Parry:** 9; **Toughness:** 11

**Hindrances:** -

**Edges:** -

**Treasure:** -

**Special Abilities:**

- **Aura of Fire:** Each round a creature starts adjacent to the rage demon it takes 2d6 *fire* damage and has a 1in6 chance of catching fire.
- **Darkvision:** Ignore lighting penalties.
- **Demon:** Fade Spirit, Demonic Immunity, and Weapon Resistance as detail in *monstrous abilities*.
- **Fear -1:** All who see them make a Guts roll at -1.
- **Fire Bolt:** Can make a spellcasting roll using no Power Points once per round, on a successful roll 1 target within 10" takes 2d6 *fire* damage and 3d6 with a raise. Victims have a 1in6 chance of catching fire.
- **Fire Burst:** When the rage demon is Shaken or wounded The Fade begins to warp into a burning hell. 1d6 random squares adjacent to the rage demon turn into lava. A creature that starts a round in or enters lava takes 3d10 *fire* damage and has a 2in6 chance of catching *fire*. If lava appears below a creature it can make an Agility roll at -2 to dive into an adjacent square that does not contain lava.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Rage:** May make single attack actions at +1 during rounds that it is Shaken as long as it does not move.
- **Size +3:** These are expansive spirit demons.
- **Slam:** Victims of successful Fighting rolls with a raise must make a Vigor roll or fall prone and must use an action to stand.
- **Spellcasting:** Has 20 Power Points and know the following spells: *fireball*, *flame blast*, *inferno*.
- **Spirit Strike:** Spirit + Strength damage with Reach 2, ignores non-magical armor.



## Sloth Demon

The most difficult assumption for some who study demons to overcome is the notion that a sloth demon is, in and of itself, slothful. If that were so, it seems highly unlikely that any such demons would cross the Veil into our own world, or once here would fight to possess any creature with a will of its own—and we know both these things to not be the case. The truth is that demons of sloth are named so because this is the portion of the human psyche that they feed upon. Doubt. Apathy. Entropy. They seek to spread these things. The sloth demon hides in its forms, a master of shapes and disguises, always in the last place you look... and from its hiding place it spreads its influence. Such creatures are best faced only with a great deal of will, and only with an eye to piercing their many disguises.

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d12+1

**Skills:** Fighting d10, Guts d8, Intimidation d8, Notice d8, Spellcasting d10, Stealth d10

**Pace:** 10; **Parry:** 9; **Toughness:** 12

**Hindrances:** -

**Edges:** -

**Treasure:** -

**Special Abilities:**

- **Darkvision:** Ignore lighting penalties.
- **Demon:** Fade Spirit, Demonic Immunity, and Weapon Resistance as detail in *monstrous abilities*.
- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Size +3:** These are expansive spirit demons.
- **Slam:** Victims of successful Fighting rolls with a raise must make a Vigor roll or fall prone and must use an action to stand.
- **Sloth:** Wounds created by sloth abominations inflict an additional -1 to Agility, Strength, and Vigor rolls until the wound is removed.
- **Spellcasting:** Has 30 Power Points and know the following spells: *death cloud*, *mass paralysis*, *miasma*, *weakness*, *waking nightmare*.
- **Spirit Strike:** Spirit + Strength damage with Reach 2, ignores non-magical armor.



## Hunger Demon

Hunger demons feed off of the Spirit of others and are extremely rare, even in The Fade.

**Attributes:** Agility d12, Smarts d12, Spirit d12, Strength d12, Vigor d12

**Skills:** Fighting d12+1, Guts d12, Intimidation d12, Notice d12, Spellcasting d12+1, Stealth d12+1

**Pace:** 10; **Parry:** 9; **Toughness:** 11

**Hindrances:** -

**Edges:** -

**Treasure:** -

**Special Abilities:**

- **Darkvision:** Ignore lighting penalties.
- **Demon:** Fade Spirit, Demonic Immunity, and Weapon Resistance as detail in *monstrous abilities*.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Hunger:** Victims that have been Shaken by a hunger demon make Spirit rolls at -2. Additionally, they feed off of The Fade's power. Victims of successful Fighting rolls lose 5 Power Points and the sloth demon gains 5.
- **Size +3:** These are expansive spirit demons.
- **Slam:** Victims of successful Fighting rolls with a raise must make a Vigor roll or fall prone and must use an action to stand.
- **Spellcasting:** Has 40 Power Points and know the following spells: *blood control*, *bloody grasp*, *blood wound*, *curse of mortality*, *drain life*, *rejuvenate*, *regeneration*.
- **Spirit Strike:** Spirit + Strength damage with Reach 2, ignores non-magical armor.
- **Triple Strike:** Makes three Fighting attacks each action at no penalty.





## Desire Demon

Of all the threats from beyond the Veil, few are more insidious and deceptively deadly than the desire demon. Far more intelligent than the bestial hunger and rage demons, and more ambitious than the demons of sloth, these dark spirits are among the most skilled at tempting mages into possession. Their abilities to affect the mind allow them to assume disguises and even alter the environment to their purposes, not to mention the great strength and speed they possess if they should have to resort to more physical means.

Most often a desire demon will attempt to bargain its way to freedom if overpowered.

**Attributes:** Agility d8, Smarts d12+2, Spirit d12+2, Strength d8, Vigor d8

**Skills:** Fighting d10, Guts d12+2, Persuasion d12+3, Notice d12+2, Spellcasting d12+3, Stealth d10

**Pace:** 10; **Parry:** 7; **Toughness:** 9

### Special Abilities:

- **Cursed Dance:** As a full round maneuver, the desire demon dances in place fascinating others which causes each opponent within 10" to make a Spirit roll at -2. On a result of 1 or less victims fall asleep and are Shaken when they wake. On a regular failure all females suffer a -2 penalty to Parry and Toughness for 2 rounds; while males are unable to heal for 2 rounds.
- **Darkvision:** Ignore lighting penalties.
- **Demon:** Fade Spirit, Demonic Immunity, and Weapon Resistance as detail in *monstrous abilities*.
- **Desire:** As a free action once per round on their turn, they make an opposed Persuasion versus Smarts roll against one target within 5". On a success the target acts as an ally to the desire demon during its next action.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Scream:** After being wounded the desire demon lets out a horrible scream. Each opponent within 5" must make a Spirit roll or be Shaken.
- **Size +3:** These are expansive spirit demons.
- **Spellcasting:** Has 50 Power Points and know the following spells: *arcane shield, cone of cold, drain life, flame blast, glyph of repulsion, horror, misdirection hex, shock, spell shield, weakness, winter's grasp*.
- **Spirit Strike:** Spirit + Strength damage with Reach 2, ignores non-magical armor.



## Pride Demon

Pride is powerful, and intelligent. When we have encountered one in its true form, its most common attacks are bolts of fire and ice. Fire they will use to burn an opponent, and the magical flame will combust anything you wear regardless of make. Ice they will use to freeze an opponent in place—be cautious, for they enjoy employing this against warriors in particular. More than one group of templars has made the mistake of attempting to overwhelm a pride demon and suffered the consequences, believe me.

**Attributes:** Agility d12+1, Smarts d12+1, Spirit d12+1, Strength d12+1, Vigor d12+1

**Skills:** Fighting d12+2, Guts d12+1, Intimidation d12+1, Notice d12+1, Spellcasting d12+2, Stealth d12+2

**Pace:** 10; **Parry:** 10; **Toughness:** 12

### Special Abilities:

- **Darkvision:** Ignore lighting penalties.
- **Demon:** Fade Spirit, Demonic Immunity, and Weapon Resistance as detail in *monstrous abilities*.
- **Fire Bolt:** Can make a spellcasting roll using no Power Points once per round, on a successful roll 1 target within 10" takes 2d6 *fire* damage and 3d6 with a raise. Victims have a 1in6 chance of catching fire.
- **Frost Bolt:** Can make a spellcasting roll using no Power Points once per round, on a successful roll 1 target within 10" takes 2d6 *cold* damage and 3d6 with a raise. Victims make a Vigor roll at -2 or are *chilled* for 2 rounds.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Massive Attack:** With a raise on a Fighting roll the target is pushed back d4 inches and is prone.
- **Pride:** Cannot be Shaken.
- **Size +3:** These are expansive spirit demons.
- **Slam:** Victims of successful Fighting rolls with a raise must make a Vigor roll or fall prone and must use an action to stand.
- **Spellcasting:** Has 60 Power Points and know the following spells: *anti-magic burst, arcane shield, cone of cold, flame blast, mana clash, spell shield*.
- **Spirit Strike:** Spirit + Strength damage with Reach 2, ignores non-magical armor.
- **Triple Strike:** Makes three Fighting attacks each action at no penalty.



## Shades

"It has often been suggested that the only way for a demon to affect the world of the living is by possessing a living (or once living) body, but this is not always true. Indeed, a shade is one such creature: a demon in its true form that has adapted to affect the world around it. A shade will weaken the living by its very proximity. Some have even been known to assault the minds of a living victim, causing confusion or horror and making the target ripe for the kill. The tragedy of a shade is perhaps that, once it has drained a target whole, its appetite is only heightened rather than slaked."

### Lesser Shade

This type of demon can be summoned by more powerful demons.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d8, Guts d8, Intimidation d10, Notice d8, Spellcasting d8, Stealth d10

**Pace:** 6; **Parry:** 6; **Toughness:** 5

#### Special Abilities:

- **Darkvision:** Ignore lighting penalties.
- **Demon:** Fade Spirit, Demonic Immunity, and Weapon Resistance as detail in *monstrous abilities*.
- **Drain Life:** Can cast *drain life* while Shaken without using Power Points. With a success, it is no longer Shaken.
- **Fear:** All who see them make a Guts check.
- **Slam:** Victims of successful Fighting rolls with a raise must make a Vigor roll or fall prone and must use an action to stand.
- **Spellcasting:** Has 15 Power Points and knows the spell *vulnerability hex*.
- **Spirit Strike:** Spirit + Strength damage with Reach 1, ignores non-magical armor.
- **Weakness:** This shade can cast *weakness* using no Power Points once per round, without taking a Multi-Action penalty.



## Shade

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d10, Guts d10, Intimidation d12, Notice d10, Spellcasting d10, Stealth d12

**Pace:** 6; **Parry:** 7; **Toughness:** 6

#### Special Abilities:

- **Darkvision:** Ignore lighting penalties.
- **Demon:** Fade Spirit, Demonic Immunity, and Weapon Resistance as detail in *monstrous abilities*.
- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Fear -1:** All who see them make a Guts check at -1.
- **Slam:** Victims of successful Fighting rolls with a raise must make a Vigor roll or fall prone and must use an action to stand.
- **Spellcasting:** Has 15 Power Points and knows the spell *misdirection hex*.
- **Spirit Strike:** Spirit + Strength damage with Reach 1, ignores non-magical armor.
- **Weakness:** This shade can cast *weakness* using no Power Points once per round, without taking a Multi-Action penalty.

### Greater Shade

**Attributes:** Agility d10, Smarts d10, Spirit d10, Strength d10, Vigor d10

**Skills:** Fighting d12, Guts d12, Intimidation d12+1, Notice d12, Spellcasting d12, Stealth d12+1

**Pace:** 6; **Parry:** 8; **Toughness:** 7

#### Special Abilities:

- **Aura of Weakness:** Creatures within 2" suffer -1 penalty to arcane skill rolls, attack rolls, Pace, and Parry.
- **Darkvision:** Ignore lighting penalties.
- **Demon:** Fade Spirit, Demonic Immunity, and Weapon Resistance as detail in *monstrous abilities*.
- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Drain Life:** Can cast *drain life* while Shaken without using Power Points. With a success, it is no longer Shaken.
- **Fear -2:** All who see it make a Guts check at -2.
- **Leap:** Can leap 3" as an action making a Fighting roll and resulting damage at +2. Also, it has a -2 to Parry until its next action.
- **Spellcasting:** Has 25 Power Points and know the following spells: *horror*, *mind blast*, *misdirection hex*.
- **Spirit Strike:** Spirit + Strength damage with Reach 1, ignores non-magical armor.
- **Weakness:** This shade can cast *weakness* using no Power Points once per round, without taking a Multi-Action penalty.

## Ash Wraith (WC)

Legend has it that when Andraste's Ashes were taken into hiding, some of her closest disciples gave themselves to the fire, that their restless souls might remain to guard her final resting place forever.

Whether they are the spirits of Andraste's disciples or merely Fade spirits, the temple that houses the Sacred Urn is filled with wraiths. Created from a burnt corpse, an ash wraith is a powerful and amorphous opponent able to lash and smother while being immune to most physical attacks. Even if successfully dispersed, it can reform at a later time. Magic is the only real way to fight such a creature, wind and ice attacks being the most useful.

**Attributes:** Agility d12, Smarts d12, Spirit d12, Strength d12, Vigor d12

**Skills:** Fighting d12+1, Guts d12+1, Intimidation d12+2, Notice d12+1, Spellcasting d12+1, Stealth d12+2

**Pace:** 6; **Parry:** 9; **Toughness:** 8

**Edges:** Whirlwind

**Special Abilities:**

- **Aura of Weakness:** Creatures within 2" suffer -1 penalty to arcane skill rolls, attack rolls, Pace, and Parry.
- **Darkvision:** Ignore lighting penalties.
- **Demon:** Fade Spirit, Demonic Immunity, and Weapon Resistance as detail in *monstrous abilities*.
- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Fear -2:** All who see it make a Guts check at -2.
- **Immunity (Non-magical):** Non-magical weapons cannot hurt it. Only spells or magical weapons can deal damage to the wraith.
- **Leap:** Can leap 3" as an action making a Fighting roll and resulting damage at +2. Also, it has a -2 to Parry until its next action.
- **Slam:** Victims of successful Fighting rolls with a raise must make a Vigor roll or fall prone and must use an action to stand.
- **Spellcasting:** Has 15 Power Points and knows the spell *flame blast*.
- **Spirit Strike:** Spirit + Strength damage with Reach 1, ignores non-magical armor.
- **Weakness:** This shade can cast *weakness* using no Power Points once per round, without taking a Multi-Action penalty.
- **Weakness (Cold):** *Cold* spells gain a +2 to arcane skill rolls against it and *cold* damage rolls are increased by 4.

## Skeletons

The demons of The Fade are jealous of the world they sense from across the Veil. They constantly push against the boundaries of the Fade, and when they finally cross over, they attempt to possess the first living creature they see. They are unable, however, to distinguish that which was once living from that which still is... in fact, a corpse provides an even more tempting target to a weaker demon as it has no will with which to resist the possession. The demon cannot rationalize why this is so; it only sees a target and grasps at the opportunity.

A skeleton is exactly that: a corpse animated by a possessing demon. Upon finding itself trapped within a body that cannot sustain it, the demon is driven insane... it seeks to destroy any life that it encounters, attacking without thought to its own welfare.

The exact names given to skeletons of this type vary according to the nature of the demons that possesses it. A "fanged skeleton" is a skeleton possessed by a hunger demon. These skeletons devour whatever life they encounter and often possess the ability to drain life energy and mana from their victims. A "shambling skeleton" is a slower-moving skeleton possessed by a sloth demon, able to bring entropic powers against its opponents, slowing them and even putting them to sleep.

## Devouring Skeleton

They are generally warrior types with sword and shield.

**Attributes:** Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Notice d4

**Pace:** 7; **Parry:** 6; **Toughness:** 8 – 11 (0 – 3)

**Hindrances:** -

**Edges:** Shield Bash, Shield Expertise Path, Warrior

**Treasure:** Meager per 5 enraged skeletons

**Armed +o:** Targe (+1P/+2AvsR), various armor based on corpse, and a one-handed weapon.

**Special Abilities:**

- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Infra-vision:** Can see heat and halve penalties for bad lighting when attacking living targets.
- **Skeleton Claw:** Str+2.
- **Undead:** As described in the *monstrous abilities* section.

## Shambling Skeleton

A "shambling skeleton" is a slower-moving skeleton possessed by a sloth demon, able to bring entropic powers against its opponents, slowing them and even putting them to sleep.

**Attributes:** Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d8, Notice d4, Spellcasting d8

**Pace:** 7; **Parry:** 6; **Toughness:** 9 – 12 (0 – 3)

**Hindrances:** -

**Edges:** 2-Handed Strength Path, Warrior

**Treasure:** Meager per 3 skeletons

**Armed +2:** Various armor based on corpse and a two-handed weapon.

**Special Abilities:**

- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Infravision:** Can see heat and halve penalties for bad lighting when attacking living targets.
- **Skeleton Claw:** Str+2.
- **Spellcasting:** Has 15 Power Points and knows the spells *sleep* and *weakness*.
- **Undead:** As described in the *monstrous abilities* section.

## Fanged Skeleton

A "fanged skeleton" is a skeleton possessed by a hunger demon. These skeletons devour whatever life they encounter and often possess the ability to drain life energy and mana from their victims.

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d10

**Skills:** Fighting d10, Guts d10, Notice d6, Spellcasting d12

**Pace:** 7; **Parry:** 7; **Toughness:** 10 – 13 (0 – 3)

**Hindrances:** -

**Edges:** Dual-Weapon Expert Path, Warrior

**Treasure:** Meager

**Armed +2:** Various armor based on corpse, and two one-handed weapons.

**Special Abilities:**

- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Drain Life:** Can cast *drain life* while Shaken without using Power Points. With a success, it is no longer Shaken.  
a success the corpse is no longer Shaken.
- **Infravision:** Can see heat and halve penalties for bad lighting when attacking living targets.
- **Skeleton Claw:** Str+2.
- **Spellcasting:** Has 10 Power Points and know the following spells: *mana cleanse*, *mana drain*.
- **Undead:** As described in the *monstrous abilities* section.

## Skeleton Archer

**Attributes:** Agility d10, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Notice d6, Shooting d10

**Pace:** 7; **Parry:** 5; **Toughness:** 7 – 10 (0 – 3)

**Hindrances:** -

**Edges:** Aim, Melee Archer, Warrior

**Treasure:** Meager per 3 skeletons

**Armed +2:** Various armor based on corpse and a bow.

**Special Abilities:**

- **Skeleton Claw:** Str+2.
- **Infravision:** Can see heat and halve penalties for bad lighting when attacking living targets.
- **Undead:** As described in the *monstrous abilities* section.



## Skeleton Mage

An unusual type of skeleton, utilizing magic. Not nearly as powerful as arcane horrors. These prefer destructive magic.

**Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Skills:** Intimidation d8, Notice d6, Spellcasting d10

**Pace:** 7; **Parry:** 2; **Toughness:** 7

**Hindrances:** -

**Edges:** Aim, Melee Archer, Warrior

**Treasure:** Meager

**Armed +2:** Mage's robes, staff (d8+d4)

**Special Abilities:**

- **Undead:** As described in the *monstrous abilities* section.
- **Infravision:** Can see heat and halve penalties for bad lighting when attacking living targets.
- **Spellcasting:** Has 30 Power Points and know the following spells: *arcane bolt*, *cone of cold*, *horror*, *lightning*, *walking bomb*, *winter's grasp*.
- **Skeleton Claw:** Str+2.



## Dragons

Dragons are extremely large and powerful reptilian animals that expel dangerous flame breath. The average dragon has an intelligence comparable to that of the common dolphin.

Dragons prefer to live in old ruins and cave complexes. Humans often destroyed such locations to discourage dragons from nesting close to settlements. Such precautions fell out of practice after dragon hunters from Nevarra hunted them to near-extinction.

Not all humans are hostile to dragons. The "dragon cults" of legend were notorious for their fanatic devotion to their particular high dragon. Although much remains unknown, evidence suggests that high dragons may allow such devoted humans to assist in the care of dragonlings in exchange for dragon blood.

### Dragonling

Newly-hatched dragons are roughly the size of a deer and voraciously hungry. They live for a short time in their mother's lair before venturing out on their own. The slender, wingless creatures are born in vast numbers, as only a few ever make it to adulthood.

**Attributes:** Agility d8, Smarts d4 (A), Spirit d10, Strength d12+2, Vigor d10

**Skills:** Fighting d8, Guts d8, Intimidation d6, Notice d8, Stealth d6

**Pace:** 8; **Parry:** 6; **Toughness:** 9 (2)

#### Special Abilities

- **Armor +2:** Thin scaly hide.
- **Claws/Bite:** Str+d4.
- **Fiery Breath:** Breathes fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and have a 1in6 chance of catching fire. May not attack with its claws or bite in the round it breathes fire.
- **Infra-vision:** Can see heat and halve penalties for bad lighting when attacking living targets.
- **Rake:** When landing a Fighting roll with a raise, the additional damage die is a d10. This only applies to the claw attack.
- **Tail Lash:** It can sweep all opponents in its rear facing in a 1" long by 3" wide rectangle. This is a standard Fighting attack, and damage is equal to creature's Strength. With a raise, victims are knocked prone.



## Drake

Male dragons never develop into the winged monsters of myth. At most, their forelegs grow spurs where wing membrane might have been.

Once they have fully matured, males immediately seek out the lairs of adult females. When they find one, they move into her lair and spend the rest of their lives there, hunting for her and defending her young. They will aggressively defend her nest, and many would-be dragon hunters have been lost to their fiery breath and crushing blows from their tails.

For any given high dragon, a dozen or so drakes live in her lair and fight among themselves for the right to mate. Drakes live about 100 years, and often much less when the casualties are considered.

**Attributes:** Agility d6, Smarts d6 (A), Spirit d10, Strength d12+6, Vigor d12

**Skills:** Fighting d10, Guts d12, Intimidation d12, Notice d8

**Pace:** 6; **Parry:** 7; **Toughness:** 17 (4)

**Treasure:** Worthwhile in Nest

#### Special Abilities

- **Armor +4:** Scaly hide.
- **Bite:** Str+d12 AP3.
- **Claws:** Str+d8 with Reach 2 AP2.
- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Fear:** Drakes are frightening creatures to behold.
- **Fiery Breath:** Breathes fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and have a 1in6 chance of catching fire. May not attack with its claws, bite, or roar in the round it breathes fire.
- **Infra-vision:** Can see heat and halve penalties for bad lighting when attacking living targets.
- **Large:** Attackers add +2 to their attack rolls when attacking it due to the large size.
- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.
- **Rake:** When landing a Fighting roll with a raise, the additional damage die is a d10. This only applies to the claw attack.
- **Roar:** Take an action to make a Spirit roll. On a success, hostile creatures within 10" must make a Spirit roll, or suffer a -1 to Trait rolls until the end of the next round. If victims rolls a 1 on the Spirit die (regardless of the Wild Die) they are Shaken. This cannot cause a wound.
- **Size +5:** Drakes are over 20' long from snout to tail, and weigh in at over 3000 pounds.
- **Tail Lash:** It can sweep all opponents in its rear facing in a 3" long by 6" wide rectangle. This is a standard Fighting attack, and damage is equal to creature's Strength. With a raise, victims are knocked prone.

## Dragon

Female dragons take much longer to mature than their male counterparts. They undergo a metamorphosis of sorts at adulthood; while males lose the use of their forepaws, females actually grow a third set of limbs specifically to serve as wings.

They travel great distances looking for a suitable nesting site. Because of their nomadic habits, they are more frequently encountered by man.

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d12+9, Vigor d12

**Skills:** Fighting d10, Guts d12, Intimidation d12, Notice d12

**Pace:** 8; **Parry:** 7; **Toughness:** 20 (4)

### Special Abilities

- **Armor +4:** Scaly hide.
- **Bite:** Str+d12 with Reach 1 AP3.
- **Claws:** Str+d8 with Reach 3 AP2.
- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Fear -1:** They are terrifying creatures.
- **Fiery Breath:** Breathes fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and have a 1in6 chance of catching fire. May not attack with its claws, bite, or roar in the round it breathes fire.
- **Flight:** Dragons have a Flying Pace of 24", with a Climb of 6".
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to their attack rolls when attacking it due to the massive size.
- **Infra-vision:** Can see heat and halve penalties for bad lighting when attacking living targets.
- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.
- **Rake:** When landing a Fighting roll with a raise, the additional damage die is a d10. This only applies to the claw attack.
- **Roar:** Take an action to make a Spirit roll. On a success, hostile creatures within 10" must make a Spirit roll, or suffer a -1 to Trait rolls until the end of the next round. If victims rolls a 1 on the Spirit die (regardless of the Wild Die) they are Shaken. This cannot cause a wound.
- **Size +8:** Dragons are massive, over 40' long and 30,000 pounds.
- **Tail Lash:** Can sweep opponents in its rear facing in a 3" long by 6" wide rectangle. This is a standard Fighting attack, and damage is equal to creature's Strength. With a raise, victims are knocked prone.
- **Wing Buffet:** Takes an action to place a Cone Template facing forward from each wing. Creatures in the Templates make Agility rolls at -2. On a failure victims are blown back 1d4" and fall prone.

## Mature Dragon

Mature dragons are female, becoming significantly larger than the normal dragon but lower than high dragon. Thus, they are between the two in power.

**Attributes:** Agility d8, Smarts d10, Spirit d12, Strength d12+11, Vigor d12+1

**Skills:** Fighting d12, Guts d12, Intimidation d12, Notice d12

**Pace:** 8; **Parry:** 8; **Toughness:** 23 (4)

**Treasure:** Rich in Den

### Special Abilities

- **Armor +4:** Scaly hide.
- **Bite:** Str+2d6 with Reach 2 AP3.
- **Claws:** Str+d12 with Reach 4 AP2.
- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Fear -1:** They are terrifying creatures.
- **Fiery Breath:** Breathes fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and have a 1in6 chance of catching fire. May not attack with its claws, bite, or roar in the round it breathes fire.
- **Flight:** Dragons have a Flying Pace of 24", with a Climb of 6".
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to their attack rolls when attacking it due to the massive size.
- **Infra-vision:** Can see heat and halve penalties for bad lighting when attacking living targets.
- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.
- **Rake:** When landing a Fighting roll with a raise, the additional damage die is a d10. This only applies to the claw attack.
- **Roar:** Take an action to make a Spirit roll. On a success, hostile creatures within 10" must make a Spirit roll, or suffer a -1 to Trait rolls until the end of the next round. If victims rolls a 1 on the Spirit die (regardless of the Wild Die) they are Shaken. This cannot cause a wound.
- **Size +10:** Dragons are colossal, over 45' long and 40,000 pounds.
- **Tail Lash:** It can sweep all opponents in its rear facing in a 3" long by 6" wide rectangle. This is a standard Fighting attack, and damage is equal to creature's Strength. With a raise, victims are knocked prone.
- **Wing Buffet:** Takes an action to place a Cone Template facing forward from each wing. Creatures in the templates must make Agility rolls at -2. On a failure, the creature is blown back 1d4" and falls prone.

## High Dragon (WC)

A fully mature adult female dragon is the high dragon: the great monster of legend, the rarest of all dragonkin. These dragons hollow out massive lairs for themselves, for they need the space to house their harem of drakes as well as their eggs and the dragonlings.

High dragons are seldom seen. They spend most of their time sleeping and mating, living off the prey their drakes bring back. But once every hundred years or so, the high dragon prepares for clutching by emerging from her lair and taking wing. She will fly far and wide, eating hundreds of animals, most often livestock, over a course of a few weeks and leaving smoldering devastation in her wake. She then returns to her lair to lay her eggs and will not appear in the skies again for another century.

High dragons are impregnated female dragons. Living for more than 1,000 years, these terrifying beasts are known to have at least a dozen male drakes guarding their lair.



**Attributes:** Agility d10, Smarts d12, Spirit d12+1, Strength d12+13, Vigor d12+2

**Skills:** Fighting d12+1, Guts d12, Intimidation d12, Notice d12+2

**Pace:** 8; **Parry:** 9; **Toughness:** 28 (6)

**Treasure:** Treasure Trove

### Special Abilities

- **Armor +6:** Ancient scale hide.
- **Bite:** Str+2d8 with Reach 3 AP3.
- **Claws:** Str+d12 with Reach 5 AP2.
- **Colossal:** Attackers add +6 to their attack rolls when attacking it due to the enormous size.
- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Fear -2:** They are absolutely awe inspiring.
- **Fiery Breath:** Breathes fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and have a 1in6 chance of catching fire. May not attack with its claws, bite, fire spit, or roar in the round it breathes fire.
- **Fire Spit:** Can make a Vigor roll once per round, on a successful roll 1 target within 20" takes 2d6 fire damage and 3d6 with a raise along with a 1in6 chance of catching fire.
- **Flight:** Dragons have a Flying Pace of 24", with a Climb of 6".
- **Grab:** May grab with off-hand at no penalty to the Fighting roll and without a Multi-Action penalty.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Infra-vision:** Can see heat and halve penalties for bad lighting when attacking living targets.
- **Massive Attack:** With a raise on a Fighting roll the target is pushed back d4 inches and is prone.
- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.
- **Rake:** When landing a Fighting roll with a raise, the additional damage die is a d10. This only applies to the claw attack.
- **Roar:** Take an action to make a Spirit roll. On a success, hostile creatures within 10" must make a Spirit roll, or suffer a -1 to Trait rolls until the end of the next round. If victims rolls a 1 on the Spirit die (regardless of the Wild Die) they are Shaken. This cannot cause a wound.
- **Size +12:** Dragons are colossal, over 50 long and 50,000 pounds.
- **Tail Lash:** It can sweep all opponents in its rear facing in a 4" long by 8" wide rectangle. This is a standard Fighting attack, and damage is equal to creature's Strength. With a raise, victims are knocked prone.
- **Wing Buffet:** Takes an action to place a Cone Template facing forward from each wing. Creatures in the Templates make Agility rolls at -2. On a failure victims are blown back 1d4" and fall prone.

## Archdemon (WC)

No one knows what it is that drives the darkspawn in their relentless search for the sleeping Old Gods.

Perhaps it is instinct, as moths will fly into torch flames. Perhaps there is some remnant of desire for vengeance upon the ones who goaded the magisters to assault heaven. Whatever the reason, when darkspawn find one of these ancient dragons, it is immediately afflicted by the taint. It awakens twisted and corrupted, and leads the darkspawn in a full-scale invasion of the land: a Blight.

**Attributes:** Agility d12, Smarts d12+1, Spirit d12+2, Strength d12+15, Vigor d12+2

**Skills:** Fighting d12+2, Guts d12, Intimidation d12, Notice d12+2

**Pace:** 8; **Parry:** 10; **Toughness:** 30 (6)

**Treasure:** Treasure Trove

### Special Abilities

- **Archdemon Corruption Blast:** Can make a Vigor roll once per round, on a successful roll each creature within a Medium Burst Template within 20" takes 2d8 *spirit* damage and 3d8 with a raise. When a wound is inflicted the target must succeed on a Spirit roll at -2 or be Tainted.
- **Armor +6:** Ancient scale hide.
- **Bite:** Str+2d10 with Reach 3 AP3.
- **Claws:** Str+2d6 with Reach 5 AP2.
- **Colossal:** Attackers add +6 to their attack rolls when attacking it due to the enormous size.
- **Darkvision:** Ignore lighting penalties.
- **Detonate Darkspawn:** As an action the archdemon commands a darkspawn within 25" to explode. Each creature within a Large Burst Template of the darkspawn takes 2d8 + the targeted darkspawn's Vigor in damage.
- **Double Strike:** Makes two Fighting attacks each action at no penalty.

- **Fear -2:** They are absolutely awe inspiring.
- **Flight:** Dragons have a Flying Pace of 24", with a Climb of 6".
- **Grab:** May grab with off-hand at no penalty to the Fighting roll and without a Multi-Action penalty.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Massive Attack:** With a raise on a Fighting roll the target is pushed back d4 inches and is prone.
- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.
- **Rake:** When landing a Fighting roll with a raise, the additional damage die is a d10. This only applies to the claw attack.
- **Roar:** Take an action to make a Spirit roll. On a success, hostile creatures within 10" must make a Spirit roll, or suffer a -1 to Trait rolls until the end of the next round. If victims rolls a 1 on the Spirit die (regardless of the Wild Die) they are Shaken. This cannot cause a wound.
- **Size +14:** Dragons are colossal, over 50 long and 50,000 pounds.
- **Spirit Smite:** As a full round maneuver the archdemon creates five explosions within 10". Each explosion creates a Small Burst Template. Each creature in the bursts take 3d6 *spirit* damage and must make a Spirit roll at -2 or are Shaken and Stunned for 1d4 rounds.
- **Tail Lash:** It can sweep all opponents in its rear facing in a 4" long by 8" wide rectangle. This is a standard Fighting attack, and damage is equal to creature's Strength. With a raise, victims are knocked prone.
- **Vortex:** The archdemon's aura creates vortex of tainted power. All darkspawn within 25" cannot be Shaken and all hostile rolls against them are made at -1. The archdemon himself does not receive these bonuses.

The archdemon himself does not receive these bonuses.

- **Wing Buffet:** Takes an action to place a Cone Template facing forward from each wing. Creatures in the templates must make Agility rolls at -2. On a failure, the creature is blown back 1d4" and falls prone.



## Ghouls

Living creatures that contract the Taint from any darkspawn normally die from the corruption. However, those ill-fated to survive become something twisted ghouls.

The term ghoul is actually derived from the behavior and mannerisms associated with people who have become corrupted. It was first observed in captives of darkspawn. The constant, exposure to the Taint drove these unfortunate souls to turn on their fellow captives, cannibalizing them in the grips of maddening pain and the will of the archdemon.

Once infected, a ghoul will seek out the darkspawn.

### Ghoul

The very basic of corrupted Thedosians. Barely more than a Thedosian commoner and are often unarmored and weaponless.

**Attributes:** Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d4, Guts d4, Notice d6, Shooting d4, Stealth d4, Throwing d4

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Hindrances:** —

**Edges:** —

**Treasure:** Meager per 5 ghouls.

**Armed -2:** Dagger (Str+d4).

**Special Abilities:**

- **Bite:** Str+d4 damage, if the bite causes the victim to be Shaken or wounded it must make a Spirit roll or become tainted.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.

### Ghoul Fighter

Corrupted Thedosian soldiers that have been captured and put to task by the archdemon.

**Attributes:** Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d10

**Skills:** Fighting d8, Guts d8, Intimidation d6, Notice d6, Shooting d8

**Pace:** 4; **Parry:** 9; **Toughness:** 10 (3)

**Hindrances:** Various

**Edges:** Various

**Treasure:** Meager per 3 ghouls

**Armed +0:** Crossbow (2d6), heavy shield (+3P/+3AvsR/-1Pace), heavy suit (+3A,-1Pace), longsword (Str+d8) or waraxe (P -1). *Weapon sets may vary and some ghouls have more roguish qualities even though they lack stealth.*

**Special Abilities:**

- **Bite:** Str+d4 damage, if the bite causes the victim to be Shaken or wounded it must make a Spirit roll or become tainted.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.

## Ghoul Magi

While mages are almost never taken alive, those that are become foul beings that lose their connections to The Fade altogether and begin to channel magic directly from the archdemon.

**Attributes:** Agility d4, Smarts d8, Spirit d12, Strength d6, Vigor d6

**Skills:** Fighting d4, Intimidation d10, Notice d6, Spellcasting d10+1

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Hindrances:** -

**Edges:** Arcane Mastery

**Treasure:** Meager

**Armed +2:** Mage robes, staff (Smarts+d4 AP3).

**Special Abilities:**

- **Archdemon Corruption Blast:** Spends 4 Power Points and makes a Spellcasting roll, on a successful roll each creature within a Medium Burst Template within 20” takes 2d8 *spirit* damage and 3d8 with a raise. When a wound is inflicted the target must succeed on a Spirit roll at -2 or be Tainted.
- **Bite:** Str+d4 damage, if the bite causes the victim to be Shaken or wounded it must make a Spirit roll or become tainted.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Spellcasting:** Has 30 Power Points and knows the spells *archdemon corruption blast* and *spirit smit*.
- **Spirit Smit:** As a full round maneuver the mage spends 10 Power Points and creates five explosions within 10” (makes a Spellcasting roll for each successful explosion). Each explosion creates a Small Burst Template. Each creature in the bursts take 3d6 *spirit* damage and must make a Spirit roll at -2 or are Shaken and Stunned for 1d4 rounds.







## Blight Wolf

In Blights past, as the corruption of the darkspawn spread through the wilder areas of Thedas, it would infect the animals found there, and the more powerful of them would survive and be transformed into a more vicious and dangerous beast. A Blight Wolf is one such example, a kind of ghoul, mad with the pain of its infection. Only through the overriding command of the darkspawn does it still retain some semblance of its pack instincts. It is fortunate that these creatures rarely survive their corruption for long.

**Attributes:** Agility d10, Smarts d4 (A), Spirit d8, Strength d10, Vigor d10

**Skills:** Fighting d10, Guts d8, Notice d12, Stealth d6

**Pace:** 8; **Parry:** 7; **Toughness:** 9 (2)

**Treasure:** -

### Special Abilities

- **Armor +2:** Corrupted thick hide.
- **Bite:** Str+d10, if the bite causes the victim to be Shaken or wounded it must make a Spirit roll or become tainted.
- **Darkvision:** Ignore lighting penalties.
- **Fleet Footed:** Roll a d10 when running.
- **Go for the Throat:** With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Wolf Pack:** The "gang up" bonus now increases the bonus to damage in addition to the Fighting roll.

## Bereskarn

Bereskarns are bears that have been infected by the blight. Like Blight Wolves, they are a form of ghoul.

**Attributes:** Agility d8, Smarts d6 (A), Spirit d10, Strength d12+6, Vigor d12

**Skills:** Fighting d12, Guts d10, Notice d10, Swim d8

**Pace:** 8; **Parry:** 8; **Toughness:** 13 (2)

**Treasure:** -

### Special Abilities

- **Armor +2:** Corrupted thick hide.
- **Bite:** Fighting -2; Str+d12, if the bite causes the victim to be Shaken or wounded it must make a Spirit roll or become tainted.
- **Claws:** Str+d8.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.
- **Rage:** May make single attack actions at +1 during rounds that it is Shaken as long as it does not move.
- **Slam:** Victims of successful Fighting rolls with a raise must make a Vigor roll or fall prone and must use an action to stand.
- **Size +3:** These creatures can stand up to 10' tall and weigh over 2000 pounds.

## Dragon Thrall

Dragons that have succumbed to the taint.

**Attributes:** Agility d8, Smarts d6, Spirit d12, Strength d12+10, Vigor d12

**Skills:** Fighting d12, Guts d12, Intimidation d12, Notice d12

**Pace:** 8; **Parry:** 8; **Toughness:** 21 (5)

### Special Abilities

- **Corruption Blast:** Can make a Vigor roll once per round, on a successful roll each creature within a Medium Burst Template within 20" takes 2d6 *spirit* damage, 3d6 with a raise. When a wound is inflicted, targets must succeed on a Spirit roll or be Tainted.
- **Armor +5:** Corrupted scaly hide.
- **Bite:** Str+d12 with Reach 2 AP3, if the bite causes the victim to be Shaken or wounded it must make a Spirit roll or become tainted.
- **Claws:** Str+d8 with Reach 4 AP2.
- **Darkvision:** Ignore lighting penalties.
- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Fear -2:** They are terrifying creatures.
- **Flight:** Dragons have a Flying Pace of 24", with a Climb of 6".
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to their attack rolls when attacking it due to the massive size.
- **Overwhelm:** Full round maneuver to make a Fighting roll at +2. A success deals Str+d6+Size damage and knocks the target prone. The target must take an action to stand. With a raise, the extra damage die is a d8.
- **Rake:** When landing a Fighting roll with a raise, the additional damage die is a d10. This only applies to the claw attack.
- **Roar:** Take an action to make a Spirit roll. On a success, hostile creatures within 10" must make a Spirit roll, or suffer a -1 to Trait rolls until the end of the next round. If victims rolls a 1 on the Spirit die (regardless of the Wild Die) they are Shaken. This cannot cause a wound.
- **Size +8:** Dragons are colossal, over 35' long and 30,000 pounds.
- **Tail Lash:** It can sweep all opponents in its rear facing in a 3" long by 6" wide rectangle. This is a standard Fighting attack, and damage is equal to creature's Strength. With a raise, victims are knocked prone.
- **Wing Buffet:** Takes an action to place a Cone Template facing forward from each wing. Creatures in the templates must make Agility rolls at -2. On a failure, the creature is blown back 1d4" and falls prone.

## Broodmother (WC)

"First day, they come and catch everyone.  
Second day, they beat us and eat some for meat.  
Third day, the men are gnawed on again.  
Fourth day, we wait and fear for our fate.  
Fifth day, they return and it's another girl's turn.  
Sixth day, her screams we hear in our dreams.  
Seventh day, she grew as in her mouth they spew.  
Eighth day, we hated as she is violated.  
Ninth day, she grins and devours her kin.  
Now she does feast, as she's become the beast."

A broodmother is a giant, immobile darkspawn capable of spawning darkspawn in a manner somewhat resembling an insect queen.

**Attributes:** Agility d4, Smarts d12, Spirit d12+2, Strength d12+8, Vigor d12+2

**Skills:** Fighting d10, Guts d12, Intimidation d12, Notice d12

**Pace:** -; **Parry:** 7; **Toughness:** 20

**Treasure:** Treasure Trove

### Special Abilities

- **Darkvision:** Ignore lighting penalties.
- **Fear -2:** This is the most grotesque creature ever.
- **Gas:** Immediately as a free action whenever the broodmother fails an Incapacitation Vigor roll it releases a horrid gas that fills the area. All creatures within 25" must make a Spirit roll at -4 or become Tainted. The roll on the Tainted table is at -2.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to their attack rolls when attacking it due to the massive size.
- **Organic Lair:** Broodmother lairs consist of 8 brood tentacles that act on a separate initiative and have separate statistics. Once per round the broodmother makes a Spirit roll if any of the tentacles have fallen. On a success 1 of the tentacles recovers and is not Shaken, with a raise 2 recover.
- **Scream:** After being wounded the broodmother lets out a horrible scream. Each opponent within 5" must make a Spirit roll or be Shaken.
- **Size +10:** This massive horrid creation is 30' wide and 30' weighing an incalculable amount.
- **Tentacle Arms:** Str+d8 Reach 4. (4 arms each of which may attack without Multi-Action penalties)
- **Vomit:** Spews forth bodily acid and partially digested body parts of eaten darkspawn and Thedosians alike. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must make a Spirit roll at -2 or be Tainted.



## Brood Tentacle

**Attributes:** Agility d10, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d12

**Skills:** Fighting d12, Throwing d12

**Pace:** -; **Parry:** 8; **Toughness:** 10

### Special Abilities

- **Darkvision:** Ignore lighting penalties.
- **Fear -2:** This is the most grotesque creature ever.
- **Grab:** Can make a grab attack at Fighting +2.
- **Hurl:** As a Throwing attack at 3/6/12, it throws a grabbed victim at a target. Both the grabbed creature and target take 3d6 damage and are prone.
- **Size +2:** These have a diameter of 6' and are 60' long.
- **Tentacle Slap:** Str+d8 Reach 8.



## Golems

Once a crucial part of Orzammar's defenses, golems have all but vanished as the secret to manufacture them was lost over a thousand years ago. The few golems that remain are guarded closely, brought out when the battle with the darkspawn grows desperate enough to risk their loss. No one now would sell a golem for any price, but in ancient times, dwarves sold many golems to the magister lords of Tevinter.

They are devastating weapons in war, living siege engines, capable of hurling boulders like a catapult or plowing through enemy lines like an earthquake.

Dwarves built golems, creatures of hewn stone or sheets of metal animated with a spark of lyrium. A magical, not mechanical, process animates the golem, making it more of a living "iron/stone creature." A magical control rod can be used to gain complete command of a golem. A golem which lacks a control rod retains free will.

Golems were invented by the Paragon Caridin in -225 Ancient (year 940 of the Tevinter Imperium), when the First Blight was threatening both the surface and the dwarven thais. Paragon Hirol later improved the golem design.

### Stone Golem

Stone golems are the traditional animated war golems. As with most golems, they are shaped in the form of warriors and serve as guardians.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

**Skills:** Fighting d10, Intimidation d8, Notice d6, Throwing d10

**Pace:** 5; **Parry:** 7; **Toughness:** 15 (3)

#### Special Abilities:

- **Armor +3:** Magically hardened stone.
- **Golem:** Bloodless, Stone Heart, and Unshakable as detailed in *monstrous abilities*.
- **Grab:** May grab with off-hand at no penalty to the Fighting roll and without a Multi-Action penalty.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Hurl:** As a Throwing attack at 3/6/12, it throws either a nearby boulder, grabbed victim, or other large object at a target. Both the grabbed object and the target take 3d6 damage and are prone.
- **Size +1:** Stone golems stand over 8' high and weigh 4,000 pounds.
- **Slam:** Victims of successful Fighting rolls with a raise must make a Vigor roll or fall prone and must use an action to stand.
- **Stone Fists:** Str+d6.



### Steel Golem

Steel golems are a variant of the war golems that the dwarves used to create. These are made entirely of steel and are presumably stronger than their stone golem counterparts.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d12+1

**Skills:** Fighting d10, Intimidation d10, Notice d6, Throwing d12

**Pace:** 6; **Parry:** 7; **Toughness:** 20 (5)

#### Special Abilities:

- **Armor +5:** Magically hardened steel.
- **Golem:** Bloodless, Stone Heart, and Unshakable as detailed in *monstrous abilities*.
- **Grab:** May grab with off-hand at no penalty to the Fighting roll and without a Multi-Action penalty.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Hurl:** As a Throwing attack at 3/6/12, it throws either a nearby boulder, grabbed victim, or other large object at a target. Both the grabbed object and the target take 3d6 damage and are prone.
- **Size +2:** Steel golems stand over 10' high and weigh 6,000 pounds.
- **Slam:** Victims of successful Fighting rolls with a raise must make a Vigor roll or fall prone and must use an action to stand.
- **Sweep:** Metal golems may attack all adjacent creatures at no penalty.
- **Steel Fists:** Str+d8 Reach 1.

## Runic Golem

Runic golems are iron golems that are heavily inscribed and crafted of large quantities of lyrium. If any still exist to be found, these magical golems are capable of holding off a horde of darkspawn.

**Attributes:** Agility d6, Smarts d10, Spirit d10, Strength d12+2, Vigor d12

**Skills:** Fighting d8, Notice d6, Spellcasting d10+1

**Pace:** 6; **Parry:** 7; **Toughness:** 17 (4)

**Edges:** Arcane Mastery

### Special Abilities:

- **Armor +4:** Magically hardened iron.
- **Golem:** Bloodless, Stone Heart, and Unshakable as detailed in *monstrous abilities*.
- **Grab:** May grab with off-hand at no penalty to the Fighting roll and without a Multi-Action penalty.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Hurl:** As a Throwing attack at 3/6/12, it throws either a nearby boulder, grabbed victim, or other large object at a target. Both the grabbed object and the target take 3d6 damage and are prone.
- **Runic Fists:** Str+d8.
- **Size +1:** Runic golems stand over 8' high and weigh 4,000 pounds.
- **Slam:** Victims of successful Fighting rolls with a raise must make a Vigor roll or fall prone and must use an action to stand.
- **Spellcasting:** 40 Power Points and know the following spells: *chain lightning*, *cleansing aura*, *earthquake*, *flaming weapons*, *group heal*, *revival*, *tempest*.



## Inferno Golem

An inferno golem is a heavily armored and heavily modified steel golem, that was created by Paragon Hirol. This golem is at least four times the size of a normal steel golem and is covered in liquid hot magma. It can easily rip a person in half.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12+5, Vigor d12+2

**Skills:** Fighting d12, Intimidation d12, Notice d8, Throwing d12

**Pace:** 6; **Parry:** 7; **Toughness:** 23 (5)

### Special Abilities:

- **Armor +5:** Magically hardened steel.
- **Golem:** Bloodless, Stone Heart, and Unshakable as detailed in *monstrous abilities*.
- **Grab:** May grab with off-hand at no penalty to the Fighting roll and without a Multi-Action penalty.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Hurl:** As a Throwing attack at 3/6/12, it throws either a nearby boulder, grabbed victim, or other large object at a target. Both the grabbed object and the target take 3d6 damage and are prone.
- **Lava Flow:** As a full round maneuver, the golem creates a Large Burst Template centered on itself. Targets within the template can make an Agility roll at -2 to escape the lava. Victims take 2d10 damage and have a 3in6 chance of catching fire.
- **Size +4:** Inferno golems stand over 20' high and weigh 18,000 pounds.
- **Slam:** Victims of successful Fighting rolls with a raise must make a Vigor roll or fall prone and must use an action to stand.
- **Sweep:** Metal golems may attack all adjacent creatures at no penalty.
- **Superheated Fists:** Str+d10 Reach 2, victims have a 2in6 chance of catching fire.



## Theodosians

The inhabitants of Thedas are not are gruesome and vile creatures wanton for destruction. In fact, the majority of them are simply the Dwarves, Elves, Humans, and Qunari that make up the peoples of the lands.

Some good and some just as vile as the creatures, they create a rich and deep world worthy of exploration. The following can be used to populate the land in regards to allies, extras, heroes, villains, and even Wild Cards.

### Citizens

From the regular commoners and merchants to bandits and mercenaries, Thedas is heavily populated with all sorts. The stats below are given for humans, being the most common population in Thedas. Adjust Vigor, Agility, and Strength appropriately for Dwarves, Elves, and Qunari along with associated Edges and Hindrances.

### Commoner

Cover everything from farmers, chanters, and crafters.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d4, Guts d4, Knowledge (Trade) d6, Notice d6, Shooting d4, Stealth d4, Throwing d4

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Hindrances:** —

**Edges:** —

**Treasure:** Meager; Worthwhile for crafters, merchants, and the like

**Armed -2:** Dagger (Str+d4)

### Grand Cleric

The Chantry has a presence in each Andrastian country. Each country's Chantry is overseen by a Grand Cleric, except in Orlais, where the Divine resides. As with most positions in the Chantry, the Grand Cleric is always female. A Grand Cleric is second only to the Divine, who is at the very top of the Chanty's hierarchy.

**Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

**Skills:** Guts d6, Healing d12, Knowledge (The Chantry) d12, Notice d6, Persuasion d8

**Pace:** 6; **Parry:** 2; **Toughness:** 5

**Hindrances:** Pacifist (Major), Vow (Worship Andraste)

**Edges:** Charismatic, Master Coercion Path

**Treasure:** Worthwhile

**Special Abilities:**

- **Andraste's Blessing:** Once every 10 minutes the Grand Cleric may use the Heal spell by laying her hands on the target for 1 minute using her Healing roll instead of an arcane skill roll.

## Guardisman

From The Chantry to the lord's manor a run of the mill guardsman will be posted. Walking the streets or travelling with a caravan they do their best to keep the peace and protect the other citizens of Thedas.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Fighting d8, Guts d6, Intimidation d8, Notice d6, Shooting d8, Stealth d4

**Pace:** 6; **Parry:** 8; **Toughness:** 7 (2)

**Hindrances:** -

**Edges:** Shield Defense (+1P)

**Treasure:** Meager

**Armed +0:** Chain suit (+2A), longsword (Str+d8), targe (+1P/+2AvsR), *some have crossbows (2d6)*

## Guard Captain

All cities and towns will have a leader of the guards stationed there. A few large manors for some nobles may even have a guard captain if the manor is large enough. Occasionally a detail to guard a caravan will have a guard captain as well.

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d10, Guts d8, Intimidation d10, Notice d8, Riding d8, Shooting d8, Stealth d6

**Pace:** 5; **Parry:** 10; **Toughness:** 9 (3)

**Hindrances:** -

**Edges:** Shield Defense (+1 P), Shield Expertise Path, Shield Pummel Path

**Treasure:** Worthwhile

**Armed +1:** Heavy suit (+3A,-1Pace), longsword (Str+d8), kite shield (+2P/+2AvsR/Str+d6), *some have crossbows (2d6)*

**Potions:** Health poultice x2 (WC only)

**Special Abilities:**

- **Leader:** All guardsman within 10" gain +1 to Fighting, Parry, and Toughness along with +2 to recover from Shaken.

## Mercenary, Common

Mercenaries are hired soldiers. Some belong to respectable units, with a history of integrity and loyalty to their paymaster. Others happily switch sides if a better offer is made.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

**Skills:** Climbing d6, Fighting d6, Guts d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

**Hindrances:** Various

**Edges:** —

**Treasure:** Meager per 3 mercenaries

**Armed +0:** Leather suit (+1A), various weapons

**Special Abilities:**

- **Hired Hand:** Cost 10 silver per day

## Mercenary, Veteran

Hardened by battle, these tough combatants charge more for their services. As with common mercenaries, their reputation and weapons vary considerably.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Climbing d6, Fighting d10, Guts d8, Intimidation d8, Notice d6, Shooting d10, Stealth d6, Throwing d8

**Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

**Hindrances:** Various

**Edges:** Various

**Treasure:** Meager

**Armed +2:** Chain suit (+2A), various weapons

**Potions:** Health poultice x1 (WC only)

**Special Abilities:**

- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Hired Hand:** Cost 25 silver per day

## Mercenary, Captain

Captains are experienced soldiers commanding a mercenary unit. They typically carry the same weapons as their men but are mounted.

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

**Skills:** Climbing d6, Fighting d12, Guts d10, Knowledge (Battle) d10, Intimidation d10, Notice d8, Riding d8, Shooting d10, Stealth d6

**Pace:** 5; **Parry:** 9; **Toughness:** 9 (3)

**Hindrances:** Various

**Edges:** Various

**Treasure:** Worthwhile

**Armed +2:** Heavy suit (+3A, -1Pace), various weapons

**Potions:** Health poultice x3 (WC only)

**Special Abilities:**

- **Hired Hand:** Cost 50 silver per day
- **Leader:** All mercenaries within 10" gain +1 to Fighting, Parry, and Toughness along with +2 to recover from Shaken.

## Militia

Militia are employed in smaller towns and in large villages. Though they are tasked with defending the area in case of emergency, it isn't their primary job, and they are not particularly skilled.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Guts d4, Intimidation d4, Notice d4, Shooting d6, Stealth d4, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

**Hindrances:** -

**Edges:** -

**Treasure:** Meager, in Home

**Armed -1:** Leather suit (+1A), shortsword (Str+d6), *some have shortbows (2d6)*

## Noble

Some nobles are decadent dandies content with living a life of luxury. Others are rich landowners, skilled in business matters. Other noble types include military commanders, advisors to a higher authority, poverty stricken ones, extremely wealthy ones, and those who dabble in forbidden arts.

This version presents a typical middle-of-the-road noble. A few specific Hindrances and Edges can quickly turn this into any sort of noble you need.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

**Skills:** Fighting d6, Guts d8, Intimidation d8, Notice d6, Persuasion d6, Riding d8

**Charisma:** +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

**Hindrances:** Various

**Edges:** Inspire, Command

**Treasure:** Rich, in Hold

**Armed +4:** Shortsword (Str+d6), in court no armor, war gear varies with type of noble

## Counter Culture Citizens

These are citizens that are not generally appreciated, but do exist. From lowly detested bandits, to somewhat necessary but equally disliked slavers.

## Assassin

Assassins are hired killers. They may be loners or in an organized guild. What they have in common is a lack of scruples about killing for money.

**Attributes:** Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Skills:** Climbing d8, Fighting d8, Guts d6, Intimidation d6, Notice d8, Shooting d6, Stealth d10, Streetwise d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

**Hindrances:** Greedy

**Edges:** Assassin, Dual-Weapon Mastery Path, Mark of Death, Rogue

**Treasure:** Meager

**Armed +2:** Dagger (Agi+d4+1), leather suit (+1A), shortsword (Agi+d6+1), *some have shortbows (2d6)*

**Potions:** Swift salve

**Special Abilities:**

- **Poison +2:** Victims of your attacks must make a Vigor roll at +2 or be stunned for 1d4 rounds.

## Assassin, Crow

The most elite assassin's guild is "The Crows".

**Attributes:** Agility d12, Smarts d8, Spirit d6, Strength d6, Vigor d8

**Skills:** Climbing d8, Fighting d12, Guts d8, Intimidation d10, Notice d10, Shooting d8, Stealth d12, Streetwise d8, Throwing d10

**Pace:** 6; **Parry:** 8; **Toughness:** 7 (1)

**Hindrances:** Greedy

**Edges:** Assassin, Dual-Weapon Mastery Path, Mark of Death, Rogue

**Treasure:** Worthwhile

**Armed +4:** Dagger (Agi+d4+2), leather suit (+1A), shortsword (Agi+d6+2), *some have shortbows (2d6)*

**Potions:** Swift salve

**Special Abilities:**

• **Poison +1:** Victims of your attacks must make a Vigor roll at +1 or be stunned for 1d4 rounds.

## Bandit

Bandits are outlaws, earning a living by raiding small settlements or waylaying travelers. Not all bandits are necessarily evil. Some may have been wrongly outlawed or forced to flee their homes by an invading force.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Climbing d6, Fighting d6, Guts d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

**Charisma:** -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

**Hindrances:** Greedy, Mean

**Edges:** —

**Treasure:** Meager per 4 bandits

**Armed +0:** Leather suit (+1A), various weapons

## Bandit Chief

Even the "unruly" will typically find themselves ruled by the "best" of the "worst".

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Climbing d6, Fighting d10, Guts d8, Intimidation d8, Notice d6, Riding d8, Shooting d10, Stealth d8, Throwing d8

**Charisma:** -2; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)

**Hindrances:** Greedy, Mean

**Edges:** Combat Movement, Twin Strikes

**Treasure:** Worthwhile

**Armed +1:** Chain suit (+2A), various weapons

**Special Abilities:**

• **Leader:** All bandits within 10" gain +1 to Fighting, Parry, and Toughness along with +2 to damage rolls.

## Cultist

The Cultists are a strange group of people who are obsessed with Andraste and believe that she has been reborn once again in the form of a High Dragon.

Although the most numerous known cult, cults in the name of the old gods and various other fanatical sources exist within the lands of Thedas to be dealt with at times.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d6, Guts d6, Knowledge (Religion) d8, Notice d4, Persuasion d8

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** Outsider, Vow – Cult (Major)

**Edges:** —

**Treasure:** Meager per 5 cultists

**Armed -1:** Mace (Str+d6 AP1)

## Cultist Archer

Part of the cultist society, often accompanied by cultist mages and cultist reavers.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d8, Guts d6, Knowledge (Religion) d8, Notice d8, Persuasion d8, Shooting d8

**Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

**Hindrances:** Outsider, Vow – Cult (Major)

**Edges:** Dirty Fighting, Pinning Shot, Shattering Shot

**Treasure:** Meager per 4 bandits

**Armed +0:** Leather suit (+1A), longbow (2d6)

## Cultist Assassin

To implement the cults' dark agendas the assassins attack from stealth against unsuspecting targets.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Climbing d8, Fighting d8, Guts d6, Intimidation d8, Knowledge (Religion) d8, Notice d8, Shooting, d6, Stealing d6, Stealth d8, Streetwise d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

**Hindrances:** Outsider, Vow – Cult (Major)

**Edges:** Mark of Death, Dual-Weapon Expert Path

**Treasure:** Meager

**Armed +1:** Dagger (Str+d4), leather suit (+1A), shortsword (Str+d6), *some have shortbows (2d6)*

**Potions:** Swift salve





## Cultist Mage

No matter the size of the cult, eventually you will come to the leader. Most cults are lead by a mage of some sort. Below are stats for the various mages that may exist within the cult. However, the leader will be a Wild Card and possess the Cult Leader special ability in addition to the statistics below.

**Attributes:** Agility d6, Smarts d10, Spirit d12, Strength d6, Vigor d6

**Skills:** Fighting d4, Guts d8, Herbalism d8, Intimidation d10, Knowledge (Religion) d10, Notice d10, Shooting, d6, Spellcasting d10

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** Outsider, Vow – Cult (Major)

**Edges:** Profession Mage, Staff Focus

**Treasure:** Worthwhile, (Leader – Rich, in Hold)

**Armed +2:** Staff (Sma+d4)

**Potions:** Lyrium potion x2

### Special Abilities:

- **Cult Leader:** All cultists within 50” may take one additional wound before becoming incapacitated. Only the actual leader of the cult has this ability.

- **Spellcasting:** 20 Power Points and know the following spells: *chain lightning*, *cone of cold*, *fireball*, *lightning*, *misdirection hex*, *shock*, *vulnerability hex*, *weakness*, *winter’s grasp*.

## Cultist Reaver

Accessing the powers of the spirits to aid their fanatical cause, cultist reavers can be dangerous opponents to engage.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

**Skills:** Fighting d10, Guts d8, Intimidation d12, Knowledge (The Fade) d8, Notice d6

**Pace:** 5; **Parry:** 6; **Toughness:** 11 (3)

**Hindrances:** Outsider, Vow – Cult (Major)

**Edges:** Indomitable, Powerful Swings, Precise Strikes, Profession Warrior, Reaver, Sunder Arms

**Treasure:** Meager

**Armed +0:** Battleaxe (Str+d10 AP1/-1P), heavy suit (+3A,-1Pace)

**Potions:** Rock salve x1

### Special Abilities:

- **Double Strike:** Makes two Fighting attacks each action at no penalty.

- **Fear +1:** When first viewing these fearsome warriors adorned with blood-stained ritual gear you must make a Guts check at +1.

- **Hardy:** The creature does not suffer a wound from being Shaken twice.

## Pirate

These sea loving bandits target merchant vessels traveling in and out of the many Seas of Thedas.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8

**Skills:** Boating d6, Climbing d8, Fighting d8, Guts d6, Intimidation d6, Notice d8, Stealth d8, Throwing d8

**Charisma:** -2;**Pace:** 6;**Parry:** 7;**Toughness:** 6

**Hindrances:** Greedy, Mean

**Edges:** Pirate, Swashbuckler

**Treasure:** Meager

**Armed +1:** Cutlass (shortsword Str+d8), dagger (Str+d4), fire bomb x3 (d10, 2/6 *flaming*)



## Pirate Captain

From the most unsavory to the more well-mannered of pirate bands, they all have their leaders.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8

**Skills:** Boating d10, Climbing d8, Fighting d10, Guts d8, Intimidation d8, Notice d10, Persuasion d10, Stealth d6, Throwing d10

**Charisma:** -2;**Pace:** 6;**Parry:** 8;**Toughness:** 8(1)

**Hindrances:** Greedy, Mean

**Edges:** Parlay, Pirate, Swashbuckler

**Treasure:** Meager

**Armed +2:** Cutlass (shortsword Str+d8), dagger (Str+d4), fire bomb x5 (d10, 2/6 *flaming*), leather suit (1A)

### Special Abilities:

- **Leader:** All pirates within 10” gain +1 to Fighting, Parry, and Toughness along with +2 to damage rolls.

## Slave

Slavery in Thedas is an institution that traces its origins to the old Tevinter Imperium. After the elven homeland was invaded and destroyed, the elves were enslaved by the Imperium, and were looked down on as less than the average human. This view has survived the actual institution of slavery into the present day, and manifests in the existence of alienages, and other forms of discrimination directed against elves.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Guts d6, Notice d4

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** -2 penalty to repairs

**Edges:** Low-Light Vision

**Treasure:** None

**Unarmed:** Improvised weapon (Str+d4)

## Slaver

Slavery is currently practiced by the Tevinter Imperium. It is one of the few places where elves are still literal slaves (as opposed to alienage elves, who are not technically slaves, but still tend to take the jobs at the bottom of society), and it is common practice for alienage elves to sell themselves or each other into slavery to provide for their families. Slave hunters may capture elves in other nations and smuggle them into the Imperium, but those who are caught doing so are executed and made an example of. Those slaves who are sold on the black market are considered "non-contract" slaves, and have the worst living conditions of all.

**Attributes:** Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d8, Guts d8, Intimidation d10, Notice d10, Taunt d8

**Charisma:** -2 **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

**Hindrances:** Mean

**Edges:** Strong Willed, Trademark Weapon (Whip), Whiplash

**Treasure:** Worthwhile, Rich in Home

**Armed +2:** Buckler (+1P), Chain suit (+2A), whip (Reach 2, Agi+d4)

**Special Abilities:**

- **Double Strike:** Makes two Fighting attacks each action at no penalty.

- **Slave Master:** Slaves may not be persuaded or dissuaded to fight for the slaver until the slaver is incapacitated.

## Thief

Thieves earn a living from stealing from others. Some may be allies of the characters, other are antagonists. In a city or town, thieves often assemble into a guild. Despite being tricky customers, thieves' guilds are often excellent sources of information — if you can find them.

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Climbing d8, Fighting d6, Guts d6, Lockpicking d8, Notice d8, Stealth d8, Stealing d8, Streetwise d6, Throwing d8

**Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

**Hindrances:** Greedy

**Edges:** Expert Stealing Path

**Treasure:** Meager

**Armed +2:** Dagger x2 (Str+d4), leather suit (+1A), shortsword (Str+d6)

## Thief, Master

**Attributes:** Agility d12+2, Smarts d8, Spirit d6, Strength d6, Vigor d8

**Skills:** Climbing 10, Fighting d8, Guts d6, Lockpicking d12, Notice d10, Stealth d12+2, Stealing d12+2, Streetwise d8, Throwing d10

**Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

**Hindrances:** Greedy

**Edges:** Expert (Agility), Prince of Thieves Path

**Treasure:** Worthwhile, Rich in Hold

**Armed +4:** Dagger x2 (Str+d4), leather suit (+1A), shortsword (Str+d6)

**Potions:** Swift salve x2

## Military

Each region has its own military. Detailed in this section are standard posts that can be found across the various military contingencies within Thedas.

## Recruit

Recruits come from conscription, general enlistment, or released slaves. Either way they are put through regional military training and sent well-armed to their posts.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d8, Guts d6, Intimidation d6, Notice d6, Shooting d8, Throwing d8

**Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)

**Hindrances:** Various

**Edges:** Various

**Treasure:** Meager per 3 recruits

**Armed +0:** Chain suit (+2A), dagger (Str+d4), longsword (Str+d8), kite shield (+2P/+2AvsR), *some have crossbows (2d6)*



## Scout

Scouts are familiar with wilderness areas. Scouts are integral parts of military procedures in regards to attaining vital information for military strategy.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

**Skills:** Climbing d8, Fighting d8, Guts d8, Healing d6, Notice d8, Riding d6, Shooting d8, Stealth d8, Survival d8, Tracking d8, Trap-Making d8

**Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

**Hindrances:** Various

**Edges:** Trapper +Various

**Treasure:** Meager

**Armed +0:** Leather suit (+1A), dagger (Str+d4), longbow (2d6), shortsword (Str+d6)

**Mount:** Riding horse

**Traps:** Various

## Seasoned Scout

Due to the dangerous nature of the post, a scout that has made it long enough to have been around for a while is notable indeed.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

**Skills:** Climbing d8, Fighting d10, Guts d8, Healing d8, Notice d10, Riding d6, Shooting d10, Stealth d10, Survival d10, Tracking d10, Trap-Making d10

**Pace:** 6; **Parry:** 7; **Toughness:** 8 (1)

**Hindrances:** Various

**Edges:** Trap Designer, Trapper +Various

**Treasure:** Worthwhile

**Armed +2:** Leather suit (+1A), dagger (Str+d4), longbow (2d6), shortsword (Str+d6)

**Mount:** Riding horse

**Potions:** Health poultice x2 (WC only), lesser injury kit x1, rock salve x1

**Traps:** Various

## Soldier

Soldiers are the military equivalent of tanks — heavily armored and highly mobile.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

**Skills:** Fighting d8, Guts d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Riding d8, Shooting d8

**Pace:** 4; **Parry:** 9; **Toughness:** 10 (3)

**Hindrances:** Various

**Edges:** Various

**Treasure:** Meager

**Armed +2:** Crossbow (2d6), heavy shield (+3P/+3AvsR/-1Pace), heavy suit (+3A,-1Pace), longsword (Str+d8)

**Mount:** Riding horse

## Soldier, Elite

Ranging from the best of the men, often referred to as heroes to captains and lieutenants with vast experience these are the reason why wars are won.

**Attributes:** Agility d10, Smarts d6, Spirit d10, Strength d12, Vigor d12

**Skills:** Fighting d10, Guts d10, Intimidation d6, Knowledge (Battle) d8, Notice d6, Riding d10, Shooting d10

**Pace:** 3; **Parry:** 10; **Toughness:** 11 (3)

**Hindrances:** Various

**Edges:** Various

**Treasure:** Worthwhile

**Armed +4:** Crossbow (2d6), heavy shield (+3P/+3AvsR/-1Pace), longsword (Str+d8), massive suit (+3A,-2Pace)

**Mount:** Warhorse

**Potions:** Greater health poultice x2 (WC only)

**Special Abilities:**

- **Double Strike:** Makes two Fighting attacks each action at no penalty.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.

## The Commander

The commander of any army in Thedas is typically a Wild Card that can be added to an elite soldier or from the Wild Cards in the section below. All military commanders gain the following:

**Special Abilities:**

- **Battle Knowledge:** Wild Die for Knowledge (Battle) skill rolls become d10.
- **War Commander:** All commanded troops within 25" gain +1 to attack, Parry, and Toughness.

