

Earthdawn Westmarches

Introduction

This is a sandbox-style game based around the Kingdom of Throal. You are a new adventurer looking to build your legend. Different players may join you on every adventure, as well as potentially a different GM.

For an explanation of what a West Marches campaign is, go to [this video](#) and [this blog](#).

Important Links

Our [Discord server](#) for real-time chat.

Our [Forums](#) for posting adventures and character sheets.

Official Earthdawn 4th Edition [Errata and FAQ](#).

Setting

The game calendar began in the year 1420 TH, when the gates of Throal opened for people to go out and settle the land. There are not many safe places out there yet.

Goals

Goal 1: You are an adventurer because you feel a strong call in your bones to adventure. The boredom of a calm life doesn't appeal to you – you are driven to leave the safety of civilization and explore the wilds to make your name. Regardless of what drives you, you are driven. You choose where to go and what to do. The adventure is in your hands; however, you must find your destiny outside Throal.

Goal 2: Each session is presumed to be self-contained. Players venture into the wild, find or are found by adventure, and return home after each adventure.

- All wounds and damage are fully healed between each adventure.

Goal 3: Players are encouraged to take the initiative and approach GMs to run adventures (see Starting a Mission).

Goal 4: The West Marches gameplay style supports dozens of players and more than a handful of GMs. Because rules must be consistent from one table to the next, we run games by the rules printed in the 4th edition of **Earthdawn Player's Guide**, **Earthdawn Game Master's Guide**, **Earthdawn Companion**, etc. This is known as Rules As Written (or RAW).

- Exceptions to RAW come from Errata documents or [posted house rules](#) that the admins have found necessary to unify play from session to session.

Goal 5: Money is earned only through Adventures.

- Gear and money may not be traded between characters unless specifically noted.
- Gear may not be sold to Throal.
- PCs do not earn money from providing Downtime activities to others.

Goal 6: If a PC has support abilities (Forge Weapon, Item History), they may be used on another PC after going on an adventure with them. See the rules on [Downtime](#) below.

Sourcebooks in Play

The following Earthdawn 4th Edition books are in use. Some specific rules and restrictions are noted in the house rules.

- Player's Guide
- Game Master's Guide
- Companion
- [Deeper Secrets](#) - Restrictions apply
- [Elven Nations](#) - Heavily Restricted
- [Grand Bazaar](#) - Heavily Restricted
- [Iopos](#) - Heavily Restricted
- [Mystic Paths](#)
- [Questors](#)
- [Travar](#) - Heavily Restricted

Character Creation

Characters start at Circle 1, following the rules in the Player's Guide.

Disciplines

All Disciplines from the **Player's Guide** and **Mystic Paths** books are allowed. [Cavalier](#) replaces Cavalryman and is considered Cavalryman for all prerequisites.

Background

Characters must be from Throal unless the Character Head gives permission.

Buying Starting Equipment

- Only **Everyday**, **Average**, and **Unusual** items are available for purchase.
- **Rare** and **Very Rare** items are not available at creation.
- **Haggle** does not affect starting character equipment purchases.
- **Weaponsmiths** do not get a discount on their weapons, armor, or shields, but are considered to have crafted them for other purposes.

Races and Cost and Weight

Some races are larger or smaller than humans. Their armor and shield costs are modified as noted on pages 402-404.

Talents

See the [Talents](#) section for more details about changes to Talents.

Removed Talents

- Charge

- Double-Charge
- Multi-Charge
- Trick Riding
- Wheeling Defense

Skills

Reminder: A starting character may only purchase Novice Skills with their 8 free ranks at character creation, up to a maximum rank of 3.

Warning: [Alchemy](#) is a very long-term investment skill. An adept can't use it until they own an Alchemy Kit or gain access to an Alchemy Lab.

New Skills

The new talents from the [Cavalier](#) Discipline add these skills to those available in the Player's Guide.

Novice

- [Cavalry Charge](#) (Replaces Charge)
- [Impressive Display](#) (Updated)
- [Riding](#) (Replaces Trick Riding)
- [Emergency Dismount](#)
- [Nimble Rider](#) (Replaces Trick Riding)
- [Sure Mount](#) (Updated)

Journeyman

- [Battle Cry](#)
- [Leadership](#) (Updated)
- [Intimidating Display](#)
- [Chasing the Wind](#)

Warden

- [Wheeling Attack](#) (Updated)

Bookkeeping on the Forums

Character Thread

Using this [template](#), players create their own thread in the [Character Subforum](#) to show their characters' stats.

Once the Character Head approves your character, they will create a duplicate of your character and post it as a reply, creating an archive of your starting stats for reference.

At this point, you are ready to begin adventuring!

Advancement

After each adventure, use this [template](#) to add another reply to your character thread, detailing what adventure you went on and what you were awarded.

Then edit the first post to reflect those changes. This allows others to see what your character is capable of at first glance.

Using All Talents to Advance

We are using this optional rule from page 453 of the Player's Guide.

- Free Talents may not be used to advance other Disciplines. The character may purchase the Talent in another Discipline, and use whichever version is higher.
- Mystic Path Talents cannot be used for Discipline advancement.
- **NOTE:** We understand that Warden and Master Tier play are rarely explored arenas and we reserve the right to make adjustments if necessary.

The **Optional Advancement Table** is expanded as follows:

New Circle	Min # Talents	Min Talent Rank	Single Talent from Circle
12	15	12	11
13	16	13	12
14	17	14	13
15	18	15	14

Additional Characters

If the ECR of your character's are Journeyman tier or higher, you may build a new Novice character.

In the event your lowest character's ECR is not able to play with at least 4 other characters, you may make a new character early. You must still post another character thread for that character and it must be approved.

The Staff assumes your highest ECR character is your primary character, unless otherwise recorded with the Character Head.

Adventuring in Earthdawn West Marches

Step 1: Rumors & Scheduling

Option 1: A player creates an idea for an Adventure called a [Rumor](#). This can be a new idea or following up on a previous Adventure seen on the West Marches forums.

A GM then messages the Player about their Rumor to arrange a time to play. The GM then determines the Effective Circle Rating and Difficulty for the Adventure.

Option 2: A GM may post a Rumor of their own on the forums with an associated ECR range and difficulty. A player may respond to claim the rumor.

Examples:

- 1) *Settlers are having trouble with a den of corrupted wolves.* Effective Circle Rating 2, Medium
- 2) *There are rumors of an unexplored kaer that was broken into that I would like to explore.* Effective Circle Rating 4, Hard

Step 2: LFG Posting

Option 1: Once a Rumor has scheduled a time to run the Adventure, the player posts an LFG (Looking For Group) thread on the West Marches forums using the template located [here](#). The status starts as **OPEN** to let others know they are looking for others to sign up.

Other players may respond that they are available, which character would join the Adventure, and any special skills they can offer to the mission. It is up to the creator of the Rumor to choose the team they wish to bring from those that sign up.

Once the team is chosen (at least 24 hours before the scheduled time), name the characters you chose for the mission and change the post status to **CLOSED**.

Option 2: A GM posts an LFG thread on their own to follow up on a rumor they find interesting. In these cases, players respond to the posting as above.

The player who has not played a game in the longest time gets to choose the team, as if they proposed the adventure. In the case of a tie, the tied player who responded first chooses the team.

Step 3: Adventuring

Effective Circle Rating (ECR)

A character's total Legend Points sets their ECR, which is used to determine what Adventures the character may participate in.

ECR also determines your character's Tier for purposes of creating new Novice characters, gaining new Thread Items, etc.

Adventure Circle Rating

If an adventure is created from a PC's rumor, the GM assigns the Adventure an ECR within 1 of the proposing Character's ECR. The adventure is also assigned a Difficulty of Easy, Medium, or Hard.

Players may sign up to join any adventure that has an ECR within a range of 1 above or below their Character's ECR.

Examples:

- 1) *An ECR 2 PC proposes an adventure. The GM determines the adventure ECR to be 3, and it has a difficulty of Medium.*
- 2) *An ECR 4 Character may apply to join the above example adventure.*

Adventure Difficulty Minimums

NPC adepts require PCs to prove themselves before entrusting them with their Magical secrets. To learn a Talent through Versatility from an NPC, take on another Discipline, or join a Mystic Path, a character must request an adventure to earn their favor. Rare animals that can become companions also require more risk.

If the adventure is successful, their NPC's favor is earned, and the training or companion is gained.

- **Medium**

- Animal Companion (no Mask): Adventure ECR equal to or higher than the Circle rating.
- Versatility for Novice or Journeyman Talent.

- **Hard**

- Animal Companion (+0 Mask): Adventure ECR equal to or higher than the Circle rating.
- Binding Secrets/Spirit Pact: Adventure ECR equal to or higher than the Strength rating of the spirit.
- New [Mask](#) Category: An adept with the [Augment Ally's Form](#) Knack may add a type of Mask to their list of options.
- Mystic Path.
- New Discipline.
 - Once favor is earned, the PC must begin training their new Discipline before the end of their next Adventure's Downtime. This allows the opportunity for their next Adventure to gain training as an Alternate Silver Award.
- Questor.
- Versatility for Warden or Master Talent.

Step 4: Adventure Awards

	Difficulty	Easy		Medium		Hard	
	TIPs	1		3		5	
LP Total	ECR	Legend	Silver	Legend	Silver	Legend	Silver
0	1	100	70	200	150	300	230
600	2	400	90	800	210	1,200	310
2,300	3	800	150	1,400	280	2,000	400
7,000	4	1,400	190	2,200	390	3,000	530
16,500	5	2,000	220	4,000	490	6,000	730
35,000	6	4,000	320	7,500	670	11,000	980
70,000	7	6,000	330	13,000	800	20,000	1220
132,000	8	10,000	440	19,000	920	28,000	1360
255,000	9	20,000	480	39,000	1030	58,000	1530
490,000	10	34,000	640	69,000	1440	104,000	2170
922,000	11	62,000	930	124,000	2050	186,000	3080
1,695,000	12	92,000	1160	184,000	2570	276,000	3850
3,175,000	13	170,000	1620	340,000	3600	510,000	5390
6,050,000	14	310,000	1850	620,000	4110	930,000	6160
11,200,000	15	480,000	2320	960,000	5140	1,440,000	7710

Thread Item Points (TIPs)

An Adventure awards Thread Item Points based on the difficulty.

See the [Thread Items](#) section for more information.

Alternative Silver Rewards

After a Medium or Hard adventure, a GM may substitute some amount of the silver reward with items or services at half the value of the cost of the items inside the Player's Guide.

Alternative Silver rewards are not available for Easy adventures, including Failed adventures.

Example: In an adventure with a reward of 150 Silver, the player gains 110 Silver and an Elfweave Robe (Book cost: 80 Silver).

Earning Downtime

- Easy Adventures (including Failed Adventures) award 7 days of Downtime.
- Medium and Hard Adventures award each participating character 21 days of Downtime.
- Downtime may not be saved for later use.

GM Rewards

After hosting an Adventure, the GM chooses one of their characters.

- That character gains an Adventure Award equal to a Medium Difficulty Adventure at their current ECR.
- That character gains a Downtime award of 21 days. They only have access to Throal merchants and their own Downtime Abilities.

Heads of Administration branches also receive a GM Reward at the beginning of each month.

Example: An ECR 2 character would gain 800 Legend Points, 200 Silver, and 3 Thread Points.

Failure

If the Players fail to accomplish the primary goal of an Adventure, the Adventure Award is reduced from Hard to Medium or Medium to Easy.

If Players fail an Easy Adventure, the ECR is reduced by 1 and remains Easy.

GM Failure to Launch

If a GM:

1. Cancels an adventure within 30 minutes of the scheduled time OR
2. Does not arrive to run the adventure, and nothing can be done to replace them during the time slot

The Players are awarded as if it were a Failed Adventure.

The GM does not receive a GM Reward.

Step 4: After Action Report (AAR)

After an adventure, the GM creates an [AAR post](#) on the forums. This records which characters received awards.

Step 5 (Optional): Journal Entries

Players may write In-Character journal entries of their adventure and post them on the adventures AAR. These journals are given to the Grand Library of Throal, who then award the character with 5% more Legend Points and 25% more Silver of the adventure award.

Step 6: Downtime

Effective Step Value (ESV)

Instead of rolling for Downtime actions, we use the character's Effective Step Value (ESV).

- The character's ESV is equal to their Step in the Ability plus any modifiers they can apply.
 - Each Karma that can be spent increases the Effective Step by the Karma Step Value (usually 4).
 - Thread Items that hold Karma may only spend 1 Karma to modify an Effective Step Value.
 - Working as a Group (Companion 130) may not be used to modify the ESV of Downtime Abilities.

Determine Available Downtime Abilities

- At the start of an Adventure, players create a pool of Downtime Abilities by indicating their Ranks and ESV for any Downtime Abilities they wish to share with the group. This is finalized in the AAR of the Adventure for easy reference.
- If the adept gains or improves any abilities that could affect a Downtime Ability (i.e., Haggle, Forge Weapon, Enchanting Knacks, etc.), these new abilities are unavailable for anyone until their next Downtime Award.
- GM Rewards only have access to the characters' Downtime Abilities.

Spending Downtime

- Each Downtime Day is 8 hours long.
- PCs spend their own earned Downtime on Downtime actions, even if they are utilizing another PC's Downtime Abilities or hiring an NPC to do the work.
 - **Reminder:** PCs do not pay other PCs for using their Downtime Abilities.
- If a Downtime action can fit within the time awarded (i.e., less than 21 days), it may not be split over multiple Downtimes.
- Long-term Projects (i.e., Skills, Multi-Discipline Training, Enchanting).
 - These Downtime actions require more than the current Downtime award allows (i.e., 15 or 22+ days).
 - A PC may only have 1 long-term project active at a time.
 - PCs pay the Silver cost for each time period of the action performed, not all upfront (i.e., per week of Skill training).
 - A PC needs to spend as much available Downtime as possible to begin and continue the project until it is completed (cannot spend 1 week over 4 Downtime awards).
 - Failure to do so interrupts the process, requiring the project to be started over and the effort to date to be lost (LP is not spent. Silver is spent).
 - Any days left over in the Downtime Award when the project is completed may be spent doing other Downtime actions (i.e., 14 Days training 2 Versatility Talents, 4 days training a Knack).

Downtime Actions

Shopping

- Gear may be bought from Throal at book price.
- Gear may not be sold to Throal.
- Refer to the [Equipment](#) section for details and clarifications.
- Items from some books are banned (i.e., [Grand Bazaar](#)). Check the house rules section of the books for details.

Training

(Attributes, Circle, New Discipline, Knacks, Skills, Spells, or Talents)

[Here are some common training times and costs.](#)

- Training times are per RAW, with some alterations.
 - Talent and Spell training times are ignored (except for Versatility) but may only happen during Downtime (not during an Adventure).
 - Advancing Discipline Circle: 5 Days, Circle Training Cost is on page 454.
 - PCs may not increase the Circle of the same Discipline more than once in the same Downtime Award.
 - PCs may train lower circle members of the same Discipline.
 - Learning a New Discipline: Each new Talent requires 5 days of Downtime. The Silver cost is explained on PG 455.
 - Each Talent is a separate Downtime action.
 - PCs of Circle 5 or higher may help another PC learn that Discipline.
- Using Versatility to learn Talents requires 7 days of Downtime for the student.
- Players may learn Spells from other PCs Grimoires at 50% Silver cost.
- **Clarification** for Improved Spell Knacks: Like other Knacks, the training times and Silver costs are still based on the Requirements of the Knack (usually Patterncraft rank X).

Crafting and Enchanting

(Further details on [Enchanting](#))

- Common components may be purchased from Throal. This cost may be affected by Haggle for your abilities, not those gained from others' Downtime Abilities.
- Time to craft items is as per RAW, except as noted below.
 - The lowest base time for crafting an item is 2 days. Additional successes may reduce the time to less than 2 days (as permitted by RAW).
- PCs must pay for each item created.
- PCs may not Design or Craft custom Alchemical items. Instead of buying the Pattern, they may use these abilities to create an Alchemical Pattern that matches the RAW abilities.
- If a Downtime Ability of another player requires more time than the Downtime awarded, that Ability may not be performed unless the time can be reduced to fit within the current allotment of Downtime.
- Other PCs may use shared Designing and Enchanting abilities as a Downtime Ability.
- Other PCs may use a shared Enchanting Pattern for their Downtime actions.
- Patterns with a Silver cost may be taught to others at half Silver cost.

- Known Thread Item Patterns may be taught to others. The process requires Designing the Pattern but requires half the successes.

Service Abilities

Service Abilities include Item History, Research, Forge Weapon, etc. Unlike crafting or enchanting, they do not produce a physical product.

- A PC that can perform a Service (Item History, Research, Forge Weapon, etc.) that does not have a Silver cost may use the Service for themselves for zero Silver.
- Using another PCs Service skills provides a 50% Silver discount from the standard cost.

Examples:

1. *A Weaponsmith PC has Forge Weapon at Rank 2, and an Effective Step Value of 9. Another PC could spend 1 week of Downtime to purchase a +1 at 50% silver cost, up to a total bonus of +2 (75 Silver total).*
2. *A Weaponsmith has Forge Weapon at Rank 2, and an Effective Step Value of 11 (1 additional success). Another PC could spend 1 week of Downtime to purchase both +1 and +2 at 50% silver cost (75 Silver total).*

The Weaponsmith PCs in both examples could perform Forge Weapon for themselves with the same Downtime costs but no Silver cost.

Forge Weapon and Armor

- Requires 7 days, as per RAW.
- No time is required to wear or remove embedded armor (Blood Pebble, etc.).
- Hiring an NPC to perform Forging achieves only 1 success.
- Reduction in time and additional successes are only available from PC Downtime Abilities.

Weaving Threads to Thread Items

- After Learning the Key Knowledges (see below) of a Thread Item, the adept may weave threads to the item during Downtime.
 - Weaving a Thread costs no Downtime.

Learning Key Knowledges

The Target Numbers for discovering Key Knowledges is based on the Tier of the Item.

NOTE: Only Thread Item ranks with a Key Knowledge (usually odd-numbered ranks) require Item History and Research.

Test Knowledge (The Question)

- Test Knowledges are learned using Item History (Player's Guide pages 155 and 221).
- Item History requires 1 week of Downtime. Other Downtime actions may be performed during this same week. Performing a second Item History test requires 1 week of Downtime.
- Hiring an NPC to perform Item History achieves only 1 success.
- Every 5 points the Item History Step is over the TN unlocks another Test Knowledge.
 - Each individual Key Knowledge must still be paid for in Silver.
 - Unlocked Knowledges that are not paid for at the time are lost.

Research Knowledge (The Answer)

- The first Item History must be completed before any Research can begin.
- Research Knowledge is learned using Research (Player's Guide 163 and 223).
- Research requires 1 week of Downtime.
- Hiring an NPC to perform Research achieves 1 success.
- A PC may spend 20 silver to gain access to the Library of Throal, gaining +3 to their Research Step.
- Every 5 points the Research Step is over the TN unlocks another Research Knowledge.
 - Each individual Key Knowledge must still be paid for in Silver.
 - Unlocked Knowledges that are not paid for at the time are lost.
 - If a Research test provides more successes than are currently unlocked with Item History, the excess research is used to unlock future Key Knowledges after Item History is performed.

Example: A Novice Item requires 3 Weeks of Downtime and 600 silver.

Week 1: Item History the Rank 1 Key Knowledge (50 Silver).

Week 2: Item History the Rank 3 Key Knowledge AND Research the Rank 1 Key Knowledge (150+100 Silver).

Week 3: Research the Rank 3 Key Knowledge (300 Silver).

Deeds (Alternate Source of The Answer)

- After Item History reveals a Deed, a PC may request an Adventure to fulfill their Deed.
- The Thread Item write-up should include a minimum Adventure ECR required to perform the Deed.
- Successfully performing the Deed on the requested Adventure provides the Research Knowledge instead of a Research test (no Downtime or Silver cost).

Silver Cost for Key Knowledges

Key Rank	Novice (10)		Journeyman (12)		Warden (14)		Master (16)	
	Item History	Research	Item History	Research	Item History	Research	Item History	Research
1	50	100	75	150	100	200	125	250
3	150	300	225	450	300	600	375	750
5			375	750	500	1000	625	1250
7					700	1400	875	1750
9							1125	2250

Step 7: Thread Item Points

- Each Adventure awards Thread Item Points (TIPs) to the PCs.
- TIPs may be spent to "discover" a Thread Item (TI) by requesting one from the Thread Item Creation team.
- Thread Items may not be bought with Silver.

Step 1: Item Tier

A character may spend TIPs to request a Thread Item from the Thread Item Czar. This item will be completely random in form and powers. Any TIPs remaining are carried forward.

10 TIP	Find a TI at PC Tier (or Journeyman, whichever is higher).
20 TIP	Find a TI at PC Tier +1.

Step 2: Chance for Random Tier Upgrade

Up to 8 additional TIPs may be spent to increase the chance of a Tier Upgrade.

0 TIP	0%
2 TIP	10%
4 TIP	25%
6 TIP	45%
8 TIP	70%

Step 3: Specifying Base Item and Powers

Thread Items are completely random unless a PC invests additional Thread Item Points.

Up to 8 additional TIPs may be spent to specify the item's type and its powers.

- **2 TIPs** - PC chooses the category of the base item and makes it appropriate for your Racial restrictions.
 - Ex: Living Armor for an Obsidiman, Windling Weapon, Jewelry, etc.
- **4 TIPs** - PC chooses the category of the base item. The item provides powers that are useful to your Discipline.
 - A ranged weapon, heavy armor, musical instrument.
- **6 TIPs** - PC chooses the exact type of base item. The item provides powers your primary Discipline would want to use (avoiding Talents you have not taken).
 - Ex: Troll Sword or Chainmail.
 - Ex: A Matrix Object that provides no other powers.
 - Tier determines Matrix type, max Rank 15.
- **8 TIPs** - PC chooses the exact type of base item and may request one power the item provides.
 - Ex: Boots that provide Great Leap, Wand that increases Spellcasting.
 - Ex: Requesting a Spell Matrix inside an item with other powers as well.
 - The TI Tier -1 determines the Matrix type, max Rank as normal for TI.

Armor and Matrix Objects

- **Armor**
 - Thread Armor and clothing resize to the wearer after a Thread has been attached.
 - Heavy Armor is defined as having an Initiative Penalty of 2 or more.
 - The following Armors are **NOT** available as Thread Items to Novice Tier Characters.
 - Plate Mail, Wyvern Skin, and Crystal Plate.
- **Spell Matrix Objects**

- Matrix Tiers:
 - Standard Matrix = Novice
 - Enhanced = Journeyman
 - Armored = Warden
 - Shared = Master
- 6 TIP allows a Spell Matrix Object of the same Tier that provides no other powers.
 - These Matrix Objects do not need to be requested through the normal TI means. Simply note the transfer in a character update post.
- 8 TIP allows an item with a Spell Matrix of one lower Tier in addition to other powers.
- Limited-use Matrixes (i.e., only holds Elementalism spells) are not allowed via TIPs or Enchanting.

0 TIP	Random Item				Random Powers
2 TIP	Weapon	Armor	Worn	Misc Gear	Usable by Race
4 TIP	1 Handed Melee	Light Armor	Combat	Instrument	Useful for Discipline
	2 Handed Melee	Heavy Armor	Social	Social	
	Thrown	Shield	Spellcasting	Spellcasting	
	Missile	Living Armor	Utility	Utility	
	Spellcasting				
6 TIP	Exact base item				Useful for Build
8 TIP	Exact base item				Request a Power

Upgrading Old Thread Items

- TIPs may be spent to upgrade a TI to the next Tier.
- The adept must already have an ECR of the new Tier or higher.
- The adept must have tied a Thread to the TI, and increased the Rank to the TIs maximum.
 - Maximum Ranks are 4, 6, 8, or 10.
- TIPs may be spent to request a power that is revealed in this upgrade. The cost is based on the Tier the item is upgrading to.
 - 8 when becoming Journeyman, 12 when becoming Warden)
- The upgrade process may cause an item's previous powers to be altered and rebalanced.
- After an item is upgraded, the adept must pay the difference of Legend Points for all Ranks currently woven to the TI as soon as possible.
- After an item is upgraded, the adept must learn any new Key Knowledges. Previous Key Knowledges remain unchanged.
 - Spell Matrix Objects that become full Thread Items gain Key Knowledges at the earlier Ranks, which must be learned before gaining access to rank 3 and higher benefits.

10 TIP	Upgrade Thread Item 1 Tier towards PC Tier.
4 TIP per new Tier (J=8, W=12, M=16)	Request 1 power of Upgrade.

Trading

- If you receive a Thread Item that you do not wish to keep, you may trade it to another PC for a different Thread Item of the same Tier. Other Players shall be given the chance to trade for this item before it goes to any of your secondary characters.
- The new owners learn whatever Key Knowledges are already known about the Thread Item. The new owner must perform any Deeds the item requires as normal.

Unweaving Thread Items

An adept may wish to remove their Thread from a TI.

- The adept may unweave their Thread from an item by taking 3 days of Downtime and taking their Thread Weaving Effective Step Value against their own base Mystic Defense (no items or spells included) plus the Ranks woven to the TI.
 - Each extra success reduces this time by 1 day.
- If the item is traded to another player, Unweaving refunds the Legend Points that were invested into the item.

Legendary Characters

Once a character achieves Master tier (ECR 13+), they become a Legend.

They become semi-retired from active West Marches duty. However, the character may participate in special Legendary Adventures.

Upon retiring, the player receives the following benefits.

- Congratulations, your character is now a part of the lore! They are a Legend, and may feature as an NPC in adventures and stories. They can be used as trainers, quest-givers, etc., as the adventure demands.
- You can work with the Story Team to establish a base of operations for your Legend. * You will be given the coveted 'Legendary' Discord Role and can lord your fancy color over all lesser players.
- You may immediately make a new character, and gain an extra character slot above and beyond what you would normally have.
- Your new character may start with a ECR 2 Medium award (800 Legend Points, 200 Silver, 3 Thread Item Points, and 2 weeks of Downtime (thus possibly Circle 2 for their first Adventure).

House Rules

Alchemy

(See also [Enchanting](#))

- PCs with the Alchemy Skill gain the recipes for creating Booster Potions and Small Light Quartz.
- An **Alchemy Kit** (-3 to tests) is available for 500 Silver through normal means.
- Permanent access to an **Alchemy Lab** (no -3 to tests while in Throal) is available for 1000 Silver through normal means.

- Alchemists may gather components while on Adventures, especially if it's the goal of the Adventure. Any other components gathered are considered Alternate Awards. This process should not slow down the game progression.
- Alchemists may not gather components during [Downtime](#). The other alchemists of Throal have claimed all the nearby locations.
- The lowest base time for crafting an item is 2 days. Extra successes may bring that time below 2 days as per RAW.
- PCs may not Design or Craft custom Alchemical items. They may use these abilities to create an Alchemical Pattern that matches the RAW abilities instead of buying the Pattern.
- **Blood Charms:** There is no option to increase the TN by 5, as detailed on page 132 of the Companion. Additional successes reduce time.
- **Common Magic Items:** There is no option to increase the TN by 5, as detailed on page 133 of the Companion. Additional successes reduce time.
- **Consumables:** there is no option to increase the TN by 3, as detailed on page 135 of the Companion. Additional successes generate an additional item. PCs must pay half cost for each item created.

Alternate Training Methods

Since the cost of training is a core factor in the adventure awards system, the **Ghost Master** and **Training Pledge** options are not allowed.

Animal Companions

We adapted an alternate rules set for [Animal Companions](#). These focus more on empowering a single Companion over multiple weak ones. The Talents and Knacks herein replace those of the same names from RAW sources.

Clarification

Animals cannot be affected by abilities requiring willing allies. Sometimes this is indicated with a Target Number (i.e., Shaman Spells) instead of a Defense. An Animal Companion may only have 1 Mask.

Combat Options

See the [Animal Companions](#) for more combat options.

Splitting Movement (1 Strain)

Keywords: Exclusive. Stance.

The character can move a portion of their Movement Rate, then perform their Standard action and/or Simple actions, and move up to the remainder of their Movement Rate. All Standard and Simple actions must be performed between the character's movements. Their movement cannot be further subdivided unless an ability specifically allows this. The character is Harried.

This stance may not be combined with Aggressive or Defensive stances.

Creature Powers

- Charge/Dash/Dive: A character using the Charge, Dash, or Dive powers may not take additional Actions that turn.
- Charge/Dash/Dive does not stack with each other.

Deeper Secrets

See this [document](#) for details on what abilities from *Magic: Deeper Secrets* are watch-listed or banned from the West Marches.

Elven Nations

- Blood Elves: PCs may not be Blood Elves.
- Equipment: Unavailable to PCs.
- Creatures: GM use only.

Enchanting

- Finding Expensive or Rare Components requires a player to request an adventure to find or earn one as a reward for success.
- Wounds from Enchanting last their full duration and may not be healed by any means. Like Blood Wounds, they do not prevent the character from training.
- Weaponsmiths may use their Circle 1 Karma ability on Enchanting and Craftsmanship Aspect tests, not Design Enchanting Patterns or Artistry Aspect tests.
- Artistry and Craftsmanship Aspects (which do not have a RAW time listed) require 2 days for a TN of 10. The time increases by 1 day for every 5 points of TN. Extra successes may reduce the creation time by 1 day to a minimum of 2 days (in addition to normal uses).

Thread Item Points may substitute the following elements when Designing or Enchanting Thread Items.

Points	Function
2	Find 1 Expensive or Rare Component (including Orichalcum and True Elements).
2	Reduce Design TN by 1.
4	Reduce Design Success Required by 1 (to a minimum of 1 success required).
4	Reduce Enchant TN by 1.
1	Reduce Enchant Time Days by 2 (to a minimum of 2 days required).
6	Ignore 1 Wound from Enchanting.

Submitting Thread Item Enchanting Requests

Characters with the appropriate abilities may enchant thread items by going through a collaborative design and approval process with the TI Czar. The player creates a shareable

document that includes the following information and then submits a link to the document to the **#enchanter-guild** Discord channel.

1. The Name and description of the item.
2. Show your work: Note the design elements used, Design DN, Enchanting DN, Downtime required, Silver required, and TIPS used.
3. A summary of the item's purpose. What is the basic idea and theme of the item, what do they want it to do for the user? (ie. I want an item that makes me more resilient, and the theme is an item that infuses me with the power of earth).
4. Assign all odd-numbered ranks for the item using the TI power guidelines already in place (RAW and House Rules).

Note: These are still subject to approval.

5. Offer requests of what you want the remaining powers to be. This can be broad (I want some abilities that make me faster) or specific (I want +init). The TI Czar will either approve these outright or will work with you to shape and develop them.

Note: the TI Czar has full discretion here; these powers are considered requests.

Equipment

Blood Charms

Some Blood Charms (Desperate Blow, Horror Fend) may be recharged after use.

1. The adept must heal an amount of damage equal to the Blood Magic Damage of the item.
2. The adept must spend a Standard Action to reattach the charm, taking the Blood Magic damage again.

Absorb Blow

Absorb Blow charms are activated as a Free Action after the Attack Test and before the Damage Test is rolled.

- Only one Absorb Blow charm may be activated per attack.
- Absorb Blow points of protection do not stack.
- Points of protection last until used or the next dawn.

Weapons

Weapons may be “reskinned” into another type of weapon. This does not change the statistics or abilities of the weapon in any way; it is purely a cosmetic change.

Example: A character wishes to wield two large hammers, they use the Flail stats.

Facing

- We are using a Facing API to designate where a token’s “front” is, which also helps to determine Blindside attacks. As shown on page 391, you have 3 hexes as Front and 3 as Back. The Facing arrow determines your center Front hex.
- You may only launch attacks from your Front hexes.
- Characters may change their Facing at will during their Movement action.
- Once per round, a character may change their Facing out of turn if another character enters or leaves a hex adjacent to them.

- **NOTE:** The GM is within their rights to adjudicate facing and potential blindsiding depending on the situation. Characters do not generally let opponents they can see run behind them. Blindsiding is intended to be gained through abilities and teamwork.

Grand Bazaar

Only the items listed below are allowed for West Marches PCs. However, they may become banned if we discover issues with them over time.

All unlisted items from the Grand Bazaar book are banned or for GM use only.

Animals

- Scythian River Bear

Blood Charms

- Blood Matrices
- Pattern Eye

Weapons

These weapons gain the Attached Weapon tag (see PG 406 for details).

- Dinganni Talons
- Nailboots
- Warrior's Scarf
- Wrist Blade

Group Pattern Items and other Blood Oaths

The Department Heads do not yet see any way for Group True Patterns to function within the game in a balanced way that does not create cliques within the PC pool.

Haggle

- When not on an adventure, all purchases of Goods and Services (including Thread Item History and Research) and Training costs are reduced by 2% per Rank of Haggle.
 - This includes "last-minute" purchases before leaving Throal.
- Haggle is not a Downtime Ability to be used by another PC.
- Haggle does not affect starting character equipment purchases.
- Haggle cannot be used with any other discounts (Alternate Awards or Downtime Abilities).
- Haggle applies to purchasing Crafting and Alchemical components for your own Downtime Abilities, not from other characters' Downtime Abilities.

Iopos

- Equipment and Spells: Unavailable to PCs.
- Masks: Aquatic and Flying Masks are available to PC Animal Companions.
- Creatures, Masks, and Horror Constructs: GM use only.

Karma Rituals

Karma Rituals are performed every morning.

Masks

- GMs may use any Mask on monsters. Stacking Masks is not recommended.
- A PC's Animal Companion may only have 1 Mask at a time.
- A player may gain an animal with a +0 Circle Mask by requesting a Hard Adventure.
- The [Augment](#), [Mold](#), and [Sculpt](#) Ally's Form Knacks may apply a Mask to a Sworn Animal Companion. The following Mask types are available via these knacks.
 - Elite Mount.
 - Fast (Reduce the additional Actions by 1).
 - Pack Tactics.
 - Size.
 - Stealthy.
- An adept may add a new Mask to their list of options by requesting a Hard Adventure.
- Certain Masks are not socially acceptable (Cadaverous, Corrupt, Undead, etc.) and require special permissions or accommodations.

Mask Modifications

- Aquatic (Iopos book): available to PCs.
- Flying (Iopos book): available to PCs.
- Fast: Reduce the additional Actions by 1.
- Legendary: Not available to PCs.
- Pack: Not available to PCs.

Mystic Paths

Initiation into a Mystic Path

- An adept may join a Mystic Path by requesting (and successfully completing) a Hard Adventure to do so.

Advancement and Ordeals

- Gaining and increasing the Mystic Path Talent requires 5 Days of Downtime and may only be performed once per Downtime award.

Optional Talents

- Path Talents cannot be used for Discipline advancement, even with All Talents to Advance.

Questors

Disclaimer

FASA created Questors with a standard home group in mind, focusing on a GM/PC relationship that establishes what the Passions represent and maintains consistency. As this is impossible

within the West Marches format, the following modifications were made to continue its inclusion but better represent the dedication expected of a Questor.

Becoming a Questor

- An adept may become a Questor to a Passion by requesting (and successfully completing) a Hard Adventure to do so.

Questors of Mad Passions

- These Questors are included to allow the PCs to enact a redemption arc for the Passion, not as an excuse to become villains.
- If other PCs discover a Mad Questor acting as a villain, they are within their rights to kill, arrest, or otherwise make the character unplayable.

Clarifications:

- Questor Granted Devotions are not affected by Dispel Magic but are affected by Suppress Curse.
- The Questor Devotion has a Legend Point cost equal to that of a Journeyman Talent (p. 134).
- Each Devotion Ability may only be used once per round (p 136).

Devotions

- Questor - p 179
 - It may not be used to gain Devotion Points while on an Adventure.
 - Increasing this Devotion requires 1 week of Downtime and can be performed only once per Downtime award.
 - The PC must request and succeed in a Hard Adventure to advance to the next Questor Tier.

Banned Devotions

- Let's Make a Deal - p 173
- Love in Bloom - p 175
- Open Mind - p 176
- Passion's Empowerment - p 176
- Passion's Inspiration - p 177
- Taste of Power - p 184

Devotion Abilities

- A list of published [Devotion Abilities](#) and whether they're approved or not.
- Players may submit custom Abilities for the board's review.

Devotion Points

- Acts of Devotion require exemplary roleplay by the Questor and are not guaranteed to be consistent between GMs.
- Questors begin each adventure with a number of Devotion points as indicated below.

Rank	Devotion Points	Rank	Devotion Points	Rank	Devotion Points
------	-----------------	------	-----------------	------	-----------------

1	6	5	21	9	36
2	9	6	24	10	39
3	12	7	27	11	42
4	15	8	30	12	45

Training Cooldowns and Expirations

Adepts may gain benefits or penalties that last a long time or perform training that requires time to pass before they may train again. This time is measured in the number of Adventures they've played or GM Awards received. The table below provides the number of adventures required for common cooldowns and expirations. The Game Time Months column is for uncommon sources, like individual spells.

Keep track of this time on your character sheet on the forums.

Adventures that Fail to Launch do not count towards cooldowns or expirations.

Example: An adept learns a new Skill to Rank 1 on Session 1. The Cooldown is 0, so on Session 2, they may train Rank 2. The Cooldown is 1, so they must wait till Session 4 to train Rank 3.

ADVENTURES	Forging Blood Wound	New Attribute Step	New Skill Rank	Animal Training Rank	Game Time Months
0		1-2	1		0
1		3-5	2-3	1	1
2		6-8	4	2	2
3		9-11			
4		12-13	5	3	3
5		14-16		4	4
6			6	5	5
7				6-7	6-7
8			7	8-9	8-9
9				10-11	10-11
10	Expires		8	12-13	12-13
11				14-15	14-15
12			9		

Spells

Watch Listed Spells

Most of the spells with the Ritual keyword are inappropriate for West Marches' style of play and are included on this list by default.

Discipline	Spell Name
Elementalist	Cloud Maze
Elementalist	Earth And Air
Elementalist	Fire and Water
Elementalist	Fire Hounds
Elementalist	Suffocating Paste
Illusionist	And their Money
Illusionist	Death's Visage
Illusionist	Do Onto Others
Illusionist	Friend or Foe
Nethermancer	Animate Skeleton
Nethermancer	Bone Walker
Nethermancer	Journey to Life
Nethermancer	Mystic Vessel
Shaman	Wolf Pack
Wizard	Draw and Quarter

Banned Spells

Discipline	Spell Name
Elementalist	Cloud Maze
Elementalist	Elemental Reboubt
Illusionist	Haunted House
Nethermancer	Skin Shift
Nethermancer	Walking Dead
Shaman	Weather Change

Learning Spells

- After Character Creation, a magician may learn spells of their Discipline that are equal to or below their Discipline Circle.
 - If they wish to learn a spell above their Circle, their Patterncraft Rank must be equal to or greater than the Circle of the Spell.
- Spells cost Legend Points as RAW.

- Spells cost Circle x 50 Silver.
- PCs may purchase spells from other PCs at half price.
- Learning spells does not cost Downtime but may only be done during Downtime.
- When a character increases their Circle in a Magician Discipline, they gain 1 Spell of the new Circle (or lower) of that Discipline for 0 LP and 0 Silver.

Casting Buff Spells on Allies

Beneficial spells targeting the MD of the adept or their willing allies gain a static TN of 6. They are no longer automatically successful.

Certain spells may be increased to TN 10.

Chain Casting

Chain Casting allows magicians to maintain spells over time by dedicating some of their Spell Matrices.

- A Magician gains a number of Chain Casting slots equal to their highest magician Thread Weaving Talent Rank.
- **Each spell takes up a Chain Casting slot based on the number of Threads required to cast it.**
 - **0-2 Threads = 1 Slot.**
 - **3-4 Threads = 2 Slots.**
 - **5+ Threads = 3 Slots.**
- Spells held in an Enhanced or Armored Matrix reduce their base Threads as normal.
- Each Extra Thread added to a spell requires 1 additional Chain Casting slot.
 - A 0 Thread spell with an Extra Thread held by an Enhanced or Armored Matrix does not require an additional Chain Casting slot.
 - Additional Thread Limits (PG page 256) apply as normal.
- Chain Cast spells only achieve a single success.
- Spells requiring a resource (Strain, Karma, Recovery test, etc.) may not be Chain Cast.
 - **This applies to Improved Spell Knacks.**
- A spell must have a Duration measured in Minutes to be Chain Cast.
 - Durations measured in Rounds lasting longer than 10 Rounds may not be Chain Cast.
 - Spells using the Extra Thread: Duration (Minutes) may be Chain Cast.
- Chain Cast spells must remain in a Matrix to stay active.
 - When the magician is in an encounter, they may Reattune on the Fly as normal.
- Grimoire casting may not be used to gain an “extra matrix” for Chain Casting.
- Wizard Circle 7 Spellstore - The maximum number of Spellstore matrices the Wizard may have active at one time may not exceed their ranks in Wizardry. As Spellstore matrices are single-use, they may not be used for Chain Casting spells.

Persistent Spells

Persistent Spells have durations of hours or more and do not need to remain in a matrix.

- A Magician gains a number of Persistent Spell slots equal to their highest magician Thread Weaving Talent Rank.

- Each spell takes up a Persistent Spell slot based on the number of Threads required to cast it.
 - 0-2 Threads = 1 Slot.
 - 3-4 Threads = 2 Slots.
 - 5+ Threads = 3 Slots.
- Each Extra Thread added to a spell requires 1 additional Persistent Spell slot.
 - Additional Thread Limits (PG page 256) apply as normal.
- Persistent Spells only achieve a single success.
- Persistent Spells require a duration measured in Hours (or longer).
 - A spell using the Extra Thread: Duration (Hours) becomes a Persistent Spell.
 - Improved Spell Knacks that change the spell to Duration (Hours) **may not** become a Persistent Spell.
 - Improved Spell Knacks that extend the spell to the next dawn or longer become Persistent Spells.
 - **NOTE:** The adept wakes in the morning with the Blood Magic damage turning to normal damage. This means they must roll a Recovery test upon waking to heal that damage and cannot heal a Wound.

Spell Matrix Talents

- The Standard Matrix Talent may only be purchased once.
- The Enhanced Matrix Talent may only be purchased once.
- The Armored Matrix Talent may only be purchased once.
- The Shared Matrix Talent may only be purchased once.

Improved Spell Knacks

- The adept must learn the [Learn Improved Spell](#) knack before learning these knacks.
- Duration-extending knacks: See [Chain Casting](#) and [Persistent Spells](#).
- Improved Spell Knacks are considered the same as the base spell for stacking purposes.

Example: The bonuses from Resist Fire and Extended Resist Fire do not stack.

Watch Listed Improved Spell Knacks

Any knacks related to a spell on the Watch List are considered on this list as well.

Discipline	Spell Name	Spell Knack
Elementalist	Cloud Summon	Extended Cloud Summon
Elementalist	Heart of Stone	Heart of Steel
Illusionist	Memory Blank	Extended Memory Blank

Banned Improved Spell Knacks

Any knacks related to a spell on the Banned List are considered on this list as well.

Discipline	Spell Name	Spell Knack
Elementalist		
Illusionist	Break It Up	Extended Break It Up

Discipline	Spell Name	Spell Knack
Illusionist	Break It Up	Riot Control

Stealthy Stride Clarifications

- A character may use Stealthy Stride while being observed, but it automatically fails against all observers (allowing them to hide from enemies but not allies).
- The character must stay within cover or concealment while using Stealthy Stride.
- If the character leaves cover or concealment, their Stealthy Stride test result lasts until the end of the current round, provided they still move at their Stealthy Stride Movement rate (allowing them to move one source of cover/concealment to another).
- If the character becomes observed by another due to a change in the situation (walking around a corner, activating Astral Sight, etc.), the character has until the end of their next turn to regain cover or concealment before Stealthy Stride fails for the new observer.
- **Skill:** The Stealthy Stride Skill hides a character from normal Perception/Awareness tests. A character using Astral perceptions usually become observers automatically (see below).
- **Talent:** The Stealthy Stride Talent hides a character from Astral perceptions (i.e., Astral Sight) in some circumstances (see below). Astral perception tests must beat the DN set by the Stealthy Stride test as normal.

Common Astral Perceptions

- Astral Sight and similar senses ignore non-magical concealment for purposes of being observers. Concealment from cover applies normally.
- Lifesight ignores concealment from non-magical concealment and non-living cover for purposes of being observers.
- The Astral Sense and Lifesense spells ignore non-magical concealment from normal darkness and cover for purposes of being observers.

Talent Knacks

- Astral Stealth: When active, Astral perceptions no longer ignore non-magical concealment or cover for purposes of being observers.

Talents

Buff Talents

Talents targeting the PD, MD, or SD of the adept or their willing allies gain a static TN of 10.

Free Talents

(See Companion page 435)

If an adept wishes to increase a Free Talent, they may spend Legend Points to do so (at Novice cost).

As their Circle approaches the higher value, the Legend Points are refunded and may be spent as normal.

Racial Talents

(See also: [Versatility Talent Refund](#))

If a character has a Racial Talent that later becomes a Talent from a Discipline or Mystic Path, they may regain the points spent by raising the new ability to an equal rank.

- Starting character points may be reinvested into Circle 1 Talents, up to a maximum of Rank 3 (as in character creation).
 - If the Circle 1 Talent gaining the starting character points already has LP invested into it, the adept must pay the difference in LP due to the added starting points.
- Refunded Legend Points may be reinvested as usual.

Ritual Talents

Talents requiring days of Downtime to perform are not affected by Dispel Magic (i.e., Forge Weapon).

Skills Upgrading to Talents

If a character has a Skill that later becomes a Talent or Devotion, they may regain the points spent by raising the new ability to an equal rank.

- Starting character points may be reinvested into Novice Skills, up to a maximum of Rank 3 (as in character creation). This does not require Downtime.
 - If the increased Novice Skill has LP invested into it, the adept must pay the difference in LP due to the starting points increase.
- Refunded Legend Points may be reinvested as usual.
- Silver for training is not refunded.

Specific Talents

- Astral Interference
 - TN 10.
- Fire Heal
 - TN 10+5 per additional Recovery.
 - May only be attempted once per day per target.
 - Failure no longer harms the adept.
 - Players may use their Effective Step Value (ESV) as part of their Standard Operating Procedure (SOP) to use this talent. If Karma is used, it's deducted after the Karma Ritual refresh.
- Heartening Laugh:
 - TN 10.
- Inspire Others:
 - TN 10.
 - Provides a +1 bonus per success (instead of 2).
- Patterncraft
 - A magician may only learn a spell if its Circle is equal to or less than their Rank in Patterncraft.
- Temper Flesh
 - TN 10.

- May only be attempted once per day per target.
- Failure no longer harms the adept.
- Players may use their Effective Step Value (ESV) as part of their Standard Operating Procedure (SOP) to use this talent. If Karma is used, it's deducted after the Karma Ritual refresh.

Optional Talent Becomes a Discipline Talent

When converting an Optional Talent to a new Discipline Talent (PG457), note it in your character update for audit tracking.

Talent Knacks

- To learn a Talent Knack that an adept qualifies for, they must spend 1 day of Downtime per Rank of the Talent that is required for the Knack.
- This training costs 50 Silver per day.
- If the Knack replaces another ability (Talent or Skill), the character gets a refund of the Legend or starting character ranks spent on the replaced ability (see **Skills become Talents** section).

Watch Listed Talent Knacks

These Knacks are available for purchase. However, depending on how they work in play, they are being considered for removal.

Base Talent	Knack Name	Base Talent	Knack Name
Avoid Blow	Fortify Dodge	Studied Counter	Armored Counter
Borrow Sense	Steal Sense	Studied Counter	Calculated Counter
Hold Thread	Spell Crystal Lock	Studied Counter	Deadly Counter
Leadership	Admiral	Studied Counter	Defensive Counter
Leadership	Captain	Studied Counter	Momentum Reversal
Leadership	Caravaneer	Studied Counter	Mystic Armored Counter
Leadership	Commodore	Studied Counter	Mystic Counter
Leadership	Seasoned Captain	Studied Counter	Prepared Counter
Patterncraft	Create Fetish	Studied Counter	Sudden Counter
Second Shot	Blackened Sky	Thread Weaving	Divination
Second Shot	Splinter Volley	Thread Weaving	Guide
Second Shot	Swarm		

Banned Knacks

Base Talent	Knack Name	Base Talent	Knack Name
Avoid Blow	Earth Bulwark	Leadership	Improved Group Session

Body Control	Body Armor	Leadership	Instructor
Borrow Sense	Borrow Form	Leadership	Teacher of the Year
Borrow Sense	Develop Other Sense	Patterncraft	Inscribe Ward
Elemental Mastery	Elemental Workshop	Patterncraft	Name Spell
Elemental Tongues	Bargain With Entity	Picking Pockets	Fence
Enchanting Knacks	Inscribe Ward	Research	Principle Investigator
Enchanting Knacks	Name Spell	Thread Weaving	Unravel Thread
Enchanting Knacks	Create Fetish	Thread Weaving	Enduring Art
Enchanting Knacks	Fetish Collector	Thread Weaving	Improved Threadbare Weave
Haggle	Fence	Thread Weaving	Threadbare Weave
Leadership	Group Session	Vital Ward	Vital Armor

Talent Knack Clarifications and Modifications

- **Borrow Sense - Develop Animal Sense:** The target animal must be a Loyal Sworn Animal Companion. The process takes 1 week of Downtime.
- **Conversation - Attitude Adjustment:** The adept may only target NPCs.
- **Hold Thread - Spell Crystal Lock:** The spell becomes a Persistent Spell but it does not take up a slot and expires at the end of the session. The matrix cannot be used to cast the spell again while this Knack is in effect. The spell may not have any Improved Spell Knacks applied to it.
- **Missile - Pin Up:** Any Forge Weapon bonuses to the Missile Weapon do not affect the Damage step used for the TN to break free.
- **Mystic Aim - Careful Aim:** The bonus from Careful Aim does not stack with another application of Mystic Aim.
- **Thrown Weapons - Pin Up:** Any Forge Weapon bonuses to the weapon increase the Damage step used for the TN to break free.
- **Waterfall Slam - Riptide Assault:** The adept is pulled back to their original position before continuing their turn.

Learn Improved Spells

Talent: Patterncraft

Requirements: Rank 5

Restrictions: None

Step: NA

Action: Sustained

Strain: 0

Skill Use: No

The adept can learn up to their unmodified Patterncraft rank of improved spell knacks. Improved spell knacks learned through Paths and similar groups don't count against this limit. This knack can be learned multiple times, allowing the adept to learn up to their unmodified Patterncraft rank of improved spell knacks each time it is learned.

Improved Spell Knacks are Patterncraft knacks, but don't count against talent usage limits and are used as a Free action. The Legend Point cost of an improved spell knack is the same as learning the associated spell. Learning an improved spell knack has the same requirements as learning a talent knack, using the circle of the associated spell instead of the Rank Requirements of the talent to determine the number of days of meditation and training.

Example:

Varis the Elementalist has Patterncraft 5. He learns the Learn Improved Spell knack to gain 5 slots to learn Improved Spell Knacks (800 LP, 5 days of Downtime, 250 Silver). These slots may be filled whenever he has time to train an improved spell knack.

Varis learns 2 spell knacks: Crystal Darts and Metal Darts (Earth Darts is Circle 1: 100 LP, 1 day of Downtime, and 50 Silver for each knack).

Varis learns Extended Resist [Cold] and Extended Resist [Heat] (Resist [Element] is Circle 1: 100 LP, 1 day of Downtime, and 50 Silver for each knack).

Varis learns Reinforced Ice Mace and Chain (Ice Mace and Chain is Circle 3: 300 LP, 3 days of Downtime, and 150 Silver).

At this point, all 5 of his slots for Improved Spell Knacks are used. Varis may either raise his Patterncraft rank to gain 1 more slot, or learn the Learn Improved Spells knack again to gain 5 more slots.

New Knacks

Team Tactics

Talent: Tactics

Requirements: Rank 4

Restrictions: None

Step: Rank+PER

Action: Simple

Strain: 1

Skill Use: Yes (Journeyman)

The adept directs combat to the advantage of their allies.

The adept makes a Team Tactics (10) test and chooses Attack tests, Damage tests, Physical Defense, or Social Defense.

If successful, a number of allies up to the adept's rank in Team Tactics gains +1 per success to the chosen rating until the end of the next round, or the adept uses Team Tactics again. Affected allies must be within rank x2 yards of the adept to receive the benefits.

The commander may not use other voice-based actions (i.e., Battle Shout, Taunt, Distract, etc.) on the same round they use Team Tactics. If the commander is unable to speak, the effects end immediately. If an affected ally leaves the range or cannot hear the commander, the effect ends for them immediately.

Travar

Gear from Travar may only be purchased when specifically indicated in an Adventure AAR.

Versatility Talent Refund

After going through the steps outlined in PG 459, when the Versatility slot is freed, the adept regains the Legend Points spent on the talent.

Wood Skin

Clarification: Reactivating Wood Skin does not “end” a previous Wood Skin effect, thus it does not trigger any removal of damage. Reactivating changes the Unconsciousness and Death Ratings to the new test result and changes the duration.