

Genesys - Malazan Setting

Setting

Archetypes & Races

The Malazan world has many races, several of which are playable in this Malazan Setting, such as Barghast or Trell. Others, such as Jaghut, are too different from humans to work within the assumptions of a normal campaign. This section includes a list of the playable races, and whether or not they require a special archetype.

Barghast

Special archetype: Barghast

The Barghast were a non-human pastoral nomadic warrior society who were found on several continents. The Barghast of Genabackis were concentrated in the Barghast Range. Generally larger than humans, they were often seen as exotic barbarians or savages by non-Barghast. They were divided into many clans with each hunter group identified through their woad tattooing. The tattoos depicted the history of their families going back as many as hundreds of generations.

Human

Special archetype: no

Humans shared common descent with the Imass, along with the Barghast and Moranth. They were the "traditional" response to the question "what happened to the living Imass who didn't arrive in time for the Ritual?" - "They eventually evolved into humans." Humans were divided along political and geographic lines, akin to the races of Earth.

Jhag

Special archetype: no

The Jhag were half-blooded Jaghut. Larger groups lived in the Jhag Odhan area of the Seven Cities continent and on Assail.

Moranth

Special archetype: no

Moranth were a highly regimented people who were centred in the Cloud Forest of Genabackis. Their culture was largely closed off from outsiders, who found their ways something of a mystery.

The Moranth were at all times covered in chitinous armor, wearing helmets with only small visor slots for sight. Their armour was difficult to remove and, in fact, appeared to

be sutured on. Moranth were so thoroughly encased in their armour that it was difficult to identify their sex.

They spoke to each other in a language of clicks and buzzes[3] and on the whole were reticent in communicating with outsiders. They spoke a clipped tongue that allowed them to communicate at a quick pace. When necessary, they were capable of speaking in the native tongues of outsiders.

Tarthenal:

Special archetype: Toblakai

The Tarthenal were among the descendants of the Thel Akai. They were enormous in size and possessed tremendous physical power. They had four lungs and were capable of holding their breath for long periods of time. They also had two hearts and at least three stomachs.

On the continent of Lether, the Tarthenal had been conquered and subjugated by the Letherii. Their tribes had lived northwest of the city Letheras and many Letherii settlements in the region, like Brous, Denner, Dresh, and Lan, still bore Tarthenal names. Of all the tribes conquered by the Letherii, the Tarthenal's destruction was the closest to come to genocide.

Teblor

Special archetype: Toblakai

The Teblor were an isolated sub-group of the Thelomen Toblakai race who inhabited the Laederon Plateau on the continent of Genabackis. The tribes of the Teblor appeared to have several advantages which were wholly contained to their tribe. Teblor were half again taller than a human and capable of pacing a galloping warhorse for short distances. They had four lungs and healed much more quickly than humans did, to the point where bruises could be seen to visibly fade. They were also invulnerable to infectious diseases and possessed a limited immunity to magic.

Thelomen Tartheno Toblakai

Special archetype: Toblakai

The Thelomen Tartheno Toblakai were an intelligent, humanoid race. They were said to be descended from the Thel Akai and to be the blessed of the children of the Great Mother. Their people had long ago been scattered across the world where they lived in isolated tribes unaware of their distant kin.

The Thelomen Toblakai were humanoid, though taller and generally more physically robust than humans, with broad, flat faces. Pure-blood Toblakai stood at over seven feet tall, and were disproportionately muscled enough to seem wide. They were capable of interbreeding with humans to produce viable half-breeds, but seemed to have a different evolutionary descent, as marked by having four lungs rather than two.

Tiste Andii

Special archetype: not required, but may pick Andii if desired.

The Tiste Andii were a non-human Elder Race. They were the Children of Darkness. The first of Mother Dark's children, they were her dearest, the dwellers of the land before light. They were sometimes referred to as the Souls of Starless Night. The Tiste Andii were immortal, and their actions could be difficult for mortals to comprehend.

The Tiste Andii were described as being taller than humans, though of similar proportions. They were described as tall and ebony-skinned with almond-shaped eyes which could change colour. Their hair was generally kept long and tended to be either black or silver-white. The Tiste Andii were resistant to disease and rarely succumbed to illness. They could see in the dark

Their point of view was one of disinterest, stoicism, and quiet, empty despair. They did not seek out romantic companionship with their own kind, finding such unions pointless. Children were sometimes born, but likely as a result of boredom.

Tiste Edur

Special archetype: no

The Tiste Edur were a non-human Elder Race, also known as the Children of Shadow. They were the third of Mother Dark's offspring. Little was known of the early history of the Edur, but they were originally from Kurald Emurlahn, which was also the name of their warren that still granted them the use of its Elder magic.

The Edur were a profoundly long lived people (some living over a hundred thousand years) whose culture was both resilient and conservative. Some said it was too conservative, preferring to dream of past glories of a long ago golden age rather than move forward.

Edur were grey-skinned with brown hair and angular eyes (of varying colours). They were of a height with the other Tiste peoples (i.e. a head taller than most humans), but of a more brutal cast. Of the Edur population of the Northern Lether sub-continent, their clothing was barbaric in appearance, made from hides from various animals, and decorated with fetishes, claws, bones, and seashells. In addition, they wore a wide belt upon which were placed marks indicating the number of victories they had achieved in battle.

Tiste Liosan

Special archetype: no

The Tiste Liosan were a non-human elder race also known as the Children of Light. They were the second of Mother Dark's children. The Tiste Liosan were taller than humans, though of similar proportions. Their features were similar to a Tiste Edur's, apart from

their white, almost luminous skin and the silver colour of their slanted, epicanthic, almond-shaped eyes. Their hair was silver or gold and generally kept long. The Tiste Liosan were close kin to the Tiste Edur and Tiste Andii. Internal anatomy differed from the human norm; specifically, the heart was known to be buried deeper in the torso.

Socially, the Liosan appeared to be martially organized and hierarchical, led by warrior-priests. Their Liosan armour was white enamel. They had a visored helm of the same material with a leather underlining webbed over eyes and cheeks by black iron mail. They employed light, narrow-bladed ivory longswords, scabbarded in pale wood as well as curved scimitars that appeared to be carved from ivory. They rode white, long-limbed horses with rust coloured manes.

Trell

Special archetype: Trell

The Trell were a non-human race descended from the Imass. They were taller than humans, with very broad shoulders and naturally powerful arms. They had large canines on their bottom jaw which protruded from their mouth. They had long, black hair, and thick skin.

The Trell were a pastoral nomadic warrior society in transition to sedentarianism. They inhabited an area known as the Masal Plains on the western side of the Jhag Odhan in Seven Cities. Trell society strongly valued tradition.

They were a society in transition. Originally defined by wandering warring clans who lived in yurts and herded half-wild Bhederin, their culture changed with the influence of outside settlers and traders. The Trell soon established their own merchant settlements that traded in bhederin, goats, and sheep. At least one settlement was home to fifteen thousand Trell. Not all were ready to accept the change, and many youths left their homes for adoptive clans that still followed the old ways.

Starting Character Options

Archetypes

Andii

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	2	2	3

Starting Wound Threshold: 10 + **Brawn**

Starting Strain Threshold: 10 + **Willpower**

Starting Experience: 75

Starting Skills: An Andii starts with one rank in [History](#) during character creation. They obtain this rank before spending experience points, and may not increase [History](#) above rank 2 during character creation.

Quiet Despair: When the GM spends a [Story Point](#) to upgrade a [Difficulty Die](#) in your character's dice pool to a [Despair Die](#), you also add a [Setback Dice](#) to the dice pool for that skill check.

Aristocrat

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	2	2	3

Starting Wound Threshold: 10 + [Brawn](#)

Starting Strain Threshold: 10 + [Willpower](#)

Starting Experience: 100

Starting Skills: An aristocrat starts with one rank in [Cool](#) during character creation. They obtain this rank before spending experience points, and may not increase [Cool](#) above rank 2 during character creation.

Forceful Personality: Once per session, your character may spend a [Story Point](#) as an incidental. If they do so, during the next skill check they make during that turn, your character doubles the strain they inflict or the strain they heal (you choose before making the check).

Average Person

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

Starting Wound Threshold: 10 + [Brawn](#)

Starting Strain Threshold: 10 + [Willpower](#)

Starting Experience: 110

Starting Skills: An average person starts with one rank in each of two different non-career skills at character creation. They obtain this rank before spending experience points, and these skills may not be increased higher than rank 2 during character creation.

Ready for Anything: Once per session as an out-of-turn incidental, you may move one [Story Point](#) from the Game Master's pool to the players' pool.

Barghast

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	1	2	2

Starting Wound Threshold: 15 + [Brawn](#)

Starting Strain Threshold: 10 + [Willpower](#)

Starting Experience: 75

Starting Skills: A Barghast starts with one rank in [Survival](#) during character creation. They obtain this rank before spending experience points, and may not increase [Survival](#) above rank 2 during character creation.

Tough as Nails: Once per session, your character may spend a **Story Point** as an out-of-turn incidental immediately after suffering a Critical Injury and determining the result. If they do so, they count the result rolled as “01.”

Citizen

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	3	2	1

Starting Wound Threshold: 10 + **Brawn**

Starting Strain Threshold: 10 + **Willpower**

Starting Experience: 100

Starting Skills: A citizen starts with one rank in **Streetwise** during character creation. They obtain this rank before expending experience points, and may not increase **Streetwise** above rank 2 during character creation.

No Stress: Once per session, your character may spend a **Story Point** as an out-of-turn incidental immediately after exceeding their Strain Threshold to reduce their strain by 3.

Labourer

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	1	2

Starting Wound Threshold: 12 + **Brawn**

Starting Strain Threshold: 8 + **Willpower**

Starting Experience: 100

Starting Skills: A labourer starts with one rank in **Athletics** during character creation. They obtain this rank before spending experience points, and may not increase **Athletics** above rank 2 during character creation.

Tough as Nails: Once per session, your character may spend a **Story Point** as an out-of-turn incidental immediately after suffering a Critical Injury and determining the result. If they do so, they count the result rolled as “01.”

Nomad

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	1	2	2

Starting Wound Threshold: 9 + **Brawn**

Starting Strain Threshold: 11 + **Willpower**

Starting Experience: 100

Starting Skills: A nomad starts with one rank in **Riding** during character creation. They obtain this rank before spending experience points, and may not increase **Riding** above rank 2 during character creation.

Move with the Season: Once per session, your character may spend a **Story Point** as an incidental. If they do so, during the next check they make during that turn, they may replace all setback dice with boost dice.

Outlander

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	2	3	2

Starting Wound Threshold: 11 + **Brawn**

Starting Strain Threshold: 11 + **Willpower**

Starting Experience: 90

Starting Skills: An outlander starts with one rank in **Survival** during character creation. They obtain this rank before spending experience points, and may not increase **Survival** above rank 2 during character creation.

Stubborn: Once per session, your character may spend a **Story Point** as an incidental. If they do so, during the next check they make during that turn, you count their ranks in the skill being used as equal to their Willpower.

Scholar

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	3	2	2	2

Starting Wound Threshold: 8 + **Brawn**

Starting Strain Threshold: 12 + **Willpower**

Starting Experience: 100

Starting Skills: A scholar starts with one rank in a **Knowledge** skill of their choice during character creation. They obtain this rank before spending experience points, and may not increase their **Knowledge** skill of their choice above rank 2 during character creation.

Brilliant!: Once per session, your character may spend a **Story Point** as an incidental. If they do so, during the next check they make during that turn, you count their ranks in the skill being used as equal to their Intellect.

Toblakai

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	2	1	1	2	2

Starting Wound Threshold: 12 + **Brawn**

Starting Strain Threshold: 10 + **Willpower**

Starting Experience: 60

Starting Skills: A nomad starts with one rank in **Riding** during character creation. They obtain this rank before spending experience points, and may not increase **Riding** above rank 2 during character creation.

Extra Organs: Whenever a Toblakai heals wounds due to natural rest, they heal 1 additional wound. They do not recover 1 additional wound when receiving first aid or medical treatment.

Magic Resistance: Whenever a Toblakai is targeted by a spell check, the player or GM rolling for the check must add one Setback Die to the dice pool. This also goes for helpful spells, such as augment or heal.

Trell

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	1	2	2

Starting Wound Threshold: 12 + **Brawn**

Starting Strain Threshold: 12 + **Willpower**

Starting Experience: 75

Starting Skills: A Trell starts with one rank in **Discipline** during character creation. They obtain this rank before spending experience points, and may not increase their **Discipline** above rank 2 during character creation.

Tusks: Trell have tusks. When making an unarmed combat check, its members add +1 to their base damage and have a Critical rating of 3.

Careers

Careers from the Core Book

- Entertainer (with **Culture** instead of **Leadership**)
- Explorer
- Cutter (Healer renamed)
- Leader
- Scoundrel
- Socialite (with **Culture** instead of **Knowledge**)
- Soldier
- Tradesperson
- Knight

Malazan Careers

Assassin

The Assassin is at home during the night, but unlike other scoundrels. A profession throughout the Malazan world, the Assassin is in the business of killing people, often for a price. They have access to all the skills required to approach their target unseen and kill them before anybody else finds out.

The Assassin counts the following skills as career skills: **Cool**, **Coordination**, **Deception**, **Melee (Light)**, **Perception**, **Ranged**, **Skulduggery**, **Stealth**. Before spending experience during character creation, an Assassin may choose four of their career skills and gain one rank in each of them.

Healer

Do not confuse this with the Healer from the Core Book, which is a non-magical healer and has been renamed Cutter.

The Healer is a magic user who specialises in the warren of Denul, the healing warren. Healers are knowledgeable practitioners of magical and mundane arts, disciplined and strong-willed students, and powerful magic users.

The Healer counts the following skills as career skills: [Alchemy](#), [Arcana](#), [Coercion](#), [Discipline](#), [Medicine](#), [Nature](#), [Vigilance](#), and [Warrens](#). Before spending experience during character creation, a Healer may choose four of their career skills and gain one rank in each of them.

Mage

The Mage is a magic user who focuses on the arcane, not the divine, magic. The Mage has access to one or more warrens and uses magic based on their kind of warren. Beyond that, Mages are often wise scholars, relatively sneaky, and possess larger-than-life personalities.

The Mage counts the following skills as career skills: [Alchemy](#), [Arcana](#), [Coercion](#), [Discipline](#), [History](#), [Skullduggery](#), [Vigilance](#), and [Warrens](#). Before spending experience during character creation, a Mage may choose four of their career skills and gain one rank in each of them.

Priest

The Priest is a servant of the gods with access to magic. While not all Priests are magic users, those that are usually wield divine magic given by their god, and are not users of the warrens. Priests are also charismatic speakers, especially to other followers of their god or cult.

The Priest counts the following skills as career skills: [Charm](#), [Coercion](#), [Cool](#), [Discipline](#), [Divine](#), [Melee \(Light\)](#), [Negotiation](#), and [Religion](#). Before spending experience during character creation, a Priest may choose four of their career skills and gain one rank in each of them.

Shaman

The Shaman is a magic users who does not rely on the warrens, but on ancient arcane rituals. The Shaman is knowledgeable in the secrets of the world, and often looked to as a leadership figure.

The Shaman counts the following skills as career skills: [Arcana](#), [Discipline](#), [History](#), [Leadership](#), [Medicine](#), [Nature](#), [Resilience](#), and [Survival](#). Before spending experience during character creation, a Priest may choose four of their career skills and gain one rank in each of them.

Gear

Weapons

NAME	SKILL	DMG	CRIT	RANGE	ENCUM	PRICE	RARITY	SPECIAL
MELEE WEAPONS								
Axe	Melee (Light)	+3	3	Engaged	2		1	Vicious 1
Dagger	Melee (Light)	+1	4	Engaged	1		1	Accurate 1
Flail	Melee (Heavy)	+4	2	Engaged	4		3	Cumbersome 3, Linked 1, Unwieldy 3
Greataxe	Melee (Heavy)	+4	3	Engaged	4		4	Cumbersome 3, Pierce 2, Vicious 1
Greatsword	Melee (Heavy)	+4	2	Engaged	3		4	Defensive 1, Pierce 1, Unwieldy 3
Halberd	Melee (Heavy)	+3	3	Engaged	5		6	Defensive 1, Pierce 1
Long-Knife	Melee (Light)	+1	3	Engaged	2		2	Accurate 1, Pierce 1
Mace	Melee (Light)	+3	4	Engaged	2		1	
Military Pick	Melee (Light)	+1	2	Engaged	3		2	Pierce 2
Pike	Melee (Heavy)	+3	4	Engaged	3		2	Accurate 1, Pierce 2, Unwieldy 1
Shield	Melee (Light)	+0	6	Engaged	2		1	Defensive 1, Deflection 1, Inaccurate 1, Knockdown
Spear	Melee (Light)	+2	4	Engaged	2		1	Accurate 1, Defensive 1
Sword	Melee (Light)	+3	2	Engaged	2		2	Defensive 1
RANGED WEAPONS								
Bow	Ranged	7	3	Medium	2		2	Unwieldy 2
Crossbow	Ranged	7	2	Long	3		4	Pierce 2, Prepare 1
Javelin	Ranged	9	2	Short	2		1	Cumbersome 3, Limited Ammo 1, Pierce 1
Longbow	Ranged	8	3	Long	3		4	Unwieldy 3
UNCOMMON WEAPONS								
Kethra Knife	Melee (Light)	+1	3	Engaged	1		6	Accurate 1
Rhivi Horse-Gutters	Melee (Light)	+1	2	Engaged	1		6	Unwieldy 3, Vicious 4
Tjaluk Knife	Melee (Light)	+1	4	Engaged	3		6	Defensive 1, Linked 1
MORANTH MUNITIONS								
Burner	Ranged	6	3	Short*	1		8	Burn 2, Limited 1
Cracker	Special	3	6	Remote	1		8	Breach, Limited 1, Prepare 1
Cusser	Special	20	2	Remote	2		9	Blast 10, Concussive 2, Knockdown (automatic), Limited 1, Prepare 3
Flamer	Ranged	3	4	Short*	1		8	Burn 6, Limited 1, Pierce 1
Munitions Crossbow	Ranged	-	3	Medium	4		6	Can be used to shoot burners, flamers, sharpers, and smokers.
Redbolt	Ranged	20	2	Long	3		10	Blast 10,, Concussive 2, Inaccurate 1, Knockdown (automatic), Limited 1, Prepare 1
Sharper	Ranged	10	2	Short*	1		7	Blast 8, Limited 1, Pierce 3
Smoker	Ranged	2	6	Short*	1		8	Concealment +3, Limited 1

Armour

TYPE	DEFENSE	SOAK	ENCUMBRANCE	PRICE	RARITY
Gambeson	0	+1	2		2
Leather cuirass	0	+1	2		5
Chainmail	0	+2	3		4
Malazan Scale	1	+2	3		4
Metal cuirass	1	+0	3		5
Plate	1	+2	4		6
Scale	0	+2	4		3
Brigandine	1	+1	2		5
Fur	0	+1	2		2
Heavy Robes	1	+0	1		1
Moranth Armour	1	+3	3		9

Skill List

Social Skills

See Core Book for descriptions and mechanics.

- **Charm** (Presence)
- **Coercion** (Willpower)
- **Deception** (Cunning)
- **Leadership** (Presence)
- **Negotiation** (Presence)

General Skills

See Core Book for descriptions and mechanics.

- **Alchemy** (Intellect)
- **Athletics** (Brawn)
- **Cool** (Presence)
- **Coordination** (Agility)
- **Crafting** (Intellect)
- **Discipline** (Willpower)
- **Medicine** (Intellect)
- **Operating** (Intellect)
- **Perception** (Cunning)
- **Resilience** (Brawn)
- **Riding** (Agility)
- **Skulduggery** (Cunning)
- **Stealth** (Agility)
- **Streetwise** (Cunning)
- **Survival** (Cunning)

- **Vigilance (Willpower)**

Combat Skills

See Core Book for descriptions and mechanics.

- **Brawl (Brawn)**
- **Melee (heavy) (Brawn)**
- **Melee (light) (Brawn)**
- **Ranged (Agility)**

Knowledge Skills

Culture (Intellect)

The means to know what the next town over is like is quite important for a lot of player characters. For characters who want to be well-read, speak many languages, and understand cultures across the world, Culture is an important skill. A character with a lot of ranks in Culture likely knows good songs, places to be and people to meet.

Your character should use this skill if...

- They recite a famous poet.
- They recall knowledge of an old painting.
- They talk about the traditions of a certain (contemporary) culture.

*Your character should **not** use this skill if...*

- They want to learn which gods a certain people worshiped.
- They try to recall the political or military history of an ancient empire.

History (Intellect)

In a world with such a rich past, there are few things that are more valuable to study than the art of History. Why does the current emperor rule? How do kingdoms rise, and how do they fall? When did these tribes come to live in this land, and how did they come to do so? These are often important questions that can only be answered by the study of History. Historians often have their own style, but all share a fascination for current events as much as they do for the past. While they may study what once was, they record the presence.

Your character should use this skill if...

- They try to find out the history of a certain city.
- They seek knowledge about lost empires.
- They want to understand the political situation.

*Your character should **not** use this skill if...*

- They want to know the author of a famous tome.
- They care about religious cults.
- They want to learn the hunting patterns of a nomadic people.

Nature (Intellect)

The natural world is wide and stretches beyond all that is human - or indeed any race. There are a few practical applications of the natural sciences, medicine and alchemy chief among them, but Nature is for those who want to understand why the world is the way it is. It is a theoretical skill, but one that comes in very handy when you run into the many mysteries that fill the world. A character skilled in nature does not have to be bookish; many of the wisest scholars never learned how to read, but instead learned directly from the world around them.

Your character should use this skill if...

- They want to learn about the natural world.
- They try to decipher the remains of extinct beasts.
- They seek to understand how a people interact with nature.

*Your character should **not** use this skill if...*

- They want to learn how other races live.
- They want to learn about magical creatures or other warrens.
- They brew potions and elixirs..

Religion (Intellect)

There are many gods and many ways to worship them. Figuring out what the gods want is difficult if you are their chosen servant, but nigh-impossible if you are an outside-observer. The students of Religion try to decipher the workings of the gods, not infrequently through occult means, and make sense of what their many cults are doing.

Your character should use this skill if...

- They want to know about cults and temples in a region.
- They try to understand the actions of the gods.
- They want to read the Deck of Dragons.

*Your character should **not** use this skill if...*

- They want to use magic.
- They seek to understand the political history of a dynasty, albeit religious.
- They want to preach to people.

Magic Skills

Arcana (Intellect)

The [Arcana](#) skill represents your knowledge and control over arcane magics, a broad category of learned magic: the oral rituals passed down from shoulderman to shoulderwoman, the wisdom of wax-witches, or written tomes on ancient necromancy and the wicked warrens of demons.

Your character should use this skill if...

- They want to learn the arcane rituals of their people.

- They want to commune with spirits and learn the secrets of magic.
- They want to walk the path of necromancy or of demonic Aral Gamelon.

*Your character should **not** use this skill if...*

- They want magic that is accessible and straightforward.
- They want to unveil their warren in battle.

Divine (Presence)

The **Divine** skill represents your relationship with the god(s) you serve. **Divine** magic is tied closely to your god and their own goals. It does not offer the same control and consistency as other magics, but its powers have the ability to cross the boundaries of what is normally considered possible.

Your character should use this skill if...

- They magically shield themselves and other faithful.
- They divine the future and the movement of the gods.

*Your character should **not** use this skill if...*

- They attack another person with magic directly.
- They try to sway a crowd of faithful.
- They want to acquire deep knowledge of their god's scriptures.

Warrens (Willpower)

The **Warrens** skill represents your innate ability to sense and manipulate the warrens. Magic is used to prod, open, and master the warrens to your own ends. The **Warrens** skill is for the kind of magic that comes naturally to humans.

Your character should use this skill if...

- They want to unveil powerful magic in battle.
- They want to master a warren, such as Rashan or Thyr.
- They want versatile control over practical magic.

*Your character should **not** use this skill if...*

- They want to learn about the ancient secrets of magic.
- They want to use the magic of a god.
- They want to summon demons.

Magic Rules

Magic permeates the Malazan World though the ability to harness its power remains beyond the grasp of most humans. There are certain magic skills that are described below (under Skill List): **Arcana**, **Divine** and **Spiritual**. Regardless, magic skills have certain commonalities that require some additional rules, much like combat skills. For the sake of convenience, we might sometimes refer to actions using magic skill checks as spells, regardless of the source of the magic.

Spellcasters

Spellcasters, or individuals who can use magic, are anyone who has at least one rank in a magic skill. **If your character does not have at least one rank in a magic skill, they cannot attempt to use magic.** This includes performing any of the magic actions and maneuvers listed later in this section.

All spellcasters, no matter what type of magic they use, also need to have a certain amount of knowledge concerning magic and its possibilities. For this reason, your character is going to benefit greatly from having a couple of ranks in the Knowledge skill if they want to be a spellcaster.

Using Magic in Narrative Encounters

Magic checks are fundamentally handled like any other skill check, and called for in the same circumstances. As with any other skill, you should generally only require a check when there are dramatic results or consequences for failure. For instance, a character who regularly manifests fire-based effects using their magic skill shouldn't need a check to magically light a torch or campfire. Similarly, a priest who has shown themselves to be a master of the healing arts shouldn't need a check to ease the pain of a dying NPC.

Resolving a magic skill check is really no different from resolving any other check. If the check succeeds, the character achieves what they set out to. How exactly that happens is shown by the positive and negative symbols left in the pool, as interpreted by you and your players. One good guideline for magic, however, is that accomplishing something through the use of magic should rarely be as easy as accomplishing the same task by using the skill designed for it. Magic can be a generalist skill, but it shouldn't be a way to master everything.

Magic is more taxing than other activities in one other respect. When your character casts a spell that requires a check (whether or not the check succeeds), they suffer **2 strain** after resolving the check. This limit keeps magic-using characters from using magic indiscriminately. Note that magic-using characters only suffer strain when they need to make a check to cast a spell, so minor and narrative spell effects do not impose this penalty.

Generally, magic also has unique requirements for use. The character may have to make certain gestures, say specific words, or just spend a few precious moments focusing on the spell. If your character can't do that, casting the spell becomes harder. See Table Penalties When Casting Spells, for some conditions that may make it harder for a character to cast a spell.

Penalties When Casting Spells

Condition	Penalty
The character does not have at least one free hand.	+1 <u>Setback Die</u>
The character is gagged, silenced, or otherwise unable to speak.	+2 <u>Setback Dice</u>
The character is wearing heavy armor that might hamper their gestures (armor with +2 soak or more), or carrying a shield. This could also include other restrictive outfits, at your discretion.	+1 <u>Setback Dice</u>
The character is in circumstances that interfere with their ability to concentrate, such as trying to cast while swimming or hanging from a rope, being buffeted by a sandstorm, or casting a spell that doesn't target the person they're fighting in hand-to-hand combat.	Upgrade the difficulty once (or more at your GM's discretion)

Magic can also be risky, and casting it can come with consequences. Table: Spending Threat and Despair on Magic Skill Checks lays out some of the consequences, and the Threat and Despair needed to trigger them. You may note that the consequences tend to be worse than the consequences characters normally suffer for Threat and Despair.

The effects of magic skill checks may be instantaneous or, rarely, permanent. Generally, spells used in structured gameplay either have an immediate effect or a persistent effect for as long as the character uses maneuvers to concentrate on the spell. At your discretion, outside of structured gameplay, some effects may last for the duration of an encounter or scene.

Table: Spending Threat and Despair on Magic Skill Checks

Cost	Result Options
1 Threat or 1 Despair	The magical energies exhaust the character, and they suffer 2 strain or 1 wound (controlling player's choice). This character and all allied spellcasters in the encounter add <u>1 Setback Dice</u> to any attempts to cast spells until the end of the controlling player's next turn.
2 Threat or 1 Despair	The spell doesn't take effect until the start of the next round, or after a minute in narrative gameplay. If the character is using a magical item, it becomes damaged one step. Until the end of the encounter, enemy spellcasters add <u>1 Boost Dice</u> when casting a spell that targets this character.
3 Threat or 1 Despair	The spell is slightly more powerful than expected. One character of the GM's choice is targeted or otherwise affected by the spell as well. All other spellcasters and creatures attuned to magical energies within a day's travel become aware of the character (and depending on their disposition, may be very interested in finding them and doing them harm).
1 Despair	The character overexerts themselves or loses their magical connection and is unable to cast spells for the rest of the encounter or scene. The GM picks the target of the character's spell. If the caster is an NPC, the controlling player picks the target of the spell instead.
2 Despair	The character completely lose control of their magical energies or draws the ire of their deity, suffering one Critical Injury (at the GM's discretion, this may instead take the form of some of terrible or hilarious misfortune, such as temporarily being turned into a small woodland creature, being struck by lightning on a clear day, swapping bodies with someone else in the encounter for the remainder of the day, or summoning an avatar of divine or infernal wrath). If the character is using a magical item, it is completely destroyed.

Spells in Narrative Encounters

We narrow down what is possible to accomplish with a particular magic skill by defining broad categories of actions, or spells. For structured encounters, we divide spell types up fairly rigorously. For narrative encounters, we keep things more flexible but still follow those same guidelines.

In this section, we list the different types of spells and talk about how to use them in narrative encounters. Later we talk about using these spells in structured encounters. Each spell entry talks about the things a character can do with that spell—such as make themselves invisible, hex a target, or heal an ally. Also, you’ll quickly note that none of the three magic skills ([Arcana](#), [Divine](#), and [Warrens](#)) are able to accomplish all of the different types of spells.

Attack

Skills: [Warrens](#)

Attack spells include any combat check or other action that directly or indirectly deals damage or strain to an enemy. Examples include throwing a fireball, shooting lightning, smiting a foe with magical force, or knocking a foe around the battlefield with invisible blows.

For attacking another character, refer to the rules for spells in Structured Encounters. Attacking generally happens in structured combat encounters, anyway. If you need to make an attack outside of combat (by shooting a bolt of force to cause a landslide to block a road, for example), your players can still follow the rules for the magic Attack action, and you can decide on the minimum damage needed to trigger the desired result.

Augment

Skills: [Arcana](#), [Divine](#), [Warrens](#)

Augment spells magically enhance characters or objects. Sometimes, the distinction is mostly narrative—it may be purely a matter of description whether a spell imbues a sword with power or improves the reflexes of the character wielding it. Although these effects are often helpful in combat, such spells can be useful in many circumstances, from helping an ally scale a sheer surface to keeping the party’s horses galloping past their normal limits.

Augment can do almost anything that is covered by the idea of enhancing characters or objects in a positive way, that is not covered by other spells. Changing something in a way that negatively affects it would be an Attack spell or a Curse spell, for example. A protective ward is a Barrier spell, and healing injuries is a Heal spell. Augment spells are also not illusions—they are real effects. Let the type of warren that your character channels inspire the type of Augment spell you cast.

Barrier

Skills: [Arcana](#), [Divine](#), [Warrens](#)

"Barrier," or protective, spells are fairly straightforward in structured encounters: they reduce incoming damage for your character and their allies. However, they have some interesting narrative uses as well.

Barrier magics let the spellcaster protect themselves from adverse conditions of all types. Your character may create a bubble under the ocean so they can travel underwater, a barrier that shields them from flames as they walk through a burning building, or even a barrier that deflects an onrushing avalanche. When using a Barrier spell in narrative situations like these, first define what you want the barrier to do (protect a character from heat or cold, create a bubble of air, deflect snow in an avalanche). Then, use the base difficulty for the check and follow the additional effects rules if the character wants to affect other targets.

Conjure

Skills: [Arcana](#), [Divine](#), [Warrens](#)

Conjuration spells allow you to create portals and enter different warrens. Conjuration also allows you to summon objects and creatures from across the warrens, including allies and enemies.

Conjure's structured encounter rules are fairly good guidance for using Conjure in narrative encounters. However, the Conjure action is one of the most loosely defined rule sets because of the sheer number of items or creatures you could summon or create. When using Conjure to summon or create something in a narrative encounter, what you need to determine is the size or complexity of the conjuration/ How elaborate the spell gets can be a matter of common sense. Summoning a door to bar a portal or brush and brambles to make an area difficult terrain is within the scope of a spell, but summoning a canyon filled with molten lava is not!

Curse

Skills: [Arcana](#)

A Curse spell is any sort of affliction that applies a negative effect to a character, whether it be a penalty to combat checks, a wasting sickness incurable by mundane means, or an inability to speak a certain name. The most extreme afflictions might even bend a victim to the spellcaster's will. The distinction between affliction and attack might not always be clear. As a general principle, if a magical action inflicts damage or strain, it's an attack. If it simply makes a target more susceptible to damage or strain, it's a curse.

Outside of structured encounters, curses could take any number of forms. Some could be annoying, such as someone sneezing uncontrollably or feeling inexplicably lethargic. The effects could be represented mechanically by adding a Setback Dice or two to the target's checks. The check to inflict such a minor curse should either be opposed, or

Easy ([1 Difficulty Dice](#)) if the target is a minor character. Other curses could be more dangerous, such as a hex that causes dangerous things to happen to the target for no reason (ladders breaking, tree branches falling on them, and the like). Not only should the difficulty of the spell be higher—if it's not an opposed check, it should be at least Average ([2 Difficulty Dice](#)) and possibly Hard ([3 Difficulty Dice](#))—but the effects can be represented narratively. If a character falls from a broken ladder, for example, use the falling rules.

Of course, there are some truly terrible curses: blindness, disease, madness, or being turned into a toad. These checks should almost always be opposed (either by the target's Discipline or Resilience, depending on whether the curse affects the mind or the body).

Dispel

Skills: [Arcana](#), [Divine](#), [Warrens](#)

Dispelling should work the same in structured encounters and in narrative encounters, so just use the rules for structured encounters if a character wants to dispel something narratively.

Heal

Skills: [Special](#)—[Warrens](#) skill, but requires any [Denul](#) talent to use.

At its most basic, healing magic can remove damage or strain from a character. The most powerful spells might cure deadly diseases or even raise the dead. Healing magic works much like the Medicine skill, but of course medicine has its limits. Much of the increased lifespan of humans in the Malazan world can be attributed to how common healers are.

When using healing magic, the additional affects listed in the segment on structured encounters should cover most of what you want to do in narrative time as well as structured time. For other effects—such as a spell to double the rate of natural healing for a target— the GM can set the difficulty.

Mask

Skills: [Warrens](#)

Mask spells create illusions of light and sound. These can be images of people, creatures, or objects. Alternatively, the spellcaster can wrap illusions around themselves or someone else, masking their appearance with a different countenance. The illusions may look fearsome, beguiling, or repugnant, but they are simply phantasms without form or substance. They cannot interact with the real world in any way.

When you use a Mask spell in a narrative situation, first check out the mechanical rules and see if the effects you want are listed there. If so, you can use the listed difficulties to figure out how hard it should be to cast the spell. However, remember that the Mask

spell only creates illusions; it can merely alter what the eyes see and the ears hear (and maybe what the nose smells). It can't create something physical.

Predict

Skills: [Arcana](#), [Divine](#), [Warrens](#)

"Prediction," "prophecy," and "foresight" refer to the ability to see the future (or at least a possible future). Prophecy plays a role in many stories, especially myths and legends of old. Usually, a prophecy doesn't let one see the entire future. Instead, it lets the person ask one or two questions and get answers about events to come.

When your character uses a Predict spell narratively, its difficulty usually depends on how far into the future they want to look. If it's within the next day or so, then you can start with a difficulty of Average ([2 Difficulty Dice](#)). Looking a month ahead may increase the difficulty to Hard (3 Difficulty Dice), a year may be Daunting ([4 Difficulty Dice](#)), and anything beyond that may be Formidable ([5 Difficulty Dice](#)). A significant number of Threat or a Despair may make a prophecy especially inscrutable or vague.

Utility

Skills: [Arcana](#), [Divine](#), [Warrens](#)

Utility magic covers all the minor things that we expect people to be able to do with magic, such as levitating a book, transmuting a pebble into a butterfly, detecting something magical nearby, summoning a ghostly light source to see in the dark, or making one's voice growl with distant thunder. Basically, these are all cool abilities with a minor benefit, but are more tricks than dangerous or powerful magics. That doesn't mean a player can't figure out how their character can use a utility spell to their best advantage—that's half the fun of being a spellcaster!

Utility magic doesn't have an equivalent action for structured encounters, since the effects are almost entirely narrative in nature. A check to cast a utility spell should always be Easy ([1 Difficulty Die](#)). If that check seems too easy for what you want to accomplish, then what you want to do is probably beyond the scope of utility magic!

Using Magic in Structured Encounters

Magic can be used to attack opponents, protect allies, summon items or weapons, and do other impressive and amazing things. The core of these actions follows the same skill check system that forms the core of Genesys. The difference is that magic is much more customizable. You can do quite a bit with magic, but the more you want to do, the more difficult the check becomes.

As with anything else characters might attempt in structured encounters, spells are categorized as either actions or maneuvers. This section presents example magic actions that cover some of the most common things characters might attempt. We try to leave

the narrative descriptions up to you and your players; it's fun to describe the appearance of spells in ways unique to your characters. These actions are presented in the same format as those in the book at Part I–Chapter 6: Combat Encounters, and they can be used alongside other combat actions. Like standard actions and maneuvers, many of these can also be used outside of combat. Again, these are only examples of what characters might do with magic—common uses that we thought could use some detail and guidance.

Here are a few of the most likely actions characters might attempt using magic. Of course, these are just some of the possibilities, and GMs, you can use these as guidelines for creating your own magic actions if you like. Each entry specifies whether the spell can be sustained using the Concentration maneuver and what skills can be used to perform the action. Not all skills can be used to perform each action; some magic skills are better at performing certain kinds of magic than others. **A character must have at least one rank in the skill required by the magic action to perform that magic action.**

Where magic gets interesting is in the options a character has for customizing their spell. Before making a magic action, the character may choose any number of additional effects to add to that action (these effects are listed on an associated table). However, each effect has a difficulty increase associated with it. You add each difficulty increase to the overall difficulty of the check. You may not add an effect if it would increase the difficulty beyond Formidable ([5 Difficulty Dice](#)) (after any reductions, such as from magic implements, are applied). Each effect can be added once, unless the effect specifies otherwise.

Since all magic actions require a check (and are thus spells that require a check), whenever a character performs a magic action, they suffer 2 strain.

Attack

Concentration: No

Skills: [Warrens](#)

Magic attacks are combat checks, and they follow the normal rules for performing a combat check, on page 101, using the character's magic skill instead of a combat skill. There are some exceptions, however, which we detail here. When making a magic attack, the character must select one target at short range (but not engaged). The default difficulty of the check is Easy ([1 Difficulty Die](#)). The attack deals damage equal to the [Willpower](#), plus 1 damage per uncanceled Success. The attack has no set Critical rating, so you may only inflict a Critical Injury with a Triumph.

Before making a magic attack check, choose any number of additional effects listed on Table: Magic Attack Additional Effects. These effects are added to the attack. Certain

options require a talent in a specific warren to be purchased, such as “Fire”, which requires you to have a talent in the **Telas** Warren.

Table: Magic Attack Additional Effects

Effects	Difficulty Mod
Fire (requires Telas): The attack gains the Burn quality with a rating equal to your character's ranks in Arcana .	None
Ice (requires Ruse): The attack gains the Ensnare quality with a rating equal to the character's ranks in Arcana .	None
Impact (requires D'riss): The attack gains the Knockdown quality. The attack also gains the Disorient quality with a rating equal to the character's ranks in Arcana .	None
Lightning (requires Serc): The attack gains the Stun quality with a rating equal to the character's ranks in Arcana . The attack also gains the Auto-fire quality. (You must increase the difficulty by one to use the Auto-fire quality as normal.)	None
Blast: The attack gains the Blast quality with a rating equal to your character's ranks in Arcana .	+1 Difficulty Die
Close Combat: May select a target engaged with your character.	+1 Difficulty Die
Deadly: The attack gains a Critical rating of 2. The attack also gains the Vicious quality with a rating equal to the character's ranks in Arcana .	+1 Difficulty Die
Destructive (requires Thyr): The attack gains the Sunder quality. The attack also gains the Pierce quality with a rating equal to the character's ranks in Arcana .	+1 Difficulty Dice
Manipulative (requires Mockra): If the attack hits, you may spend Advantage to move the target up to one range band in any direction.	+1 Difficulty Die
Non-Lethal: The attack gains the Stun Damage quality.	+1 Difficulty Die
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+1 Difficulty Die
Withering (requires Hood's Path): If the attack deals damage, the target must immediately make a Hard (3 Difficulty Dice) Resilience check or suffer wounds equal to the character's ranks in Arcana , and strain equal to the character's ranks in Arcana . This counts as a poison.	+1 Difficulty Die
Empowered: The attack deals damage equal to twice the Willpower (instead of dealing damage equal to the Willpower). If the attack has the Blast quality, it affects all characters within short range, instead of engaged.	+2 Difficulty Dice

Augment

Concentration: Yes

Skills: [Arcana](#), [Divine](#), [Warrens](#)

This is using magic to enhance people. A character selects one target they are engaged with (which can be themselves), then makes a skill check. The default difficulty of the check is Average ([2 Difficulty Dice](#)). If the check is successful, until the end of your character's next turn, the target increases the ability of any skill checks they make by one (in effect, this means they add [Ability Dice](#) to their checks). A character may not be affected by more than one Augment spell at the same time (so no stacking effects).

Before making an augment check, choose any number of additional effects listed on Table: Augment Additional Effects. These effects are added to the check. Certain options require a specific skill to be used for the check.

Table: Augment Additional Effects

Effects	Difficulty Mod
Divine Strength (Divine Only): The target increases their wound threshold by a value equal to the character's ranks in Arcana for the duration of the spell.	+1 Difficulty Die
Haste: Targets affected by the spell can always perform a second maneuver during their turn without spending strain (they may still only perform two maneuvers a turn).	+1 Difficulty Die
Primal Fury (Arcana/Divine Only): The target adds damage equal to the character's ranks in Knowledge to unarmed combat checks, and their Critical rating for unarmed combat checks becomes 3.	+1 Difficulty Die
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+1 Difficulty Die
Swift: Targets affected by the spell ignore the effects of difficult terrain and cannot be immobilized.	+1 Difficulty Die
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend Advantage to affect one additional target within range of the spell (and may trigger this multiple times, spending Advantage each time).	+2 Difficulty Dice

Barrier

Concentration: Yes

Skills: [Arcana](#), [Divine](#), [Warrens](#)

Spellcasters have the power to create barriers of magical energy to protect themselves and their allies. The character selects one target they are engaged with (which can be themselves), then makes a skill check. The default difficulty of the check is Easy ([1 Difficulty Dice](#)). If the check is successful, until the end of the character's next turn, reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceled Two Success beyond the first.

Before making a barrier check, choose any number of additional effects listed on Table: Barrier Additional Effects. These effects are added to the check.

Table: Barrier Additional Effects

Effects	Difficulty Mod
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend Advantage to affect one additional target within range of the spell (and may trigger this multiple times, spending Advantage each time).	+1 Difficulty Die

Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+1 Difficulty Die
Add Defense: Each affected target gains ranged and melee defense equal to your ranks in Arcana.	+2 Difficulty Dice
Empowered: The barrier reduces damage equal to the number of uncanceled Success instead of the normal effect.	+2 Difficulty Dice
Reflection (Warrens Only): If an opponent makes a magic attack against an affected target and generates <u>Three Setback</u> or <u>Despair</u> on the check, after the check is resolved, they suffer a hit dealing damage equal to the total damage of the attack.	+2 Difficulty Dice
Sanctuary (Divine Only): Opponents the GM determines are the antithesis of the character's faith or deity automatically disengage from affected targets, and may not engage them for the duration of the spell.	+2 Difficulty Dice

Conjure

Concentration: Yes

Skills: [Arcana](#), [Divine](#), [Warrens](#)

This action represents the ability of a spellcaster to conjure creatures and other effects out of thin air and the aether. The character makes a skill check. The default difficulty for the check is Average ([2 Difficulty Dice](#)). If the check is successful, the character conjures an effect (such as a cloud or water) or creature no bigger than silhouette 1 (such as an animal, demon, or even undead monstrosity). These appear engaged with the character. Items remain as long as the character concentrates on the spell.

If the character conjures an effect, it cannot hurt other creatures but can affect them in other ways. The effect can cover and affect everything within short range of its point of origin. Effects affect everyone, including the caster.

If the character summons a creature, the creature behaves in the best approximation of its natural instincts (as determined by the GM). It is controlled by the character, but the creature may make an incidental Discipline check contested by the character's Coercion to break free. In a structured encounter, it takes its turn immediately after the character. It may be dispelled by the spellcaster only if the creature is still under its control.

Before making a conjure check, choose any number of additional effects listed on Table: Conjure Additional Effects. These effects are added to the check.

Alternatively, this action can also be used to open a Warren portal during combat. In that case, the check cannot be modified by the additional effects. The portal remains open until the end of the characters next turn.

Table: Conjure Additional Effects

Effects	Difficulty Mod
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Darkness (requires <i>Rashan</i>): The character may conjure an effect that causes darkness, blinding anybody within range of the effect.	None
Medium Summon: The character may summon a creature no larger than silhouette 1, or an effect that extends up to medium range.	+1 Difficulty Die
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+1 Difficulty Die
Grand Summon: The character may summon a creature of up to silhouette 3, or an effect that extends up to long range.	+2 Difficulty Dice

Curse

Concentration: Yes

Skills: [Arcana](#), [Special](#)—[Warrens](#), requires Mockra talent to use with [Warrens](#) skill.

This action represents the combat use of curse magic. Your character selects one target within short range, then makes an Arcana or Divine skill check. The default difficulty of the check is Average ([2 Difficulty Dice](#)). If it is successful, until the end of the character's next turn, the target decreases the ability of any skill checks they make by one (in effect, this means they remove [1 Ability Die](#) from their checks).

Before making a curse check, choose any number of additional effects listed on Table: Curse Additional Effects. These effects are added to the check.

Table: Curse Additional Effects

Effects	Difficulty Mod
Enervate: If a target suffers strain for any reason, they suffer 1 additional strain.	+1 Difficulty Die
Misfortune: After the target makes a check, you may change one Difficulty Die to a face displaying a Failure .	+1 Difficulty Die
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+1 Difficulty Die
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend Advantage to affect one additional target within range of the spell (and may trigger this multiple times, spending Advantage each time).	+2 Difficulty Dice
Despair: The target's strain and wound thresholds are reduced by an amount equal to the character's Intellect minus one. This effect may not be combined with the additional target effect.	+2 Difficulty Dice
Doom: After a target makes a check, you may change any one die in the pool not displaying a Success or Triumph to a different face.	+2 Difficulty Dice
Blindness (requires <i>Rashan</i>, <i>Meanas</i> or <i>Thyr</i>): The target is blinded for the duration of the spell. This effect may not be combined with the additional target effect.	+3 Difficulty Dice
Paralyzed: The target is staggered for the duration of the spell. This effect may not be combined with the additional target effect.	+3 Difficulty Dice

Dispel

Concentration: No

Skills: [Arcana](#), [Divine](#), [Warrens](#)

The ability to nullify magic is a strange and wondrous art that only certain arcane spellcasters possess. The character selects one target within short range that is under the effects of a spell, then makes a skill check. The default difficulty for the check is Hard ([3 Difficulty Dice](#)). If the check is successful, the effects the target is under immediately end (if the spell affected multiple targets, the other targets remain affected).

Before making a dispel check, choose any number of additional effects listed on Table: Dispel Additional Effects. These effects are added to the check.

Table: Dispel Additional Effects

Effects	Difficulty Mod
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+1 Difficulty Die
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend Advantage to affect one additional target within range of the spell (and may trigger this multiple times, spending Advantage each time).	+2 Difficulty Dice

Heal

Concentration: No

Skills: [Special](#)—[Warrens](#) skill, but requires any [Denul](#) talent to use.

Practitioners of the Denul Warren can heal wounds quickly, which lets warriors survive far greater injuries than otherwise possible. The character can use the [Warrens](#) magic skill in place of a [Medicine](#) check in order to remove damage or heal Critical Injuries. When making the check, the character selects one target they are engaged with who is not incapacitated. The default difficulty of the check is Easy ([1 Difficulty Die](#)). Upon success, the character heals 1 wound per uncanceled [Success](#), and 1 strain per uncanceled [Advantage](#).

Before making a heal check, choose any number of additional effects listed on Table: Heal Additional Effects. These effects are added to the check.

Table: Heal Additional Effects

Effects	Difficulty Mod
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend Advantage to affect one additional target within range of the spell (and may trigger this multiple times, spending Advantage each time).	+1 Difficulty Die

Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+1 Difficulty Die
Restoration: Select one ongoing status effect the target is suffering. This status effect immediately ends.	+1 Difficulty Die
Heal Critical: Select one Critical Injury the target is suffering. If the spell is successful, the Critical Injury is also healed.	+2 Difficulty Dice
Revive Incapacitated: The character may select targets who are incapacitated.	+2 Difficulty Dice

Mask

Concentration: Yes

Skills: [Special](#)—[Warrens](#) skill, but requires any [Meanas](#), [Rashan](#) or [Thyr](#) talent to use.

This is using magic to create an illusion, or to disguise a character's appearance. The character makes a skill check. The default difficulty for the check is Easy ([1 Difficulty Die](#)). If the check is successful, the character creates an illusion of a creature or object that is silhouette 1 or smaller. The illusion appears within short range of the character. Alternatively, the illusion changes the appearance of the caster or one silhouette 1 (or smaller) target they are engaged with. The illusion cannot obscure the basic size and shape of the target.

Illusions can generate light and sound, but they cannot cause harm or interact with their environment in any way. Illusions can be animated and can move, as long as they remain within the range of the spell. A keen observer can attempt to spot the false nature of the illusion by making an Average ([2 Difficulty Dice](#)) Vigilance check (or Average [[2 Difficulty Dice](#)] Perception check if the observer suspects that their senses may be fooled). Success means the observer recognizes the object's illusory nature.

Before making a mask check, choose any number of additional effects listed on Table: Mask Additional Effects. These effects are added to the check. Certain options require a talent in a specific warren to be purchased.

Table: Mask Additional Effects

Effects	Difficulty Mod
Additional Target: The spell creates one additional illusion or disguises one additional character. In addition, after casting the spell, you may spend 2 Advantage to create another additional illusion or disguise another additional character (you may trigger this multiple times, spending 2 Advantage each time).	+1 Difficulty Die
Blur (requires Meanas or Rashan): If the spell targets a character, it blurs and obscures their form. Until the spell ends, add 1 Threat to the results of combat checks targeting the character (this applies even if the attacker realizes the effect is an illusion).	+1 Difficulty Die
Mirror Image (requires Meanas): If the spell targets a character, it creates multiple images that move with the target and distract opponents. Until the spell ends, the character may spend 3 Threat or 1 Despair from any combat check	+1 Difficulty Die

targeting them to cause the attack to harmlessly hit a mirror image rather than the character (this applies even if the attacker realizes the effect is an illusion).	
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+1 Difficulty Die
Realism (requires <i>Meanas</i>): Increase the difficulty of checks to determine that the illusion is fake by one. In addition, after casting the spell, you may spend <u>2 Advantage</u> to increase the difficulty of checks to determine that the illusion is fake by one (you may trigger this multiple times, spending <u>2 Advantage</u> each time). The illusion can also fool additional senses such as smell, taste, or touch.	+1 Difficulty Die
Size: Increase the silhouette of the illusion created by one, or disguise the appearance of a target one silhouette larger. This may be added multiple times, increasing the silhouette of the illusion created or target disguised by one each time.	+1 Difficulty Die
Terror (requires <i>Meanas</i>): The illusion terrifies those who behold it. When any character who does not know the illusion is fake spots it, they must make a Hard (3 Difficulty Dice) Discipline check. They suffer 2 strain per <u>Threat</u> and, if they fail, are unable to approach the illusion.	+2 Difficulty Dice
Invisibility (requires <i>Meanas</i> or <i>Rashan</i>): If the spell targets a character, it renders them invisible to sight instead of changing their appearance.	+3 Difficulty Dice

Predict

Concentration: No

Skills: [Arcana](#), [Divine](#), [Warrens](#)

This is using magic to attempt to predict the future. The character makes a skill check, then asks one question about events that will unfold within the next 24 hours. The default difficulty of the check is Average ([2 Difficulty Dice](#)). If the check is successful, your GM must provide the character with a truthful answer, but that answer could be one that can be interpreted multiple ways or is somewhat enigmatic. Whether the check succeeds or fails, the character may not make another predict check to ask about the same events for the remainder of the session.

Before making a predict check, choose any number of additional effects listed on Table: Predict Additional Effects. These effects are added to the check.

Table: Mask Additional Effects

Effects	Difficulty Mod
Quicksilver Reflexes: Instead of asking a question about events, the character adds <u>2 Success</u> to the results of any checks they make to determine Initiative during the next structured encounter they participate in.	None
Scry: Instead of asking a question about events, the character may learn the location of one silhouette 0 item within long range. They must know what item they are looking for before they cast the spell, and the spell does not reveal how to get through any obstacles such as locked doors, hidden passages, or traps.	+1 Difficulty Die
Empowered: The character may ask a question about events that will unfold within the next month.	+1 Difficulty Die
Additional Questions: The character may ask one additional question about	+1 Difficulty Die

events. In addition, after casting the spell, you may spend <u>2 Advantage</u> to ask another additional question about events (and may trigger this multiple times, spending <u>2 Advantage</u> each time).	
Flash of Precognition: In addition to asking a question, once before the end of the current encounter, the character may add <u>1 Success</u> to the results of one of their checks. In addition, once before the end of the current encounter, the character may add <u>1 Failure</u> to the results of a check targeting them. In addition, after the character casts the spell, you may spend <u>3 Advantage</u> to add <u>2 Success</u> to the results of one of their checks, and add <u>2 Failure</u> to the results of a check targeting them, instead of this effect's normal benefits.	<u>+2 Difficulty Dice</u>
Cheat Death: In addition to asking a question, the character forseees a possible doom for themselves in the next 24 hours. Once before the end of the current session, when the character would otherwise be incapacitated or killed, you may spend a Story Point to have them suffer wounds and strain until they reach (but do not exceed) their wound and strain thresholds instead. Their survival should be described narratively, taking into account that they "saw" their potential death coming.	<u>+2 Difficulty Dice</u>

Talent List

Tier 1

Bought Info: [Genesys Core](#)
Clever Retort: [Genesys Core](#)
Component Casting: [Expanded Players Guide](#)
Desperate Recovery: [Genesys Core](#)
Denul: [Malazan Setting](#)
D'riss: [Malazan Setting](#)
Duelist: [Genesys Core](#)
Durable: [Genesys Core](#)
Ensorcelled: [Expanded Players Guide](#)
Forager: [Genesys Core](#)
Grit: [Genesys Core](#)
Hamstring Shot: [Genesys Core](#)
Hood's Path: [Malazan Setting](#)
Jump Up: [Genesys Core](#)
Knack For It: [Genesys Core](#)
Know Somebody: [Genesys Core](#)
Kurald Emurlahn: [Malazan Setting](#)
Kurald Galain: [Malazan Setting](#)
Kurald Thyrlan: [Malazan Setting](#)
Let's Ride: [Genesys Core](#)
Meanas: [Malazan Setting](#)
Munitions Procurement: [Malazan Setting](#)
One With Nature: [Genesys Core](#)
Parry: [Genesys Core](#)
Proper Upbringing: [Genesys Core](#)
Quick Draw: [Genesys Core](#)
Quick Strike: [Genesys Core](#)
Rapid Reaction: [Genesys Core](#)
Rashan: [Malazan Setting](#)
Ruse: [Malazan Setting](#)
Second Wind: [Genesys Core](#)
Serc: [Malazan Setting](#)
Surgeon: [Genesys Core](#)
Swift: [Genesys Core](#)
Telas: [Malazan Setting](#)
Tennes: [Malazan Setting](#)
Thyr: [Malazan Setting](#)
Toughened: [Genesys Core](#)

Unremarkable: [Genesys Core](#)

Tier 2

Aral Gamelon: [Malazan Setting](#)
Berserk: [Genesys Core](#)
Brilliant Casting: [Expanded Players Guide](#)
Chaos Magic: [Malazan Setting](#)
Coordinated Assault: [Genesys Core](#)
Counteroffer: [Genesys Core](#)
Defensive Stance: [Genesys Core](#)
Dual Wielder: [Genesys Core](#)
Ensorcelled (Improved): [Expanded Players Guide](#)
Heightened Awareness: [Genesys Core](#)
Inspiring Rhetoric: [Genesys Core](#)
Inventor: [Genesys Core](#)
Lucky Strike: [Genesys Core](#)
Mockra: [Malazan Setting](#)
Sapper: [Malazan Setting](#)
Scathing Tirade: [Genesys Core](#)
Side Step: [Genesys Core](#)
Soletaken: [Malazan Setting](#)
Tohlakai Warrens: [Malazan Setting](#)

Tier 3

Animal Companion: [Genesys Core](#)
Denul (Improved): [Malazan Setting](#)
Dodge: [Genesys Core](#)
D'riss (Improved): [Malazan Setting](#)
Chaos Magic (Improved): [Malazan Setting](#)
Eagle Eyes: [Genesys Core](#)
Ensorcelled (Supreme): [Expanded Players Guide](#)
Explosive Casting: [Expanded Players Guide](#)
Field Commander: [Genesys Core](#)
Heroic Will: [Genesys Core](#)
Hood's Path (Improved): [Malazan Setting](#)
Innate Focus: [Expanded Players Guide](#)
Inspiring Rhetoric (Improved): [Genesys Core](#)

Mockra (Improved): [Malazan Setting](#)
Natural: [Genesys Core](#)
Painkiller Specialization: [Genesys Core](#)
Parry (Improved): [Genesys Core](#)
Rapid Archery: [Genesys Core](#)
Rashan (Improved): [Malazan Setting](#)
Ruse (Improved): [Malazan Setting](#)
Sapper (Improved): [Malazan Setting](#)
Scathing Tirade (Improved): [Genesys Core](#)
Serc (Improved): [Malazan Setting](#)
Soletaken (Improved): [Malazan Setting](#)
Telas (Improved): [Malazan Setting](#)
Tennes (Improved): [Malazan Setting](#)
Thyr (Improved): [Malazan Setting](#)

Tier 4

Aral Gamelon (Improved): [Malazan Setting](#)
Can't We Talk About This?: [Genesys Core](#)
Deadeye: [Genesys Core](#)
Defensive: [Genesys Core](#)
D'ivers: [Malazan Setting](#)
D'riss (Supreme): [Malazan Setting](#)
Enduring: [Genesys Core](#)
Field Commander (Improved): [Genesys Core](#)

How Convenient!: [Genesys Core](#)
Inspiring Rhetoric (Supreme): [Genesys Core](#)
Masterful Casting: [Expanded Players Guide](#)
Meanas (Improved): [Malazan Setting](#)
Rashan (Supreme): [Malazan Setting](#)
Ruse (Supreme): [Malazan Setting](#)
Scathing Tirade (Supreme): [Genesys Core](#)
Serc (Supreme): [Malazan Setting](#)
Soletaken (Supreme): [Malazan Setting](#)
Strength of Faith: [Expanded Players Guide](#)
Telas (Supreme): [Malazan Setting](#)
Tennes (Supreme): [Malazan Setting](#)
Thyr (Supreme): [Malazan Setting](#)

Tier 5

Chaos Magic (Supreme): [Malazan Setting](#)
Dedication: [Genesys Core](#)
Denul (Supreme): [Malazan Setting](#)
D'ivers (Improved): [Malazan Setting](#)
Eleint: [Malazan Setting](#)
Indomitable: [Genesys Core](#)
Master: [Genesys Core](#)
Meanas (Supreme): [Malazan Setting](#)
Mockra (Supreme): [Malazan Setting](#)
Ruinous Repartee: [Genesys Core](#)

Malazan Talents

Tier 1

Denul

Tier: 1

Activation: Passive

Ranked: No

Your character becomes able to access the Denul Warren, the Path of Healing, at a basic level. The Denul Warren is required to cast heal spells and magically heal wounds and strain. At this tier, your character can draw from the warren, but has yet to master it.

Your access to the Denul Warren strengthens your body. Your default soak rating equals your [Brawn](#) rating + 1, instead of just your [Brawn](#).

D'riss

Tier: 1

Activation: Passive

Ranked: No

Your character becomes able to access the D'riss Warren, the Path of Stone, at a basic level. Unless you have purchased other warren talents, your character's magic will be stone-themed wherever suitable. At this tier, your character can draw from the warren, but has yet to master it.

Whenever your character casts an Attack spell, they may choose to add the Impact effect to the spell.

Hood's Path

Tier: 1

Activation: Passive

Ranked: No

Your character becomes able to access the Hood's Path, the Warren of Death, at a basic level. Your character's magic is themed around controlling and ending life-forces. At this tier, your character can draw from the warren, but has yet to master it.

Whenever your character casts an Attack spell, they may choose to add the Withering effect to the spell.

Kurald Emurlahn

Tier: 1

Activation: Passive

Ranked: No

Only Tiste Edur characters may benefit from this talent. Your character becomes able to access Kurald Emurlahn, the Elder Warren of Shadow. Their magic is more difficult to sense, and only recognised as elder, rather than related to specific human warrens. You gain a 5 XP discount to purchasing the **Meanas**, **Meanas (Improved)**, and **Meanas (Supreme)** talents.

Kurald Galain

Tier: 1

Activation: Passive

Ranked: No

Only Tiste Andii characters may benefit from this talent. Your character becomes able to access Kurald Galain, the Elder Warren of Darkness. Their magic is more difficult to sense, and only recognised as elder, rather than related to specific human warrens. You gain a 5 XP discount to purchasing the **Rashan**, **Rashan (Improved)**, and **Rashan (Supreme)** talents.

Kurald Thyrlan

Tier: 1

Activation: Passive

Ranked: No

Only Tiste Liosan characters may benefit from this talent. Your character becomes able to access Kurald Thyrllan, the Elder Warren of Light. Their magic is more difficult to sense, and only recognised as elder, rather than related to specific human warrens. You gain a 5 XP discount to purchasing the **Thyr**, **Thyr (Improved)**, and **Thyr (Supreme)** talents.

Meanas

Tier: 1

Activation: Passive

Ranked: No

Your character becomes able to access the Meanas Warren, the Path of Shadow and Illusion, at a basic level. The Meanas Warren is specifically suited towards Mask-spells and required to master illusory magic. At this tier, your character can draw from the warren, but has yet to master it.

Whenever your character casts a Curse spell, they may choose to add the Blindness effect to the spell, and when they cast a Mask spell, they may choose to add the Blur, Mirror Image, Realism, Terror, or Invisibility effects to the spell.

Munitions Procurement

Tier: 1

Activation: Passive

Ranked: Yes

When attempting to procure Moranth Munitions, your character may use this talent to reduce their rarity by one per rank of Munitions Procurement.

Rashan

Tier: 1

Activation: Passive

Ranked: No

Your character becomes able to access the Rashan Warren, the Path of Darkness, at a basic level. Unless you have purchased other warren talents, your character's magic will be darkness-themed wherever suitable. At this tier, your character can draw from the warren, but has yet to master it.

Whenever your character casts a Conjure spell, they may choose to add the Darkness effect to the spell, when they cast a Curse spell, they may choose to add the Blindness effect to the spell, and when they cast a Mask spell, they may choose to add the Blur and Invisibility effect to the spell. Furthermore, your character is can see in natural darkness.

Ruse

Tier: 1

Activation: Passive

Ranked: No

Your character becomes able to access the Ruse Warren, the Path of the Sea, at a basic level. Unless you have purchased other warren talents, your character's magic will be water-themed wherever suitable. At this tier, your character can draw from the warren, but has yet to master it.

Whenever your character casts an Attack spell, they may choose to add the Ice effect to the spell. Furthermore, your character can hold their breath for a number of rounds equal to double their Brawn characteristic.

Serc

Tier: 1

Activation: Passive

Ranked: No

Your character becomes able to access the Serc Warren, the Path of the Sky, at a basic level. Unless you have purchased other warren talents, your character's magic will be air-themed wherever suitable. At this tier, your character can draw from the warren, but has yet to master it.

Whenever your character casts an Attack spell, they may choose to add the Lightning effect to the spell.

Telas

Tier: 1

Activation: Passive

Ranked: No

Your character becomes able to access the Telas Warren, the Path of Fire, at a basic level. Unless you have purchased other warren talents, your character's magic will be fire-themed wherever suitable. At this tier, your character can draw from the warren, but has yet to master it.

Whenever your character casts an Attack spell, they may choose to add the Fire effect to the spell.

Tennes

Tier: 1

Activation: Passive

Ranked: No

Your character becomes able to access the Tennes Warren, the Path of the Land, at a basic level. Unless you have purchased other warren talents, your character's magic will

be earth-themed wherever suitable. At this tier, your character can draw from the warren, but has yet to master it.

The Tennes Warren grants ways to control and understand the seasons, nature, and animal life. Your character may choose to count the ranks in their [Warrens](#) skill rather than their ranks in [Nature](#) or [Survival](#) when making a [Nature](#) or [Survival](#) check. Alternatively, if their ranks in Nature or Survival are equal to or higher than their ranks in Warrens, they may add a [Boost Die](#) to the check instead.

Thyr

Tier: 1

Activation: Passive

Ranked: No

Your character becomes able to access the Thyr Warren, the Path of Light, at a basic level. Unless you have purchased other warren talents, your character's magic will be light-themed wherever suitable. At this tier, your character can draw from the warren, but has yet to master it.

Whenever your character casts an Attack spell, they may choose to add the Destructive effect to the spell, and when they cast a Curse spell, they may choose to add the Blindness effect to the spell.

Tier 2

Aral Gamelon

Tier: 2

Activation: Passive

Ranked: No

When your character summons a creature with a Conjure spell, your character now gains [+1 Boost Die](#) to [Coercion](#) checks made to maintain control over the creature.

Chaos Magic

Tier: 2

Activation: Passive

Ranked: No

When your character casts a spell, they may choose to add additional effects ignoring talent requirements. If they do so, they add [+1 Setback Die](#) to the dice pool, but suffer 4 strain after the check instead of the usual 2.

Mockra

Tier: 2

Activation: Passive

Ranked: No

Your character becomes able to access the Mockra Warren, the Path of the Mind, at a basic level. Unless you have purchased other warren talents, your character's magic will be subtle, mental, and difficult to detect. At this tier, your character can draw from the warren, but has yet to master it.

Your character may use a Curse spell to alter the memories of their target or cause somebody to fall asleep.

Whenever your character casts an Attack spell, they may choose to add the Manipulative effect to the spell.

Sapper

Tier: 2

Activation: Passive

Ranked: No

Cool and Mechanics are now career skills for your character. When your character uses a Cool or Mechanics skill check to prepare or work with Moranth munitions, they may discard 2 Setback Dice from the dice pool.

Soletaken

Tier: 2

Activation: Active

Ranked: No

Once per session, as an action, your character may transform (veer) into their Soletaken form. This is an animal form of silhouette 0. Each time the character transforms, they use the same animal shape, chosen at the time of purchasing the talent.

The character can choose to return to their normal shape at any time as an incidental. They maintain their shape until the end of their encounter, or for up to one day (whichever is shorter). At the end of each encounter of day, they may make a Hard (3 Difficulty Dice) Discipline check to maintain their soletaken form. If they manage to maintain their shape for one week (or after 6 skill checks), they can only ever transform back by succeeding on a Hard (3 Difficulty Dice) Discipline check.

Your character can transform more than once per session by spending a story point as an action to transform.

While transformed, the spellcaster adopts the physical appearance of the animal and gains the animal's characteristics, soak, wound threshold, and defense. The spellcaster also gains any of the animal's abilities and equipment (including weapons). The character retains their own skills, talents, and strain threshold. If the character is incapacitated while transformed, they revert back to their normal form. When a character reverts back to their normal form, they do not heal, strain, or critical injuries

suffered while transformed, but they heal half (rounded down) of the wounds they suffered. If they were incapacitated due to exceeding their wound threshold, they are no longer incapacitated.

Toblakai Warrens

Tier: 2

Activation: Passive

Ranked: No

Your character must have the Toblakai archetype to benefit from this talent. When your character is targeted by a spell, you may choose to add +1 Setback Die to the dice pool, on top of the Setback Die from your character's Magic Resistance ability.

Tier 3

Chaos Magic (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Chaos Magic talent to benefit from this talent. When your character casts a spell that requires a check, they may reduce the final difficulty of the check by 1 Difficulty Die, to a minimum of 1 Difficulty Die. If they do so, they must also upgrade one Difficulty Die to a Challenge Die. After this check, your character suffers 4 strain instead of the usual 2.

Denul (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Denul talent to benefit from this talent. Your character may freely enter and leave this warren without using a skill check outside of structured encounters. Whenever they suffer a critical injury, they may roll two d100 dice, and choose which result to use.

D'riss (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the D'riss talent to benefit from this talent. Your character may freely enter and leave this warren without using a skill check outside of structured encounters. They cannot be knocked prone or staggered.

Hood's Path (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Hood's Path talent to benefit from this talent. Your character may freely enter and leave this warren without using a skill check outside of structured encounters.

Your character is immune to all forms of disease and poison.

Mockra (Improved)

Tier: 3

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Mockra talent to benefit from this talent. Your character may freely enter and leave this warren without using a skill check outside of structured encounters.

Your character may use a Predict spell to read the minds of targets within short range.

Rashan (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Rashan talent to benefit from this talent. Your character may freely enter and leave this warren without using a skill check outside of structured encounters.

Your character can see in natural darkness and is no longer affected by blindness.

Ruse (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Ruse talent to benefit from this talent. Your character may freely enter and leave this warren without using a skill check outside of structured encounters. Your character cannot be immobilised and can breathe underwater.

Sapper (Improved)

Tier: 3

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Sapper talent to benefit from this talent. Once per session, if nobody in your character's party has any Moranth munitions remaining, they may spend a story point to gain one single Moranth munition with a rarity of 9 or lower.

Serc (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Serc talent to benefit from this talent. Your character may freely enter and leave this warren without using a skill check outside of structured encounters. They cannot be disoriented and can fly using the hovering guidelines in the Flying sidebar on page 100 of the Genesys Core Rulebook.

Soletaken (Improved)

Tier: 3

Activation: passive

Ranked: no

Your character must have purchased the Soletaken talent to benefit from this talent. When you purchase this talent, you may select a new Soletaken form for your character. Its form may be a silhouette 1 creature or smaller.

Telas (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Telas talent to benefit from this talent. Your character may freely enter and leave this warren without using a skill check outside of structured encounters. They are immune to fire—including ignoring damage from attacks with the Burn item quality and from other fire-based attacks.

Tennes (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Tennes talent to benefit from this talent. Your character may freely enter and leave this warren without using a skill check outside of structured encounters.

Your character can learn information from plants and animals by interacting with them, and is able to understand their forms of communication. Furthermore, they gain [+1 Boost Die](#) on [Charm](#) and [Coercion](#) checks made against animals.

Thyr (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Thyr talent to benefit from this talent. Your character may freely enter and leave this warren without using a skill check outside of structured encounters.

Whenever your character casts a Curse spell, they may now combine the Additional Target and the Blindness effects. Furthermore, adding the Blindness effect increases the difficulty of the spell by [+2 Difficulty Dice](#) instead of three.

Tier 4

Aral Gamelon (Improved)

Tier: 4

Activation: Passive

Ranked: no

*Your character must have purchased the Aral Gamelon talent to benefit from this talent. When your character summons a creature with a Conjure spell, your character now gains [+1 Boost Die](#) (for a total of [+2 Boost Dice](#) when combined with the **Aral Gamelon** talent) to **Coercion** checks made to maintain control over the creature. Furthermore, you may remove one [Setback Die](#) from the dice pool, if applicable.*

D'ivers

Tier: 4

Activation: passive

Ranked: no

Your character must have purchased the Soletaken talent to benefit from this talent. If they have this talent, they may not purchase the Eleint talent. When your character assumes its soletaken form, they may instead veer into the shape of multiple forms of the same animal: D'ivers. They may still choose to transform into one soletaken shape as well. They can only transform into silhouette 0 creatures, but the number of creatures they can become depends on the size of the creatures:

- Creatures the size of insects: hundreds
- Creatures the size of rodents: up to one hundred
- Creatures the size of cats: up to twelve
- Creatures the size of wolves: up to six

During narrative play, the player character may control and perceive as each form individually. During structured play, skill checks (including attacks) are made for the entire group of D'ivers as one. By working together, the D'ivers may increase their skill ranks by 1 if $\frac{1}{3}$ of them are working together, by 2 if $\frac{2}{3}$ are, and by 3 if all of them are, up to a maximum of rank 5.

Furthermore, each creature of the D'ivers has their own wound threshold, but shares their strain threshold. Only if each creature form is incapacitated while transformed, the character reverts back to their normal form. When a character reverts back to their normal form, they do not heal, strain, or critical injuries suffered while transformed, but they heal half (rounded down) of the wounds they suffered. If at least one form was not incapacitated due to exceeding their wound threshold, the character is no longer incapacitated.

D'riss (Supreme)

Tier: 4

Activation: Passive

Ranked: no

Your character must have purchased the D'riss (Improved) talent to benefit from this talent. Your character is now fully in control of themselves and their surroundings when they are inside their warren. When your character casts an augment or barrier spell, they may use this talent to choose to have the targets of the spell gain immunity to the prone and staggered conditions for the duration of the spell.

Meanas (Improved)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Meanas talent to benefit from this talent. Your character may freely enter and leave this warren without using a skill check outside of structured encounters.

Whenever your character casts a Mask spell, they may reduce the difficulty of the check by one if they choose to add any effects.

After your character makes a successful Mask spell to create an illusion, you may spend a Story Point to have your character use this talent to make the illusion last until the end of the encounter, without performing concentrate maneuvers, and not need to remain within the spell's range after being cast. You may spend two Story Points to make the illusion last until the end of the session instead.

Rashan (Supreme)

Tier: 4

Activation: Passive

Ranked: no

Your character must have purchased the Rashan (Improved) talent to benefit from this talent. Your character is now fully in control of themselves and their surroundings when they are inside their warren.

If your character has the **Meanas (Improved)** talent, they gain +1 Boost Dice to Mask spells. Enemies who have the **Thyr** talent gain +1 Setback Die to spell checks within medium range of your character.

Ruse (Supreme)

Tier: 4

Activation: Passive

Ranked: no

Your character must have purchased the Ruse (Improved) talent to benefit from this talent.

Your character is now fully in control of themselves and their surroundings when they are inside their warren. When your character casts an augment or barrier spell, they may use this talent to choose to have the targets of the spell to gain underwater breathing and immunity to the immobilised condition for the duration of the spell.

Serc (Supreme)

Tier: 4

Activation: Passive

Ranked: no

Your character must have purchased the Serc (Improved) talent to benefit from this talent.

Your character is now fully in control of themselves and their surroundings when they are inside their warren. When your character casts an augment or barrier spell, they may use this talent to choose to have the targets of the spell to gain the ability to fly using the hovering guidelines and immunity to the disoriented condition for the duration of the spell.

Soletaken (Supreme)

Tier: 4

Activation: passive

Ranked: no

Your character must have purchased the Soletaken (Improved) talent to benefit from this talent. When you purchase this talent, you may select a new Soletaken form for your character. Its form may be a silhouette 2 creature or smaller. Additionally, the soletaken form becomes a lot stronger. Increase the damage of the form's weapons by three, its soak by one, and its wound threshold by six.

Telas (Supreme)

Tier: 4

Activation: Passive

Ranked: no

Your character must have purchased the Serc (Improved) talent to benefit from this talent.

Your character is now fully in control of themselves and their surroundings when they are inside their warren. When your character casts an augment or barrier spell, they

may use this talent to choose to have the targets of the spell to become immune to fire for the duration of the spell.

Tennes (Supreme)

Tier: 4

Activation: Passive

Ranked: no

Your character must have purchased the Tennes (Improved) talent to benefit from this talent. Your character is now fully in control of themselves and their surroundings when they are inside their warren.

Your character can use the Curse spell to control plants and animals. The base difficulty for this check is Easy (1 Difficulty Die) and control lasts for one day. The following modifiers increase the difficulty:

- Additional target (silhouette 1 or 2): [+1 Difficulty Die](#)
- Silhouette 3 or above target: [+1 Difficulty Die](#)
- Control for one week (silhouette 0): [+1 Difficulty Die](#)
- Control for one week (silhouette 1+): [+2 Difficulty Dice](#)
- Control for one month (silhouette 0): [+2 Difficulty Dice](#)
- Swarm control (many silhouette 0 creatures): [+3 Difficulty Dice](#)

Thyr (Supreme)

Tier: 4

Activation: Passive

Ranked: no

Your character must have purchased the Thyr (Improved) talent to benefit from this talent. Your character is now fully in control of themselves and their surroundings when they are inside their warren.

They are immune to fire—including ignoring damage from attacks with the Burn item quality and from other fire-based attacks—except for fire caused by the Telas Warren or other magic.

Furthermore, your character may use the Predict spell with the Scry effect to view remote locations, with the following difficulties:

- Places seen in the last week: Average ([2 Difficulty Dice](#))
- Places within extreme range: Average ([2 Difficulty Dice](#))
- Places visited before on the same continent: Hard ([3 Difficulty Dice](#))
- Places never visited before on the same continent: Daunting ([4 Difficulty Dice](#))
- Places visited before on a different continent: Daunting ([4 Difficulty Dice](#))
- Places never visited before on a different continent: Formidable ([5 Difficulty Dice](#))
- Places in a different warren: Formidable ([5 Difficulty Dice](#))

Tier 5

Chaos Magic (Supreme)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Chaos Magic (Improved) talent to benefit from this talent. When your character casts a spell that requires a check, they may reduce the final difficulty of the check by [2 Difficulty Dice](#), to a minimum of [2 Difficulty Dice](#). If they do so, they must also upgrade [2 Difficulty Dice](#) to a [2 Challenge Dice](#). After this check, your character suffers 6 strain instead of the usual 2.

Furthermore, if they fail the check, they immediately suffer a critical injury that cannot be avoided.

Denul (Supreme)

Tier: 5

Activation: Passive

Ranked: no

Your character must have purchased the Denul (Improved) talent to benefit from this talent. Your character is now fully in control of themselves and their surroundings when they are inside their warren.

Once per session, when someone within medium range of your character makes a critical injury roll, you may reroll the dice and take the preferred result. You may spend a story point to be able to use this ability again during the same session (but you can only reroll once per critical injury). Furthermore, your default soak value is now your character's **Brawn** rating + 2.

D'ivers (Improved)

Tier: 5

Activation: passive

Ranked: no

Your character must have purchased the D'ivers talent to benefit from this talent. When you purchase this talent, you may select new D'ivers shapes for your character. They can transform into silhouette 1 or 0 creatures, but the number of creatures they can become depends on the size of the creatures:

- Creatures the size of insects: thousands (Silhouette 0)
- Creatures the size of rodents: up to one thousand (Silhouette 0)
- Creatures the size of cats: up to 24 (Silhouette 0)
- Creatures the size of wolves: up to 12 (Silhouette 0)
- Silhouette 1 creatures: up to 3

Eleint

Tier: 5

Activation: passive

Ranked: no

Your character must have purchased the Soletaken (Supreme) talent to benefit from this talent. If they have this talent, they may not purchase the D'ivers talent. When you purchase this talent, you may select a new Soletaken form for your character. This form can be any monstrous creature or animal. Its form may be a silhouette 3 creature or smaller.

Meanas (Supreme)

Tier: 5

Activation: Passive

Ranked: no

Your character must have purchased the Meanas (Improved) talent to benefit from this talent. Your character is now fully in control of themselves and their surroundings when they are inside their warren.

When your character casts a spell using the [Warrens](#) skill, they may use this talent to spend 3 Advantage or 1 Triumph to instantly vanish and reappear at any location within long range. Furthermore, when your character casts a Mask spell, the Invisibility effect only adds +2 Difficulty Die to the check instead of three.

Mockra (Supreme)

Tier: 5

Activation: Passive

Ranked: no

Your character must have purchased the Mockra (Improved) talent to benefit from this talent. Your character is now fully in control of themselves and their surroundings when they are inside their warren.

Your character may use a Curse spell to control the actions of a target within short range. The [Difficulty](#) of this check is based on the [Willpower](#) of the target. The target may not be hostile to them when they cast the spell. The target must make a (passive) [Willpower](#) check against a [Difficulty](#) equal to your character's ranks in [Warrens](#) to break free of your control. If they do so, they know your character targeted them. If you choose to end the spell, the target remains unaware of your character's actions, but is aware that something entered their mind.