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There are many ways to categorize the world. Categorically, for the logical. Numerically, for those who prefer numbers over the written letter. Alphabetically, for the ease of all. I prefer a mixture of the three. Call it contextual or logical if you must assign a label. All have a place in the Great Library.

• MERROX, MASTER OF THE HALL OF RECORDS •

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INTRODUCTION

What is truth? You think I deceive you with illusions to confound and aggravate you?

No. I am simply teaching you how to cut to the truth of things. Nothing more, nothing less.

• ALACHRIM, HUMAN ILLUSIONIST •

1

The age of **Earthdawn** is an era of magic that existed thousands of years ago in our world's dim past. Magic touched every aspect of the lives of men and women of the Namegiver races: humans, elves, dwarfs, orks, trolls, windlings, t'skrang, and obsidimen. However, as the levels of magic rose, so did the dangers in the world. The rise of magic brought the Horrors to Earth, creatures from the depths of astral space that devoured all life in their path. For four centuries, the people of Barsaive hid underground as the Horrors devastated their lands during the dark time that came to be called the Scourge.

Now, the people of Barsaive have emerged from their sealed kaers and citadels, ready to fight for life and freedom against the remaining Horrors and the oppressive Theran Empire. From all across Barsaive, bold heroes step forward to champion their land, arming themselves for their daunting task with powerful magical spells and treasures. Through magic, skill, and daring, Barsaive's heroes strive to heal the world of the scars left by the Scourge. By doing so, they become Barsaive's living legends.

The *Player's Companion* expands the rules in the *Player's Guide*, taking player characters from Ninth to Fifteenth Circle in their Disciplines.

HOW TO USE THIS BOOK

The first part of this book offers additional and optional rules for each of the **Disciplines**, including a fast system for creating experienced characters. The individual chapters on each Discipline appear as excerpts from the Great Library of Throal; a collection of essays written or dictated by adepts of each of the fifteen Disciplines most commonly practiced in Barsaive. In each chapter, the author describes how he perceives his Discipline: its meaning, its demands, its symbols and rituals, and so on. Because we recognize that this book offers only one point of view for each Discipline, we encourage players and gamemasters to use these passages and interpret them according to their own visions and insights. Of course, the Master of the Hall of Records and the staff of the Great Library have also added comments where appropriate.

The second part of this book offers new **Talents** and **Spells**, all of them designed for Warden and Master adepts. It also contains a chapter on **Talent Knacks**: specializations that enable adepts to use their talents to create specific effects. By widening the scope of what talents allow characters to do, knacks flesh out the types of actions adepts can perform when using their talents, and create greater opportunity to make each character unique.

In the third part of the book, the **Enchanting** chapter provides background and rules for transforming mundane objects into magical items, from humble cook pots to the most legendary enchanted blades. And last but not least, the **Passions & Questors** chapter details the spiritual beliefs and customs of Barsaive's people. The Passions are living embodiments of the life force of the universe, giving shape and form to the collective emotions and ideals of the Namegivers in Barsaive and across the world, serving as intermediaries between these common folk and the awesome power of the universe. Questors pledge themselves to the Passion and are bestowed with special powers in return for their devotion.

The *Player's Companion* concludes with an **Appendix** and an **Index** for easy reference.



THE ADEPT'S WAY

Not only does a Discipline affect the way you use magic—it also influences everything you do, from the trivialities of daily life to the deepest aspects of your spirit.

• KROLOK, ORK NETHERMANCER •

The account of the magic of the Disciplines and the rules for the individual Disciplines as presented in the *Player's Guide* are not the end of what you can achieve and make use of for your character's Discipline, both in respects to roleplaying as well as character creation and development, in the *Earthdawn* game. The following chapters, each dedicated to one of the fifteen major Disciplines known in Barsaive, contain fictional accounts written from the perspectives of actual followers of those Disciplines, which players can use as inspiration when developing their characters. Each chapter also contains game information for Ninth through Fifteenth Circle of a Discipline, and additional rules and character options for your game of *Earthdawn*. These rules and character options are introduced in this chapter on a general level. Some of them are optional rules; some are guidelines for how to implement the rules in the individual Discipline chapters, and some are additions that are usually only required for play in higher Circles.

PERSONAL VISIONS

Adepts wield power by finding a connection between their own personalities and experiences on one hand, and the great traditions of their Disciplines on the other. No two adepts relate to a Discipline in exactly the same way; a character cannot become an adept simply by following someone else's view of the world. The adept must bring something of himself to a Discipline, and build something new instead of simply copying the patterns of the past.

The firsthand accounts of the various Disciplines presented in the following chapters are, in a sense, elaborate personal visions. The narrators of these passages are biased in favor of their own ways of doing things, and though they often touch on the more common ways of following particular Disciplines, they are not laying down hard and fast rules that player characters of those Disciplines must follow.

When creating a character, you should give some thought to your character's personal vision of his Discipline. You should think about the character's general creed, and perhaps a few examples of actions the character regards as taboo. A personal vision can lend depth and focus to characters, providing a foundation for future roleplaying. This statement of the character's viewpoint may be anything from a few brief sentences to a detailed essay.

Somok Nightsails believes that the way of the Sky Raider is to take without apology and to avoid backing down at all costs. He never shows regret for his actions, and hates to retreat from even the direst peril. He does not plunder by stealth because he considers sneaking to be the coward's way; he believes the brute frontal attack serves as the hallmark of a true Sky Raider.

The gamemaster should work with his players to develop this important aspect of their characters. As long as the personal vision makes some kind of sense, the gamemaster should allow it. A Beastmaster who hates animals or a Swordmaster who hates drawing attention to himself is almost certainly unsuitable, but Barsaive is home to many strange things. Somewhere there may be Warriors without a sense of honor or Nethermancers who are afraid of the dark.

If you don't like one of the visions presented in this book, the essays often provide other examples of suitable paths, and the sample dialogues that appear with the archetype characters found in the *Player's Guide* offer further choices on which to base characters' personal visions. If a gamemaster and players wish to use the optional **Talent Crises** rule, p. 8, each character must have some kind of personal vision for his Discipline.

SPECIAL FEATURES

Some Disciplines offer special features associated with their chosen paths. A special feature can be anything ranging from bonuses under certain circumstances to special tie-ins of other aspects of magic into the Discipline to elaborate extensions of a Discipline's calling expressed as a rule. For example, Swordmasters follow special rules of Bragging Rights after they have won a tournament, their newly acclaimed prestige enabling them to act from a position of authority and confidence in social situations. Weaponsmiths follow their path to perfection by attempting to forge their Heartblades, weapons that are the ultimate expression of their expertise at, and dedication to, the crafting of weaponry.

Not all Disciplines have special feature rules. You can expand Disciplines that do not have special features if this fits your style of play, but these rules are not required. Similarly, players are not required to use the feature rules presented in this book. They are an opportunity, not a restriction.