

Anakhi

Anakhi are the long-lost children of the Neph, the trickster people of Kingdom of Salt. Long ago, Neph was a near-ephemeral race that inhabited the forests, they did not meddle with any mortal races and mortal races left them alone.

After the Great War, when forests were destroyed, they hated the men because of what they have done and kidnapped their children. They twisted and corrupted them, turned them into Changelings, formless, trickster beings that can take the shape of any man.

Some of the kidnapped children escaped this fate before they were turned into these spiteful creatures, and they are known as Anakhi. They are distrusted by everyone. They live longer than men, but they are not immortal like Neph.

Use the Men age chart for the Anakhi. Their common traits are Anakhi, Fey Blood, Healthy. They are capable of using sorcery, but not psionics.

Mules

Mules are a curious race, a mix of dwarves and men, not as bright as any of them, but tough and strong. They were intended as a slave-race to do the biddings of Sorcerer-Kings, and they are still fulfilling this destiny.

Free mules exist, but they are always the target of racism and belittling.

They do not live long, they are not capable of using sorcery nor psionics. They also cannot get lifepaths from Templar or Noble settings.

Starting Age	MM	PP
01-09 years	4	12
10-15 years	5	15
16-23 years	5	17
24-30 years	6	18
27-30 years	6	17
31-36 years	5	16
37-47 years	5	15
48-52 years	4	14
53-59 years	4	13
60-75 years	3	12

Survival

Survival on deserts of Aesth is hard, almost impossible without some knowledge on how to stay alive. Any fatigue test obstacles are modified by how hot the location is (up to +4 Obs). If player that is making this roll has any source of water, it might provide some dice bonuses to this roll. A good rule of thumb is to roll for the fatigue for entire group once per travel. If the destination is too far, applying further obstacles might be a good idea (up to +2 Obs).

New Resources

Gear

Waterskin: 2 rps. Water for a day for one person, to be used in fatigue tests on desert. Grants 1D bonus to whoever drinks it. Three uses.

Water Barrel: 30 rps. Water for a month for one person, to be used in fatigue tests on desert. Hard to carry on person.

Property

Basic Yurt: 3 rps. Domed, semi-portable tents used by nomads. On Athas, they are typically constructed from erdlu bones, leather, and tendons. They are used both for personal shelter and to host guests (thereby showing off the owner's wealth).

Market Stall: 5 rps. A rented stall in the local bazaar, where a poorer peddler or craftsman could do business.

Fine Yurt: 10 rps. Better and bigger version of Yurt.

Argosy: 30 rps. A fortress-wagon, usually pulled by one or more gigantic, bad-tempered reptiles. Argosies are the core of the large merchant caravans that connect cities; travel in them is agonizingly slow, but they are defensible enough to hold off all but the largest bandit groups or desert monsters. Counts as property.

Favor

On Aesth, Gods are long gone. Sorcerer-Kings demand absolute obedience, and to this end, their templars call them gods, and demand worship and sacrifice in their name. Many believe their claims, especially within the walls of the king's own city. But the truth is, however mighty and long-lived they may be, the sorcerer-kings are not gods.

King's Favor

Templars can gain the King's Favor attribute, which functions like Faith (through the Favored trait). They can invoke their king's name, and channel his power against the rebellious.

Favor advances like Faith (i.e. only on successful tests or through practice), if it reaches 10, the templar is considered by his king to have become too powerful. He is stripped of his powers and rank, and quietly slain. King's Favor may never shift to white shade; the sorcerer-kings cannot provide such power.

Starting Favor

King's Favor starts at B1. Favor within the ranks of the templars is bought, plain and simple. For every 15 rps the character spends on reputations, affiliations, or relationships within the templars of his king, add 1 to starting Favor (to a maximum exponent of 4).

King's Favor requires the character to serve his king faithfully. He must have a Belief to this effect, and his powers may be revoked if he fails to perform his duties properly.

The Royal Favorite trait increases starting favor by 1. A character with this trait may, with the GM's approval, spend 5 points of his starting Favor to shift it to the gray shade. Characters without this trait may not begin with gray-shade favor, though they may shade-shift normally in play.

Taking one or more of the following lifepaths increases starting favor by 1: Judge, Municipal Minister, Canon, Bishop.

King's Favor remains limited by the usual starting exponent cap.

Favors

Boon (Ob 2): This favor makes one ability open-ended until a scene is completed.

Blessing (Ob 3): He may bless a person, beast, device or tool and grant +1D to a stat, skill, Health or Steel for the duration of an intent.

Aid (Ob 4): Meeting the obstacle grants +1D to any skill, stat, Steel or Health test. Additional successes add +1D, up to a maximum of +3D. Choose what is aided at the time the favor is spoken.

Hinderance (Ob 5): This favor momentarily immobilizes up to three targets. The effect lasts for actions equal to half the favored's Faith exponent.

Guidance (Ob 6): When the way is lost, the templar may ask to know the right path. This prayer can be used in a more metaphorical sense as well. This will not reveal anything the sorcerer-king wishes kept secret from his templars. On a successful roll, however, the templar knows that the topic under consideration is a state secret.

Minor Miracle (Ob 7): When it is dark, we pray for light; when sorcerers chant, we pray their spells be broken; when the blade is snapped, we pray that it be made whole; when blood ebbs from the wound, we pray that it be closed.

Purification (Ob 8): With the touch of his hand, the templar may drive out rot and lesser evil spirits (Will or Strength of B5 and lower).

Royal Attention (Ob 10): The templar makes direct, personal contact with his sorcerer-king. He may communicate with his liege as if standing before him, and reveal to his liege all that he perceives, regardless of intervening distance or barrier. Note that this prayer gives him no special sway over the sorcerer-king, nor does it allow the king to act except within the usual limits of his or her (admittedly vast) powers. Abuse of this power for trivial matters (or while the king is in the bath) may be grounds for loss of Favor or tormented death.

Psionics

Also called "The Way of the Unseen" by the inhabitants of Aesth, Psionics are another form of supernatural power, which has been around for much longer than Magic. Their effects are generally less grant than those of life-stealing Magic, but the price to pay for it is also less - that is, in the eyes of some. Unlike magic, a Psionicist draws upon his own powers to achieve an effect. To master The Way, one must possess a strong Will.

One who wishes to use psionic power must have Psionics skill, but if the Psionic skill is chosen, player must also choose the subcategory the character is able to use. Only men and dwarves are able to use psionics.

Psionics use the modified Art Magic rules from the Burning Wheel Codex.

Psionic Schools

Each category grants three of the nine effects that Art Magic rules provide, Destroy with Sorcerous Fire is not possible to use with Psionics

Psychonetics—to move things. Evocation, Arcane Action, Sorcerous Weapon are the effects of this school. Psychonetics has all the basic combat-oriented effects a Psionicist needs and generally focused when an order of templars fancy themselves a psionic warrior.

Psychobolics—to change body. Advantage, Trait, Transform effects are learned when one masters this school. Psychobolics users generally learn this power to achieve some kind of connection with their or world's nature.

Metapsionics—to affect mind. Hint, Arcane Knowledge, Illusion effects are all usable with this school. These effects are mostly used by scholars and tricksters to cause some chaos or to gain knowledge on a subject.

Sorcery

The power of sorcery in Aesth is drawn from the energy of life itself. Sorcerers can exhaust themselves by taking as little energy as possible, or they can simply take as much as they want, causing massive destruction in their wake. Only men and anakhi are able to use Sorcery.

Life Pools

Whenever a sorcerer cast a spell, he must tap into the life force around him. Each of these has some Life Pool and this pool shows how powerful the life force is around the area.

Sorcerers can find these pockets of life with a test, using their terrain oriented wise skills like Oasis-wise or Desert-wise, etc. Obstacle is the difference between their current position's Life Pool and the dice pool of sought type of the area. Quarter of a day per obstacle must be spent for searching the life pool that sorcerer wants.

Terrain	Pool
Defiled Ground	B0
Wasteland, Salt Beds	B1
Badlands, Barrens	B2
Cities, Scrublands	B3
Savannas, Small Oasis	B4
Farmlands, Gardens	B5
Forest, Oasis	B6

Sorcerers can also search for linked pockets of life, which he can tap into without moving away from the main pocket of life. Each linked pocket of life increases the obstacle by two, and if sorcerer finds a life pocket this way, linked pockets will have one less life pool than the original, and the original will be located at the middle of linked pockets.

Casting

You have your life pool, you have your spells. Before rolling sorcery, decide on how much of the life pool you want to spend, and add those number of dice from life pool to your Sorcery pool. You can add dice up to number of dice life pool has.

After testing sorcery, grab the remaining life pool and roll it. This test is called resistance roll. If sorcerer wants to preserve the life force, he can add his forte to this pool. If this roll succeeds, nothings happens, life around this area is somehow resisted the spell. If it fails, life pool

exponent decreases by one, life starts to wither around the caster. If the sorcerer used his forte to preserve, instead of decreasing exponent of the life pool, sorcerer takes one point of tax to his forte. Preservers may mark this test for their forte if they get a taxed, once per scene.

Sorcerers cannot try to preserve if the life pool is B1. You cannot cast spells if the life pool is B0.

Broken Land

The currently available Life exponent represents the general fertility of a patch of land; reduced Life may apply a penalty to Farming, Foraging, Hunting, etc. Lands damaged by a sorcerer yield less, and animals quickly find better foraging grounds. Of course, reduced Life also impacts further Tax tests in the same area by providing fewer bonus dice. But as long as Life Pool in the area do not drop to B0, the Life Pool exponent eventually recovers by one per three months up to half of its original pool.

If sorcerers wish to help the land recover and lower the time required by half, tests with appropriate skills can be made. This requires them to remain on the damaged land for the entire period of recovery. As you may have notice, land that has been entirely defiled (reduced to B0 dice) cannot recover.

Darkest Power

Very few sorcerers have the ability to draw sufficient life energy from animals to harm with the very act of spellcasting. If such a being chooses, it may draw power from animal life as well as plants. All beings close to the Sorcerer are required to make Health tests against the spell obstacle.

Failure means they have to add helping dice to the Sorcery test based on their Forte (they have no choice in the matter). They then take a Black-shade wound equal to the margin of failure of the Health test.

Darkest Power trait grants this. Also, some traits could protect against this effect (such as Eldritch Sink), as could a major miracle. Sorcery and lesser miracles are not effective. Protected beings provide no helping dice and take no wound.