

The Kiln

A hero class for Draw Steel

By Look Out Behind You Studios

[ART GOES HERE (square)]cover art by Artist Name Here

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**POWERED BY
DRAW STEEL**

“Again.”

Solon relaxed arms and tried to stall with a question. “Ma’am, why did you take the belt?” Maybe she would elaborate long enough for him to catch his breath.

“My mother was a kiln. AGAIN.”

Solon straightened his arms back out. He looked inward, deep, and found his spark. He brought it forward, through his heart. He breathed in... and then out and he pushed the spark to his fingertips and into the wooden talisman inscribed *fehu*. It burned green. The pitchfork wielded by the scarecrow five strides away ignited and the tone of a distant, unseen bell rang out. “So you were like me, then?”

Threya knew what Solon meant. Carrying on his family’s tradition, generations long. The weight of expectations.

The fire spread from the pitchfork to the scarecrow itself and began to singe the straw. Threya snapped, extinguishing it. The smoke rose from her fingers. “Not quite. My mother was the first in our family. She met her instructor completely by coincidence, not introduced like you and I. And she always told me that I could be anything I wanted...” Threya looked out at a ship in the distance sailing over the clouds. It ducked behind a rocky island.

“Anything except a kiln. Again.”

This caught the apprentice’s attention. “Why not? I mean, uh... did she disapprove?”

“She never found out. She died before I made the decision.” Threya wasn’t going to connect the dots for Solon. A kiln is supposed to solve problems, answer questions on their own, and Threya didn’t want to dig up old memories anyway. Didn’t matter anymore. But she could tell Solon’s focus needed a new target if they were going to stay on track today.

“My turn to ask questions, postulant.” Having been formally addressed, Solon stood a little taller. “What are the four duties of a kiln?”

Solon cringed, but tried to keep his composure. He could only remember the first two, he always got the others mixed up somehow. He figured he’d just start confidently and maybe muscle memory would kick in. Or something. “The first duty of a kiln is to protect the Undermind from those who would interrupt it. The second d-”

“Interrupt it from doing what?”

Solon looked at his instructor and blinked.

“Lost your train of thought did you?” Threya was making a point she hoped Solon would understand later, if not now. “The Undermind sifts through the souls that sink down to its roots, piecing together their memories to devise an answer to the ultimate question. And there are many who would do anything to get a glimpse at its progress. What’s the third duty?”

Solon’s eyes casted out the window to nothing in particular. “The... third... du-ty...”

Threya’s belt hummed and smoked and her reaction was immediate. Practiced to perfection. She pulled out a *dagaz* talisman and incinerated it. Gold flame spouted from her eyes and she saw them: two four-armed, man-shaped creatures were walking up the steps to the gymnasium. Crystal visors were set into their faces where their eyes would be, but Threya could tell they were looking directly at her student, through the wall somehow, and they didn’t seem to be here for a chat.

“Solon, burn *othalan* on me. Right now.”

Solon hadn’t heard Threya take that tone with him since he blew a hole in the roof the day his parents arrived home early from their trip to Dardani. The consequences were dire.

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He fumbled a shaky hand into his belt and the doors to the room burst open. The afternoon sun cloaked two creatures in the doorway in shadow. Monsters, by Solon's measure. Solon breathed in... and his hand stopped shaking. He suddenly felt calmer, more focused. Warm. In fact, he could remember.

"The third duty is to solve the problems tasked to us by the Undermind."

Solon burned *othalan*. Threya burned *laguz*. The monsters drew steel.

"The fourth duty is to never waver in the heat of battle."

The soot of Solon's talisman swirled into a thread that reignited white hot and shot out to Threya, mixing with blue flames that already spiraled like a torrent around her. Theya's hands turned to smoke and two daggers shot out into the chestplates of the creatures. One exploded into a pyre. The other dropped to one knee, but the kiln was already behind it. She took the knife from its chest and re-positioned it through its throat. The blood evaporated to steam before it could dirty the floor.

This time, Solon burned *dagaz*. There were six, no, seven more of the creatures creeping up the steps. His instructor gave him a look and spoke again, her tone now just as calm as he felt.

"Good. Invaders are a problem with a simple solution."

Solon grabbed the pitchfork.

Kiln

Kilns are magical warriors and guardians of the Undermind. The omnipresent roots of the Undermind course with magical ether that you capture in your wooden talismans. Different woods burn with different powers, and you wield them all to turn your foes to ash.

Chaos is your home on the battlefield. Wherever the spark of opportunity presents itself, you arrive to stoke the flame. You can empower your allies to devastate your enemies. Should the need arise, however, you're well-equipped to put those who stand against you to the pyre yourself.

Basics

Starting Characteristics: You start with an Agility of 2 and a Reason of 2, and can choose one of the following arrays for your other characteristics scores:

- 2, -1, -1
- 1, 1, -1
- 1, 0, 0

Potency Characteristic: Reason
Starting Stamina at 1st Level: 21
Stamina Gained at 2nd and Higher Levels: 9
Recoveries: 8
Skills: Magic & Carpentry, plus choose any two skills from the crafting or lore skill groups. (<i>Quick Build:</i> Magic, Carpentry, Nature, Timescape)

Kiln Advancement

Level	Features	Abilities	Cadre Abilities
1st	Cadre, Spark, Kit, Cadre Feature, Stoke the Flame, Inner Flame, Tinderbox, Kiln Abilities	3, 5	—
2nd	Inner Flame Cadre Benefit, Cadre Feature, Perk, Cadre Ability	3, 5	5
3rd	Controlled Burn, Tendrils of the Undermind, 7-Spark Ability	3, 5, 7	5
4th	Characteristic Increase, Flying Sparks, Perk, Skill Increase, The Trick is Not Minding That It Hurts	3, 5, 7	5
5th	Cadre Feature, 9-Spark Ability	3, 5, 7, 9	5
6th	Effigy, Perk, Cadre Ability	3, 5, 7, 9	5, 9
7th	Ashbound Totem, Characteristic Increase, Igniting Sparks, Skill Increase	3, 5, 7, 9	5, 9
8th	Perk, Cadre Feature, 11-Spark Ability	3, 5, 7, 9, 11	5, 9
9th	Wicker Man, Cadre Ability	3, 5, 7, 9, 11	5, 9, 11
10th	Characteristic Increase, Cataclysm, Consuming Sparks, Infernal Totem, Perk, Skill Increase	3, 5, 7, 9, 11	5, 9, 11

1st-Level Features

As a kiln, you gain the following features.

Cadre

Guardians of the Undermind organize themselves into different cadres. When you flare a talisman, how much of the ether turns to heat? How much turns to smoke? What color is your flame? Choose from the following:

Flameweaver: You weave through the battlefield from skirmish to skirmish like a thread in the wind.

Your power guides you to where you are needed most.

- You gain the Navigate skill

Hexblaze: You are an eruption, and the battlefield will burn to ash. The explosive force of your power shatters any hope of victory for your enemies.

- You gain the Endurance skill

Smokewight: You are at once everywhere and nowhere. You slip through the grasp of your foes and you cannot be pinned down.

- You gain the Escape Artist skill
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Spark

The heat of battle burns the Undermind's ether trapped in your talismans, granting you a Heroic Resource called spark.

Spark In Combat

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain spark equal to your Victories. At the start of each of your turns during combat, you gain 1d3 spark.

You gain 1 spark when you use the Stoke the Flame ability targeting an ally.

Additionally, you can gain more spark by kindling your own soul, offering it to the Undermind. Just the act can grant you a hotter flame and immense power, but beware: the Undermind may very well accept your offer. Whenever you roll to gain spark at the start of your turn, you can kindle (no action required). If you do, your roll gains the following additional effects:

- If the roll is a 1, the Undermind accepts your offering. You take psychic damage equal to 1d6 + your level, which can't be reduced in any way, and you are enkindled.
- If the roll is a 2, you are enkindled.
- If the roll is a 3, you are enkindled and you gain 1 extra spark.

While you are enkindled, your abilities granted by your Talisman Kit are empowered. You lose any remaining spark at the end of the encounter.

Spark Outside of Combat

Though you can't gain spark outside of combat, you can use your heroic abilities and effects that cost spark without spending it. Whenever you use an ability or effect that costs spark outside of combat, you can't use that same ability or effect again outside of combat again until you gain at least 1 Victory or finish a Respite.

If you use an ability that lets you spend unlimited spark on its effect, such as Speed of Sound, out of combat, you can use it as if you had spent an amount of spark on it equal to your Victories.

Kit

You can use and gain the benefits of a kit. See the [Kits](#) chapter of the Core Rules for more information.

1st-Level Cadre Feature

Your cadre grants you a feature, as shown on the 1st-Level Cadre Features table.

2nd-Level Cadre Features

Cadre	Feature
Flameweaver	Wildfire
Hexblaze	Fan the Flame
Smokewight	Backdraft

Wildfire

While you are enkindled, you can shift into difficult terrain, and if the difficult terrain is caused by an object, you can deal fire damage to the object equal to your Agility score.

Fan the Flame

While you are enkindled, when you take the Catch Breath maneuver, you can spend as many Recoveries as you like instead of just one, and you gain two surges per Recovery you spend.

Backdraft

While you are enkindled, when you pull a creature, you ignore their stability, and when you force move a creature, the distance of the move is increased by your Agility score.

Triggered Action: Stoke the Flame

As a kiln, you gain the following triggered action.

Stoke the Flame	
As an ally attacks, you harness a bit of arcane energy to grant them a decisive advantage.	
Magic, Ranged	Triggered
► Ranged 5	◎ 1 ally
Trigger: The target makes an ability roll for a damage-dealing ability.	
Effect: Apply one Stoke the Flame effect from your talisman kit granted by the Tinderbox feature.	

Inner Flame

Once per round, you can spend 1 spark to use Stoke the Flame targeting yourself instead of an ally as a free triggered action. You can use Stoke the Flame this way even if you are dazed.

Tinderbox

You collect and carve wood that courses with magical ether into talismans to use in battle. Whenever you select or change your kit, you additionally select a talisman kit (See [Talisman Kits](#)). Your talisman kit grants you a signature action, a maneuver, and your Stoke the Flame effects.

Kiln Abilities

You use your talismans to bolster your allies or yourself depending on the ever-changing situation. But you're not only a mage; you're also well practiced at dealing in steel. You wield a range of abilities that combine your talents to eviscerate enemies.

Talisman Signature Ability

Your talisman kit from your Tinderbox feature grants you a signature ability. Signature abilities can be used at will.

Heroic Abilities

Your heroic abilities cover a variety of combat tactics that turn up the heat of battle and are all fueled by your spark.

3-Spark Abilities

Choose one heroic ability from the following options, each of which costs 3 spark to use.

<i>Dance Like Embers (3 Spark)</i>	
<i>You dart from skirmish to skirmish leaving an ephemeral doppelganger of fire in your wake.</i>	
Magic	Maneuver
▴ Self	⊙ Self
Effect: You can teleport twice, each time up to 2 squares. If you are adjacent an enemy, no matter the enemy's size, you can teleport to a space on the opposite side of the enemy as one of the teleports. All 3 squares before and after your teleports count as allies for flanking enemies until the end of your turn.	

<i>Heat Wave (3 Spark)</i>	
<i>Toasty.</i>	
Area, Magic	Main action
▴ 2 burst	⊙ All enemies
Power Roll + Reason: <ul style="list-style-type: none">• 11-: 3 fire damage• 12-16: 4 fire damage; push 1• 17+: 6 fire damage; push 2	

<i>Smoke on the Wind (3 Spark)</i>	
<i>Your body grows hazy and you briefly fade to an incorporeal state.</i>	
Magic	Maneuver
▴ Self	⊙ Self
Effect: You can shift up to your speed. You can pass through 1 square of solid matter as part of this movement, but you cannot end this movement inside solid matter. Allies occupying squares that you move through during this shift each gain a surge. Squares occupied by enemies do not count as difficult terrain during this movement.	

<i>Wavering Flame (3 Spark)</i>	
<i>The heat of your movement plays tricks on your foes' eyes.</i>	
Melee, Strike, Ranged, Weapon	Main action
▴ Melee 1 or Ranged 5	⊙ 2 creatures or objects
Power Roll + Agility: <ul style="list-style-type: none">• 11-: 2 damage; R < weak, dazed (EoT)• 12-16: 4 damage; R < average, dazed (EoT)• 17+: 6 damage; R < strong, dazed (EoT)	

5-Spark Abilities

Choose one heroic ability from the following options, each of which costs 5 spark to use.

Grasp and Immolate (5 Spark)	
<i>There may be such thing as too warm of an embrace.</i>	
Magic, Melee, Strike, Weapon	Main action
▴ Melee 1	◎ 1 creature or object
Power Roll + Agility: <ul style="list-style-type: none"> • 11-: 4 + A fire damage; burning (EoT) and grabbed • 12-16: 5 + A fire damage; burning (EoT) and grabbed • 17+: 7 + A fire damage; burning (EoT) and grabbed 	
Effect: A burning target takes 1d6 fire damage at the start of each of their turns until the condition ends.	

Rake Over the Coals (5 Spark)	
<i>They drag their feet, but they only kick up more fire.</i>	
Melee, Strike, Weapon	Maneuver
▴ Melee 1	◎ 1 creature or object
Power Roll + Agility: <ul style="list-style-type: none"> • 11-: Push 3 • 12-16: Push 4 • 17+: Push 5 	
Effect: An object you target must be your size or smaller. For each square you push the target, they take 1 fire damage. Squares the target is forced from as part of this ability become difficult terrain for enemies.	

Searing Strike (5 Spark)	
<i>Memory of your steel radiates oppressive heat.</i>	
Melee, Strike, Weapon	Main action
▴ Melee 1	◎ 1 creature or object
Power Roll + Agility: <ul style="list-style-type: none"> • 11-: 4 + A damage; M < weak, the target has fire weakness 5 (save ends) • 12-16: 6 + A damage; M < average, the target has fire weakness 5 (save ends) • 17+: 10 + A damage; M < strong, the target has fire weakness 5 (save ends) 	
Effect: Until the end of the encounter, whenever the target takes damage, all adjacent enemies take 2 fire damage.	

Smoldering Sword (5 Spark)	
<i>Embers and ash rise and coalesce into a solid mass, honed to an edge and ready to command.</i>	
Magic, Ranged	Maneuver
▴ Ranged 5	◎ Special
Effect: You summon in an unoccupied space within distance an ethereal flaming sword of size 1S that can't be harmed. The sword lasts until the end of the encounter. Summoning a new smoldering sword dismisses the previous one. All creatures can move through the sword's space. When an enemy adjacent to the sword willingly moves to a space not adjacent to the sword without shifting, the enemy provokes an Opportunity Attack from you. When you or an ally uses a Melee Weapon ability, they can choose to use it from the sword's position. An ability performed in this way temporarily gains the Magic keyword and deals additional fire damage equal to your Reason score. At the start of your turn while the sword is summoned, as a free maneuver, you can move the sword up to your speed.	

2nd-Level Features

As a 2nd-level kiln, you gain the following features.

Inner Flame Cadre Benefit

When you use your Stoke the Flame ability targeting yourself, you gain the following benefit based on your cadre:

- **Flameweaver:** Before or after the triggering ability, you can shift a number of squares equal to your Agility score. This movement ends the grabbed and restrained conditions.
- **Hexblaze:** You gain one surge that must be used with the triggering ability. Regain Stamina equal to the number of non-minion creatures the triggering ability kills times twice the number of surges you used with the ability.
- **Smokewight:** You can either gain temporary Stamina equal to twice your Reason score or you can end one effect on you that is ended by a saving throw or that ends at the end of your turn.

2nd-Level Cadre Feature

Your cadre grants you a feature, as shown on the 2nd-Level Cadre Features table.

2nd-Level Cadre Features

Cadre	Feature
Flameweaver	Reflections of Ember
Hexblaze	St. Elmo's Fire
Smokewight	The Soul is in the Breath

Reflections of Ember

You can swim, climb, or otherwise move along reflective surfaces, such as the surface of a river or up a wall of metal, at full speed.

St. Elmo's Fire

You have lightning immunity 5. Additionally, during and shortly after a thunderstorm, you glow with a faint blue flame and you have an edge on tests that use the Navigate skill.

The Soul is in the Breath

In combat, you can hold your breath for a number of rounds equal to twice your Reason score. Out of combat, you can hold your breath for a number of minutes equal to twice your Reason score, and while you hold your breath, you can turn your body to smoke. While in this form, you move through gaps as if you were size 1T.

Perk

You gain a crafting, lore, or supernatural perk of your choice. See [Perks](#) in the Core Rules for more information.

2nd-Level Cadre Ability

Your kiln cadre grants your choice of one of two abilities.

2nd-Level Flameweaver Ability

Choose one of the following abilities.

See the Tapestry of Battle (5 Spark)	
<i>This section over here could use a patch.</i>	
Magic	Main action
▴ Ranged 5	◎ 1 ally
Effect: Teleport to an unoccupied square adjacent the target. You can use a signature ability, and the target can spend a Recovery.	

Thread the Needle (5 Spark)	
<i>Connect the movements, just as you were trained.</i>	
Magic	Main action
▴ Self	◎ Self
Effect: Use a signature ability. After you use the ability, you can shift up to your speed and make a melee free strike.	

2nd-Level Hexblaze Ability

Choose one of the following abilities.

Color out of Flame (5 Spark)	
<i>The hue of your fire entrances you, to the mortal detriment of the Undermind's enemies.</i>	
Magic	Maneuver
▴ Self	◎ Self
Effect: Until the end of the encounter, your flames take on a color of your choosing: <ul style="list-style-type: none">• Red: Once per round, when you use a fire damage-dealing ability, you can make a melee free strike against one of the targets of the ability. For each creature that is killed by the ability and the free strike, you regain Stamina equal to your Agility score.• Blue: Once per round, when you use a fire damage-dealing ability, all targets of the ability are burning (EoT). For each target that was already burning, your speed increases by 1 until the end of the round. A burning creature takes 1d6 fire damage at the start of each of their turns until the condition ends.• White: Once per round, when you use a fire damage-dealing ability, you can end one effect that is ended by a saving throw or that ends at the end of your turn. Additionally, for each target of the ability, your stability increases by 1 until the end of the round. Changing the color of your flames requires the use of this ability again.	

<i>Fuel the Engine (5 Spark)</i>	
<i>Your heart burns hotter with each strike.</i>	
Area, Magic	Main action
♣ 1 burst	⊙ Each enemy in the area
Power Roll + Reason: <ul style="list-style-type: none"> • 11-: 2 fire damage; A < weak, slowed (save ends) • 12-16: 3 fire damage; A < average, slowed (save ends) • 17+: 5 fire damage; A < strong, slowed (save ends) 	
Effect: For every 2 enemies this ability targets, you gain 1 surge that you can use immediately. Regain Stamina equal to the number of targets killed by this ability times your Reason score.	
Spend 2+ Spark: The size of the burst is increased by 1 for every additional 2 spark you spend.	

2nd-Level Smokewight Ability

Choose one of the following abilities.

<i>Choking Soot (5 Spark)</i>	
<i>The blackened sky grants you a vision: your foes reduced to ash.</i>	
Magic	Main action
♣ Self	⊙ Self
Effect: Until the end of the encounter, soot falls from the sky. You and each ally gain an edge on tests that use the Hide skill. Enemies have fire weakness 3. If an enemy is grabbed, they have fire weakness 6.	

<i>Vortex in the Smog (5 Spark)</i>	
<i>Draw them in, then slip out.</i>	
Area, Magic	Main action
♣ 1 burst	⊙ Each enemy in the area
Power Roll + Agility: <ul style="list-style-type: none"> • 11-: Pull 3; M < weak, restrained (EoT) • 12-16: Pull 5; M < average, restrained (EoT) • 17+: Pull 7; M < strong, restrained (EoT) 	
Effect: You can shift up to your speed. If you end the movement with cover or concealment, you are hidden.	
Spend 2+ Spark: The size of the burst is increased by 1 for every additional 2 spark you spend.	

3rd-Level Features

As a 3rd-level kiln, you gain the following features.

Controlled Burn

You gain an edge on Presence tests made to interact with other creatures when you are near a visible flame that is larger than 1 square. Given 1 uninterrupted minute, you can reach out with magic to light any at-most size 1 pile of dry, flammable wood or torch that you can see and recognize, no matter the distance.

Additionally, you have fire immunity equal to 5 plus your level in this class.

Tendrils of the Undermind

Your connection with the Undermind lets you share senses with it. You can search for hidden creatures as a free maneuver once on each of your turns. Creatures within distance of your Stoke the Flame ability are automatically found when you search. Additionally, you gain the following ability.

Tendrils of the Undermind	
You see as the Undermind sees, reaching out through the veil of reality.	
Magic	Main action
► Self	◎ Self
Effect: Until the end of the round, your Stoke the Flame ability gains a distance bonus of +5 and you don't need line of effect to target allies with your Stoke the Flame ability.	

7-Spark Abilities

Choose one heroic ability from the following options, each of which costs 7 spark to use.

Invigorating Incense (7 Spark)	
Your talismans burn with a sweet smell that affirms and empowers.	
Magic	Maneuver
► Self	◎ Self and all allies
Effect: Until the end of the encounter, targets of your Stoke the Flame ability gain a 1 aura until the end of the round. Targets of this ability who end their turn within the aura gain one surge and can make a melee free strike as a free triggered action.	

Demoralizing Incense (7 Spark)	
Your talismans burn with an acrid smell that distracts and sows doubt.	
Magic	Maneuver
► Self	◎ All enemies
Effect: Until the end of the encounter, targets of your Stoke the Flame ability gain a 1 aura until the end of the round. Enemies within the aura take a bane on power rolls.	

Focusing Incense (7 Spark)	
Your talismans burn with an earthy smell that sharpens your focus.	
Magic	Maneuver
► Self	◎ Self and all allies
Effect: Until the end of the encounter, targets of your Stoke the Flame ability gain a 1 aura until the end of the round. When targets of this ability within the aura make a power roll (including on the ability that triggered Stoke the Flame) and at least one of the d10s rolled is a 1, they can reroll one d10. Additionally, targets of this ability in the aura cannot be dazed.	

Revitalizing Incense (7 Spark)

Your talismans burn with a floral smell that heals and reinvigorates.

Magic

▴ Self

Maneuver

© Self and all allies

Effect: Until the end of the encounter, targets of your Stoke the Flame ability gain a 1 aura until the end of the round. Targets of this ability who end their turn within the aura can use a free triggered action to do one of the following:

- Spend a Recovery.
- End one effect that is ended by a saving throw or that ends at the end of the target's turn.

4th-Level Features

As a 4th-level kiln, you gain the following features.

Characteristic Increase

Your Agility and Reason scores increase to 3.

Flying Sparks

You now gain 2 sparks instead of 1 when you use the Stoke the Flame ability targeting an ally.

The Trick is Not Minding That It Hurts

When you or an ally you could target with your Stoke the Flame ability would deal fire damage with an ability, you can roll a d6. You lose Stamina equal to the roll, the ability deals extra rolled damage equal to twice your Reason score, and the ability ignores fire immunity of targets.

Skill Increase

You gain one skill of your choice.

Perk

You gain a crafting, lore, or supernatural perk of your choice. See [Perks](#) in the Core Rules for more information.

5th-Level Features

As a 5th-level kiln, you gain the following features.

5th-Level Cadre Feature

Your specialization grants you features as shown on the 5th-Level Cadre Features table.

5th-Level Cadre Features

Cadre	Feature
Flameweaver	Blur of Heat
Hexblaze	Eruption
Smokewight	Sink in Ash

Blur of Heat

If the target of your Stoke the Flame ability reduces a non-minion creature to 0 Stamina with the triggering ability, you can shift up to your speed. Each enemy that becomes adjacent to you during the movement takes 2 fire damage. You can use The Trick is Not Minding That Is Hurts on any of the fire damage dealt separately.

Eruption

If the target of your Stoke the Flame ability reduces a non-minion creature to 0 Stamina with the triggering ability, you can move a number of squares equal to your Agility score. At the end of the movement, you can make a single melee free strike that targets all enemies within distance of your melee free strike.

Sink in Ash

If the target of your Stoke the Flame ability reduces a non-minion creature to 0 Stamina with the triggering ability, you can move up to your speed. At the end of the movement, each enemy that became adjacent to you during the move is restrained (EoT).

9-Spark Abilities

Choose one heroic ability from the following options, each of which costs 9 spark to use.

Courage in the Line of Fire (9 Spark)

The blackened sky grants you a vision: your foes reduced to ash.

Area, Magic	Main action
▴ 5 x 2 line within 1	⊙ Self and each ally in the area

Effect: Each target can end one effect on them that is ended by a saving throw or that ends at the end of their turn, or a prone target can stand up.

Power Roll + Reason:

- 11-: **Each target can make a free strike.**
- 12-16: **Each target gains 1 surge and can make a free strike.**
- 17+: **Each target gains 1 surge and can use a strike signature ability.**

Ring of Fire (9 Spark)

The blackened sky grants you a vision: your foes reduced to ash.

Area, Magic	Main action
▴ 3 burst	⊙ Each enemy in the area

Power Roll + Agility:

- 11-: **3 fire damage**
- 12-16: **5 fire damage**
- 17+: **9 fire damage**

Effect: Deal additional rolled fire damage equal to twice the distance between you and the target.

Signal Flare (9 Spark)

Now, all of Orden knows you're here!

Magic	Main action
▴ Self	⊙ Self
Effect: U	

The Beacons Are Lit! (9 Spark)

Your allies call for aid, and you shall answer.

Magic, Ranged	Maneuver
▴ Ranged 10	⊙ Special

Power Roll + Reason:

- 11-: **One ally within distance is a beacon until the end of your next turn.**
- 12-16: **Two allies within distance are beacons until the end of your next turn.**
- 17+: **Three allies within distance are beacons until the end of your next turn.**

Effect: Whenever a creature that is a beacon takes damage, you or an ally within 10 of the beacon can shift up to their speed in a straight line toward the beacon and make a melee free strike.

9th-Level Smokewight Ability

Choose one of the following abilities.

Choking Soot (11 Spark)	
The blackened sky grants you a vision: your foes reduced to ash.	
Magic	Main action
▴ Self	⊙ Self
Effect: Until the end of the encounter, soot falls from the sky. You and each ally gain an edge on tests that use the Hide skill. Enemies have fire weakness 3. If an enemy is grabbed, they have fire weakness 7.	

Choking Soot (11 Spark)	
The blackened sky grants you a vision: your foes reduced to ash.	
Magic	Main action
▴ Self	⊙ Self
Effect: Until the end of the encounter, soot falls from the sky. You and each ally gain an edge on tests that use the Hide skill. Enemies have fire weakness 3. If an enemy is grabbed, they have fire weakness 7.	

Talisman Kits

Your unique training granted you familiarity with tools many find unnatural: talismans, a variety of which can each be prepared with a respective kit. You can swap your talisman kit out for another talisman kit during a Respite.

Hawthorn

Hawthorn wreaths the entrance to Arcadia with red berries and sharp thorns. Your talismans grant you the ability to ensnare, burden, and wrest vitality out of your victims.

Hawthorn Maneuver

<i>Put Down Roots</i>	
<i>Unwavering in the storm.</i>	
Area, Magic	Maneuver
▴ 1 burst	◎ Self
Effect: Until the start of your next turn, your stability is increased by your Reason score. Allies in the area gain temporary Stamina equal to twice your stability.	
Enkindled: You and allies in the area can spend a Recovery.	
Spend 1+ Spark: For each spark you spend, the burst's size is increased by 1 and your stability is further increased by 1 until the start of your next turn, and affected allies gain an additional 2 temporary Stamina.	

Hawthorn Signature Action

<i>Untame the Land</i>	
<i>Your talismans imbue you with a vivid memory of the wode before war or time.</i>	
Area, Magic	Main action
▴ 2 burst	◎ All enemies
Power Roll + Reason: <ul style="list-style-type: none">• 11-: 2 poison damage• 12-16: 3 poison damage; pull 1• 17+: 4 poison damage; pull 1; restrained (EoT)	
Enkindled: The pull effect on tier 2 and tier 3 outcomes changes to vertical pull and the distance of the pull is increased by your Reason.	

Hawthorn Stoke the Flame Effects

Talisman	Stoke the Flame Effect
Berkanan	An enemy within 2 squares of one of the targets of the ability is grabbed by a target of the ability. The grab cannot be ended by the grabber.
Eihwaz	The target gains a surge. If the target uses 3 or more surges to increase the damage of the ability, the target of the ability is bleeding or slowed (save ends).
Thurisaz	After using the ability, the target can end one condition or effect on them that is ended by a saving throw or that ends at the end of their turn.

Rosewood

Rosewood is a favorite of troubadours in the construction of their most powerful instruments. Your talismans grant you the ability to amplify and echo your allies, and terrify your enemies.

Rosewood Maneuver

Speed of Sound	
In a clap of thunder, you flash across the battlefield, your poised form burned into the eyes of your foes.	
Area, Magic	Maneuver
▴ 1 burst	⊙ All enemies
Effect: You teleport up to 3 squares. In the square you teleport from, you leave an afterimage that lasts until the end of the round. All targets are taunted by the afterimage.	
Enkindled: Until the end of the round, as a free triggered action, after you use an ability, you can swap places with your afterimage.	
Spend 1+ Spark: You teleport 1 additional square for each spark you spend.	

Rosewood Signature Action

Resonate	
Your talismans imbue you with the resonance of a hollow trunk reaching up from the Undermind.	
Area, Magic	Main action
▴ 2 burst	⊙ All enemies
Power Roll + Reason: <ul style="list-style-type: none">• 11-: 2 sonic damage; R < weak, slowed (save ends)• 12-16: 3 sonic damage; R < average, slowed (save ends)• 17+: 4 sonic damage; R < strong, slowed (save ends)	
Enkindled: For each target, you can choose to replace the slowed effect with dazed (EoT).	

Rosewood Stoke the Flame Effects

Talisman	Stoke the Flame Effect
Fehu	After the target uses the ability, sound damage equal to your Reason score is dealt to all targets of the ability and all enemies within 1 square of enemies who take damage from this effect.
Othalan	The target gains a surge. If the target uses 3 or more surges to increase the damage of the ability, they can additionally make a free strike after the ability.
Uruz	If a target of the ability is already dazed or slowed, the ability has an edge on its power roll. All enemies adjacent to the target are P < average weakened (EoT).

Hazel

Hazel is a favorite of elementalists and wizards in the construction of their most potent implements. Your talismans grant you the ability to anticipate the future and discern illusion from reality.

Hazel Maneuver

Shiver with Anticipation	
Remove the cause, but not the symptom.	
Area, Magic	Maneuver
▴ 1 burst	⊙ All enemies
Effect: Each target is I < average weakened. Once before the start of your next turn, whenever any target takes a triggered action or a free triggered action, you can make a free strike against the target first. The free strike deals extra psychic damage equal to the number of targets.	
Enkindled: Ability rolls made against each ally in the area have a bane until the start of the ally's turn.	
Spend 1+ Spark: For each spark you spend, the burst's size is increased by 1 and the potency is increased by 1.	

Hazel Signature Action

Peer Beyond the Veil	
The line between what is and what will be has never been clearer.	
Area, Magic	Main action
▴ 2 burst	⊙ All enemies
Effect: Targets of this ability do not need to be within line of effect. Hidden enemies in the area are automatically revealed.	
Power Roll + Reason: <ul style="list-style-type: none">• 11-: 2 psychic damage• 12-16: 3 psychic damage• 17+: 4 psychic damage	
Enkindled: After using the ability, you can teleport to an unoccupied space adjacent to a target and that target is dazed (EoT).	

Hazel Stoke the Flame Effects

Talisman	Stoke the Flame Effect
Dagaz	All targets of the ability are R < average frightened of the target (EoT). If the target is concealed, the ability deals extra psychic damage equal to your Reason score.
Laguz	The target gains a surge. If the target uses 3 or more surges to increase the damage of the ability, they can teleport a number of squares equal to your Reason score.
Kaunan	If the ability is made with an edge or double edge against a creature that is frightened or weakened, then the target gains 1 Heroic Resource.