Thread Items

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In Earthdawn, a character cannot just pick up a major magic item (known as Thread Items) and use it with its 'bonuses' right away. To do so, the character must weave threads to the item. Note that the item can still be used 'normally' without threads; for example, a Magical Sword can still be used to fight without having threads woven into it (the sword still can cut), but the character won't be gaining access to the sword magical bonuses until threads are woven into it.

REQUIREMENTS:
To be able to weave a thread to a Thread Item, the characters must:

1- Have enough Legend Point to do so, the Legend Points requirements varies depending of Tier of the item and the Rank of the thread in question (see the 'Tier' section further below).

AND

2- Know some specific details concerning this item, those details are known as Key Knowledge (see the 'Key Knowledge section directly below).

KEY KNOWLEDGES
Key Knowledge consist of two distinct parts:

- 1- The 'question' (known as the **Test** Knowledge)
- 2- The 'answer' (known as the **Research** Knowledge).

- TEST Knowledges can **only** be found using the Item History talent.
- Test Knowledge cannot be 'guessed'. For example, even though the First Test Knowledge of any Thread Item is always to know its name, an Item History test must still be done to 'confirm' this.
- The Item History test must be done against the Mystic Defense of the item.
- The Item History test does NOT need to be done by the owner of the Thread item; the test can be done by anyone who has the talent; Weaponsmith and Troubadours often sell their services to find Test Knowledges.
- Every success on the Item History talent reveals **A** Test Knowledge (i.e. a question) BUT:
  - The maximum Test Knowledge the character can learn for a single item is his own Rank in Item History. In other words, a character

with only Rank 2 in Item History could only learn the first two Test Knowledge of an Item, no matter how many successes or attempts he made.

- **It is to be noted that the talent Item History must be use for ALL ranks of a Thread Item, even those ranks that do not have a 'question' (Key Knowledge) and/or deed** (*player's handbook: page: 155)*

Upon discovering the first Test Knowledge, the character learns the following:

- The first Test Knowledge (the first 'question'), which is ALWAYS to find out the name of the item.
    - It is important to note that in the case of most non-unique thread items, (that is items referred to in plural form in their description, like the Lightning-Bolt earrings found in the Gamemaster Guide at page 217), the 'name' shown in the description is the generic term used for those items in general; they are NOT their actual Name. So, each individual earing would have its own True Name. Thus, you could have a Thread item that is a 'Lightning Bolt Earring' which NAME is 'The Earring of Bob the fancy'.
- The number of Thread Ranks the item has (and therefore its tier)
- The number of Threads that can be woven into it (i.e. how many different people can weave Threads into it)
- Whether the item will require a Deed or not.
    - Deeds are specific actions that need to be done to 'unlock' a Thread Rank instead of finding an answer to a question.

2-RESEARCH KNOWLEDGES ('the answers'):
- Once the 'question' is known, a character must then find the 'answer', that is the Research Knowledge.
- Research Knowledges **CANNOT** be found by using the Item History talent.
- Research Knowledges can only be found using 'mundane' techniques. Some of them can be found through study (often in libraries) or investigation using the Research talent or skill.
- At the discretion of the Gamemaster, some research knowledge might not be available through the Research talent; for example, some information might only be known to a single person or a written on a scroll which only known copy is at the bottom of a kaer.
- Research Knowledge CANNOT be 'guessed', even if the guess in question is correct. For example, if the TEST Knowledge of an item is to find out in which city it was made, the character cannot attempt to weave a thread for every city in Barsaive until he 'hits' the correct one; he needs to know for certain.

- When a character learns the Test Knowledge of a specific Rank, he also learns the effect (i.e. bonuses) that this Rank confer to the character. The gamemaster is free to determine whether the character learns the exact details at this stage or if he only learns the general type of effect. Obviously, the Gamemaster should provide the full details of the effects once a Thread is actually woven into that Rank.

WEAVING THE THREADS:

Once the character knows both the 1st Test Knowledge AND Research Knowledge of a Thread item, he can then weave a thread to it by doing a Thread Weaving Test against the Mystic Defense of the item:

- If successful, the thread is woven, and the character can now use the bonuses provided by the item for that Rank.
- If unsuccessful, the character must wait a day before trying again. No Legend Points are lost on an unsuccessful Thread Weaving attempt.
  - Contrary to some older edition, there is no longer any requirements to level up the Thread Weaving talent before making more Thread Weaving attempts after failing a test in 4th edition.
- Threads have to be woven in the correct order. For example, a character cannot weave a thread to the SECOND Rank of a Thread Item before having weaved a thread to the first Rank, even if he has obtained the Test and Research Knowledge.
- Similarly, if the item requires a Deed, the Deed cannot be done 'in advance' but only once all previous Rank Threads have been woven.
- **Legend Points Costs:** See the 'Tier' section further down.
- Note: The tier of an item also determines how many Rank an item has. For example, a Journeyman tier item will have 6 Ranks while a Warden tier item would have 8 Ranks.
- Note: weaving threads to Thread Items do not affect in any way whatsoever the use of the Thread Weaving talents when casting spells.

LIMITS:

There is a limit of how many Threads a character can be using at any given time which is based on the rank of the Thread Weaving talent of the character. The rank of the Thread Weaving Talent represents two things:

1- The amount of different Threads the character can have
2- The maximum Rank that each of those Threads can have.

For example: An adept with Rank 3 in Thread Weaving could have 3 different Threads active at any time (for example: two Thread Items and a Group Pattern,

or 3 Thread Items etc.) and EACH of those threads could have up to a Rank of 3 (thus a possible total of 9 thread Ranks).

In case of multiple Discipline, a character can have a maximum number of active permanent threads equal to his highest Thread Weaving talent rank. The Thread Weaving talent rank also indicates the maximum rank for his permanent threads.

TIERS:

Each Thread Items have a Tier, similar to the Circle Tiers (Novice, Journeyman, Warden, Master). The Tier of the Thread Item decides the amount of Ranks the item has, the cost in Legend Points do weave threads to it, the range of its Mystic Defense and, usually, its overall 'power'.

The cost in Legend Point to weave a thread to an item follow the exact same progression as a talent of the same tier. Thus, for example, weaving a thread to the first Rank of a Novice item would cost 100 Legend Points while weaving a thread to the THIRD rank of a Warden item would cost 800 Legend Points.

Tier	Number of Ranks	Range of Mystic Defense
Novice	4	8 to 12
Journeyman	6	10 to 14
Warden	8	12 to 16
Master	10	14 to 18