



Part II

EmberWorld Rules Book





Introduction to the Rules Book

About this Book

This book and the accompanying guide written by Anlin Rafterson are designed to enhance your role-playing experience by supplying you with a ready-made fantasy world complete with NPC's, places of interest, a detailed geography, history, and culture of the various nations. Many Narrators do not have the time or inclination to generate a completely original world, some have yet to develop the skill of world building, and others are just interested in exploring someone else's creation. EmberWorld should appeal to each of these kinds of Narrators.

Although EmberWorld is an highly detailed campaign setting, we have purposely made parts of it vague and open-ended. When creating this world, we wanted to give the

Narrators who use it as much latitude as possible to create their own unique adventures and campaigns within the world. While we have done the bulk of the creation process, it is still up to you as the Narrator to make the world come to life for your players.

It is our sincere hope that you find these books entertaining both to read and to play. We believe that the more you explore EmberWorld, the more you will appreciate the innumerable gaming possibilities it presents. We hope you enjoy your time in our world and make it your world as well.

How to Use this Book

This book, the EmberWorld Rules Book, is meant to be used in conjunction with the Anlin's *Guide to the Known World*. As an inhabitant of

