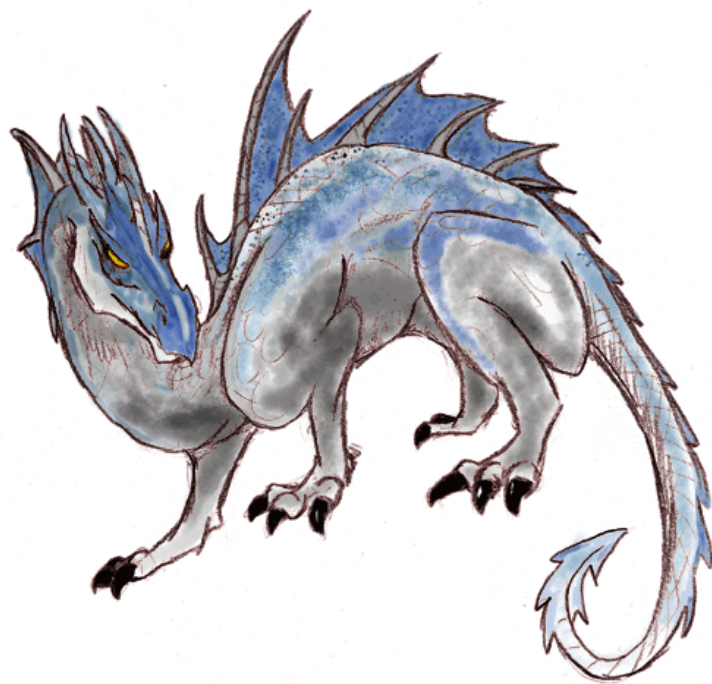
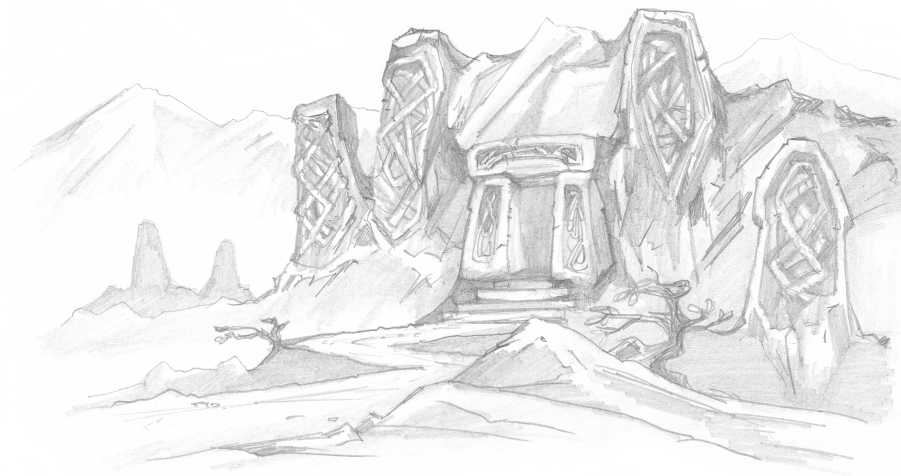


SPELLWOVEN

a roleplaying game



THE CONTENT



INFLUENCES

John Kim's Amber and Action Middle-Earth pages, FATE, Spirit of the Century, Lady Blackbird, The Shadows of Yesterday, Otherkind Dice, MERP, Burning Wheel, Hitherlands

SPELLWOVEN

At the dawn of time the world was whole and without discord. But there were those among the wise voices of the ancient ages who looked upon all that was born, thrived and died, and they knew jealousy of beauty and fear of the age and death that must come to all in time. The most powerful among the ancient and the wise thought to change the turn of time, reshape the world to their liking, and prolong life without end. They found paths of magic that lead to darkness, and in the darkness, voices whispered to them. For there were things that had not been created in the world, that had lived in the void outside of creation or that had survived the end of the last cycle of world's end and rebirth, and now were bodiless and hungry, and possessed powers that were like unto the powers of gods. Fissures were made, by accident or purpose, into the void-places beyond, and the shadows of elder darkness and old powers crept into the mortal world.

These beings made themselves into lords of shadow, and they made the wise their slaves, or fought with them, and wars were entered into, lands were corrupted, people and beasts enthralled and ruined and a great war was fought such that no side was righteous and none were good in their hearts.

Then, when the blight of the shadow-age had crept almost to the utter ends of the world, the living earth itself awoke and looked on the canker and rebelled. Earth and tree, stone and rock and mud arose in shapes of ancient beings, who's minds were unknowable and alien, and the ancients of the earth struck down the shadows and tore down their towers and their dark and iron fortresses and put out their fires, and the shadows were chased deep under the roots of mountains, or into dark haunted lands, or snowy realms where none who lives may draw breath for the cold of the air.

The Ancients of the Earth resumed their slumber, and rose fitful then, now and again, to cast their eyes about and see that the world of folk and beasts was not corrupted again by shadows.

But the shadows were not vanquished, only cowed for a time. Warlock-lords and fell god-kings arose again in the land, and there was an age of heroes and monsters, great magic, and eldritch arts.

But throughout this age of heroes and deeds, the dark ones were busy with their spies and scryings. They found out that the ancients of the green and the rock and earth were ruled by a secret council of deathless queens, the Dryueda. Through cunning and ploy, they sought the Dryueda and caught them and bound them with chains of magic. The Dryueda could not be killed, but they could be imprisoned, and without them the ancients of the earth grew steadily more feral, restless and without

guiding will.

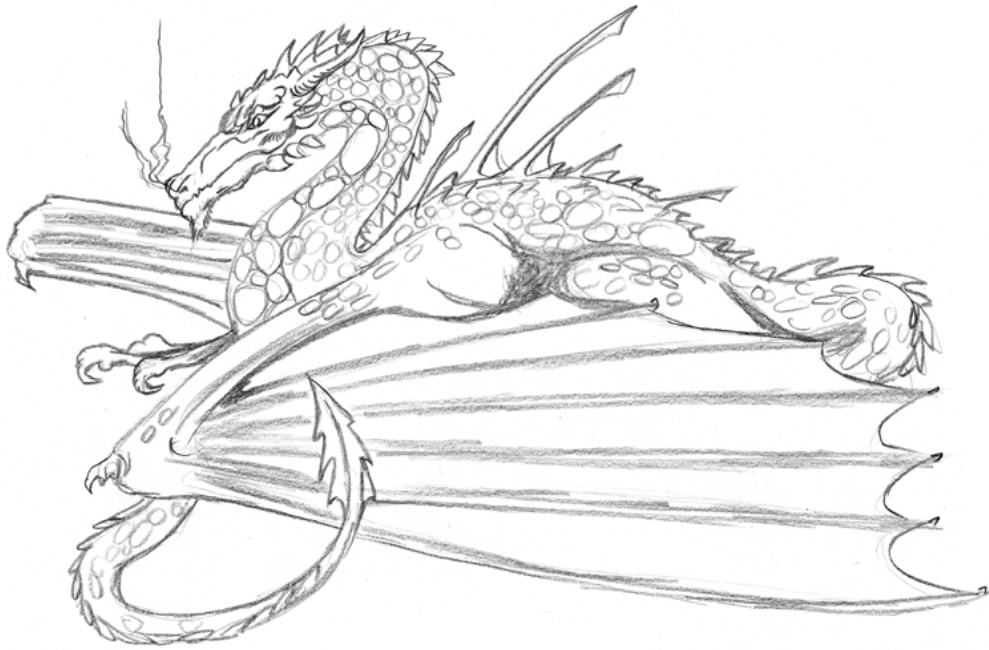
And then the shadows and the dark ones grew bold again. They stir again in their endless tunnels, deep in the dark places of the earth, in forests where their magic of gloom and mists suffuses now even the earth and trees with evil spirits. And they build their armies. And they work their magics to make their world their own, or lay it to ruin.

The world stands at a dark turn. The free peoples who could not defeat the dark ones in ages past, now stand alone again against such tide of darkness as will beset them. The earth ancients will not give aid this time.

INTRODUCTION

Spellwoven is a roleplaying game set in a landscape of legend, story and magic. Dark forests of airless shadow, tall and snowy mountains, ghost-haunted grave fields, charmed lands and old, old secrets of the earth are the bones of this imagined land, this tale, this song of daring and heroic fire.

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Materials

Each player will need a completed Character Sheet, some paper, pencils or pens and three ten sided dice (d10s). All of the rules and information needed for play are included in this book. In some instances a single d20 will be needed to roll on a table. Spellwoven is intended for at least three players (a Gamesmaster and two Players), though works best with four or five players and will be more difficult to manage once the number of players reach six or seven.

Characters

Each Player who is not the Gamesmaster will have a Character. Characters will have ratings in sixteen Attributes (which everyone can have) and a few personal Skills (which are more like a speciality for a given a Character). Attributes and Skills have values which are written as plus bonuses (e.g. +1, +2, +3 etc).

Core Mechanic

Roll 3d10. High is good. Low is not so good. Doubles are good. Triples are great. Typically, you take the middle number of the three dice rolls. For example, if you roll a 2, 5 and 10, your score is a 5. If you are at an advantage in a situation you take the high number (in the above example, the 10). If you are at a disadvantage you take the low number (the 2). Add doubles together. Add triples together. Finally, add the most relevant bonus from an Ability.

Effort

You can spend a point of Effort to add a bonus from a second Ability and two points of Effort to add bonuses from three Abilities in total. However, you have to justify to the Gamesmaster why the bonuses are helping, which may require some narration from you.

Welcome to *Spellwoven*, a fantasy roleplaying game of magic, daring and adventure. In *Spellwoven* you and your friends play the roles of heroes (or wouldbe heroes perhaps) who face dangers and threats together, seek for goals, treasures and victories and in time may become legends of their world and time. And all throughout, you will have to face the shadow element of the world, fight your worse instincts and struggle not to succumb to the darkness. Will you win glory or fall to shadow? Will you live as a bright story to kindle wonder and courage, or become a name to engender fear?

Spellwoven is organised into an **introduction**, chapters on **character creation** and some **secret histories** of the setting. The final chapters detail the **setting**, a short **introductory campaign**, **monsters** and **relics**.

Genre and Themes

Spellwoven is a game in the fantasy genre, though it attempts to weave together something a little different from most games in this general milieu. The object in *Spellwoven* is to provide a folkloric fantasy setting, along the lines of Alan Garner's *Weirdstone of Brisingamen*, Paul Anderson's *The Broken Sword*, or J.R.R. Tolkien's *The Lord of the Rings*.

The setting presented herein draws elements of English and Anglo-Saxon folklore into a whole that is rewoven for coherence. The problem with English tales and fairy-things is that we have only fragments and pieces, so by necessity they must be reworked, hammered, teased and wefted into something that is a shadow of what may have been. In *Spellwoven*, this folktale and imagining are bound up in a secondary world, *Elder-Earth*, though you might just as easily take the system and apply it to a Scottish fairytale land, a Russian land of stories, or a secondary world drawn from Spanish or Italian stories of medieval chivalry.

Thematically, *Spellwoven* is a heroic game, though with an expectation that shades of grey and tragedy will accompany the story. There is not a strong expectation that Player Characters will engage in nihilistic dungeon kill and theft raids. Bigger and grander stories are intended to be told, though Player Characters may well slide from the heroic to the fallen, or find redemption, or victory, or be lost to the darkness utterly along the way.

The essence of the game, therefore, is that the Gamesmaster devise a some threads of heroic tale: these may end well or poorly for the Player Characters, and that the Characters of the game then explore the story, run through the



of sword and arrow, bolt, flame and dark sorcery, but also of personal failing and Shadow.

Characters

All sentient and thinking beings in the game are considered Characters, although not all Characters will be well fleshed out, and some may be quite sketchy in their detail. Players will control one Player Character each, who will be quite detailed, and who is 'recorded' on a Character Sheet. The Gamesmaster, who runs the scenery, plot and story will also control a set of Characters, and these are called Non-Player Characters. Non-Player Characters might be allies or enemies, or just someone doing their own thing. Usually Non-Player Characters are not as fleshed out or detailed as Player Characters, although sometimes a Gamesmaster will want to or need to create a

more detailed Non-Player Character as part of a story.

CHARACTERISTICS

All Characters has abilities, and these abilities will have numbers attached to them to help determine how good a given Character is at doing a given thing. **Attributes** are abilities that everyone has to some degree. **Skills** are subsidiary to Attributes, and not everyone will possess a given Skill.

POOLS

Characters also have a set of resources, which are loosely called pools. The three pools that Characters will use a lot are **Effort** (general endurance), **Health** (ability to resist injury and disease) and **Power** (used for working magic spells). As pools are drawn on, Characters become increasingly exhausted, injured or depleted. Characters have a *Full* value for each pool which cannot be exceeded and a *Current* value which depletes as the Character are injured (Health), exhausted (Effort) or cast magic (Power). Healing restores Health until it reaches the *Full* total. Resting restores current Stamina until it reaches the *Full* total. Power works slightly differently to Health and Effort in that a permanent point of Power can be spent too. Power has a *Lasting* and *Fleeting* values. *Fleeting* Power can never exceed *Lasting* Power. *Fleeting* Power is used to cast minor magic spells and *Lasting* Power is used to cast great, grand and powerful spells.

QUALITY

A **Quality** is a bit of defining information about your Character. Qualities can be positive or negative. **Quirks, Hooks, Lures, Strengths** and **Weaknesses** are collectively called Qualities, although their individual effects might be quite different. Some Qualities have descriptive levels but these don't always have numbers attached to them. Instead, they give you an idea what sort of benefit or harm the Quality will confer during gameplay.

CHARACTER SHEET

A Character Sheet is where you record all of the details about the Character you are playing in the game. An example of a blank Character sheet is shown on the next page.



CORE RULES

The basic rules for the **Trilogy System** are described in this section. The core rules can be used in other fantasy settings, and are presented here with that flexibility in mind.

RESOLVING ACTIONS

When a Character is faced with a situation where the outcome is uncertain, the Gamesmaster may ask for a **Basic Action**. If so, the Gamesmaster sets a difficulty where 5 would be very easy, 10 would be difficult and 20 extremely difficult. The Player then rolls three ten-sided dice (3d10) and works out a score using these rules:

- Take the die roll that is the middle roll, neither highest, nor lowest unless...
- You roll a double in which case add the double together unless...
- You roll a triple, in which case add the triple together

SKILL

Take the value you rolled and add the most relevant Skill bonus you have (at Gamesmaster's discretion). Remember that your most relevant Skill bonus may well be zero if you don't have any skill in the particular area.

EFFORT & ATTRIBUTES

You may spend 1 Point of Effort before you roll to add the relevant Attribute to the final roll. You may *also* spend 1 Effort after the roll to add the Attribute to the total. Attributes are not added to the roll unless you spend a point of Effort. Most starting Characters will be restricted to 1 point of Effort per Test of an Action. The only except is Humans, who can chose to spend 2 points of Effort and add the relevant Attribute twice.

EXAMPLE

You have an Alertness Skill of +4 and need to beat a difficulty of 12. You decide to spend 1 Effort and add your Perception (+2). You roll a 1, 2 and 2. The double 2s add to a 4, but you still only total 10 (Skill +4, Attr +2, Roll +4) so you spend another Effort and add another +2, equalling or beating 12 and allowing you to succeed.

RESOLVING SCENES

Sometimes a Player will declare that he or she wants to do something dramatic or heroic to overcome a conflict or resolves a scene all at once. The Gamesmaster can decide this warrants a **Complex** rather than **Basic Action Test**. For example, if you are asleep in bed and two armed thugs burst into the room you could grab your sword and fight them using a series of Basic Tests of Action, but you could declare instead: *I grab the blankets, throw them over the thugs and leap out the window while they're confused*. This would probably be a Complex Action because it solves the entire dramatic problem with a single roll.

Unlike a Simple Action, the Gamesmaster describes two potential problems that could occur. These need to be things that could happen regardless of success. In the above example, the problems could be:

- You forget to grab your satchel of belongings on the way out the window
- You stub your toe on the way out the window and will be left hobbling for a few minutes

Now the Gamesmaster sets a Difficulty level and the Player rolls 3d10. The Player needs to make decisions about allocating die or dice to event slots. There are four event slots in a Complex Action. First, however, any dice that roll a 1 are removed from the pool (these are considered failed rolls).

- Success:** If the combined dice total allocated to this slot (plus any bonuses from Skill and Effort spent) equals or exceeds the Difficulty, the action succeeds.
- Problem one:** If a die is allocated to this slot, the problem does not occur. The roll does not matter. If no die is allocated, the problem happens.
- Problem two:** If a die is allocated to this slot, the problem does not occur. The roll does not matter. If no die is allocated, the problem happens.
- Serendipity:** Invented by Gamesmaster. Something minor but helpful happens that wasn't part of the initial plan. Maybe you find a coin or one of the guards sprains an ankle?

SPELLWOVEN CHARACTER SHEET

NAME _____

Archetype _____ ○ ○ ○

FOLK _____

Archetype _____ ○ ○ ○

HOMELAND _____

Archetype _____ ○ ○ ○

AGE _____

FRAILTY _____

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

GEAR

COIN

EXPERIENCE

SHADOW

Exp Level

Shadow Level

POOLS

EFFORT

Current Full

/

HEALTH

Current Full

/

HEALING RATES

Bedrest:

Light activity:

Heavy activity:

POWER

Fleeting Lasting

/

SOURCE OF POWER

ATTRIBUTES

ALLURE (A) ■■■■■■

CLEVERNESS (C) ■■■■■■

FORTITUDE (F) ■■■■■■

LEARNING (L) ■■■■■■

PERCEPTION (P) ■■■■■■

QUICKNESS (Q) ■■■■■■

WILLPOWER (W) ■■■■■■

OTHER TRAITS

QUIRKS & HOOKS

LURE

STRENGTHS & WEAKNESSES

MAGICS KNOWN

○ Dweomer-craft ○ Conjuring ○ Lore-crafting
○ Rune-magic ○ Sorcery ○ Wright-crafting

NOTABLE ITEMS INCLUDING WEAPONS & ARMOUR

SKILLS: BODY

Archery (Q) _____

Brawling (F) _____

Might (F) _____

Melee (F) _____

Nimbleness (Q) _____

Ride (Q) _____

Stealth (Q) _____

Swim (F) _____

Thievery (Q) _____

Toughness (F) _____

SKILLS: SOCIAL

Charm (A) _____

Conversation (A) _____

Gambling (P) _____

Insult (C) _____

Intuition (P) _____

Negotiation (C) _____

Performance (A) _____

Songs (A) _____

Taletelling (C) _____

Threaten (F) _____

Trickery (C) _____

SKILLS: MIND

Alertness (P) _____

Ancient History (L) _____

Artistry (P) _____

Craft (L) (_____) _____

Intellect (C) _____

Languages (L) _____

Lore (L) _____

Tactics (P) _____

Tracking (P) _____

Tradework (L) (_____) _____

Volition (W) _____

Wayfaring (P) _____

WT:

DT:

ARMOUR RANK (AR)

Natural Total

|

DODGE

Unarmoured Armoured

|

STUN

SHIELD

Shatter:

Uses Left:

SPELLWOVEN GRIMMOIRE OF SORCERIES & CUNJURINGS

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CHARACTER CREATION

Characters are imaginary persons that Players take on as a role in the game. Characters have skills and abilities, and they can be injured or even killed. Over time, a Player may play a number of quite different Characters: each time your previous Character is been killed in the game or 'retired' by choice, you create a new Character. The Gamesmaster is the only player who does not have a Character specifically, but rather controls all of the 'cast' of the world: the people, creatures and monsters that Players meet.

1. CONCEPT

You need to decide before you begin creating a character what sort of Character you want to play. Do you want to be an Elven hero, a noble-born young woman run away from home, an unworldly Halfling, a wandering Dwarven smith or merchant? These ideas might appeal, but you can keep going a delve a little deeper. What about a warrior-poet who has earned the enmity of a powerful enchantress? A minstrel whose songs cause ghosts to rise from their dark graves? A doomed hero set upon by weird geas and obligations?

Creating a Character in a vacuum is difficult, and you will probably want to spend some time discussing the sort of game your Gamesmaster expects to run, and perhaps talking with the other Players to see if you can arrive at a few ideas for a group of

Characters that will work well together. It might even be a good idea to work out some relationships among the Player Characters before the game starts. Two or more of the Player Characters might be blood relatives, or they might be old friends, or joined by bonds of fealty to the same lord or nation.

It's also important to realise that you do not necessarily need to know every last detail about your Character before you start the game. Often, Players get to know their Characters better as a game progresses. What this means, is that at the start of a game, you might really only need to have a sketch in mind. Even something as straight-forward as 'Dwarf lord' or 'Half-orc layabout' or 'Elven warrior-wizard' might be enough for you to start with for now.

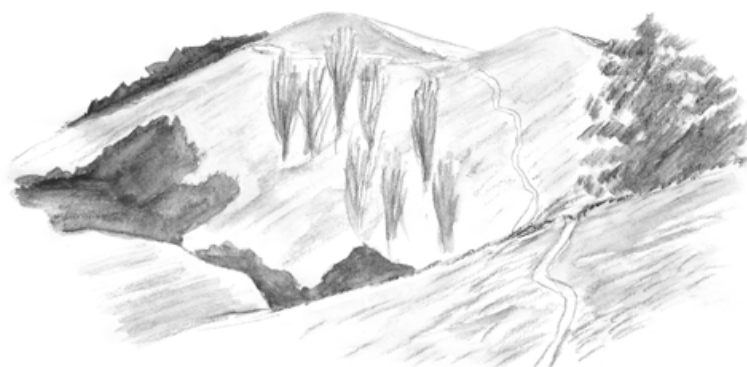
The key things that you probably want to have in mind when you start Character Creation are:

Your Character's name: a name will tell a lot about a Character. Does he or she have a byname, a nick name or some title?

Your Character's folk: Is he or she an Elf, Dwarf, Man or something else?

Your Homeland: Do you come from the woods, a town, a great city, a coastal area, mountains or elsewhere?

Your Appearance & Personality: Just a rough outline in your head will do for now.



2. CHOOSE FOLK

After you have decided on a concept for your Character you need to decide on your Folk. The Folk that Gamesmasters are encouraged to allow are Dwerrow, Elves, Half-Orcs, Halflings and Men. A number of other optional Folk are provided in addition to these, but a Gamesmaster may wish to exclude them, especially at the outset when the game and world are still new to players. Once you have chosen your folk you will need to:

- Note down base Attributes
- Distribute free points to Attributes as directed
- Note down base General Traits

3. CHOOSE HOMELAND

After you have decided on your Folk you need to pick a Homeland. The Homelands are Coastal, City, Haven, Rustic and Wilderness.

- **COASTAL** covers small fishing villages, coastal sea-trading towns or remote islands.
- **CITY** includes sprawling capitals, fortified citadels or vast carven strongholds. Any sprawling place of massed people is a city.
- **HAVEN** includes remote, small settlements under the protection of magic or elvish arts. Havens are usually the haunt of Elves or Descended Powers, and are places of peace, gentleness, healing and thought.
- **RUSTIC** includes green rolling hills, countryside, open woodlands, farmland and small farming communities.
- **WILDERNESS** includes remote dark forests, tall mountains, snowy lands and tangled swamps.

4. SPEND CHARACTER POINTS

Character Points are spent to gain powers, skills, traits, allies, special items and magical spells. This step is where you get to elaborate upon your character. Your Gamesmaster will allocate a base pool of Character Points to spend depending on the epic level of the game. Story-games that will start out with more of a folktale flavour will have Characters that have a smaller pool of Character points. Tales of a more legendary nature will require that Characters have more points to start out with.

5. NAME YOUR CHARACTER

You may wish to do this first or last in the process. A name adds a lot to a Character and should be considered carefully.

STEPS IN CHARACTER CREATION

Gamesmaster Preparation

Decide on the sort of game you want to play.
Communicate this to the Players:

- High or low magic?
- Any Folk as players, or just some?
- Heroic & co-operative or sneaky & competitive?
- Epic and serious or somewhat comedic?

1. DECIDE ON A CHARACTER CONCEPT

Roughly decide what sort of character you want to play.

2. CHOOSE FOLK

Pick a **Folk** from one of those available in your game. Consult with your Gamesmaster if you are unsure what is allowed, as this may differ game-to-game.

3. CHOOSE HOMELAND

Your **Homeland** is the landscape where you grew up.

4. QUIRKS, HOOKS & LURES

Quirks, Hooks and Lures are optional characteristics that add some colour and personality to your Character. They give bonus **Character Points** if you take them.

5. SPEND CHARACTER POINTS

Character points can be spent to gain **Archetypes**, **Strengths** or **Weaknesses** for your Character. You gain a bonus Character Point for each **Quirk** your devise for your Character (to a limit of 3). You gain a bonus Character Point for each **Hook** you devise for your Character (to a limit of 3).

6. MAGIC

If your Character is a worker of magic, you will need to do a couple extra steps, including picking **Spells** and a **Source of Power**.

7. DETAILS

Finally, you'll need to fill in some minor details like Wound and Death Thresholds, Luck and a few other traits.

8. CHOOSE A NAME

Some people like to start by picking a name. Others like to leave this until last. Do what works for you.

9. COMPLETE

Done! You're ready to play.

DWERROW

Long-lived, crafty and rich in lore. In ages past Dwerrow occupied magnificent halls and strongholds in the mountains of the earth, but wars with dragons and goblins have scattered most of this people, so that now most Dwerrow live among Men or Halflings.

Dwerrow are among the most skilled of all craftsmen, and their arts exceed even those of Elves. They have a love for things that take shape under their own hand rather than the things of the green and growing earth, and a Dwarf is more like to love a well cut wall than a garden. Those of their kind who have taken to wandering are well known as expert tinkers and travelling smiths, though they are not always welcome in the lands of other folk, for Dwerrow tend to be secretive in their ways and can earn mistrust from those who do not know them well.

CRAFT OF THE DWARVEN FOLK

Dwerrow have a deep skill for making things by craft and forge. Whenever a dwarf makes anything by hand the player rolls 4d10 instead of 3d10 and picks a die to discard.

FRAILTY: HUNGER FOR WONDERMENT

The Frailty of the Dwarven Folk is a desire for beautiful things, be they natural or objects that take shape under the hand of the craftsman. Whenever a Dwarf encounters something of tremendous beauty, a Dwarf must make a test of Frailty. If failed, a point of Frailty is gained and a Hunger is created.

A Dwarf will become Haggard until the Hunger is satisfied. Haggard Dwerrow temporarily lose one point of Health until the Hunger is satisfied. A Hunger can be satisfied by taking and possessing something of equal beauty to the thing that triggered the Hunger: this might be the thing itself, though this is not required to satisfy the Hunger.

A point of Frailty can be removed by spending a month in solitude slowly crafting humble, workaday things, tools, pots, and kitchen things. This restores a Dwarf's faith in the treasures of everyday, rough life. If a Dwarf's Frailty reaches 10, they become permanently Haggard and they lose 1 Fortitude and 1 Will in addition to the Health loss. They will be avoided as cursed by other Dwerrow.



ATTRIBUTES

ALLURE	■ □ □ □ □ □
CLEVERNESS	■ ■ □ □ □ □
FORTITUDE	■ ■ ■ ■ □ □
LEARNING	■ ■ ■ □ □ □
PERCEPTION	■ □ □ □ □ □
QUICKNESS	■ □ □ □ □ □
WILLPOWER	■ ■ ■ ■ □ □

Add 1 additional rank to three different attributes.

GENERAL TRAITS

EFFORT	20
POWER	zero
HEALTH	6
GEAR	8
COIN	5
WOUND THRESHOLD	12
DEATH THRESHOLD	35

Russet Dwarf, Grey Dwarf,

ELVEN-KIND

Ageless, remote, beautiful and touched with arrogance. The Elven peoples are powerful and wondrous but also incapable of deep love for those who are not of their own kind or embracing change.

Elves are taller and more gracile than mortal men, their hair is a shimmering hue, and their eyes are entirely blue, grey or violet with no whites, changing from midnight to sea-green to icy blue depending on their thoughts and mind. Although Elves are not utterly without emotion, but might they seem this way to a human. Certainly, they seldom feel strong emotions, such as anger, fear or rage, but also, no Elf can ever feel deep and everlasting love. Because Elves are all but eternal, their love for the world is fleeting. Even mountains grind down to dust in time, but the Elvenkind do not: they go on, and their minds are caught always in the past, in the lands that once were and the times that have since turned away to nothing.

LORE OF THE ELVES

What Elven folk know simply as lore, others see as magic and enchantment. All Elven Characters know two Wisdoms and two Spells. Any magic gained through character options is additional.

FRAILTY: THE SORROW OF THINGS LOST

The Frailty of the Elves is their desire to see the world held forever changeless in a perfect peace of secluded joy. They cannot stand to see anything of their own blood or kind, elf-crafting or that which they love destroyed. Witnessing any of the following will make an Elf take a Test of Frailty:

- The death of another Elf
- The destruction of Elf-made things
- The destruction of an Elven haven
- A spoiled and destroyed landscape
- The destruction of a beloved place
- The destruction of any ancient, peaceful thing

A failed Test of Frailty adds 1 to the Frailty.

A month spent in quiet, gentle pass-times in an Elven haven removes a point of Frailty from an Elf.

If an Elf's Frailty reaches 10, the Elf succumbs to The Great Sorrow. An Elf in the grip of Sorrow will give up, turn reclusive and eventually diminish until they are but a ghost on the wind.



ATTRIBUTES

ALLURE	■■■■■■■
CLEVERNESS	■■■■■■■
FORTITUDE	■■■■■■■
LEARNING	■■■■■■■
PERCEPTION	■■■■■■■
QUICKNESS	■■■■■■■
WILLPOWER	■■■■■■■

Add 1 additional rank to three different attributes.

GENERAL TRAITS

EFFORT	20
POWER	6
HEALTH	3
GEAR	6
COIN	5
WOUND THRESHOLD	10
DEATH THRESHOLD	30

ELTRICH

Some among the old powers of the world have taken physical form, typically in the shape of human, elf or dwarf. Eltrich cannot be killed in usual sense, but their physical body can be destroyed and when this is done the Eltrich is reduced to a spirit on the wind, usually--though not always--incapable of returning to a shape of flesh. Most Eltrich do not age and those who do age only very slowly. In physical form Eltrich suffer from the physical limitations, weaknesses and desires of mortal creatures, though they possess inherent magic that may exceed that of even an Elven master.

LORE OF THE ELVES

What Elven folk know simply as lore, others see as magic and enchantment. All Elven Characters know two Wisdoms and two Spells. Any magic gained through character options is additional.

FRAILITY: THE DESIRE TO DO GOOD

The Frailty of the Eltrich is their desire to do good and impose order and peace on the world. There comes a temptation for all Eltrich eventually to take more and more power for themselves in order to wield that power to make the world such as they desire it to be. Whenever an Eltrich suffers a great setback, fails to prevent an evil or sees a great evil done and is helpless to prevent it, they make a Test of Frailty.

A failed Test of Frailty adds 1 to the Frailty.

A month spent in with humble beings such as Halflings, alone in quiet reflection, or with simple birds and beasts, for whom power means very little, reduces a point of Frailty.

If an Eltrich's Frailty reaches 10, the Eltrich succumbs to their great desire. At this point, the Eltrich will begin to turn mad and will think that the means justifies the end such that any means to gain power is justified. They will soon fall to Shadow unless they can be rescued from their descent into madness.

ELTRICH ARMS & TREASURES

Pick three items from any of the other Folk Arms and Treasure lists.



ATTRIBUTES

ALLURE	■■■■■■■
CLEVERNESS	■■■■■■■
FORTITUDE	■■■■■■■
LEARNING	■■■■■■■
PERCEPTION	■■■■■■■
QUICKNESS	■■■■■■■
WILLPOWER	■■■■■■■

Add 1 additional rank to five different attributes.

GENERAL TRAITS

EFFORT	20
POWER	10
HEALTH	3
GEAR	3
COIN	3
WOUND THRESHOLD	10
DEATH THRESHOLD	30

HALFLING

Half the height or less of a human, these are a pastoral, unworldly but often strangely lucky and sturdy folk.

Halflings live in a bucolic, pleasant sort of culture, often in gentle lands that are hidden away from the eyes of other folk. Traditionally, they dig holes for homes, and appoint them with pleasant wood floors, window-boxes, chimneys and gardens, but sometimes build above-ground cottages and mills.

The average Halfling is not often very interested in excitement and adventure, and more usually, only unusual sorts of this folk go off looking for treasure or fame or an eventful life. Halflings are suspicious of their thrill-seeking brethren, and suspicious too of outsiders generally. They are not a very worldly lot, and have little traffic with Men, Elves or Goblins, and tend to view all of these big folk with the same suspicion. Of Dwerrow, they have had somewhat more interaction, and so are more likely to treat with them or talk if Dwerrow chance through a Halfling town or shire.



LUCK OF THE HALFLINGS

Halflings are a preternaturally lucky folk. Immediately after a Test of Skill has been resolved, a player who is playing a Halfling can spend 3 points of Effort to change a failed roll into a success.

FRAILTY: ECCENTRIC WAYS

Above all else Halflings tend to think that the troubles of other people in distant places are none of their concern. Travel and adventure are very definitely frowned upon and strange airs acquired in other lands are viewed with suspicion. Whenever a Halfling encounters a thing, place or creature that is awe-inspiring or newly strange in some unearthly way, the Character needs to Test their Frailty.

If the Test fails, the Halfling adds 1 to Frailty. If the Halfling reaches a Frailty of 10, the Halfling becomes Eccentric (roll three times on the below table) and will be politely avoided and shunned by all other Halflings.

- 1 Wears ridiculous hats
2 Loves wearing a peculiar bright colour
3-4 Talks to oneself all the time
5-6 Loses any delight in hosting company
7-8 Keeps strange and annoying pets
9-10 Always engaged in quite odd hobbies

ATTRIBUTES

ALLURE	■ ■ □ □ □ □
CLEVERNESS	■ ■ □ □ □ □
FORTITUDE	■ ■ □ □ □ □
LEARNING	■ □ □ □ □ □
PERCEPTION	■ ■ ■ ■ ■ □
QUICKNESS	■ ■ ■ ■ ■ □
WILLPOWER	■ ■ ■ □ □ □

Add 1 additional rank to three different attributes.

GENERAL TRAITS

EFFORT	20
POWER	0
HEALTH	2
GEAR	5
COIN	3
WOUND THRESHOLD	15
DEATH THRESHOLD	20

HALF-ORC

The half-blood spawn of men and goblins, half-orcs tend towards greyish skin, yellowish catlike eyes and rank black hair. They are not necessarily evil nor in the sway of darkness, but have a reputation for deceit, cunning and violence.

Goblin-Man: *Smaller, scrawnier and sharper of features than other half-orcs, goblin-men have a heritage of mixed cave-goblin and human ilk. Goblin-Men are too bent and bow-legged to pass for human, and when living in and among humans, Goblin-Men generally have to cowl themselves under cloak and hood.*

Man-Orc: *The issue of orcs of war and men. Man-Orcs are taller and straighter of back than orcs, but have an uncanny, almost feline facial structure that makes them only occasionally able to pass for men.*

Troll-Blood: *Not actually a half-troll, but those creatures whose goblin antecedents have mixed with trolls as well as men. Troll-Bloods are often huge, for a human, reaching seven, sometimes eight foot in height with great brawn and power of stature. They suffer a little from the dull wit of trolls, though not so much as to make them subhuman in intellect.*

ORCISH TRAITS

All Half-Orcs have an inheritance of their goblin blood that confers a physical advantage. Roll twice on the Orcish Traits table and choose one the two Traits you've rolled. If you roll the same number twice, roll a third time.

FRAILITY: BLIND HATRED

Whenever a Half-Orc gets into a physical fight, they Test their Frailty. If the roll fails, the Character gains a point of Frailty. If a Half-Orc's Frailty reaches 10, the Character becomes Feral. All Social Skills except Insult and Threaten are reduced to zero and the Character gains 3 points of Shadow. The Character becomes more orc than human at this point, and is no longer able to live amongst humans in a peaceable way.



TABLE: ORCISH TRAITS

1. Catlike eyes: Add +1 to Alertness Skill. You can see well in near-complete darkness.
2. Leathery skin: Add +1 to Wound and Death Thresholds.
3. Grey mottled skin: Add +1 to Stealth Skill.
4. Horny claw-like nails: Add +1 to Fighting Skill.
5. Snarling voice: Add +1 to Threaten Skill.
6. Sinewy muscles: Add +1 to Might Skill.
7. Snuffling nose: You can track by scent, though not as well as a dog. Gain a +3 bonus if you make any kind of roll that uses the sense of smell.
8. Ear's like a wolf: You have large, tufty ears. Add +1 to Alertness Skill. Gain a +3 bonus to any roll you make that involves listening.
9. Milky-white pupils: You can see invisible spirits and ghosts.
10. Iron guts: You can live off rotten food and barely edible rubbish indefinitely without it making you ill.

See the next page for Attributes

ATTRIBUTES: GOBLIN MAN

ALLURE	■□□□□□
CLEVERNESS	■□□□□□
FORTITUDE	■□□□□□
LEARNING	■□□□□□
PERCEPTION	■□□□□□
QUICKNESS	■□□□□□
WILLPOWER	■□□□□□

Add 1 additional rank to three different attributes.

ATTRIBUTES: MAN-ORC

ALLURE	■□□□□□
CLEVERNESS	■□□□□□
FORTITUDE	■□□□□□
LEARNING	■□□□□□
PERCEPTION	■□□□□□
QUICKNESS	■□□□□□
WILLPOWER	■□□□□□

Add 1 additional rank to three different attributes.

ATTRIBUTES: TROLL-BLOOD

ALLURE	■□□□□□
CLEVERNESS	■□□□□□
FORTITUDE	■□□□□□
LEARNING	■□□□□□
PERCEPTION	■□□□□□
QUICKNESS	■□□□□□
WILLPOWER	■□□□□□

Add 1 additional rank to three different attributes.
Troll-Blood get +3 Natural Armour Rank (AR).

GENERAL TRAITS

	GM	MO	TB
EFFORT	20	20	15
POWER	0	0	0
HEALTH	2	3	5
GEAR	5	4	1
COIN	3	3	1
WOUND THRESHOLD	15	10	15
DEATH THRESHOLD	25	35	40

ORCISH ARMS & TREASURES

Pick two items from the following list.

Patchwork Irons +6

An assorted mix of armoured plates and chain mail.
Add +6 to Armour Rank (AR).

Rough Leathers +4

Oily leather armour studded with bronze and iron rivets.
Add +4 to Armour Rank (AR).

Round Shield

Shields can be used to automatically turn aside a blow
Limit: Wounds of 1 or less Uses: 4
If you turn aside a blow of 2 or more the shield is destroyed (Shatter: 2)

Scimitar 1d10(4)

A one-handed hacking blade.

Semiturge 2d10(5)

A two-handed, heavy and rough-made steel scimitar

Satchel of Petty Coins

Add +1 to Coin

Sneak Bow 1d10(4)

A small bow made of blackened horn and wood
Grants +3 to Archery if used in an Ambush

Tower Shield

Shields can be used to automatically turn aside a blow
Limit: Wounds of 2 or less Uses: 6
If you turn aside a blow of 3 or more the shield is destroyed (Shatter: 3)

War Bow 2d10(5)

A strong bow made of horn and oiled wood

War Club 3d10(2)

Can only be wielded by Troll-Blood

HUMAN

The human-folk, fiery of will, short-lived, bold and adventurous. The mortality of humans gives them their most powerful gift, a will to make of their short lives something worthy and lasting.

Where the other folk of the world are dwindling in many places and their numbers fading over the centuries, the human-folk are growing in populace. They were late-comers into the world, awakening late in the far south and wandering northward into a world already ruled by Elves and Dwerrow, but through force of spirit, through fire and sword, human-folk have won out vast tracts of the world

HUMAN FIRE

Humans have a driving passion and inner fire that most Folk lack. They are a young people and they are coming only now into their full strength. Whereas other Folk can only spend one point of Effort to add a bonus to a Skill Test, Humans can spend one or two points as per the Player's wish for a given Skill Test. when you spend two points you add your Attribute to the Skill Test twice instead of one.

FRAILITY: HUNGER FOR POWER

Above all else Humans desire power. Whenever a Human takes possession of a relic of magic, a great weapon or learns of spell that substantially increases the Character's power in the eyes of others (at the Gamesmaster's judgement), the Character gains a point of Frailty.

Frailty can be removed by spending time with loved ones in the quiet of a home and hearth. One point of Frailty is removed for each week spent with loved ones and friends in this way, as it reminds a Human what is truly valuable in life.

If the Character's Frailty reaches 10, the Character gains 10 Shadow Points. For each advancement of Power thereafter (again at the Gamesmaster's judgement), the Character gains d10 Shadow Points instead of Frailty.



ATTRIBUTES

ALLURE	■■■■■■■
CLEVERNESS	■■■■■■■
FORTITUDE	■■■■■■■
LEARNING	■■■■■■■
PERCEPTION	■■■■■■■
QUICKNESS	■■■■■■■
WILLPOWER	■■■■■■■

Add 4 ranks attributes split any way.

GENERAL TRAITS

EFFORT	20
POWER	0
HEALTH	4
GEAR	2
COIN	2
WOUND THRESHOLD	10
DEATH THRESHOLD	30

HUMAN ARMS & TREASURES

In Spellwoven common everyday objects don't need to be kept track of. The Belongings Trait is used for that purpose. However, unusual objects should be noted down and kept track of.

Pick three items from the following list.

Bastard Sword 2d10(7) / 3d10(7)
Can be used one-handed (2d10) or two-handed (3d10).

Battleaxe 3d10(7)
A heavy two-handed weapon.
Cannot use a shield if you are using a two-handed weapon.
-1 to initiative when used.

Cask of Good Wine
Could be sold for anywhere up to +4 coin.
Will require haggling.

Cask of Spice
Could be sold for anywhere up to +4 coin.
Will require haggling.

Chain & Leather +5
Chain mail and leather armour.
Add +5 to Armour Rank (AR).

Costume
An elaborate costume, such as for playing on a stage.

Falcon
A trained hunting falcon.
Not much good in a fight but excellent for hunting rabbits.

Great Mace 3d10(7)
If blocked by a shield, a Great Mace subtracts 3 shield uses rather than the usual 1.
A heavy two-handed weapon.
Cannot use a shield if you are using a two-handed weapon.
-1 to initiative when used.

Great Shield
Shields can be used to automatically turn aside a blow
Limit: Wounds of 2 or less Uses: 6
If you turn aside a blow of 3 Wounds or more the shield is destroyed (Shatter: 3)

Heavy Furs +2
A heavy set of furs and a cloak.
Add +2 to Armour Rank (AR).

Horse
A good riding horse and gear. Not armoured.

Hounds
Two loyal good natured hounds.
Not much good in a fight but excellent scent trackers.

Longbow & Quiver 2d10(7)
A good yew longbow, quiver and 20 arrows.

Longsword 2d10(6)
A fine one-handed sword.

Mace 2d10(7)
If blocked by a shield, this one-handed mace subtracts 2 shield uses, not 1.

Purse of Silver
Add +2 to Coin

Rover's Kit & Pack
Add +3 to Belongings.

Round Shield
Shields can be used to automatically turn aside a blow
Limit: Wounds of 1 or less Uses: 10
If you turn aside a blow of 2 or more the shield is destroyed (Shatter: 2)

Seal
An official seal, such as a signet ring or similar.

Shortsword 1d10(5)
A quick cutting and slashing sword.
+1 to initiative when used.

Soft Leathers +3
Soft leather armour.
Add +3 to Armour Rank (AR).

Smallbow 1d10(6)
A quick to use short bow.
+1 to initiative when used.

Tower Shield
Shields can be used to automatically turn aside a blow
Limit: Wounds of 2 or less Uses: 6
If you turn aside a blow of 3 or more the shield is destroyed (Shatter: 3)

3. QUIRKS, HOOKS & LURES

QUIRKS

- 1 quirk = +1 Character Point
- 2 quirks = +2 Character Points
- 3 quirks = +3 Character Points

Quirks are minor facets of your character, proclivities, likes, dislikes, eccentricities or small fears. Quirks might include 'likes the colour green', 'dislikes dogs', 'has never seen the sea and wants to', 'likes forests', 'discerning ale drinker', 'good sense of humour', 'likes to tell a good yarn' and so on and so on. You can nominate up to three Quirks for your character. For each Quirk you gain a point to spend on other Traits.

There is room to write your Quirks down on the Character Sheet. If your Quirks are quite elaborate you might need to make additional notes on them elsewhere, but make sure you have that piece of material on hand.

HOOKS

- 1 hook = +1 Character Point
- 2 hooks = +2 Character Points
- 3 hooks = +3 Character Points

Hooks are small bits and pieces of background story that your Storymaster can bring into play during the story-game. Hooks will not necessarily be used by the Storymaster, but by providing them you will make the storytelling work a bit easier for the Storymaster. You will need to write Hooks down on a separate piece of paper and either make two copies or have the Hooks on hand if your Storymaster asks to see them. Hooks need to have some sort of mysterious, dangerous or dramatic element to them. Each Hook should be about two or three sentences long and should have enough scope for the Storymaster to play around with how exactly they will come into the game.

RULES

Taking Quirks, Hooks and Lures is optional. For each Quirk, Hook or Lure you take, you gain one or more bonus Character Points. These points can be spent on other things, like Archetypes or Strengths. You start play with a maximum of three Quirks, three Hooks and one Lure.

LURES

- 1 lure = +1 Character Point

You may also take a **Lure**. This represents the thing that is your greatest personal weakness. It is the chink in your armour that may allow despair and shadow to enter into your mind. You would not usually start play with more than one Lure.

LURE OF CONFRONTATION

You delight in conflict and will be tempted to escalate a situation that was peaceable into a conflict, either physical or verbal, just for the sake of it.

LURE OF CREATION

You deeply love things that take shape under your hands and with your skill.

LURE OF DESTRUCTION

Just as some people love creating things, you take especial delight in destroying the careful works of others.

LURE OF DIVERSION

You are deeply drawn to any sort of mindless entertainment, game, sports, festivity, party or escape from boredom.

LURE OF THE ELVES

You are deeply enthralled by all things Elvish and are drawn to Elves and Elvish lands.

LURE OF ESCAPE

You deeply desire freedom and escape from a particular thing. The Player decides what this thing is that must be escaped (i.e. bossy parents, obligations of birth, an unwanted marriage, tedious rituals, boring job, awful weather etc).

LURE OF EXPEDIENCE

You wish to have all things done quickly and with haste.

LURE OF GLORY

You deeply want fame, renown and be to lauded for your great deeds.

LURE OF GOLD

You have a deep love of riches and treasures.

LURE OF THE HEALER

You wish to do good through healing, either in general, or with respect to a particular disease, curse or contagion. Maybe you are trying to find a cure for a loved one who is dying?

LURE OF THE HUNT

You love the chase and the hunt of wild game above all other thrills. You especially delight in hunting challenging or dangerous prey, and beasts that you have never hunted before.

LURE OF INNOCENCE

You are so jaded, or have experienced a great loss, that you now endlessly search for a kinder place, a better way of being, a person who represents innocence, something to give you hope... perhaps regardless of whether that person or place wishes to be your personal token of innocence.

LURE OF LORE

You have a deep love of all knowledge and learning.

LURE OF LOVE

You searching for true and requited love.

LURE OF MANIPULATION

You enjoy manipulating and controlling others through subtle words, and careful remarks dropped here and there. This is a strictly personal level of manipulation. For political manoeuvring, see Lure of Plotters.

LURE OF MISCHIEF

You delight in inflicting pranks and tricks on other people and generally creating an air of the chaotic.

LURE OF NATURE

You have a love for all green and growing things, and all wild beasts of the woods and hills.

LURE OF NOVELTY

You delight in new things, especially those that are newly crafted. You might well trade something old and powerful (but a bit beaten up) for something new and shiny.

LURE OF PLOTTERS

You love the challenge and affray of plots, politics, courtly intrigue, secret societies and out-manoeuvring your opponents. For you the power gained is not the chief joy, rather it is the battle of wits itself.

LURE OF POWER

You desire above all else mastery and power.

LURE OF THE SENSES

You love indulgence, sensual pleasure and hedonism.

LURE OF SOLITUDE

You love silence and being in your own company. You may wander off on your own in quite dangerous places and will tend to hang back from groups.

LURE OF TRAVEL

You wish to constantly see new things and experience the adventures and sights of the world.

LURE OF UTMOST SKILL

You wish to be known as and recognised as the best at one particular thing. The Player decides which Skill this relates to. In play you may be willing to do almost anything to gain an advantage in that Skill and improve your abilities.

LURE OF WAR

The only delight you have is in physical battle. You will take any opportunity to fight and may charge into hopeless battles because of your thrill of fighting and your desire to prove yourself. This differs from the Lure of Confrontation in that you do not necessarily feel the same need to cause conflict, rather you feel a need to prove yourself against ridiculous odds.

LURE OF WINNING

You see the whole world as a race and you delight in being the first to top of a mountain, first into a dark cavern, first to finish eating, the first to do anything at all.

4. SPEND CHARACTER POINTS

In this step you get to spend character points on things that will let you personalise your Character, hone some skills and abilities and gain some strengths and maybe some interesting weaknesses too. The number of Character Points you get to spend depend on the level of power of the campaign that your Gamesmaster has in mind. You can also gain some extra Character Points by nominating up to three Quirks and three Hooks for your Character.

POINTS

TALE	10 points
LEGEND	20 points
MYTH	40 points

SUMMARY

DO THIS FIRST

Quirks	+1 point per Quirk
Hooks	+1 point per Hook
Lures	+1 for a Lure (one Lure only)

DO THIS SECOND

Archetype: One Pick **Cost: 3**
You can take up to three Archetype picks. You can pick the same Archetype multiple times.

DO THIS THIRD

Attributes **Cost: 3**
3 points: Add +1 rank to any one Attribute

Skill Boundaries **Cost: 3**
3 points: Increase Skill Boundary by 1 for all Skills
TALE: Skill Boundary = 6
LEGEND: Skill Boundary = 8
MYTH: Skill Boundary = 10

Skills **Cost: 1**
For Skills less than or equal to your boundary...
1 point: Spread 3 points on Skills split any way

For Skills greater than your boundary... Cost 2
*To increase a Skill beyond your Skill Boundary costs 2 Points per rank
 i.e. to increase from 6 to 7, spend 2 points if your Boundary is 6 (Tale)*

DO THIS FOURTH

Strengths **Cost: 1 / 2 / 4 / 8**
Strengths cost 1, 2 4 or 8 points depending on the level of advantage that the Strength confers.

Weaknesses **Cost: 1**
 Weaknesses cost 1 Character Point to take but add Experience Points. However, you cannot increase an Experience Level until after your first game session.

ARMS

You can spend Character Points to gain weapons off the following list.

FREE	DAMAGE
Bone knife	1d10(9)
Copper knife	1d10(8)
Bronze knife	1d10(7)
Iron knife	1d10(7)
Steel knife	1d10(6)
Copper-bound club	2d10(9)
Spiked wooden club	2d10(8)
Iron long dirk	2d10(7)

1 POINT (PICK TWO)	DAMAGE
Fine quality dagger	1d10(5)
Elf-made dagger	1d10(4)
Dwarf-made dagger	1d10(3)
Light spear (for throwing)	2d10(6)
Steel long dirk	2d10(6)
Short sword	2d10(6)
Light mace	2d10(6)
Light warhammer	2d10(6)
Long sword	2d10(5)
Elven sword	2d10(4)
Dwarf-Sword	2d10(3)
Rusty halberd	3d10(9)
Notched old great sword	3d10(8)
Sword of war	3d10(7)
Fighting mattock	3d10(7)
Fighting axe	3d10(7)
Warhammer	3d10(7)
Mace	3d10(7)

1 POINT (PICK ONE)	DAMAGE
Heavy spear (for fighting)	3d10(6)
Heavy fighting glaive	3d10(6)
Elven great sword	3d10(5)
Elven great spear	3d10(4)
Dwarf battle axe	3d10(3)

FREE	DAMAGE
Sling	1d10(8)
Small bow (Halfling sized)	1d10(7)
Hunting bow	1d10(6)

1 POINT (PICK ONE)	DAMAGE
Staff Sling	2d10(7)
War bow	2d10(6)
Long bow	2d10(5)

2 POINTS (PICK ONE)	DAMAGE
Ivory great bow	3d10(6)
Elven war bow	3d10(5)

ARMOUR

You can spend Character Points to gain armour off the following list. Pick items that suit your background and Folk (i.e. unless you are an Elf, you are unlikely to own Elven armour). AR = armour rank.

	AR	POINTS
Light furs or hide	1	0
Heavy furs or hide	2	1
Light Leather	3	2
Heavy Leather	4	3
Light Mail †	5	4
Heavy Mail †	6	5
Light Plate	7	6
Heavy Plate	8	7

† Scale, ring, splint and similar medium armours equate to mail

2 POINTS

Elvish make: AR Does not count when working out your Dodge

3 POINTS

Dwarfish make: Add +1 to AR but use the normal AR to work out your Dodge. i.e. Dwarfish Plate has an AR of 5 but uses an AR of 4 to work out Dodge

SHIELDS

Shields can be used to automatically turn aside a blow. They will eventually shatter through use.

Round Shield (1 pt)

- Limit: Wounds of 1 or less Uses: 4
- If you turn aside a blow of 2 or more the shield is destroyed (Shatter: 2)

Tower Shield (2 pts)

- Limit: Wounds of 2 or less Uses: 6
- If you turn aside a blow of 3 or more the shield is destroyed (Shatter: 3)

Great Shield (3 pts)

- Limit: Wounds of 2 or less Uses: 6
- If you turn aside a blow of 3 Wounds or more the shield is destroyed (Shatter: 3)

Sundry Belongings **Cost: 1**

Cost: 1

1 Character point: Gain 10 item picks

Note that the Gear mechanic in Spellwoven means that you don't need to stock up on lots of sundry items. You can always check your Gear later to see if you have a common item on hand. You really only need to take items from this list if they contribute to your Character concept in some way (e.g. if you were a merchant or if you decide you would like a horse to ride).

Transport

Picks

Donkey	2
Pony	2
Horse	3
Wagon, two-wheel, and horse	4
Wagon, four-wheel, and cart horses	5
Caravan, house, and two horses	6

General

Picks

Belt pouch	1
Blanket	1
Chain, 12 foot	1
Craftsmen's Tools	1
Cooking equipment	1
Food, good meal	1
Food, trail rations (one week)	1
Food, waytack (one month)	2
Horse feed (one week)	1
Horsewhip	1
Ink, quills and parchment	1
Knife (eating)	1
Lamp (clay)	1
Lamp (brass)	1
Lamp oil	1
Musical Instrument	1
Pack	1
Panniers (for donkey)	1
Pickaxe	1
Rope, 24 foot	1
Satchel, canvas	1
Satchel, leather	1
Saddle & Bridle	1
Saddlebags	1
Stakes, iron (x12)	1
Tent	1
Torch (x6)	1
Waterskin	1

Clothing and Riches

Picks

Armband, bronze	1
Armband, copper	1
Armband, silver	2
Armband, gold	3
Bag of trinkets	1
Cloak	1
Cloak, Leather (+1 AR)	1
Cloak Brooch	1
Clothing, rich	3
Comb, bone or ivory	1
Dress	1
Furs (+1 AR)	1
Furs, rich (+1 AR)	2
Gemstone, common	2
Gemstone, rare	5
Gemstone, unique	10
Hairpin	2
Hat	1
Necklace	2
Ring, silver	2
Ring, gold	5

Goods

Picks

Apples, small barrel	1
Apples, large barrel	1
Beer, cider, ale, cask, poor	1
Beer, cider, ale, cask, ordinary	1
Beer, cider, ale, cask, excellent	1
Beer, cider, ale, cask, peerless	1
Cloth, ordinary, bolt	1
Cloth, silk, bolt	3
Flour, barley, oats, barrel	1
Spirits, cask, poor	1
Spirits, cask, ordinary	2
Spirits, cask, excellent	3
Spirits, cask, peerless	5
Wine, cask, poor	1
Wine, cask, ordinary	2
Wine, cask, excellent	3
Wine, cask, peerless	5
Wool, bale	1

SKILLS

The following are Skill descriptions. Consult the list if you are uncertain what a Skill encompasses or will allow you to do. The letter in brackets next to each Skill refers to which Attribute the Skill is related to. For example, Archery is related to Quickness, whereas Melee is related to Fortitude.

BODY

Archery (Q) Your ability to use bows, whether in hunting or battle.

Brawling (F) Your ability to fight unarmed.

Might (F) Your raw strength and ability to perform feats of strength such as basing down a door, breaking open a chest or listing a heavy portcullis. This Skill is important for doing extra damage in hand-to-hand battle.

Melee (F) Your ability to fight with weapons in hand-to-hand combat. This also includes thrown weapons such as spears or hand-axes.

Nimbleness (Q) You agility, dexterity, balance and deftness of movement. This Skill is important for dodging blows in battle and for gaining extra actions during an action round.

Ride (Q) You ability to ride a mount. This can be changed to Drive if you'd prefer to be able to drive a wagon, chariot or cart.

Stealth (Q) Your ability to sneak, hide and move stealthily and silently.

Swim (F) You ability to swim. If this is left at zero you are not able to swim at all and may risk drowning if you fall in water.

Thievery (Q) This encompasses all thief skills: including cutting purses, picking locks, jimmying open windows, picking pockets or pilfering from a shop

Toughness (F) You stamina and endurance.

SOCIAL

Charm (A) Your ability to be charming and charismatic. To get what you want by Charm takes longer than using Threaten or Trickery, but will leave the person feeling positively towards you.

Conversation (A) Your ability to hold a pleasant conversation. Important if you are trying to get information out of someone, scout for rumours in an inn or delay for time.

Gambling (P) Your ability to play games of dice, cards and chance.

Insult (C) Your ability to sting someone else with a really cutting insult. Useful if you want to spur someone to act rashly or attack before they are ready.

Intuition (P) Your ability to read other people's motives and moods.

Negotiation (C) This Skill relates to formal negotiations such as parleys, but also to haggling and merchant negotiations. This is an important Skill if you don't want to be cheated in a market.

Performance (A) This Skill relates to acting, both on stage and also for the purpose of tricking someone. If you need to disguise yourself, Performance is the Skill used.

Songs (A) Your ability to sing and hold a good tune.

Taletelling (C) Your ability to tell a really gripping and enthralling story. Good for earning a few coins in an inn, but also for delaying for time if needed.

Threaten (F) Your ability to get what you want through intimidation. This is the quicker than Charm or Trickery, but will leave the person with a strong dislike of you.

Trickery (C) Your ability to get what you want through bluffing, lies or tricksiness. This is quicker than Charm but not as quick as Threaten. The person you use Trickery on will potentially be left with a moderately unfavourable view of you, but they won't dislike you as much as if you used Threaten.

SKILLS: MIND

Alertness (P) Your awareness, ability to notice danger, ability to spot hidden things and search an area.

Ancient History (L) Your knowledge of all history of elder days.

Artistry (P) Your creative flair. If you want to add an artistic touch to your crafts, you will need this Skill.

Craft (L) Your ability to make things. In particular this Skill is important for Lore-crafting and Wright-Crafting. You can elect a speciality (such as leatherwork, stonework, metalwork). If you do, the speciality gains a +3 bonus whenever you use it.

Intellect (C) You cleverness, ability to solve puzzles, general memory and quickness of mind.

Languages (L) Your Skill with Languages and general knowledge of Languages. If you add ranks to

Lore (L) Your general knowledge. If you want to perform Lore-crafting, magic or herbalism, this Skill is extremely important.

Tactics (P) Your skill as a commander in battle, including your ability to maintain supply lines, impose or break a siege or captain an attack on enemy lines.

Tracking (P) Your ability to track animals or people.

Tradework (L) Your ability to perform a trade in the sense of a profession such as farmer or merchant that doesn't involve crafting things. Ironmonery would fall under Craft, but a vintner would be Tradework. You can use this Skill for haggling over prices instead of Negotiation if you prefer.

Volition (W) Your willpower and free will. This is extremely important for casting magic spells, resisting magic spells and resisting the despair of the shadow-elements of the world.

Wayfaring (P) All ranger and navigation Skills except Tracking. Wayfaring includes foraging for food, hunting and navigating by the stars, but also boatmanship and sailing.

ARCHETYPES

An Archetype describes a role that your Character fills in a story, be it thief, hero, warrior or wizard. Archetypes are only important during Character Creation (i.e. they don't affect Character Advancement), but they will tend to be noted down just so that you have a record of them in case they are needed later.

You can take multiple Archetypes (or none at all if you'd prefer), but each time you take an additional Archetype the benefit diminishes somewhat. The cost in Character Points to take an Archetype is always 3 points. Each time you pick an Archetype you will gain a set of bonuses to Skills as well as (potentially) other benefits in the shape of belongings or magical talents.

You can pick the same Archetype multiple times, obtaining cumulative bonuses to the same Skills.

Picks & Skills: The first Archetype you pick confers some rather good bonuses to Skills. The second Archetype you pick (and it could be the same Archetype) confer some slightly less good Skill bonuses. The third, fourth, fifth and so on Archetypes you pick confer some meagre Skill bonuses.

Items: Some Archetypes have **Items** listed under them. Regardless of whether you take an Archetype first, second, third or later you can take any or all of the Items listed for your Character.

ARMIGER

An Armiger is a trained warrior and soldier. You might have worked as a guard or you might be a trained knight of a regal and ancient household. In any instance you have had formal training in the art of close hand-to-hand fighting.

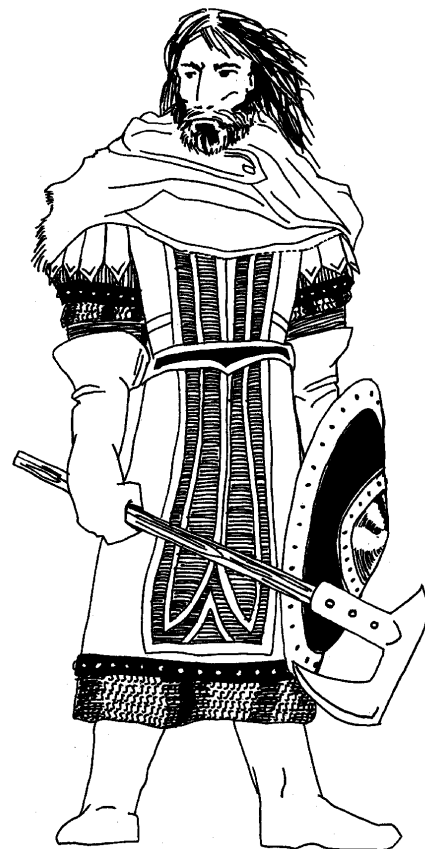
Folk restrictions: None

Skills	First	Second	Third
- Melee	+2	+2	+2
- Might	+2	+2	+2
- Ride	+2	+2	+2
- Tactics	+2	+2	+2
- Toughness	+2	+2	+2

Items: Ordinary dagger 1d10(7). Ordinary Light Mail (AR 5). Any ordinary weapon of Menace 2d10(6) (e.g. longsword, heavy mace, war-axe, heavy spear, lance etc).

If this is your first pick...

Hardy: You have +1 Natural Armour Rank (AR). Also add +2 to your Wound and Death Thresholds.



BEGUILER

You use social cunning, manipulation, charm and a small degree of innate natural magic to get you way. A Beguiler is more wont to use clever words and a silver-tongue to solve problems than force or threats.

Folk restrictions: Not available for Half-Orcs

Skills	First	Second	Third
- Charm	+2	+2	+2
- Conversation	+2	+2	+2
- Intuition	+2	+2	+2
- Performance	+2	+2	+2
- Trickery	+2	+2	+2

If this is your first pick...

Beguile: You can spend 1 Effort to Beguile one or more listeners with words. Roll 3d10 (take middle die) and add your Volition. All listeners needs to test their Volition against this total or become temporarily enthralled. An enthralled Character cannot physically attack you or your friends or companions unless you attack first. However, they are not obliged to believe anything you say or do what you ask. Beguiling only works if the listener speaks your language.



CUNJUROR

Cunjurors make use of stolen or borrowed power to learn and work petty magical spells and hedge-magics. Unlike Sorcerers, a Cunjuror is independent of the Shadow Element, and a Cunjuror's spells (called **Cantrips**) tend to focus on less harmful magics and even include a few curatives and healing magics.

Folk restrictions: Not available for Elves

Skills	First	Second	Third
- Craft	+2	+2	+2
- Lore	+2	+2	+2
- Trickery	+2	+2	+2
- Volition	+2	+2	+2
- Wayfaring	+2	+2	+2

Magics Known: Gain ● Conjuring

	First	Second	Third
- Power	+1	+1	+1
- Conjuring is based on the Volition Skill			

If this is your first pick...

Force of Will: Cunjurors can cast spells drawing from Effort instead of Power. For each 1 Power required, 3 Effort are needed. Fleeting Power is drawn from Current Effort. Lasting Power is Drawn from Full Effort. Power and Effort can be mixed to accomplish a spell.



FOLK-HERO

A Folk Hero is a happenstance hero, the sort of person who never went out of their way to become heroic, but has had heroism thrust upon them. Folk Heroes tend not to be heavily armoured warriors, but use charm and luck and a quick sword to put an end to tyrants and monsters.

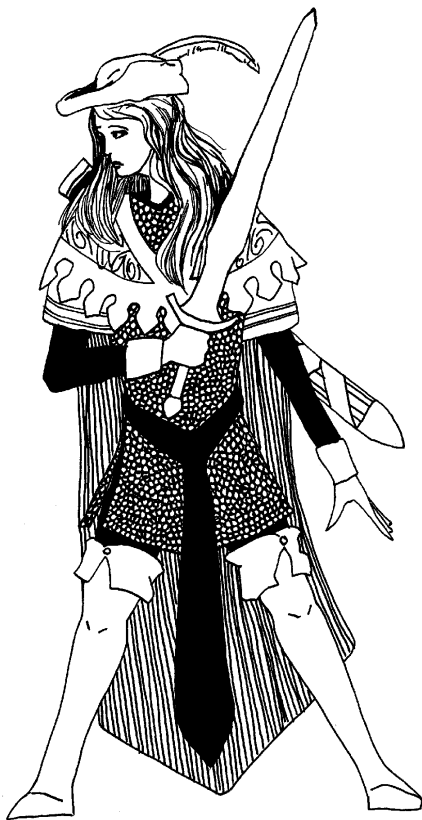
Folk restrictions: None

Skills	First	Second	Third
- Melee	+2	+2	+2
- Nimbleness	+2	+2	+2
- Taletelling	+2	+2	+2
- Toughness	+2	+2	+2
- Charm	+2	+2	+2

Items: Trusty old sword that used to hang over the fireplace 3d10(7). Dashing outfit. Light Leather Armour (AR 3).

If this is your first pick...

Pluck: If you are fighting to defend someone or for the common good you always fight at Advantage (pick highest die, not middle die).



LORE-MASTER

A Lore Master is a gathering of knowledge, ancient lore, secrets and histories. They do not learn spells or magic in the usual sense, but they can make use of their knowledge of the secret ways of nature to make lore-crafted items. A Lore-crafted object is what most unschooled persons would name a magic item.

Folk restrictions: None

Skills	First	Second	Third
- Ancient History	+2	+2	+2
- Intellect	+2	+2	+2
- Languages	+2	+2	+2
- Lore	+2	+2	+2
- Volition	+2	+2	+2

Magics Known: Gain ● Lore-crafting

	First	Second	Third
- Power	+1	+1	+1
- Lorecrafting is based on the Lore Skill			

If this is your first pick...

Ruminate: You can spend 1 Effort to reroll any Skill test involving recall or memory.



MAGIAN

A Magian is a worker of magic and spells of the old, true and deep sort that grows naturally out of a deep understanding of the world and a deep love for it. This is not the unkind magic of the witch or the sorcerer, it is the lore-rich magic of the elf and ancient wizard. Magian spells are called **Dweomers** to distinguish them from Cantrips (Cunjuring) and Sorceries (Sorcery).

Folk restrictions: Elves, Fay, Stormkarl & Puck Only

Skills	First	Second	Third
- Intellect	+2	+2	+2
- Languages	+2	+2	+2
- Lore	+2	+2	+2
- Volition	+4	+4	+4

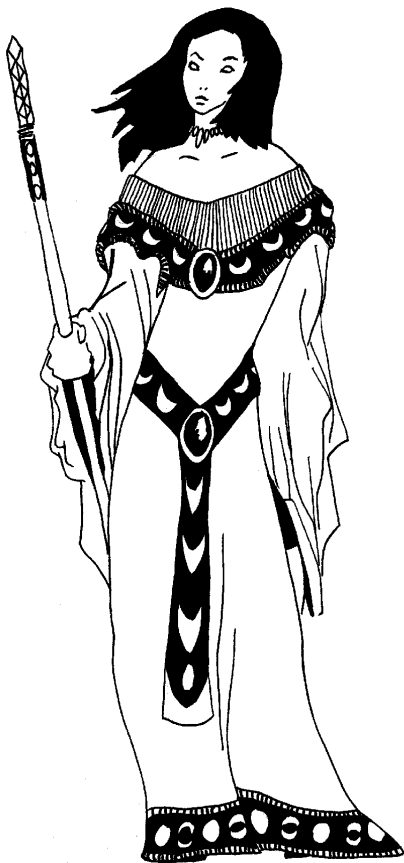
Magics Known: Gain ● Dweomer-craft

	First	Second	Third
- Power	+4	+4	+4

Items: Staff of the Magus (can be used to cast spells by 'touch' through the staff)

If this is your first pick...

Mastery of the Magian: Roll 4d10 and pick 3 dice instead of the usual 3d10 when casting magic.



RANGER

Warriors and knights of the woodland realms, the wilds, mountains and remote places. Rangers are broad-skilled, learning arts of survival and stealth as well as fighting and archery.

Folk restrictions: None

Skills	First	Second	Third
- Archery	+2	+2	+2
- Alertness	+2	+2	+2
- Melee	+2	+2	+2
- Tracking	+2	+2	+2
- Wayfaring	+2	+2	+2

Items: Ordinary dagger 1d10(7). Ordinary cloak. Light leather armour (AR 3). Ordinary short sword 1d10(6). Small bow 1d10(6) and 30 arrows.

If this is your first pick...

Monarch of the Wilds: You can spend 1 Effort to reroll any Skill roll in the outdoors that requires special outdoor knowledge. For example, hiding in a woodland could be rerolled, but reading a book under a tree would not be an outdoor. Skill. Final judgement rests with the Gamesmaster.



SORCERER

Dark magicians who draw their magic from the Shadow Element of the world. The path of sorcery is an easy path to power, but those who walk it will gather Shadow in their flesh and in time they may find themselves under the will and whim or greater dark powers.

Folk restrictions: Not available to Elves

Skill Picks	First	Second	Third
- Ancient History	+2	+2	+2
- Intellect	+2	+2	+2
- Lore	+2	+2	+2
- Volition	+4	+4	+4

Magics Known: Gain ● Sorcery

	First	Second	Third
- Power	+2	+2	+2

If this is your first pick...

Tongues of Darkness: You may spend 1 Effort per Action Round to stop a dark spirit, ghost, wraith or undead from attacking you and forcing it to listen to what you have to say. It won't be forced to agree, but it will negotiate with you as at least potentially an equal.



THIEF

As a Thief you are a master of stealth, cunning and taking stuff that doesn't belong to you. Most thieves would prefer to describe themselves as a 'merchant adventurer' or 'treasure hunter', though a few will go boldly by the epithet thief without shame.

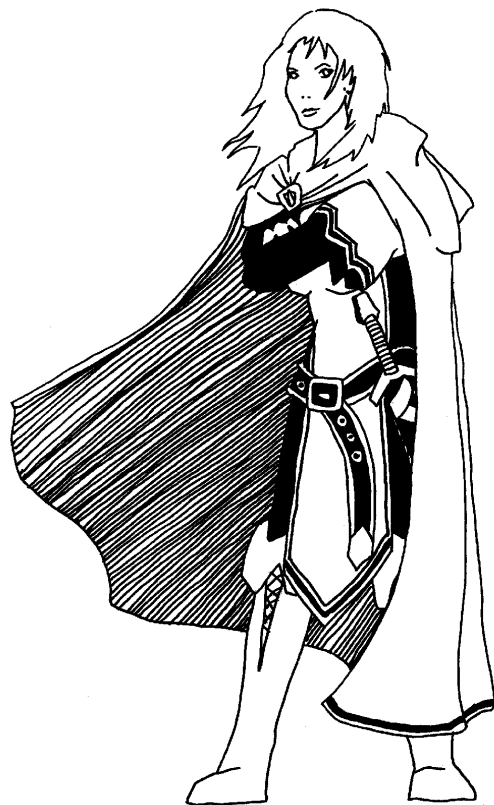
Folk restrictions: None

Skill Picks	First	Second	Third
- Nimbleness	+2	+2	+2
- Stealth	+2	+2	+2
- Thievery	+2	+2	+2
- Trickery	+2	+2	+2
- Alertness	+2	+2	+2

Items: Ordinary dagger 1d10(7). Heavy Hide armour (AR 2). Ordinary cloak. Leather gloves. Thief's Tools. Pouch of fake glass gems. Pouch of fake coins. Treasure map of uncertain providence. Hacksaw. Rope.

If this is your first pick...

Quick of Reflexes: You can spend 1 Effort to avoid traps, ambushes or surprise attacks. If you use this ability, then you are deemed not to have been surprised and are able to just step out of the way of traps, arrows or the like.



THUG

You might be a mercenary, a town bully, a raider or a pirate. You are an untrained brute who takes whatever you want by force and do it with a laugh and a grim smile.

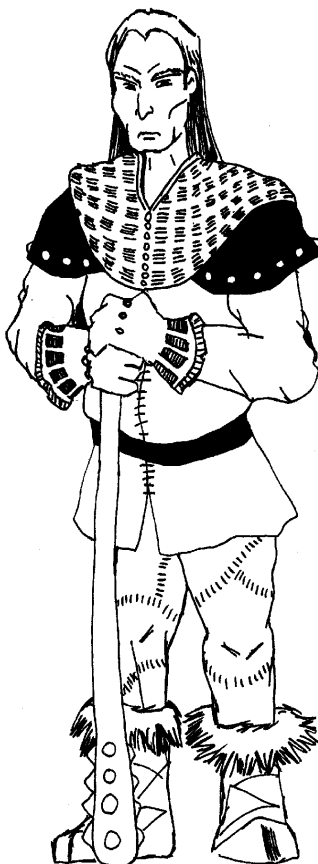
Folk restrictions: Humans and Half-orcs only

Skill Picks	First	Second	Third
- Brawling	+2	+2	+2
- Insult	+2	+2	+2
- Might	+2	+2	+2
- Toughness	+2	+2	+2
- Threaten	+2	+2	+2

If this is your first pick...

Health Bonus: Add +1 to your total Health.

Hammering Fists: Usually when fighting unarmed (using the Brawling Skill) if the attack exceeds the enemy's Wound Threshold then 1 damage is done to the enemy's Effort rather than a wound. If Effort drops to zero the enemy is rendered unconscious. If the roll exceeds the Death Threshold then 1 Wound is automatically inflicted, but an automatic kill doesn't occur. If your Brawling roll beats the WT you can choose to instead deal a 1d10(5) wounding attack. If you beat the DT you kill the opponent as if you were armed.



WARLOCK

A Warlock is a warrior-sorcerer who has trained in the arts needed to summon up shadow-magics for battle and war. Both Warlocks and Sorcerers learn and cast Sorceries, though where a Sorcerer aspires to working great and powerful magics, a Warlock is more bent on augmenting their war-making with a few small but deadly magics.

Folk restrictions: Not available to Elves

Skill Picks	First	Second	Third
- Melee	+2	+2	+2
- Might	+2	+2	+2
- Threaten	+2	+2	+2
- Trickery	+2	+2	+2
- Volition	+2	+2	+2

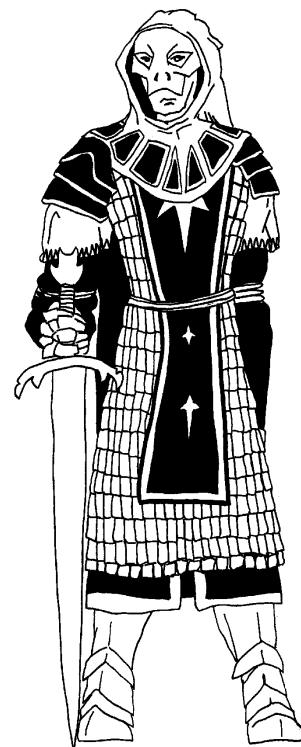
Magics Known: Gain ● Sorcery

	First	Second	Third
- Power	+1	+1	+1

Items: Ordinary dagger (1 damage). Heavy Leather Armour (AR 4). Any ordinary weapon of Damage 2d10(7) (e.g. light sword, mace etc).

If this is your first pick...

Sorcery of War: Usually a Character cannot do anything except prepare a sorcery spell when spell-casting and if injured while preparing to cast the spell is lost. You can fight and prepare a spell in your mind at the same time and if you are injured the spell is not lost. This applies only to Sorcery, not Cunjuroing, Dweomer-craft or other types of magic.



STRENGTHS & WEAKNESSES

Strengths are beneficial traits and cost **Character Points** to acquire. **Weaknesses** are likely to be harmful in the game. However, taking a **Weakness** does not confer extra **Character Points**. Acquiring a **Weakness** costs **Character Points** to acquire, but it is balanced by granting some bonus **Experience Points**. Experience points are not used like **Character Points**, rather they contribute towards a Character's advancement through **Experience Levels**.

STRENGTHS

- **1 pt. Trifling:** Very little real effect in play
- **2 pt. Slight:** Equivalent to occasional +1 bonuses to Attribute and Skill tests.
- **4 pts. Moderate:** Equivalent to some +2 bonuses to Attribute and Skill tests.
- **8 pts. Extraordinary:** Equivalent to frequent +5 bonuses to Attribute and Skill tests.

WEAKNESSES

- **1 pt. Inconvenient:** Equivalent to occasional -1 bonuses to Attribute and Skill tests.
 - **Gain 1 EXP**
- **1 pt. Bothersome:** Equivalent to some -2 penalties to Attribute and Skill tests.
 - **Gain 2 EXP**
- **1 pt. Crippling:** Equivalent to frequent -5 penalties to Attribute and Skill tests.
 - **Gain 4 EXP**

A collection of Strengths and Weaknesses is provided at the end of the Character Creation section.

If I have enough weaknesses can my Character advance a level before the game starts? No. You need to survive at least one game session to advance an Experience Level. You might find yourself advancing two levels at once, but that will depend on surviving your first adventure.

If I have an ability such as Conjuring from an Archetype, can I take the Conjuring Strength too? Yes. The reason you might decide to do this is that you could find that you obtain larger Character bonuses by mixing Archetypes and Strengths rather than just picking an Archetype multiple times.

6. MAGIC

There are several magical spell-casting disciplines in Spellwoven. These include *Dweomercraft*, *Sorcery* and *Cunjuring*. The crafting of magical artefacts falls within *Lore-crafting*, *Rune-magic* and *Wright-crafting*.

Before choosing Spells and Lore-craftings for your Character you need to work out your Character's final **Power**. This means it is usually a good idea to work through your magical spells and abilities last, after you gone through and added any small and sundry bonuses that you might gain for your **Power**. If you have zero power, or if you have not taken any of the options that confer magical Spells or Lore-craftings then you can skip this part of Character Creation entirely. To gain access to an area of magic, you need to have taken one of the following options:

- **DWEOMER-CRAFT** is obtained either by taking the **Magian Archetype** or by taking the **Dweomer-Craft Strength**.
- **LORE-CRAFTING** is obtained either by taking the **Lore-master Archetype** or by taking the **Lore-crafting Strength**.
- **RUNE MAGIC** can only be obtained by taking the **Rune-magic Strength**. Runes known is given in the **Strength**.
- **WRIGHT-CRAFTING** can only be obtained by taking the **Wright-crafting Strength**. Known crafts is given in the **Strength**.
- **SORCERY** is obtained either by taking the **Sorcerer** or **Warlock Archetypes** or by taking the **Sorcery Strength**.
- **CUNJURING** is obtained either by taking the **Cunjuror Archetype** or by taking the **Cunjuror's Art Strength**.

The above magics are presented (roughly) from the most (Dweomer-craft) to least (Cunjuring) powerful.

DWEOMER-CRAFT

Work out your Power. Once you have this number check it against the following table and write down the number of Spheres, Wisdoms and Dweomers you will start with.

POWER	Wisdoms	Dweomers
1-10	1	1
11	1	2
12	2	2
13	2	3
14	3	3
15	4	3
16	4	3
17	4	4
18	5	4
19	5	5
20	5	6
21	5	6
22	6	6
23	6	7
24	7	7
25	7	8
26	7	8
27	8	8
28	8	9
29	9	9
30	9	10

WRIGHT-CRAFTING

Wright-craftings rely on time and deep knowledge rather than investment of Power. The number of Wright-craftings you have is based on Lore.

LORE	WRIGHT-CRAFTINGS
0-3	1
4-6	2
7-9	3
10-12	4
etc	etc

SORCERY

You start with a number of known Sorceries and have capacity for learning more.

POWER	Known	Capacity to Learn
1-10	1	2
11-12	1	3
13-14	2	3
15-16	2	4
17-18	3	4
19-20	3	5
21-22	4	5
23-24	4	6
25-26	5	6
27-28	5	7
29-30	6	7

LORE-CRAFTING

Lore-craftings are purchased using points. The number of points you have to purchase Lore-craftings is equal to your Power.

POWER = Points for Lore-craftings

e.g. if you start play with Power of 6, you get 6 points to spend on Lore-craftings.

CUNJURING

You start with a number of known Cantrips and have capacity for learning more.

POWER	Known	Capacity
1-2	1	2
3-4	1	3
5-6	2	3
7-8	2	4
9-10	3	4
11-12	3	5
13-14	4	5
15-16	4	6
17-18	5	6
19-20	5	7

RUNIC MAGIC

Lore-craftings are purchased using points. The number of points you have to purchase Lore-craftings is equal to your Power.

POWER = Points for Rune Magic

e.g. if you start play with Power of 6, you get 6 points to spend on Lore-craftings.

MAGIC: POWER

RECOVERING POWER

In **Spellwoven** **Fleeting Power** does not recover passively, and **Lasting Power** does not recover at all except through Experience points and Character Advancement.

Recovering Fleeting Power requires mystical meditation and connection with a source of power. For Folk who have an innate talent for magic, this will likely be an Inner Power. But for other Folk, rituals and meditations on the mystical powers of the world is required. If you wish to be a spell-caster, you must pick a **Source of Power**.

SOURCES OF POWER

Each spell-casting Character must choose one of the following **Sources of Power**. Characters cannot have multiple Sources of Power.

BLOOD MAGIC

Open to any Folk

- **Ritual:** One hour of ritual involving bleeding yourself deals you one wound and restores d10 Fleeting Power up to a limit of your Full Power.
- **Sacrifice:** Sacrifice an animal (2d10 restored) or a sentient living being (3d10 restored) to work a Blood Magic ritual that restores Fleeting Power up to the limit of your Full Power. The Sacrifice also inflicts one *Corruption* on you.

DAY MAGIC

Open to any Folk

- **Meditation:** One hour of quiet meditation in direct daylight restores 1d10 Fleeting Power up to the limit of your Full Power.
- **Ritual:** Conduct a ritual at noon to gain 3d10 Fleeting Power up to the limit of your Full Power.

FIRE MAGIC

Open to any Folk

- **Ritual:** One hour of ritual involving meditation on a natural fire restores d10 Fleeting Power up to a limit of your Full Power. Chance of seeing visions in the fire that may or may not be true at the Gamesmaster's discretion.
- **Offering:** Burn something inanimate, but of value, to gain 2d10 Fleeting Power up to the limit of your Full Power.
- **Sacrifice:** Burn an animal (2d10 restored) or a sentient living being (3d10 restored) to work a

Fire Magic ritual that restores Fleeting Power up to the limit of your Full Power. The Sacrifice also inflicts one *Corruption* on you.

INNATE POWER

Open to Eltrich, Elves and Fay

- **Meditation:** One hour of quiet meditation on the nature of the self restores 3d10 Fleeting Power up to the limit of your Full Power.

NIGHT MAGIC

Open to any Folk

- **Meditation:** One hour of quiet meditation in darkness, whether at night, or in a closed off space restores 1d10 Fleeting Power up to the limit of your Full Power.
- **Ritual:** Conduct a ritual at midnight to gain 3d10 Fleeting Power up to the limit of your Full Power.

SHADOW MAGIC

Open to any Folk

Worship: Spend one hour in worship of the Shadow Element to regain all of your Fleeting Power up to the limit of your Full Power.

Ritual: Undertake a dark ritual to permanently gain one point of full power, gain three *Corruption* and permanently lose one *Full Health* and one *Full Stamina*.

STORM MAGIC

Open to any Folk

- **Meditation:** One hour of quiet meditation under the open sky restores 1d10 Fleeting Power up to the limit of your Full Power.
- **Ritual:** Conduct a ritual during a storm, in the rain, in snow, blizzard or howling wind to gain 3d10 Fleeting Power up to the limit of your Full Power.

WILD MAGIC

Open to any Folk

- **Meditation:** One hour of quiet meditation in a wild, living place such as a forest, woodland, wild meadow or moor restores 1d10 Fleeting Power up to the limit of your Full Power. Must be at least an hours walk from the nearest house, village or farm.
- **Ritual:** Conduct a ritual around a living tree to regain half 1d10 Fleeting Power (rounded down) up to the limit of your Full Power. The tree can be anywhere, even in a town or garden.

7. DETAILS

At this point you may wish to review some details on the Character Sheet.

AGE

Is **Adult** by default, but can be modified by **Strengths** and **Weaknesses** such as **Youthful**, **Callow** or **Aged**.

EXPERIENCE LEVEL

Starts at Level 1. Your Experience Level cannot be modified during Character Creation. It will be increased through gaining **Experience Points** in the game.

SHADOW LEVEL

Starts at Level 1. Your Shadow Level cannot be modified during Character Creation. It will be increased through gaining **Shadow Points** in the game.

EXPERIENCE POINTS

These are obtained during play. It starts at **zero** for all Characters. The only way to gain Experience during Character Creation is to take a **Weakness**. Once you gain enough Experience your Experience Level will increase, which provides bonuses and benefits to the Character.

SHADOW POINTS

These are gained through evil acts or works of dark sorcery. Shadow starts at **zero** for all Characters. It may be modified by some **Strengths** and **Weaknesses**, so check your choices carefully. If you gain enough Shadow you will start to gain Shadow Levels. This will add to your power, but it will also put you in the thrall of the Dark Ones, and eventually you may become withered or even pass into Shadow and become a Wraith.

GEAR & COIN

These are based on your **Folk** and can be modified by some **Strengths** and **Weaknesses**.

FRAILITY

This is based on your **Folk**. You start with **zero** points of Frailty unless otherwise directly instructed.

WT & DT

These are your **Wound Threshold** and **Death Threshold**. They are based on your **Folk** and can be modified by some **Strengths** and **Weaknesses**.

HEALTH, EFFORT & POWER

These are based on your **Folk** and can be modified by some **Strengths** and **Weaknesses**.

HEALING RATES

Healing rates are based on your **Fortitude** and determine how long one **Wound** will take to heal naturally.

Bedrest	7 minus Fortitude (in days)
Light Activity	10 minus Fortitude (in days)
Heavy Activity	20 minus Fortitude (in days)

ARMOUR RANK (NATURAL)

Sometimes Characters get a slight Natural Armour bonus. Write this onto your Character Sheet. For example, Armigers can start with a slight Natural Armour bonus. You still get this bonus even if not wearing armour at all and it represents your natural resistance to injury. A very high Toughness will also confer some natural resistance to injury. For every 10 points of Toughness you get a +1 natural Armour Bonus.

Toughness	Natural Armour Rank
0-9	No Bonus
10-19	1 Natural AR
20-29	2 Natural AR
etc	etc

ARMOUR RANK (TOTAL)

Armour Ranks range from 1 to 8 for most mundane suits of armour. You can only wear one suit of armour at a time. Your total Armour Rank (AR) is your Natural AR + AR from armour worn. If you are wearing Light Leather Armour with an Armour Rank of 3, then write 3 in your AR.

SOAK

Your roll your Soak when you are struck by something causing injury, such as a weapon. It is based on your Total Armour Rank.

AR	SOAK
1	3d10(10)
2	3d10(9)
3	3d10(8)
4	3d10(7)
5	3d10(6)
6	3d10(5)
7	3d10(4)
8	3d10(3)
9	3d10(2)
10	3 Wounds
11	3 + 3d10(10)
12	3 + 3d10(9)
etc	etc

DODGE (ARMoured)

Once you have determined your AR you can work out your Dodge. Dodge is based on Nimbleness minus AR. You are allowed to attempt to Dodge any attack but it costs 1 Effort to do so. Roll 3d10 (the same as a skill test) and add your Dodge. If your equal or beat the total of the attack, you dodge the attack.

$$\text{Dodge (Armoured)} = \text{Nimbleness} - \text{AR}$$

DODGE (UNARMoured)

Your Unarmoured Dodge (i.e. if you are not wearing armour) is equal to your Nimbleness.

$$\text{Dodge (Unarmoured)} = \text{Nimbleness}$$

STUN

This is the amount of Wounds per attack that will stun you. It is based on your Toughness and refers to wounds inflicted before your armour reduces the injury. If you take a 6 wound attack but your armour reduces it to 2, whether or not you are Stunned depends on the 6 wounds. If you are stunned your next action is taken without any Skill or Attribute bonuses.

Toughness	Stun
0-5	1 Wound (or more)
6	2 Wounds (or more)
7	3 Wounds (or more)
8	4 Wounds (or more)
etc	etc

BONUS MELEE DAMAGE

Characters with a high enough Might get to add a bonus Wound to damage inflicted in battle using the Melee Skill.

Might	Damage Bonus
0-9	No Bonus
10-19	+1 Wound
20-29	+2 Wounds
etc	etc

BONUS ARCHERY DAMAGE

Characters with a high enough Alertness get to add a bonus Wound to damage inflicted in battle using the Archery Skill.

Alertness	Damage Bonus
0-9	No Bonus
10-19	+1 Wound
20-29	+2 Wounds
etc	etc

MUNDANE ITEMS TABLE

Optional - Rolls three times using a d100

- | | | |
|---|--|---|
| 01. Ordinary-seeming but magical ring | 35. A small bag of uncut gemstones (worth 1 Wealth) | 67. A lute |
| 02. Flask of lamp oil (12 hours worth) | 36. A scroll of music notations: strangely haunting | 68. A flute |
| 03. Four colourful pebbles | 37. A fine-wrought war axe (2d10(6)) | 69. A small drum |
| 04. Child's doll | 38. Heirloom broadsword. Unknown letters on blade. Otherwise plain but good quality (2d10(6)) | 70. A hunter's horn |
| 05. Page torn from a book | 39. Fancy hat | 71. A tough leather sack |
| 06. Small glass jar | 40. Coil of grey, silken rope | 72. A pound of dried goat meat |
| 07. Lump of fool's gold | 41. A cat that has been following you about | 73. A ham |
| 08. Sheet of paper with strange writing | 42. An world atlas. Somewhat inaccurate. | 74. A box of twenty new horseshoes |
| 09. Whetstone | 43. A flute | 75. An ink pot, quills and roll of paper |
| 10. Sheep shears | 44. A bottle of perfume | 76. A blank book |
| 11. A troll's tooth that has turned to stone | 45. A fishing pole, line and hooks | 77. A dozen hard sausages |
| 12. Lock of hair belonging to a past love | 46. A bird net | 78. A leather belt with bronze studs |
| 13. Ball of string | 47. A rabbit snare | 79. A handaxe (1d10(7)) and belt sheath |
| 14. Small pouch of fragrant tea | 48. A pair of heavy leathern gloves | 80. A sock full of glass beads |
| 15. Small wooden bowl | 49. Candied fruits in a box | 81. An old, ratty cloak |
| 16. Packet of rare spice (worth 1 Wealth) | 50. A delicious pie | 82. A spare pair of boots |
| 17. Bottle of good mead | 51. A small barrel of pickled herrings | 83. Ten sticks of chalk |
| 18. Silver bell (worth 1 Wealth) | 52. Hair comb made of an unknown shell | 84. A hooded cloak with hidden inside pockets |
| 19. Small bag of berries | 53. Ring of Luck (+1 Luck, roll again) | 85. A pet crow |
| 20. Blanket or bedroll | 54. A herbal guide to plants. However, the plants are unknown to you and seem to be made up. | 86. Two armed retainers sworn to your service |
| 21. Small cooking pot | 55. A game of stones with a wooden board | 87. A copper goblet: family legends tells that it was given to your ancestors by a magical being |
| 22. Bone or ivory scroll case | 56. A cow | 88. A bag of freshly collected nuts |
| 23. A lucky coin (+1 Luck, +1 Wealth) | 57. A piglet | 89. A bit of a cold |
| 24. Round of cheese | 58. Two worn out old hunting dogs | 90. A packet of crimson dye |
| 25. Bottle of strong spirits | 59. A bundle of five unfinished bow staves | 91. A pet hedgehog that you keep in a leather case |
| 26. One apple | 60. A bag of acorns | 92. A book of fairytales and stories |
| 27. Small silver mirror | 61. A roll of ten torches | 93. A bag of old worn out shoes for repair |
| 28. Needles, thread and patches | 62. A set of stone chisels | 94. A shovel |
| 29. Gambling dice | 63. A handsaw | 95. A kit of gardeners tools |
| 30. A jar of wild honey | 64. A mason's hammer | 96. A pet puckle-dragon |
| 31. A bag of old surgeon's knives and saws | 65. A stone fire pot | 97. A horse and riding gear |
| 32. A single scale from a dragon | 66. A large copper kettle | 98. A map. Shows a location marked: 'Hoard' |
| 33. A staff with glowing mushrooms living on end. Equivalent to a torch. Requires watering each day. | | 99. A leather mask: allows you to see perfectly in the dark when worn |
| 34. Cage of glowing butterflies. Equivalent to a torch. Requires feeding with honey each day. | | 100. A prophecy (about you) |

DETAILS: LANGUAGES

Use the following information to work out what your native language is and to add other languages to your known repertoire. **See Strengths: Languages.**

Languages of the Peoples

Common: A trade tongue that has come into common use. Native to Halflings and Men.

Elvish Tongues

- **Arcoth Oremdel:** Ancient Elvish. Used as a lore and book language.
- **Arundel:** Lord & Roke Elves.
- **Esthredel:** Dead Elvish tongue. Not spoken and nearly forgotten.
- **Gloamarindel:** Darkling & Wode Elves.
- **Sarthrendel:** Rime Elves.

Dwarvish Tongues

- **Gnomr:** A debased form of Dwarvish mixed with human and even some Elvish words. Only native to Scrawn Dwerrow.
- **Eld-Karh:** Ancient, formal language. Used only in ceremony or in books of lore.
- **Karhrun:** Mixed Dwarvish and Common. Not secret but seldom spoken among outsiders. Native to Hill Dwerrow.
- **Or-Rhuk:** Secret Dwarvish Tongue. Native to Iron Dwerrow and Mountain Dwerrow.

Orcish Tongues

- **Uluk:** Debased mixture of Common and some ancient Elvish words. Native to Orcs and to some Half-Orcs (at Gamesmaster's discretion)
- **Morgharl:** Evil language of the Dark Ones. An ancient corruption of Elvish.

Native tongues of other peoples

- **Common Tongue:** Dobbes, Ganfirs, Grigs, Hobbadies-Lanthorn, Hobbes o' the Hurst, Ouphes & Pucks.

DETAILS: OPTIONAL ROLLS

The following tables provide some optional rolls that you may wish to use. They are intended to provide a bit of extra colour for Characters. The fun part here is explaining why you might be seeking to put right a wrong (from *Wanderer's Tale*) or why you own a piglet, a small drum and some candied fruits (from *Mundane Items*).

FAMILY

Optional - Roll a d10

1. Both your parents are dead
2. Both your parents are alive
3. You were a foundling discovered as a baby in the woods
4. You have a very rich and somewhat eccentric uncle or aunt
5. You are an only child
6. You are the youngest of a very large family
7. You stand to inherit a large sum one day
8. Once a year a stranger arrives at your house and asks after your health. He or she pays a sum and leaves.
9. You were born out of wedlock
10. You have relatives who are jealous of you

WANDERER'S TALE

Optional - Roll a d20

The following is an optional list of reasons for having taken to the road. If you want to, you can either pick one from the following table or roll if you'd prefer (d20).

1. Simple wanderlust: too many tales around the hearth
2. Seeking to avenge a wrong committed against you
3. Seeking to put right a wrong you committed
4. Fleeing from a crime and the law
5. A sworn oath that you shall not rest until...
6. True Love
7. On the command of a lord or king
8. By the intervention of a supernatural power
9. You are seeking a lost treasure
10. You are seeking to restore your lost home
11. You wish to slay a power or monster that slaughtered your ancestors
12. You are haunted by a wight or wraith
13. You have made a bad bargain with a dark power and are fleeing it
14. A person or power wants revenge against you
15. You have a map, key or secret knowledge relating to a great treasure
16. Wondrous, but mysterious visions or dreams plague you
17. You are searching for lost siblings
18. Instigated by a group of travellers, gypsies or tinkers
19. You've been picked for a job due to special skills you may not know you have
20. You own an object that must be destroyed for the sake of all free peoples

STRENGTHS

How do the Experience Gains work?

Some of the **Strengths** here allow you to gain Experience points through specific actions (such as achieving a quest or solving a problem without violence, or making a pompous person look a buffoon). Only two rules govern these. 1) The Gamesmaster has the final say as to whether an action qualifies you for an Experience gain. 2) Actions cannot be cross-credited to multiple sources of Experience. If you gain something you want by taking advantage of someone's naivety and by spying on them, you can't credit this to both Impish Humour and Beguiler, and thus double the Experience gained. You only get the bonus

ALLies

You have a few allies and friends who you can call on in need. This element will largely have to be roleplayed during the game.

- **2 pt. Slight:** A few people
- **4 pts. Moderate:** A large gang or troop
- **8 pts. Extraordinary:** Powerful & possibly magical

ALLure

You are unusually attractive and other Characters will tend to react positively to you in social interactions. Note that, in some situations, such as where an attractive elf is interacting with goblins, this Trait may impose a penalty because such creatures would find you unusually repellant. You can spend **Effort** to take any social skill Test at Advantage.

- **2 pt. Slight:** Costs 2 Effort
- **4 pts. Moderate:** Costs 1 Effort
- **8 pts. Extraordinary:** No cost

Ancient of Days

You have lived long on this mortal earth, and know many secrets because you were there to see them pass. Only available if you have already taken at least 1 rank in **Long of Life**. Elves, Fay and Eltrich can purchase this Trait for 1, 2 and 3 points instead of 2, 4 and 8. You can spend **Effort** to take an Ancient History Test at Advantage.

- **2 pt. Slight:** Costs 2 Effort
- **4 pts. Moderate:** Costs 1 Effort
- **8 pts. Extraordinary:** No cost

Animal-ken

You can speak one of the languages of birds and beasts.

- **2 pt. Slight:** You can speak to a specific animal (e.g. ravens)
- **4 pts. Moderate:** You can speak to a family of animals (e.g. canines, raptors, songbirds, cats, ferrets & stoats, bears, snakes etc).
- **8 pts. Extraordinary:** You can speak the language of all birds and beasts.

ARTISAN

You have a fine taste for artistry and a talent for it. Dwerrow can take this Trait for 1, 2 or 3 points instead of the usual 2, 4 or 8 points.

- **2 pt. Slight:** Any object you craft is worth +1 Coin above its normal price
- **4 pts. Moderate:** Any object you craft is worth +2 Coin above its normal price
- **8 pts. Extraordinary:** Any object you craft is worth +4 Coin above its normal price

BLESSING AND CURSING

You have the ability to lay Blessings or Curses on people or animals. Blessings cost **Power** and only have effect once the animal or person has left your presence, as the Blessing is a sort of substitute for the protection of the Blesser. A Blessing gives a set bonus to all rolls to resist or avoid danger, damage, injury or harm.

Curses attach one or more **Weaknesses** permanently to a person or animal. Invoking a Curse causes the Curser to take a point of **Shadow**. The Curser then gains a number of points that are used to buy **Weaknesses** that then adhere to the target. Curses are difficult to work if the target has never done you any harm (*diff. 15* tested against *Volition*), easier to work if the target has harmed you a little (*diff. 12*), easier again if the target has harmed you a lot (*diff. 10*) and very easy to work if the

target has just dealt you a mortal injury (*diff.* 3). Blessings also require a *Test of Volition* to place upon a person or animal, and the Difficulty is the number of days the Blessor wishes the effect to last. If you want a Blessing to last 10 days, then the Difficulty is 10.

- **2 pt. Slight:** Can spend 1 Power to give a +1 Blessing. Can curse a target for 1 point of *Weaknesses*, costing 1 Power and adding 1 Shadow.
- **4 pts. Moderate:** Can spend 2 Power to give a +2 Blessing. Can curse a target for 2 points of *Weaknesses*, costing 2 Power and adding 1 Shadow.
- **8 pts. Extraordinary:** Can spend 3 Power to give a +3 Blessing. Can curse a target for 4 points of *Weaknesses*, costing 3 Power and 1 Shadow.

Beast-Bidder

You can gather, train and breed a horde of animals to be spies and guards. To take Beast-Bidder you must already have at least one level of *Animal Ken*. Gathering a horde of beasts takes time, sometimes years, and you must settle into a place for a while to be able to work this power.

- **2 pt. Slight:** You can gather a horde of one specific animal (e.g. ravens) with no particular supernatural powers
- **4 pts. Moderate:** You can gather a horde of two specific animals (e.g. ravens and wolves). Over time, you can give a horde one minor magical property equivalent to a +1 skill bonus.
- **8 pts. Extraordinary:** You can gather any number of hordes of specific animals given enough time. Over time, you can give a given horde two magical properties equivalent to a +4 Skill Bonus.

Belongings

Belongings represents the stash of useful things you keep about your person. Small easily portable objects can be found by making a successful Belongings check.

- **1 pt. Trifling:** Add +1 to *Gear* on your Character Sheet. You can purchase this multiple times to increase your total Belongings score.

Brave

You are unusually courageous. In a situation where you would otherwise receive a penalty to rolls because of fear, intimidation or despair, you can ignore the penalty for one or more actions.

- **2 pt. Slight:** One action per session
- **4 pts. Moderate:** Two actions per session

- **8 pts. Extraordinary:** Three actions per session

Brutal

You delight in lording physical power and your threatening presence over others. Each time you get your own way through petty violence (brawling or unarmed assault) or through intimidation and threats of serious armed violence (but without actually being forced to follow through) then you regain some lost *Effort*. If you threaten violence and it escalates to an armed fight, then no *Effort* is gained. You prefer to have your cake without actually having to fight for it. The amount of *Effort* you can regain in this way is limited as follows:

- **2 pt. Slight:** d10 for a well-played threat
- **4 pts. Moderate:** As above: 2d10
- **8 pts. Extraordinary:** As above: 3d10

Effort is usually regained at 2d10 per night of good sleep

Catfall

You are unusually skilled at falling with grace and landing unharmed. You must have an *Quickness Attribute* of at least 4 to take this Strength.

- **2 pt. Slight:** You can fall 5 m unharmed
- **4 pts. Moderate:** You can fall 10 m unharmed
- **8 pts. Extraordinary:** You can fall 20 m unharmed

Charismatic Aims

You prefer to get what you want without the use of violence and intimidation. Each time you achieve a set goal through social intrigue, manipulation, illicit dealing, spying or other non-violent but not necessarily scrupulous means, you regain some lost *Effort*. The amount of *Effort* you can regain in this way is limited as follows:

- **2 pt. Slight:** d10 for a well-played social trick
- **4 pts. Moderate:** As above: 2d10
- **8 pts. Extraordinary:** As above: 3d10

Effort is usually regained at 2d10 per night of good sleep

Covetous

You love gold and silver and other riches, and may even take such things in preference to a very useful or practical thing, such as an ugly magic sword made of harsh grey metal. Each time you acquire some substantial personal gain (what defines 'substantial' at the discretion of the Gamesmaster and may change as your Character becomes richer),

you regain some lost *Effort*. The amount of *Effort* you can regain in this way is limited as follows:

- **2 pt. Slight:** d10 for a well-played social trick
- **4 pts. Moderate:** As above: 2d10
- **8 pts. Extraordinary:** As above: 3d10

Effort is usually regained at 2d10 per night of good sleep

CUNJURING

You have learned a few of the petty hedge-magic spells that Humans and Goblins and other folks who are not naturally given to magic sometimes manage to master. Unlike Sorcery, Cunjuring is not a dark art and does not add shadow, however, it is not as potent either and most Cunjuring spells are mere illusions and tricks. Casting a Cunjuring spell requires a Test of *Lore*.

- **2 pt. Slight:** +1 Power
- **4 pts. Moderate:** +2 Power
- **8 pts. Extraordinary:** +4 Power

CUNNING Words

You are extremely clever with your words and persuasive with arguments. If you use Charm, Threaten or Trickery on an Unnamed Character you pass automatically and don't need to roll. If used against a Named Character a Contest of your social skill against Volition is invoked. If you win you may make a suggestion that the Character must obey as long as it doesn't put that Character's life in immediate danger (i.e. you can't suggest someone walk off a cliff). You can continue making suggestions by expending 1 point of *Effort* per suggestion thereafter.

- **2 pt. Slight:** Once per session
- **4 pts. Moderate:** Twice per session
- **8 pts. Extraordinary:** Three times per session

Delver of Lore

You have a keen desire to uncover mysteries and plots, and turn that knowledge to the good for you and yours. Each time you discover a lost secret during the game you regain some lost *Effort*. The amount of *Effort* you can regain in this way is limited as follows:

- **2 pt. Slight:** d10 for a well-played social trick
- **4 pts. Moderate:** As above: 2d10
- **8 pts. Extraordinary:** As above: 3d10

Effort is usually regained at 2d10 per night of good sleep

ðweomecraft

*Only open to Elves, Eltrich, Fay, Puck and Stormkarl
and those who have Unusual Power*

You can cast magic spells by force of will, through a deep understanding yourself and the world and through your own inner power. Spell-casting can be good or evil, and is used by good and dark powers. If you have *Will-casting* at any level the cost to take *DweomerCraft* is 1, 3 and 7 instead of 2, 4 and 8.

- **2 pt. Slight:** +2 Power
- **4 pts. Moderate:** +4 Power
- **8 pts. Extraordinary:** +6 Power

Elf~fleet

Only open to Elves and Stormkarl

You have a remarkable natural talent for speed and agility.

- **2 pt. Slight:** You can run along branches and move through a canopy as fast as if you were running on the ground. +2 Nimbleness.
- **4 pts. Moderate:** You can walk on mud or snow without sinking. +3 Nimbleness.
- **8 pts. Extraordinary:** You can spend a point of Effort to leap eight feet forwards or five feet up or three feet backwards (from standing). +4 Nimbleness.

ENTHRALLING PARAMOUR

Only open to Fay

Enthralling Paramour: Your people have a magic about them that compels love, adoration and obedience. Any Character whom you bed will feel moderately compelled to do as your ask of them from then on (effect lasts at least a year and may be troublesome, the person may fall in love and not leave you alone). Resisting requires a Test of *Volition* by the target.

- **2 pt. Slight:** Resist at *Difficulty 10*
- **4 pts. Moderate:** Resist at *Difficulty 15*
- **8 pts. Extraordinary:** Resist at *Difficulty 20*

Eyes of Night

You can see perfectly in dusky or twilight conditions and under strong moonlight and starlight. You don't see well under a cloudy sky at night, and you cannot see in complete darkness. This trait has only one level. Elves, Dwerrow, Half-Orcs, Ganfir, Grig, Puck and Stormkarls can take this Trait for no cost.

- **2 pt. Slight:** Gain Dusk Sight.

Famed

You are renowned locally or farther abroad. This may give you bonuses to social Tests of Skill at Gamesmaster's discretion in the right circumstances, such as when among friends and allies, though it may impose a penalty when among enemies. If you are recognised in battle, enemies may single you out for the glory of killing you.

- **2 pt. Slight:** Famous in a town or shire
- **4 pts. Moderate:** Famous in a kingdom
- **8 pts. Extraordinary:** World famous

FAR SIGHT

You have preternatural good vision. Elves and Stormkarl can purchase this Trait for 0, 1 and 2 points instead of 2, 4 and 8.

- **2 pt. Slight:** You can see detail 50% again as far as a normal person
- **4 pts. Moderate:** You can see detail twice as far as a normal person
- **8 pts. Extraordinary:** You can see detail three times as far as a normal person

FINE CRAFTSMAN

You are skilled at the making of things. Dwerrow can purchase this Trait for 1, 2 or 3 points instead of 2, 4 or 8 points respectively. You can spend *Effort* to take a *Craft Skill Test* at Advantage.

- **2 pt. Slight:** Costs 2 Effort
- **4 pts. Moderate:** Costs 1 Effort
- **8 pts. Extraordinary:** No cost

FOREBODING

You have a minor magical talent for sensing danger, either in a situation, or upon meeting a person or seeing a thing for the first time. Where a person, place or thing is potentially ill-meaning toward the Character, the Gamesmaster can ask for a *Test of Alertness*. A Player can also ask to make a *Test of Alertness* if suspicious of something. A successful pass of the *Test of Alertness* informs the Character of any real danger through a vague sense of unease and forewarning.

- **2 pt. Slight:** *Difficulty 16*
- **4 pts. Moderate:** *Difficulty 12*
- **8 pts. Extraordinary:** *Difficulty 8*

FRIEND OF BEASTS

Wild animals react well to you, and may act to help you or even put their lives at risk for

your sake. This only applies to wild animals that are not in the thrall of Shadow, so that wolves and wargs may still react badly and attack, but a bear, hawk or fox is more likely to be helpful.

- **2 pt. Slight:** Wild animals will never attack you unless you attack first
- **4 pts. Moderate:** Wild animals will try to help you but not put their lives at risk in doing so
- **8 pts. Extraordinary:** Wild animals will try to help you and will put their lives at risk in so doing

FRIGHTENING

You have a fearsome air to you, an aura of fear. This means that in a battle, assailants will tend to avoid attacking you, but reception in towns and lonely houses or inns may be unfriendly too. Ganfir can take this Strength for 0, 2 and 4 instead of 2, 4 and 8 points.

- **2 pt. Slight:** Anyone who attacks you in battle suffers a -1 penalty on the first attack
- **4 pts. Moderate:** Anyone who attacks you in battle suffers a -2 penalty on the first two attacks
- **8 pts. Extraordinary:** Anyone who attacks you in battle suffers a -4 penalty on all attacks

GAMBLE KNACK

You have an odd and charmed skill with dice, cards and games of chance. Gain a bonus to rolls when gambling or playing games of chance. This may actually cause trouble, because to an untrained observer it simply seems as if you must be cheating. You can spend *Effort* to take a *Gambling Skill Test* at Advantage.

- **2 pt. Slight:** Costs 2 Effort
- **4 pts. Moderate:** Costs 1 Effort
- **8 pts. Extraordinary:** No cost

GUARDIAN

You are honour-bound or otherwise determined to protect a person, place, group of people (i.e. children) or thing that is unable to defend itself from harm. Each time you successfully act to protect your chosen ward from harm you regain some lost *Effort*. The amount of *Effort* you can regain in this way is limited as follows:

- **2 pt. Slight:** d10 for a well-played social trick
- **4 pts. Moderate:** As above: 2d10
- **8 pts. Extraordinary:** As above: 3d10

Effort is usually regained at 2d10 per night of good sleep

Good Friend

You are a good friend and companion to those around you. Whenever you **Help** a companion or friend (lend a Skill bonus during a roll as an Action) you get to add an extra bonus to your friend's roll.

- **2 pt. Slight:** +1 bonus
- **4 pts. Moderate:** +2 bonus
- **8 pts. Extraordinary:** +3 bonus

Glorious light

You are greatly incorruptible by Shadow and resistant to its effects. You cannot use Sorcery in any form, or if you do, you will lose this ability. Resisting Shadow is done by Testing *Volition*. You can spend *Effort* to take a *Volition Skill* test at Advantage when resisting Shadow.

- **2 pt. Slight:** Costs 2 Effort
- **4 pts. Moderate:** Costs 1 Effort
- **8 pts. Extraordinary:** No cost

Grace under pressure

You are naturally extremely calm under stress or pressure.

- **2 pt. Slight:** You would remain perfectly calm if attacked by robbers.
- **4 pts. Moderate:** You would remain perfectly calm in a pitched battle.
- **8 pts. Extraordinary:** You would remain perfectly calm if attacked by a dragon.

bale

Reduce your wound recovery times by one day. i.e. if it takes 2 days of bedrest to heal one Wound, reduce this to 1 day. Healing times cannot be dropped below 1 day. Apply this bonus after you have worked out your base healing rates. You also gain extra Health:

- **2 pt. Slight:** No extra Health bonus
- **4 pts. Moderate:** +1 Health
- **8 pts. Extraordinary:** +2 Health

herBALism

You have studied the lore of herbs and poisons, and can use this knowledge to look for curative or dangerous herbs in wild places. To use herbalism you test your Lore against the Difficulty of the terrain with the possibility that you may find some randomly determined herbs or poisons. It takes time and *Effort* to search an area for herbs.

- **2 pt. Slight:** 30 min and 3 Effort to search
- **4 pts. Moderate:** 20 min and 2 Effort
- **8 pts. Extraordinary:** 10 min and 1 Effort

heroic

You have a bold courage and a pure heart. If you are the first on your side to charge into a battle, or if you stand and fight alone, you roll all *Skill* tests during the battle at Advantage.

- **2 pt. Slight:** Once per session
- **4 pts. Moderate:** Twice per session
- **8 pts. Extraordinary:** Three times per session

hidden lore

This talent doesn't allow you to create runes or enchantments from nothing, but it does allow you to change one aspect of such things. It takes

- **2 pt. Slight:** You can only alter impermanent enchantments (i.e. those that have not been made permanent by use of Lasting Power). It takes you d10 Actions to alter one aspect of an impermanent enchantment. To succeed you need to test Lore against 5 + the Willpower of the original spellcaster.
- **4 pts. Moderate:** As above, except you can also alter runes. It takes you d10 Actions to alter one aspect of a rune sentence. To succeed you need to test Lore against 10 + the Willpower of the original rune-worker.
- **8 pts. Extraordinary:** As above, except you can also alter permanent enchantments. However, you cannot alter the products of Lore-crafting or Wright-crafting. It takes you 2d10 Actions to alter one aspect of a permanent enchantment. To succeed you need to test Lore against 15 + the Willpower of the original spellcaster.

Exactly what modifications are allowed is at the discretion of the Gamesmaster. As an example, let us imagine a sorcerer has used Lasting Power to turn Songs of the Dead into a permanent Enchantment. Songs of the Dead causes any nearby corpses to give out eerie ghost-songs. You could change this so that the songs are only sung at midnight. Or change it so that the corpses laugh rather than sing. Of you could change it so that nearby rocks sing eerily. You cannot get rid of the spell entirely, but you can change aspects of it to suit your purpose.

hold Breath

Only open to Stormkarl

You are able to hold your breath for extended periods. In particular this is useful for swimming underwater.

- **2 pt. Slight:** 10 min
- **4 pts. Moderate:** 20 min
- **8 pts. Extraordinary:** 30 min

Immune to Poisons

9. Hauberk of Bright Mail (+9 AR, *Least Enchanted*). Bonus +1 to Wound & Death Thresholds. AR doesn't count when working out your Dodge.
10. Horn of War: Enemies who have not yet taken an action have their turns moved to end of the round during battle when horn is blown
11. Elven cloak: Allows wearer to automatically hide in wilderness. Also, bonus +1 Wound Threshold.
12. Herbal remedy: Cures ingested poison. Five doses, can be portioned out.
13. Herbal remedy: Cures venomous poison (bites, stings). Five doses, can be portioned out.
14. Moonsilver Longknife: Capable of harming all enchanted creatures (1d10(6), *Least Enchanted*). +2 Wound versus undead.
15. Mail of Fine Mesh: Shirt of silvery metal armour. Very light to wear. +1 bonus to Wound and Death Thresholds. (+8 AR, *Least Enchanted*). AR doesn't count when working out your Dodge.
16. Elf-made sword: Glows when orcs and goblins are near (2d10(6), *Least Enchanted*)
17. Wearisome Boots: Allow you to walk all day without tiring.
18. Gold brooch: Cloak brooch worth 250 silver coins.
19. Healing salve: Salve that will heal 5 Wounds. Can be portioned out.
20. Healing waters: Potion that will heal 10 Wounds. Can be portioned out

Many are my friends

You have a very large network of allies, friends and associates. At any time in a game you can spend an amount of Experience to meet a friend by chance. The friend will be about as powerful as a first level Character, and will usually not stick around for much longer than is needed to help you out if you need aid.

- **2 pt. Slight:** Costs 3 Experience to use
- **4 pts. Moderate:** Costs 2 Experience to use
- **8 pts. Extraordinary:** Costs 1 Experience to use

Membership

You are a member of an order, society or league that grants special rights, but will also carry responsibilities. A Character can be a member of one of the orders or guilds that are included as a part of the world in which Spellwoven takes place or can invent their own societies at the Gamesmaster's discretion.

- **2 pt. Slight:** Local import only (the society is only active in a few villages)
- **4 pts. Moderate:** Moderate import (the society is only a duchy or shire)
- **8 pts. Extraordinary:** Great import (the society is active across one or many kingdoms)

Petty-crafting

You know how to make small and fragile objects of power through skill and lore alone. This skill does not need to rely on the investiture of power to work. Dwerrow can purchase Petty-crafting for 1, 2 and 3 points instead of 2, 4 and 8 respectively. Working Petty-crafts is based on the skill *Lore* and no individual *Power* is required. The key difference between Petty-crafting and other crafting Strengths, Wright-crafting or Lore-crafting in particular, is that Petty-crafting is quick, but there is no way to make the effect permanent.

- **2 pt. Slight:** One Crafting of your choice
- **4 pts. Moderate:** Two Craftings of your choice
- **8 pts. Extraordinary:** All three Craftings

Choose one of the following materials 1) **Paper**, 2) **Wet Clay & Mud**, 3) **Leaves & twigs**, 4) **Snow**. You can only make Petty-craftings out of this material.

Making a Petty-crafting takes 1 Action and costs 1 Effort. It lasts d10 Actions (rolled in secret by your Gamesmaster).

Device: You can create a clumsy looking device that performs a simple unskilled task, such as sweeping the floor or moving books.

Familiar: You can create a harmless small creature that can move about on its own. You can see through its eyes. If it moves more than 50 paces it falls apart.

Trap: You can create trap. The trap will last untriggered for d10 hours or until sprung. It cannot cause injury but can cause delay or confusion (i.e. target is attacked by hundred of little mud people, blinding by a storm of paper flowers etc).

Powerful Fighting

You are focused on power of attacks rather than speed. The difference between your Fortitude and Agility Attributes determines how much extra damage your attacks will inflict. Work out this difference by deducting your Agility from your Fortitude (this only applies to Characters with Powerful Fighting. Other Characters don't gain extra damage per attack in this way).

- **4 pts. Moderate:** Calculate your **Smite...**

Smite is calculated by subtracting your *Nimbleness* from your *Might*. *Smite* cannot drop below zero.

Smite = Might - Nimbleness
(cannot drop below zero)

*You can spend 1 Effort to gain a Wound Bonus for a single blow based on your **Smite**.*

Smite	Wound Bonus
0-2	No bonus
3	Max wounds (don't roll damage)
4	Max wounds +1
5	Max wounds +2... etc

PuckLING ILLusions

Only open to Pucks

You can conjure illusions at will, with no *Test of Volition* or expending of *Power* needed. Whenever you cast an illusion and the illusion will remain in place as long as you remain concentrating. You can only conjure illusions within line of sight.

- **2 pt. Slight:** The illusion is only visual, though it will react normally to light changes, wind and water such as rain
- **4 pts. Moderate:** The illusion can involve sight and sound. If someone touches it, however, it will have no substance
- **8 pts. Extraordinary:** The illusion can appear to have substance, taste and smell as well. However, although it can cause pain, it cannot cause any actual wounds or injuries. An illusionary sword will cause hurt and pain just as if it were real, but no actual wounds are inflicted and the pain will fade when the illusion is let go or banished.

Quest

You have a great deed or quest to seek out and complete. You will need to work out the details of the quest and the forces that oppose you with your Gamesmaster. If you complete your quest, your Shadow is halved (if you want it to be halved) and you gain Experience as follows:

- **2 pt. Slight:** 20 Experience
- **4 pts. Moderate:** 40 Experience
- **8 pts. Extraordinary:** 60 Experience

Quick

You are lithe and agile and quick of movement. At the start of an Action round, when you roll initiative, you may gain an extra free action depending on your unmodified 'natural' roll. You can take both Actions together or save the second action for

later and use it in the same way a Reaction or Interrupt is used.

- **2 pt. Slight:** Gain a bonus action if you roll 10
- **4 pts. Moderate:** Bonus action on 9 or 10
- **8 pts. Extraordinary:** Bonus on 8, 9 or 10

Read Quick

You have an art for letters. You can read a whole page of text within a few seconds of looking at it assuming you know the language. However, you learn languages preternaturally quickly too. A week of studying a new written language will make you **Halting** (+0 to test) in reading and writing it. A month of study will make you **Fluent** (+3 to test).

- **2 pt. Slight:** You can read a page of text in ten seconds.
- **4 pts. Moderate:** You can read a page of text in three seconds.
- **8 pts. Extraordinary:** You only have to glance at a page of text and you will read it.

Rhyming Magic

Only open to Pucks

You can conjure magical effects by stating aloud a rhyme or poem that invokes the effect. You cannot use the same poem twice in a single game session. The more lines, the easier the spell is to work. Two rhyming lines is the default. Two sets of two rhyming lines reduces difficulty by 2. Three sets of two rhyming lines reduces difficulty by 3. The follow magic is freeform but should always be prankish or mischievous in theme. At its most powerful, Rhyming magic would allow you to make an entire army suddenly experience loose bowels, but it wouldn't allow you to cast a fireball.

- **2 pt. Slight:** You can only achieve *Subtle* effects that might be mistaken for something natural occurring. A person tripping over, a belt falling down, a bar in a gaol window coming loose and so on. The difficulty for Subtle effects is 10.
- **4 pts. Moderate:** As above and you can work magic of *Moderate* supernatural effect. You could knock people over, cause someone to lose their voice, or unlock a door. However, this magic cannot be used to create or destroy or heal or cause direct injury. The difficulty for Moderate effects is 15. If there is an enduring magical effect it will last no more than a few hours.
- **8 pts. Extraordinary:** As above except that you can achieve any *Grand* supernatural effects. You could cause a whole group of soldiers to fall over or become tangled in long grass. You could cause a king to start speaking in a language that

no-one else understands. You could cause two people to fall unexpectedly and powerfully in love. You could cause a whole fortress to fall asleep, and so on. You cannot create or destroy and you cannot heal or injure directly. The difficulty for Moderate effects is 20. If there is an enduring magical effect it will last no more than a few days.

Riches

Coin represents your ability to buy things in stores, shops or markets. It is a measure of the portable silver, gold and jewellery that you have on or about your person.

- **1 pt. Trifling:** Add +1 to COIN on your Character Sheet. You can purchase this multiple times to increase your total Coin score.

Rune-Magic

You know how to read and write runes of power, which can be used to infuse permanent or semi-permanent magical effects into things. Dwerrow can purchase Rune-Magic for 1, 2 and 3 points instead of 2, 4 and 8 respectively. Working Rune-Magic is based on the skill *Lore*.

- **2 pt. Slight:** +1 Power
- **4 pts. Moderate:** +2 Power
- **8 pts. Extraordinary:** +4 Power

Sending

Only open to Elves, Eltrich, Fay, Puck and Stormkarl and those who have Unusual Power

You can send thoughts to other people as if they were spoken words.

- **2 pt. Slight:** Only to other Characters who have Sending, and only by line of sight
- **4 pts. Moderate:** To anyone by line of sight
- **8 pts. Extraordinary:** To anyone by line of sight, and to anyone you have met who also has Sending. Usually, Sending doesn't require a *Test of Volition*, but as distance increases a Test may be called for and the Difficulty increases with distance as determined by the Gamesmaster.

Serendipity

You lead a charmed life. Things often seem to go right for you and you often seem to escape danger through chance rather than good skill or planning. You can declare that you have miraculously passed any dice roll or avoided an injury by spending *Effort*. Halflings can purchase *Serendipity* for 0, 1 and 2 points instead of 2, 4 and 8.

- **2 pt. Slight:** 3 Effort to change a result

- **4 pts. Moderate:** 2 Effort to change a result
- **8 pts. Extraordinary:** 1 Effort to change a result

Shadow Walk

You are adept at hiding and sneaking in shadows and the night. You roll stealth or subterfuge skill checks at an Advantage when sneaking about in the dark.

- **2 pt. Slight:** Once per session
- **4 pts. Moderate:** Twice per session
- **8 pts. Extraordinary:** Three times per session

Shapeshifting

This is a rare and unusual talent, and you will need to consult with your *Gamesmaster* before taking it. A few bloodlines have the ability to turn into a beast or beasts. Changing shape takes about a minute and must be done in private. If a Shapeshifter is watched, he or she cannot change shape. There is a base cost to purchasing this *Strength* and there are additional costs depending on the creature you wish to change into. So, for example, if you want to take a Slight power of Shapeshifting, and wish to be able to change into a fox, a badger and a hawk, the cost would be 2 pt. (Slight) 0 pts. (fox is for free), 1 pts. (badger, additional animal past the first), 1 pts (hawk, additional animal past the first and 2 pts (a hawk is a bird), totalling 5 points.

- An additional animal species past the first
- A dangerous animal (e.g. wolf) +1
- A large dangerous animal (e.g. bear) +2
- A bird +2
- A reptile or insect +1
- Different individuals of the same species +2
- Unlimited natural species and individuals +10
- A supernatural animal (e.g. dragon) +20

- **2 pt. Slight:** 2 Effort to change (*Diff 15 vs Volition*). Stamina is spent regardless of success. No Stamina cost and no test needed to change from animal back to natural shape.
- **4 pts. Moderate:** 1 Effort to change (*Diff 10 vs Volition*). Stamina is spent regardless of success. No Stamina cost and no test needed to change from animal back to natural shape.
- **8 pts. Extraordinary:** No Effort to change (*Diff 5 vs Volition*). No test needed to change from animal back to natural shape.

Skin-Wearer

You can strongly bind one or more animals to your mind, and can slip in and out of the mind of your bound animal. Binding an

animal to you requires success on an Opposed Test of Will. You can try to snatch away control of an animal from someone else, and this demands a Test of Will against the other Skin-Wearer with you at a Disadvantage. Skin-Wearer's can try to take control of people too, though this is considered dark and will likely cause you to gain Shadow. Trying to take control of a person requires that you win an Opposed Test of Will with you at Disadvantage and the victim at Advantage. Once you have control of another being, it is bound to you permanently.

- **2 pt. Slight:** You can bind one animal to you at a time
- **4 pts. Moderate:** You can bind three animals to you at a time
- **8 pts. Extraordinary:** You can bind nine animals to you at a time

Stout heart

You are more resilient than most to the effects of Shadow and lost hope. Resisting Shadow requires a test of *Volition*. Halflings can purchase Stout Heart for 4 points instead of 8. You cannot use Sorcery if you have taken Stout Heart.

- **8 pts. Extraordinary:** Roll 4d10 and take the three dice you want when resisting Shadow

Sorcery

Sorcery, called also Shadow-magic, is dark and unnatural magic that a Character may learn by traffic with dark spirits or through learning ancient dark lore. Any people can learn Shadow-magic, as the magic comes from the Dark Ones, and is not innate or inborn. Casting a Shadow-magic spell requires a Test of *Lore*.

- **2 pt. Slight:** +1 Power
- **4 pts. Moderate:** +2 Power
- **8 pts. Extraordinary:** +4 Power

Sturdy

You are resilient to injury.

- **2 pt. Slight:** +1 to Wound and Death Thresholds
- **4 pts. Moderate:** +2 to Wound and Death Thresholds
- **8 pts. Extraordinary:** +4 to Wound and Death Thresholds

SWIFT FIGHTING

You are focused on speed of attacks rather than power. The difference between your Agility and Fortitude Attributes determines how many extra free attacks you have per round. Work out this difference by deducting your Fortitude from your Agility (this only applies to Characters with Swift Fighting. Other Characters don't gain extra actions per round). The bonus action can only be used for making a physical attack on someone. It cannot be used for other actions, such as casting a spell or sneaking around.

- **4 pts. Moderate:** Calculate your **Haste...**

Haste is calculated by subtracting your **Toughness** from your **Nimbleness**. **Haste** cannot drop below zero.

Haste = Nimbleness - Might
(cannot drop below zero)

You spend Effort to gain an extra action during an Action Round. The cost of the additional Action is based on the difference between your Nimbleness and your Might. You can only gain one extra action per round in this way.

Haste	Extra Actions per round
0-2	6 Effort
3	5 Effort
4	4 Effort
5	3 Effort
6	2 Effort
7+	1 Effort

TravelSense

You have a keen ability to tell direction, time and distance. You make any *Alertness Skill* test required to tell these things at Advantage.

- **2 pt. Slight:** Once per session
- **4 pts. Moderate:** Twice per session
- **8 pts. Extraordinary:** Three times per session

Unusual Power

This Trait only has one level (*Slight*). *Unusual Power* allows Characters of a people who would not normally be able to work magic (e.g. Humans, Halflings, Goblins) to take the traits *Will-casting* and *Dweomercraft*. Alternatively, you can use this Strength as a way to gain extra *Power* when starting out.

- **2 pt. Slight:** Gain a source of unusual power. Pick from the list or roll a d20 at Gamesmaster's discretion. **Add +4 to your Power.** You can take this Strength multiple times to gain more Power bonuses.

1-5 Elven Blood: All Elves have an inherent capacity for magic. Any individual of another race may inherit some magic if they have ancestral Elven blood.

6-8: Demonic Blood: You are part-demon or have demonic magic in their veins. In Spellwoven demons are evil spirits that have taken physical form, sometimes human, more often bestial.

9-11 Lineage: Some bloodlines of otherwise non-magical folk have acquired magical skills through long contact with a magical place, object, ritual or spirit. This gives rise to the untrue belief in some circles that human sorcerers are in fact another race apart. Magic is usually dominant in a bloodline, but is sometimes erratic and can skip generations.

12-14 Pawn of Greater Things: Some non-magical people are transformed into magical beings by uncanny powers, powerful spirits, elder beings or arcane entities, usually for ulterior reasons that are not in the interest of the mortal.

15-17 Artefact of Power: Non-magical folk can become magical through the possession and wielding of a powerful magical artefact. The Artefact is considered a part of the Character in this instance, and although your power may be dimmed somewhat, it will not be lost entirely if you lose possession of the object itself. Further, the object will try to find its own way back to you through subtle and cunning means if you are separated.

18-20 Aspect: Some magicians gain their power from an enchanted place or a connection to an aspect of time or landscape. A magician whose magic is bound to a place will lose all power if he or she leaves the place of power. However, if aspected to a time of day or element of nature, then the magician will only be able to cast magic under specific circumstances, for example, in shadows, in forests, at dusk or dawn, at night, during the day, under open sky etc.

Wise Words

You are wise with counsel and careful with your words of advice. If you give **Help** (lending Skill to another character as an Action) to another Character to make a decision, solve a problem, field resources, make tactical plans or make decisions of state or rulership, you get to add an extra bonus to the **Help** above that you would ordinarily provide (this form of Help would usually involve you lending your *Intellect* or sometimes *Lore* to another Character making a decision):

- **2 pt. Slight:** +2 bonus
- **4 pts. Moderate:** +4 bonus
- **8 pts. Extraordinary:** +8 bonus

Were-light

Only open to Hobbady-Lanthorns

A Were-light is a tiny, floating bobbing light, usually white or blueish in colour that can be used to see by. It sheds about the same light as a candle, and cannot move more than a foot or so from your outstretched fingers. It can be conjured at will, (no test of *Volition Skill* and Command required) and remains until dismissed. Only one Were-light can be summoned at a time by a given Character.

- **1 pt. Trifling:** You can conjure a were-light at will

Will-casting

Only open to Elves, Eltrich, Fay, Puck and Stormkarl and those who have Unusual Power

You can cast your will out of your body. This allows you to search over an area using your mind and gain a feel for anyone or anything else of power that may be nearby. When you decide to Will-cast, you test your *Volition Skill* against a Difficulty set by your Gamesmaster. If you succeed you are able to move your mind from your body and search anything that is within line of sight. If you fail, you can still Will-cast but it costs a point of *Effort*. Normally only Elves and Eltrich (standard peoples) and Fay, Puck and Stormkarl (optional peoples) can Will-cast. Characters with Will-casting can also initiate a **Battle of Volition** with other Characters.

2 pt. Slight: Difficulty 16

4 pts. Moderate: Difficulty 12

8 pts. Extraordinary: Difficulty 8

Wondrous Memory

You have a remarkable memory for details, old scraps of lore and trivia. When trying to remember a detail of your own life (e.g. what did you eat for breakfast last week), *Alertness* is tested. If trying to remember scraps of lore, *Lore* is tested. You can spend *Effort* to take either such test at Advantage.

- **2 pt. Slight:** Costs 2 Effort
- **4 pts. Moderate:** Costs 1 Effort
- **8 pts. Extraordinary:** No cost

Wright-crafting

You know how to make objects of power through skill and lore alone and do not need to rely on the investiture of *Power* to do so. Dwerrow can purchase Wright-crafting for 1, 2 and 3 points instead of 2, 4 and 8

respectively. Working Wright-crafts is based on the skill **Lore** and no individual **Power** is required.

- **2 pt. Slight:** Start owning one Wright-Crafting of your choice that you know how to make
- **4 pts. Moderate:** Start owning two Wright-Craftings of your choice that you know how to make
- **8 pts. Extraordinary:** Start owning four Wright-Craftings of your choice that you know how to make

YOUTHFUL

You are much younger than the sort of person who would normally be out upon a quest or seeking adventure. This means you are less skilled, but also eager to learn. At the end of Character Creation you must reduce all Skills your Character has down to a single skill at +1 and you must remove 10 points from Attributes (no Attribute can drop below zero). However, you gain a number of Learning Points. At any time (even before an Attribute roll is fully resolved), you can decide to spend a Learning Point. If you do roll a d10. If you score a 1-3, you gain no benefit. If you score a 4-7 you add +1 to the relevant Skill. If you score an 8-10 you add +1 to the relevant Attribute. You can keep rolling in this way multiple times. This means that you could try to pass a roll that you were going to fail by spending enough Learning Points on it to boost the relevant Attribute and/or Skill to a level where you succeed.

2 pt. Slight: 10 Learning Points

4 pts. Moderate: 20 Learning Points

8 pts. Extraordinary: 30 Learning Points

WEAKNESSES

How do the penalties work?

Many of the **Weaknesses** have penalties associated with them (e.g. -1 to all rolls for half an hour after waking up, for Deep Sleeper). These penalties apply to the total Skill bonus that the Character has and not to the dice rolls themselves. However, Skill bonuses cannot drop below zero, so if you have a penalty of -5 on a roll where your total skill bonus is +3, then the final bonus is reduced to +0.

Why pay for Weaknesses?

Strength and Weakness systems in roleplaying games sometimes suffer from a problem where Players are so keen to get extra bonus points for Character Creation they over-pick Weaknesses to the point that the Character becomes more or less not fun to play. In Spellwoven we'd prefer you to think carefully about whether a Weakness adds to the Character you want to pay and for this reason all Weaknesses cost one Character Point to take (regardless of the level of Weakness). However, you do get an Experience Point bonus, which is not immediately useful but will provide some reward later in the game.

ADDICTION

Costs 1 Character Point

You have an addiction to a substance, drug or activity. This might be an addiction to a magical drug, or to something quite mundane. Discuss ideas with your Gamesmaster.

- +1 exp Inconvenient:** Must indulge once a week or suffer -1 penalties to all skill tests.
- +2 exp Bothersome:** Must indulge twice a week or suffer -2 penalties to all skill tests.
- +4 exp Crippling:** Must indulge once a day or suffer -3 penalties to all skill tests.

Aged

Costs 1 Character Point

You are old of age, have seen a long life and it is beginning to tell on you. You are a bit set in your ways though, too, so you always gain one less Experience point than you would otherwise at the end of a game session. At the end of Character creation apply these penalties and bonuses. Skills cannot drop below zero.

- +1 exp Inconvenient:** Nimbleness -2, Might -2, Volition +1, Lore +1.
- +2 exp Bothersome:** Nimbleness -3, Might -3, Alertness -1, Volition +1, Lore +2.
- +4 exp Crippling:** Nimbleness -3, Might -3, Alertness -3, Volition -1, Lore +2.

CaLLow

Costs 1 Character Point

You are inexperienced, but not especially willing to learn or test yourself either. Callow functions like a negative version of Youthful. At the end of Character Creation you must reduce your Attributes and Skills as follows. Note that you cannot take both Youthful and Callow. These are positive and negative manifestations of the same state of being young and unschooled about the world.

- +1 exp Inconvenient:** Reduce all Skills so that no skill is greater than +3.
- +2 exp Bothersome:** Reduce all Skills so that no skill is greater than +2.
- +4 exp Crippling:** Reduce all Skills your Character has down to a single skill at +1.

CORRUPTIBLE

Costs 1 Character Point

You are easily despaired and tempted and there are many paths by which the Shadow Element may find a way into your heart and soul.

- +1 exp Inconvenient:** Add a rank to a Frailty. Add d10 to Shadow.
- +2 exp Bothersome:** Add two ranks to Frailty, split any way. Add d10+5 to Shadow.
- +4 exp Crippling:** Add four ranks to Frailty, split any way. Add d10+10 to Shadow.

Cowardly

Costs 1 Character Point

You are frightened by physical harm and this drastically limits your capacity to fight.

- +1 exp Inconvenient:** All fighting skills are limited to +3.
- +2 exp Bothersome:** All fighting skills are limited to +2.
- +4 exp Crippling:** All fighting skills are limited to +1.

Crippled

Costs 1 Character Point

You are seriously physically crippled in some way. You might have a minor limp, or you might not have use of an arm, or you might be missing a foot or an ear or eye. Discuss with your Gamesmaster which Skills will be limited by your crippling.

- +1 exp Inconvenient:** All affected Skills are limited to +5
- +2 exp Bothersome:** All affected Skills are limited to +4
- +4 exp Crippling:** All affected Skills are limited to +3

Distinctive Features

Costs 1 Character Point

You are unusually easy to recognise because of the distinctiveness of one or more features. It is very difficult for you to disguise yourself and others have a bonus when trying to remember if they have seen you before.

- +1 exp Inconvenient:** +1 bonus to recognition
- +2 exp Bothersome:** +3 bonus to recognition
- +4 exp Crippling:** +5 bonus to recognition

Dull of Wit

Costs 1 Character Point

You are unusually slow witted and not at all quick on the uptake. You cannot learn to read or write and your All Mind Skills are limited. Troll-Blood Characters who take this Weakness get 2, 4 and 8 Experience points instead of 1, 2 and 4 points.

- +1 exp Inconvenient:** Limited to +4
- +2 exp Bothersome:** Limited to +2
- +4 exp Crippling:** Limited to +1

Duty

Costs 1 Character Point

You are honour-bound to perform a duty for your family, nation or clan if called upon. Discuss the nature of your duty with your Gamesmaster before starting play. The consequence of not doing so could be serious.

- +1 exp Inconvenient:** Mildly ostracised: Honourable people will sneer or avoid you.
- +2 exp Bothersome:** Severely ostracised: You will be chased out of town under penalty of death.
- +4 exp Crippling:** Cursed: You will be supernaturally cursed, probably to undeath, if you break from your duty.

Enemy

Costs 1 Character Point

You have a dangerous enemy. The enemy may be just a single individual, or a sect, order or cabal. You should work out some backstory and discuss this with your Gamesmaster.

- +1 exp Inconvenient:** A single individual who is petty and mean, but not very powerful or dangerous. Such a person might still cause substantial problems, given the right circumstances.
- +2 exp Bothersome:** A single powerful individual or a group of less powerful people. Your enemy hates you deeply, and will follow you and work to undo your plans.
- +4 exp Crippling:** A supernatural being, such as a dark spirit, undead wraith or dragon. Such an enemy will hound you relentlessly, destroying all that you love, and eventually it will destroy you too.

heavy Sleeper

Costs 1 Character Point

You suffer a penalty to being woken by loud noises or by people attempting to wake you. You may have to be shaken violently, and even then you will be sleepy and disorientated for some time before properly waking up.

- +1 exp Inconvenient:** -1 penalty to wake. -1 penalty to all actions for half an hour after waking.
- +2 exp Bothersome:** -2 penalty to wake. -2 penalty to all actions for half an hour after waking.
- +4 exp Crippling:** -3 penalty to wake. -3 penalty to all actions for half an hour after waking.

honest

Costs 1 Character Point

You find it extremely difficult to lie or to be dishonest. You will prefer not to use disguises and may outright refuse on occasion. You will do what you can to avoid doing anything that may seem dishonest, even if it is to your disadvantage to be honest.

+1 exp Inconvenient: -1 penalty to any attempt to be dishonest or lie.

+2 exp Bothersome: -2 penalty to any attempt to be dishonest or lie.

+4 exp Crippling: -5 penalty to any attempt to be dishonest or lie.

hunted

Costs 1 Character Point

Someone or something is hunting you. It may be because of a past slight, or possibly you have something they want, or maybe they have been set upon you by some other more powerful person. You will need to consult with your Gamesmaster about backstory. Also, if you purchase the Weakness Enemy, the two Weaknesses are additive. For example, if you take A Bothersome enemy and a bothersome hunter, two separate although possibly allied entities will be inclined to want you dead.

+1 exp Inconvenient: A single dangerous but not supernatural hunter.

+2 exp Bothered: A single dangerous and supernatural hunter, such as a wight or wraith.

+4 exp Crippling: Many dangerous and supernatural hunters, such as wights or wraiths.

Impaired Sense

Costs 1 Character Point

You have some impairment to a sense, such as a missing eye, damaged hearing or severe burns over your skin.

+1 exp Inconvenient: -1 to all rolls involving the damaged sense.

+2 exp Bothersome: -2 top all rolls involving the damaged sense.

+4 exp Crippling: -5 to all rolls involving the sense.

Infamous

Costs 1 Character Point

Your name is well-known and not well loved. You are famous for being cruel, wanton, greedy violent or some other trait that would not make you welcome in a civilised town or city.

+1 exp Inconvenient: -1 to all social rolls once people realise who you are.

+2 exp Bothersome: -2 to all social rolls once people realise who you are.

+4 exp Crippling: -5 to all social rolls once people realise who you are.

Forgetful

Costs 1 Character Point

You are prone to forgetting things and letting information slip out of your head.

+1 exp Inconvenient: -1 to all rolls involving remembering something, including Lore.

+2 exp Bothersome: -2 to all rolls involving remembering something, including Lore.

+4 exp Crippling: -5 to all rolls involving remembering something, including Lore.

ILL Tempered

Costs 1 Character Point

You are easily angered, have a short temper and very little self-control or willpower to draw on.

+1 exp Inconvenient: -2 to all rolls to control your anger. Volition is limited to +5.

+2 exp Bothersome: -2 to all rolls to control your anger. Volition is limited to +4.

+4 exp Crippling: -2 to all rolls to control your anger. Volition is limited to +3.

OBLIVIOUS TO DANCER

Costs 1 Character Point

You are blithe to danger and are not especially good at noticing things around you. You will be easily ambushed, and may be easily tricked in social situations too.

+1 exp Inconvenient: -1 to all rolls that involve noticing you are in danger (typically though not always an Alertness check). Your Alertness Skill is limited to +2.

+2 exp Bothersome: -2 to all rolls that involve noticing you are in danger. Your Alertness Skill is limited to +1.

+4 exp Crippling: -5 to all rolls that involve noticing you are in danger. Your Alertness Skill is limited to zero.

Social Disadvantage

Costs 1 Character Point

You are perhaps hideously deformed, an outsider or foreigner who is mistrusted, or possibly you are socially disadvantaged in some other less obvious way. Whatever the case, you are always at a serious social disadvantage. You may be freakish, uncouth, ugly, cursed with unlucky ugliness, strange deformities, or simply possess odious personal habits. Some people will find you impossible to spend time near. People might even mistake you for a foul creature, a shadow-thing or an orc or goblin.

+1 exp Inconvenient: All Social Skills are limited to +5

+2 exp Bothersome: All Social Skills are limited to +4

+4 exp Crippling: All Social Skills are limited to +3

Slow healer

Costs 1 Character Point

You do not heal quickly and will take much longer than would be usual to recover from injuries, burns, bruises and sprains.

+1 exp Inconvenient: Add one day to the healing time for a wound

+2 exp Bothersome: Add two days to the healing time for a wound

+4 exp Crippling: Add three days to the healing time for a wound

Slow learner

Costs 1 Character Point

You just don't learn things very quickly. It isn't necessarily because you are not clever, you might be too clever in fact. The problem is you just don't pay attention. You don't see what is going on around you and this means you don't tend to learn from your mistakes or your triumphs.

+1 exp Inconvenient: At the end of a session, when Experience is handed out you gain one less Experience Point than you would otherwise have gained.

+2 exp Bothered: At the end of a session, when Experience is handed out you gain two less Experience Points than you would otherwise have gained.

+4 exp Crippling: At the end of a session, when Experience is handed out you gain three less Experience Points than you would otherwise have gained.

Ward

Costs 1 Character Point

You are not yet an adult in the eyes of your society. This means that you will have one or more adults who are responsible for you and your safety, and they are likely to view any wilfulness on your part as childish antics. It may be that you parents are responsible for you, or you could be under the thumb of another relative such as an uncle or aunt, or someone higher up in a social order, such as a master to whom you are apprenticed.

+1 exp Inconvenient: You are only a year or so away from becoming an adult.

+2 exp Bothered: You are still two or three years away from officially being an adult.

+4 exp Crippling: You may never be considered an adult, or you are years and years away from being so considered. A very oppressive society that views woman as not being of equal value worth might impose a Crippling wardship on a woman, even if she is an adult in all respects of age and responsibility.

Optional Folk

The following are some Folk that may or may not be in your Roleplaying game as Player Characters depending on your Gamesmaster's decision. Check with your Gamesmaster to determine which of the following Folk are available as Player Characters.

DOBBE

Citified Hobbe, Dobbes live among men, sometimes in towns and villages of their own, sometimes mingled among the houses of men. Dobbe tend not to be much noticed by their taller brethren, and go about their unassuming lives as tradesmen, crafters, weavers, tinkers and white-smiths without attracting or causing much trouble. They are, to the eyes of others, Men, Elves, and the such, not a very beautiful people. Their skin is harsh and may be anything from pallid white through to ruddy browns and reds, depending on lineage and bloodlines. Grey Dobbe, who live in larger cities, often have an off-white pallor to them, making them seem sickly looking in strong light. Dobbe are not known to be able to intermingle or mix their blood with that of Men or Dwerrow, but half-Dobbe, half-Hobbe children are not unknown.



ATTRIBUTES

ALLURE	■ □ □ □ □ □
CLEVERNESS	■ □ □ □ □ □
FORTITUDE	■ □ □ □ □ □
LEARNING	■ □ □ □ □ □
PERCEPTION	■ □ □ □ □ □
QUICKNESS	■ □ □ □ □ □
WILLPOWER	■ □ □ □ □ □

Add 1 additional rank to three different attributes.

GENERAL TRAITS

EFFORT	20
POWER	0
HEALTH	3
BELONGINGS	X
COIN	X
WOUND THRESHOLD	15
DEATH THRESHOLD	25

FAY

Creatures of romance and enchantment. Born not in the world, but before it, Fay do not love the world as do the Elves and Dwerrow and Men who are born a part of it. Fay were in the dawn before time, attendants of certain of the Great Powers. They are not Descended Powers per se, have taken a form that is unique and can reproduce with other people, but only rarely among themselves--Half-Fay children are far more common than full Fay. Fay have the appearance of strikingly tall, beautiful humans, and might be mistaken for ancient sorcerers, witches or lords of men by the ignorant.

- *Half-Fay are the offspring of Fay and Humans parents. Half-Fay have a lifespan twice that of humans, an unnatural beauty and skill for wit, but little of the magic of the Fay.*



ATTRIBUTES

ALLURE	■ □ □ □ □ □
CLEVERNESS	■ □ □ □ □ □
FORTITUDE	■ □ □ □ □ □
LEARNING	■ □ □ □ □ □
PERCEPTION	■ □ □ □ □ □
QUICKNESS	■ □ □ □ □ □
WILLPOWER	■ □ □ □ □ □

Add 1 additional rank to three different attributes.

GENERAL TRAITS

EFFORT	20
POWER	0
HEALTH	3
BELONGINGS	X
COIN	X
WOUND THRESHOLD	10
DEATH THRESHOLD	30

GANFIR

Although homely, friendly creatures, Ganfir have a unearthly appearance that often causes fright. These relatives of Dwerrow are covered in thick hair and have glistening black eyes and carry an inherently frightening air about them. Often solitary, living in loose communities of shepherds in the high hills, Ganfir are avoided and feared by most folk, especially Men, who take them for an evil thing, which they are not. Ganfir are not given much to fighting or war, and prefer to vanish if raiders or soldiers move through their lands. Though now, Ganfir make homes of stone inside circular stone walls atop the heathery hills, long ages ago they lived in caves, and most clans remember their ancestral cave-holds, and keep them secret for use in times of strife. Often a secret Ganfir cave will be stocked with food and rain-barrels, as well as a store of small bows and dirks in case fighting comes to the cave door, itself typically an affair of stout oak and iron.



ATTRIBUTES

ALLURE	■□□□□□
CLEVERNESS	■□□□□□
FORTITUDE	■□□□□□
LEARNING	■□□□□□
PERCEPTION	■□□□□□
QUICKNESS	■□□□□□
WILLPOWER	■□□□□□

Add 1 additional rank to three different attributes.

GENERAL TRAITS

EFFORT	20
POWER	0
HEALTH	3
BELONGINGS	X
COIN	X
WOUND THRESHOLD	10
DEATH THRESHOLD	30

GRIG

Merry creatures who are skilled in certain types and sorts of dancing magic. Grig are goblin-like creatures, vagrants and wanderers. They travel in carnival processions from town to town as tinkers and whitesmiths, entertainers and sometimes also thieves. Grig, when dancing together, can work a sort of communal magic that can enthrall and entrap onlookers. Elves and Fay are immune to this magic, but all other people have to make a Test of (Difficulty set by Gamesmaster) to resist the urge to join along with the dance of the Grigs. If a person dances all night with Grig he or she falls under the Grig's power and will be compelled to do somewhat as they are told; though, this spell-compelling is weak and usually a person cannot be made to do a thing he or she doesn't truly and secretly want to do deep down. Grig have an unpleasant reputation for this reason, they are called kidnappers in some places, and although a solitary Grig cannot entrap anyone with dance, they are generally mistrusted.



ATTRIBUTES

ALLURE	■□□□□□
CLEVERNESS	■□□□□□
FORTITUDE	■□□□□□
LEARNING	■□□□□□
PERCEPTION	■□□□□□
QUICKNESS	■□□□□□
WILLPOWER	■□□□□□

Add 1 additional rank to three different attributes.

GENERAL TRAITS

EFFORT	20
POWER	0
HEALTH	2
BELONGINGS	X
COIN	X
WOUND THRESHOLD	15
DEATH THRESHOLD	20

HOBADY-LANTHORN

Night and swamp-dwelling hobbess. Sometimes called simply Hobbady, these folk are pale of skin, thin, quiet and secretive. They can see perfectly under stars and moon and are skilled at moving around treacherous bogs. No Hobbady will ever drown or become lost in a swamp.

A curious and small bit of magic has infused itself into the bloodline of these people over time. All Hobadylanthorn are possessed of a small magic that allows them to summon a ghostly were-light by concentration of will. The light is about the brightness of a candle, and can be made to bob around, float, move away to about two metres and come and go at will. Older Hobbadylanthorns gain the ability to summon two or three lights at the same time, make them into various colours of swamp gas, greens, yellows and blues, and even give them small hissing song-voices.



ATTRIBUTES

ALLURE	■ □ □ □ □ □
CLEVERNESS	■ □ □ □ □ □
FORTITUDE	■ □ □ □ □ □
LEARNING	■ □ □ □ □ □
PERCEPTION	■ □ □ □ □ □
QUICKNESS	■ □ □ □ □ □
WILLPOWER	■ □ □ □ □ □

Add 1 additional rank to three different attributes.

GENERAL TRAITS

EFFORT	20
POWER	0
HEALTH	2
BELONGINGS	X
COIN	X
WOUND THRESHOLD	15
DEATH THRESHOLD	25

HOBBE O' THE HURST

Secretive woodland hobbes. The Hobbe of the Hurst are woodland-living, wild relatives of Halflings. They are more given to secrecy and avoiding strangers, and are adept at vanishing at will. So too are they skilled in woodland arts, archery, hunting and the ranger's crafts. Hobbe o' the Hurst have brownish, dusky, red or yellow-ochre skin and are skilled at disappearing into woodland shadows when the need arises. They live mostly in small villages built of living woven trees, often willows if at ground level, or built from the living wood of tall oaks in the canopy. Hobbe o' the Hurst know old arts and skills that let them change and direct the growth and flow of living wood to make steps, walls, windows, pillars and even flourishes that look to an untrained eye like carvings of faces, leaves or animals.



ATTRIBUTES

ALLURE	■ □ □ □ □ □
CLEVERNESS	■ □ □ □ □ □
FORTITUDE	■ □ □ □ □ □
LEARNING	■ □ □ □ □ □
PERCEPTION	■ □ □ □ □ □
QUICKNESS	■ □ □ □ □ □
WILLPOWER	■ □ □ □ □ □

Add 1 additional rank to three different attributes.

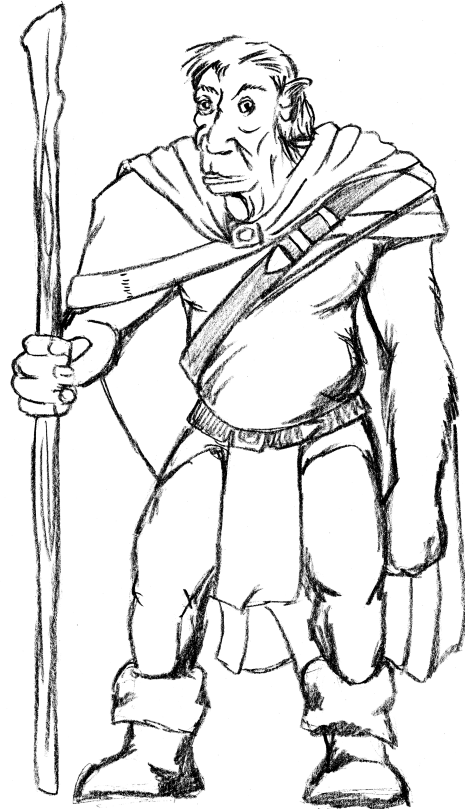
GENERAL TRAITS

EFFORT	20
POWER	0
HEALTH	2
BELONGINGS	5
COIN	3
WOUND THRESHOLD	15
DEATH THRESHOLD	20

OUPHE

Troll-sized friendly giants, given to hard work and good fellowship. Ouphes are simple creatures and despite their large size and fearsome appearance, they are not often naturally given to fighting or war.

Ouphes are pleasant, happy and friendly. Although Ouphe's are not much given to lore, magic or elder crafts, they are not fools and do have a sort of earthy wisdom to them. Nonetheless, their slow, rambling talk often tricks others into thinking they are slower of wit and duller of intellect than they actually are. It can be much to a person's detriment to underestimate an Ouphe's cleverness. More than one thief has decided that a farmyard or house worked by a single Ouphe would be an easy thing to rob with trickery, only to find themselves outwitted by some simple wisdom.



ATTRIBUTES

ALLURE	■□□□□□
CLEVERNESS	■□□□□□
FORTITUDE	■□□□□□
LEARNING	■□□□□□
PERCEPTION	■□□□□□
QUICKNESS	■□□□□□
WILLPOWER	■□□□□□

Add 1 additional rank to three different attributes.

GENERAL TRAITS

EFFORT	20
POWER	0
HEALTH	6
BELONGINGS	X
COIN	X
WOUND THRESHOLD	15
DEATH THRESHOLD	40

PORTUNE

A dying folk, resolutely struggling against encroachment into their lands. Portune are distant relatives of Dwerrow, though are more given to love of the open woodlands and farms, and are typically thinner and wirier of frame. Long ago, Portune held vast kingdoms in the lowlands, but invasions by Men over the centuries have pushed them farther and farther into inhospitable lands. Portune now live in remote moors and scattered kingdoms. They have become an iron-willed people, unwilling to give up even a single inch more of their land without bitter fighting. All Portune possess a talent for the language of birds and can understand (but not speak) this tongue.



ATTRIBUTES

ALLURE	■□□□□□
CLEVERNESS	■□□□□□
FORTITUDE	■□□□□□
LEARNING	■□□□□□
PERCEPTION	■□□□□□
QUICKNESS	■□□□□□
WILLPOWER	■□□□□□

Add 1 additional rank to three different attributes.

GENERAL TRAITS

EFFORT	20
POWER	0
HEALTH	3
BELONGINGS	X
COIN	X
WOUND THRESHOLD	10
DEATH THRESHOLD	30

PUCK

Tricksters and illusionists of excellence. Puck are the only creatures that can cast illusions that trick elves. Puck are partly hairy, goblin-like creatures, gangly and thin, with wide grinning mouths, elfin ears and glittering playful eyes. They have a bad reputation as thieves and vagabonds, but are not as a rule evil.

Puck are a difficult folk to work into a game and story, and you will very definitely need to consult with your Gamesmaster if you wish to play one. Being tricky, playful, illusory and loving of pranks, a Puck can be a great deal of fun, but this unpredictable side of their personalities needs to be tempered by some seriousness and deep goals. Puck are quite manipulative and delight in plots and cunning strategies, which means that they often do have a long-game in mind and are not simply the pure forces of chaos that they may sometimes appear.



ATTRIBUTES

ALLURE	■□□□□□
CLEVERNESS	■□□□□□
FORTITUDE	■□□□□□
LEARNING	■□□□□□
PERCEPTION	■□□□□□
QUICKNESS	■□□□□□
WILLPOWER	■□□□□□

Add 1 additional rank to three different attributes.

GENERAL TRAITS

EFFORT	20
POWER	0
HEALTH	2
BELONGINGS	X
COIN	X
WOUND THRESHOLD	15
DEATH THRESHOLD	20

STORMKARL

Creatures of the rivers and lakes. Stormkarl are perhaps distant kindred of elves—they have an elfin look about them, but are shorter, nearer the height of a dwarf and are for this reason sometimes called Elfings. Their skin is pale and their hair so dark it almost has a shade of kelp-green to it. Stormkarls have a beautiful voice for song and a great talent for swimming and can hold their breath for up to ten minutes. Their villages are often built out over rivers and lakes and their boat-crafters are considered the finest that have ever lived.

Normal freshwater mammals and birds respond in a friendly way to Stormkarl on a roll of 8-10 on a d10. This includes otters, river-rats, river-voles, ducks, kingfishers, herons and fish-eagles.

Stormkarl are also attuned enough to rivers and lakes that once they have smelled the water of a particular stream, river, pond or lake, they will immediately recognise it if they smell it again. A Stormkarl who finds a stream when lost will immediately smell it to see if they recognise it.



ATTRIBUTES

ALLURE	■ □ □ □ □ □
CLEVERNESS	■ □ □ □ □ □
FORTITUDE	■ □ □ □ □ □
LEARNING	■ □ □ □ □ □
PERCEPTION	■ □ □ □ □ □
QUICKNESS	■ □ □ □ □ □
WILLPOWER	■ □ □ □ □ □

Add 1 additional rank to three different attributes.

GENERAL TRAITS

EFFORT	20
POWER	0
HEALTH	2
BELONGINGS	X
COIN	X
WOUND THRESHOLD	10
DEATH THRESHOLD	30

[illegible]

MAGIC

DWEOMER-CRAFT

Dweomercraft is the natural, innate and lore-imbued magic of the peoples who have a natural talent for magic, such as the Elves, Eltrich, Fay, Puck and Stormkarl. It cannot be learned by those who have no natural and inherent talent for it. Dweomercraft spells are called Dweomers.

Dwomers are divided into three classes: **Lesser**, **Greater** and **Enchantment**. Lesser spells are transient and cost an amount of **Fleeting Power** equal to the point cost given. **Greater** spells are also transient, but are much more powerful in their magical effect, and they cost an amount of **Lasting Power** equal to the point cost given to cast. **Enchantments** are permanent or semi-permanent, and they cost an amount of **Lasting Power** equal to the point cost given, and one point of **Fleeting Power** per unit of time to maintain the spell. If for example, an Enchantment has a Power Cost $2 \text{ pts} + 1 \text{ per hour}$, then the Spell-caster must spend 2 Lasting Power and 1 Fleeting Power per hour that the spell is to be maintained. The first point will need to be spent immediately, but the magician may decide to put off spending the next point of Fleeting Power until the hour is up (i.e. you don't have to spend all your Fleeting power at the start just in case you need an Enchantment to last a very long time). Enchantments can be made permanent by spending twice the normal Lasting Power. If this is done, then there is no need to spend Fleeting Power to maintain the Dweomer.

DWEOMERS, SPHERES & WISDOMS

You need to know both a Dweomer and an appropriate **Wisdom** in order to cast a spell. Wisdoms are divided into **Spheres** so that it is easy to determine whether a Dweomer can be applied to a given thing. A way to think of this is that Dweomers are *verbs* and Wisdoms are *nouns*. In fact, in Roleplaying terminology this type of magic system is usually called a freeform noun and verb system.

Difficulty to Cast

All Dweomers have a base Difficulty of 10 testing using Volition. However, Dweomers are unusual in that when you cast a Dweomer you always get to roll 4d10 and pick the 3 dice you want to keep for you Volition test. If the target resists, then a contest of Skill is invoked in which you will roll 4d10 (Volition) and the target will roll the usual 3d10 (usually Volition, Fotitude, Nimbleness depending on the spell).

CASTING TIME

All Dweomers take 1 Action to cast.

Range

All Dweomers are cast by line of sight. If you cast a spell through an object you are holding (a sword or a staff for example) you gain a +5 bonus to your Volition. If you cast a Dweomer by touch you gain a +10 bonus to Volition when casting.

ðveomers and Wisdoms

All Dweomers are specific to one (sometimes more) Spheres of Wisdoms. The Wisdom Spheres are True Names, Visions, Emotions, Harms, Ephemera, Elements, Lesser Beasts and Greater Beasts. You will start with a number of Dweomers (spells) and Wisdoms (targets upon which you can cast a spell). For example if you have the Dweomer *Calling* (summons a nearby animal) and the Wisdoms *Raven*, *Bear* and *Sparrow*, you can use Calling to summon one of these animals, but not other animals that you do not know the Wisdoms of. In another example, if you have the Dweomer *Encharmed Wisps* (conjures a small amount of ephemeral material) and the Ephemera *Fire*, *Smoke* and *Silence* you can conjure these Ephemera but not others, such as *Darkness*, *Cold* or *Light*.

WISDOMS

WISDOMS: SELF

All Dweomer-crafters can cast spells on themselves. This is a default Sphere that all casters gain for free.

WISDOMS: TRUE NAMES

Name (specific)

The Name (specific) is the true and secret name of a person, sentient being or character. Using a character's true name to give a command adds +10 to a Test of Will and Command, but finding out a true name is difficult and cannot just be purchased with Experience. A Character may have to pursue a short quest to find out even a rather unimportant true name.

WISDOMS: VISIONS

Distance, Future, Mind, Past, Surroundings

WISDOMS: MAGIC

Dweomer-craft, Sorcery, Cunjuring

WISDOMS: EMOTIONS

Courage, Despair, Fear, Greed, Hate, Hunger,
Love, Lust, Madness, Pain, Regalness, Safety,
Sleepiness, Tranquility, Weariness,
Wonderment

WISDOMS: HARMS

Disease (plague etc), Corruption (including curses, sorcery and undead), Exhaustion, Infection (through injury), Poison, Wounds

WISDOMS: EPHEMERA

Cloud, Cold, Darkness, Fire, Light, Lightning,
Shadow, Smoke, Wind, Silence

WISDOMS: ELEMENTS

Brambles, Earth & Soil, Glass, Ice & Snow,
Shrubs, Metals, Stone, Tree, Vines, Water,
Weeds, Wood (dead)

WISDOMS: LESSER BEASTS

Bat, Cat, Hawk, Insect (harmless) Rabbit, Rat,
Ferret, Fox, Otter, Seagull, Sparrow, Spider
(harmless), Snake (harmless), Stoat

WISDOMS: GREATER BEASTS

Bear, Boar, Dog, Eagle, Giant (creature),
Hunting Cat, Lynx, Snake (deadly), Wolf,
Wolverine

A Giant (creature) must be specified (e.g. giant rat, giant spider, giant otter etc). Spells cast on Greater Beasts cost one extra Fleeting Power to work

DWEOMERS

ACCURSEMENT *This spell curses a target with a Harm. It deals one Wound and may have other effects at the Gamesmaster's discretion depending on the Harm inflicted. If cast using Exhaustion it deals 3d10 abuse to Effort. This is dark magic and will cause you to gain Shadow when cast.*

CLASS: (Enchantment) **SPHERES:** (Harm)

POWER COST: (1 + 1 per day) (+1 Shadow)

RESIST: (-) WOUND: (1) HEAL: (-)

AVERT BLOW *This spell conjures a sudden flare-like shield of Ephemera that will strike down a single missile or avert a single attack, sword-stroke or blow. It is cast as an Interrupt Action.*

CLASS: (Lesser) **SPHERES:** (Ephemerals)

POWER COST: (2 pts) RESIST: (-) WOUND: (-) HEAL: (-)

BARRIER OF THE MAGIAN This spell encircles your mind in iron, preventing you from being affected by any form of mind control or suggestion. Also, during the spell's duration your spells cannot be countered by spells such as Counterspell or Unspell. The spell lasts for 10 Actions.

CLASS: (Lesser) SPHERES: (Self)

POWER COST: (3 pts) RESIST: (-) WOUND: (-) HEAL: (-)

BEAST-SLAVING This spell puts an animal in your power to command. The animal is allowed a Test of Volition to resist when the spell is cast, and it is allowed a resistance roll every time you order them to do something that puts their life at risk. This is dark magic and adds one Shadow when it is cast.

CLASS: (Enchantment) **SPHERES:** (Beasts)

POWER COST: (2 pts + 1 per day) (+1 Shadow)

RESIST: (Volition) WOUND: (-) HEAL: (-)

BEFRIEND THE WILD This spell acts as a sort of magical persuasion to convince an animal that you are a friend. It is not an Enchantment, because the spell itself is momentary, though it leaves a lasting impression. The animal will treat you as a friend, help you and talk with you willingly (if it can understand you and speak the tongues of folk, or if you can speak animal tongues) as long as you don't do anything to betray the friendship. A sentient animal can resist using Volition if it chooses.

CLASS: (Greater) **SPHERES:** (Beasts)

POWER COST: (1 pt) RESIST: (Volition)

WOUND: (-) HEAL: (-)

BLESSINGS OF INSIGHT This spell confers to the caster a temporary bonus to any one Skill. The bonus lasts for as many Actions as Power (X) are spent and confers a +X bonus to the Skill.

CLASS: (Lesser) **SPHERES:** (Self)

POWER COST: (X pts) **RESIST:** (-) **WOUND:** (-) **HEAL:** (-)

BESTOWED HASTE This spell can be used to subtly augment any natural process that a thing would normally do. A door can be made to open, using Wood (dead) and this spell, because doors naturally open. A door can be made to shut using the same spell, because doors normally shut. Water could be made to rush in a great wave down a stream, but cannot be made to flow uphill, because water will not naturally flow uphill. The spell is restricted to causing things to happen that could be mistaken for a natural phenomenon (maybe a gust blew the door open, maybe the door is stuck, maybe a dam of rocks upstream broke and the water is now rushing down the river).

CLASS: (Lesser) **SPHERES:** (Elements)

POWER COST: (1 pt) **RESIST:** (-) **WOUND:** (-) **HEAL:** (-)

BLAST OF WIZARDRY This spell conjures Emphemera as a magical blast. It inflicts 4 wounds (ignoring armour) split any way among up to four targets assuming the Emphemera is such that injury can be done. If the Emphemera is not injurious (mist, wind, silence) the spells does 4d10 abuse to Effort instead, split any way among up to four targets.

CLASS: (Lesser) **SPHERES:** (Ephemerals)

POWER COST: (1 pt + X) **RESIST:** (Nimbleness)

WOUND: (Xd10(10-X)) **HEAL:** (-)

BUILD-CHANTRY This spell can be used to smooth stone with sorcery, or make a wall or hall out of a substance like ice or bronze that would not normally support weight or persist. It is usually made permanent by paying twice the base cost. One Spell of Building is enough to make a structure about the size of a large hall or small fortress or castle. Additional spells can be added to build up and make larger a structure.

CLASS: (Lesser) **SPHERES:** (Elements)

POWER COST: (3 pts + 3 pr year)

RESIST: (-) **WOUND:** (-) **HEAL:** (-)

CALLING This spell will summon to you the nearest member of a particular animal. It will travel to you at its own natural speed and may take a few hours or days even to arrive. If the Wisdom is quite general (Insect) then you can specify a particular type of insect (e.g. a dragonfly or wasp or moth) if you wish. If the animal has sentience it can choose to resist using Volition.

CLASS: (Lesser) **SPHERES:** (Beasts)

POWER COST: (4 pts) **RESIST:** (Volition)

WOUND: (-) **HEAL:** (-)

CALMING This spell works to calm and placate any angered, injured or frightened animal. If the animal has sentience it can resist using Volition.

CLASS: (Lesser) **SPHERES:** (Beasts)

POWER COST: (1 pt)

RESIST: (Volition) **WOUND:** (-) **HEAL:** (-)

COMMUNE This spell allows you to have a short conversation of a few sentences with an animal. Most animals have quite flitting and frantic minds, and they will not always understand what you think is important. You might try to have a conversation with a wren about whether it has seen orcs about, and it might decide to tell you instead about what a delicious worm it found that morning.

CLASS: (Lesser) **SPHERES:** (Beasts)

POWER COST: (1 pt) **RESIST:** (Volition)

WOUND: (-) **HEAL:** (-)

CONCEAL This spell can be cast on anything up to the size of a door. The object becomes magically obscured and hidden from others as long as it is either kept in a pocket or purse (for small objects) or is immobile (for large objects). Even when actively searching, such an object will require a Test of Alertness against Difficulty 20 to find, although once the object found by a Character, the spell is broken for that Character and they will always be able to see the object from then on. If cast on a weapon (using Metals), the weapon will be obvious if it is wielded but it will seem to vanish when put away in a sheath or scabbard.

CLASS: (Enchantment) **SPHERES:** (Elements)

POWER COST: (3 pts) **RESIST:** (-) **WOUND:** (-) **HEAL:** (-)

CLOAK OF THE WIZARD This spell confers a resistance bonus against magic for a limited time. The spell is cast for 1 + X power and provides a bonus of X Actions at +X. Any resistance roll during that time will gain a bonus from the spell. The spell is contagious by touch, and if you touch another Character with the intent of passing on the spell you can do so, in which case that Character will gain the same bonus you do for as long as the spell remains in effect on you.

CLASS: (Lesser) **SPHERES:** (Self)

POWER COST: (1+X pt) **RESIST:** (-) **WOUND:** (-) **HEAL:** (-)

COUNTERSPELL This spell is used an an Interrupt Action during an Action Round. When another Character casts a spell you can choose to Counterspell it. If you do, you and the other caster enter a contest of Volition. If you win, the spell is countered. If the opponent wins, the spell succeeds.

CLASS: (Lesser) **SPHERES:** (Magic)

POWER COST: (1 pt) **RESIST:** (-) **WOUND:** (-) **HEAL:** (-)

DISENCHANT This spell can be used to utterly destroy permanent magical enchantments. It can be used to destroy permanent Dweomers, Sorceries and Cunjuror's Cantrips. To

destroy such a thing, the caster must spend 3X where X is the amount of Power that was originally used to create the enchantment. This spell cannot be used to destroy Lore-crafting, permanent Runes, Wight-craftings or Petty-Craftings.

CLASS: (Lesser) **SPHERES:** (Magic)

POWER COST: (5 pts) RESIST: (-) WOUND: (-) HEAL: (-)

DETECT FOE This spell can be used to determine if there are enemies about or whether someone's intentions are good or ill. If cast on Distance, you can find out where a specific enemy you know of might currently be. If cast on the Future you might be able to foresee some possible betrayal or danger, if cast on Mind you can tell whether a Character who is immediately present might be trying to trick you or planning to betray you. If cast on Past you will see visions of betrayals or plots against you that have already happened but which you might not be aware of. If cast on Surroundings, you can tell if there are enemies present but hidden, such as waiting in ambush or sitting in guard nearby.

CLASS: (Lesser) SPHERES: (Visions)

POWER COST: (5 pts) RESIST: (-) WOUND: (-) HEAL: (-)

DISPELL This spell can be used to break and remove any semi-permanent spell or enchantment (that is, a spell that is currently in play but will eventually fade within some allotted time, but it minutes, hours or days). It cannot be used to destroy permanent enchantments. For that, Disenchant is required. This spell cannot be used to destroy Lore-crafting, permanent Runes, Wight-craftings or Petty-Craftings.

CLASS: (Lesser) **SPHERES:** (Magic)

POWER COST: (5 pts) RESIST: (-) WOUND: (-) HEAL: (-)

DISPLAY OF GREAT MAGIC This spell creates a momentary, but overwhelming, illusion of a single Emotion targeting on yourself. It costs 3 Power if cast on another Target. Anyone who see the Display of Great Magic will be overwhelmed by the Emotion, although resistance using Volition is allowed. If cast using Fear, for example, those who view the Display will momentarily fear you, if cast using Regalness, those who see the magic will think you majestic and royal in bearing.

CLASS: (Lesser) **SPHERES:** (Emotions)

POWER COST: (1 pt Self / 3 pts Other)

RESIST: (-) WOUND: (-) HEAL: (-)

ECHOES OF THE SPELL *This spell allows you to hear the voice and see the face of whoever it was who cast a permanent or semi-permanent spell or enchantment. If you know the person you will recognise them, but otherwise you will not learn their name from this spell, only their appearance and voice.*

CLASS: (Lesser) **SPHERES:** (Magic)

POWER COST: (1 pt) RESIST: (-) WOUND: (-) HEAL: (-)

ENCHARMED WISPS This spell conjures a small volume of the target material that hovers in the air and can be directed by the magician by thought. It cannot move more than a few paces from the spell-caster. If used as a weapon the Spell-caster needs to make an attack roll using Volition as if it were a ranged combat skill. The target is allowed to evade using Nimbleness. On a successful attack the spell deals 1 Wound ignoring armour.

CLASS: (Enchantment) **SPHERES:** (Ephemerals)

POWER COST: (1 + 1 per hour)

RESIST: (Nimbleness) **WOUND:** (1 per attack) **HEAL:** (-)

ENDURE THE FLEETING This spell makes a volume of Ephemera into a permanent and persisting enchanted volume of the stuff. A natural fire can be made into an enchanted fire that will continue to burn without fuel. A room could be filled with supernatural cold that freezes the walls or a glen could be made into a place of permanent shadows.

CLASS: (Enchantment) **SPHERES:** (Ephemerals)

POWER COST: (3 + 3 per month)

RESIST: (-) WOUND: (-) HEAL: (-)

FLUSH OF POWER *This spell sends a flash of brilliant raw power into a single large object or many small objects within a field of about twenty paces across. The objects become untouchable, and will feel as if they are delivering a powerful electrical shock and terrible heat, although no actual damage is done. If cast on Metal, then a group of enemies will be forced to drop weapons and if wearing armour they will fall to the ground in agony. A resistance check against the spell using Fortitude is allowed. The spell is momentary, but can cause considerable disruption in an enemies ranks for an Action Round.*

CLASS: (Greater) **SPHERES:** (Elements)

POWER COST: (1 pt) RESIST: (-) WOUND: (-) HEAL: (-)

GHOSTLY SHAPES *This illusion lays down a permanent area of phantoms and ghostly visions that are tied to an emotion. Anyone passing into the field of illusion will meet phantoms that embody the emotion. Characters who encounter the illusions are allowed to attempt to resist. Those who succumb to the illusion will continue to suffer its effects for d10 hours, even after they leave the field of illusion.*

CLASS: (Enchantment) **SPHERES:** (Emotions)

POWER COST: (1 + 1 per day)

RESIST: (Alertness) WOUND: (-) HEAL: (-)

GOSSAMER CHAINS This spell puts small, subtle Ephemeral chains and ribbons on a single target so that they are forced to move slowly and clumsily. All physical skills that rely on Agility and Speed suffer a -3 penalty as long as the spell is in effect. The spell lasts for 10 Actions. Multiple Resistance Actions to break the chains are allowed, but each Resistance counts as an Action. Each time the target

attempts to break the chains a Contest of Volition and Fortitude is invoked. This spell does not inflict injury, even if an otherwise injurious Ephemeral, like Fire, is used. The spell is simply too weak to do physical harm.

CLASS: (Lesser) **SPHERES:** (Ephemerals)

POWER COST: (5 pts) **RESIST:** (Fortitude)

WOUND: (–) **HEAL:** (–)

GRAND ILLUSION As with **Humble Illusion** except that any resistance roll is penalised at -5 and anyone who succumbs to the illusion will remain in the sway of the emotion for d10 hours rolled separately for each Character or creature.

CLASS: (Greater) **SPHERES:** (Emotions)

POWER COST: (1 pt) **RESIST:** (Alertness)

WOUND: (–) **HEAL:** (–)

HUMBLE ILLUSION Conjures an illusion that is bound to an emotion. The illusion can take the form of any one sense. An visual illusion of shadows could be conjured to convey Fear, or enchanting music to convey Tranquility, or a rich aroma to convey Hunger are examples. Anyone who experiences the illusion must make a test of Will and Volition (diff. 10) or succumb. The illusion lasts as long as the caster concentrates on it. Anyone who succumbs to an illusion will cease being affected once they move away from the illusion or once the illusion ends.

CLASS: (Lesser) **SPHERES:** (Emotions)

POWER COST: (2 pts) **RESIST:** (Alertness)

WOUND: (–) **HEAL:** (–)

INVOCATION This spell summons a volume of an Ephemera into existence. Once it is summoned, the ephemeral will last as long as it would do naturally. This means that light will be summoned as a flash, fire will roar away in a flare, but fog or smoke might last for a few minutes or even hours depending on the conditions. If used as an attack it deals Xd10(10-X) damage ignoring armour. If 10 additional power is spent, then a maximum 10 wounds are inflicted automatically.

CLASS: (Lesser) **SPHERES:** (Ephemerals)

POWER COST: (1 pt + X)

RESIST: (Nimbleness) **WOUND:** (Xd10(10-X)) **HEAL:** (–)

IMBUING This spell allows you to capture the essence of a natural thing, such as the light of the evening star, or the light of a summer's day, or the soothing coolness of a riverbank shadow, or the warmth of the hearth-fire of an Elven hall, and place it into a vessel, usually a bottle, gourd or flask, so that it can be drawn on again later when needed.

CLASS: (Enchantment) **SPHERES:** (Ephemerals)

POWER COST: (2 + 3 per year)

RESIST: (–) **WOUND:** (–) **HEAL:** (–)

MESSAGE This spell allows you to whisper a message to an animal and send it up to one day's journey away to deliver the message. The recipient of the message must be known to you, though you do not need to know their exact location. If they are further away than a day's journey (for the creature you are using as a messenger) the spell will not work. The recipient of the message will hear your voice whispering a short message when the animal messenger arrives. If the animal has sentience it can resist using Volition.

CLASS: (Lesser) **SPHERES:** (Beasts)

POWER COST: (2 pts) **RESIST:** (Volition)

WOUND: (–) **HEAL:** (–)

NEW STRENGTH AND WILL This spell restores stamina and energy. You gain d10 Effort on casting the spell. Anyone you touch with the intent of passing on the magic also gains d10 Effort (once per target) for up to 5 Actions after you first cast the spell. You cannot pass the effect back onto yourself or onto a target multiple times.

CLASS: (Lesser) **SPHERES:** (Self)

POWER COST: (3 pts) **RESIST:** (–) **WOUND:** (–) **HEAL:** (–)

NEED-SACHEL This spell stores an amount of an Ephemera in a purse, pouch or sack. It stores 10 uses of the Ephemera. Anyone who has Dweomer-craft as an ability can reach into the bag, and take out a handful of the Ephemera. The same bag cannot be used to hold Different Ephemera, although the spell can be cast repeatedly on a bag so that it stores more than 10 uses of the same Ephemera. It will look and perhaps sound impressive removing Ephemera, although on its own it will have limited effect. Perhaps lighting a fire (using Fire), cooling a drink (using Cold) or creating a moment of quiet (using Silence) could be done. The spell-bag is most useful when paired with Dweomer Weavings Most Cunning.

CLASS: (Enchantment) **SPHERES:** (Ephemera)

POWER COST: (1 pt) **RESIST:** (–) **WOUND:** (–) **HEAL:** (–)

PHANTOM SEEMINGS This spell conjures enough of an ephemeral substance to fill a single area such as a room, a clearing in a wood, a bridge or a gate. The substance will persist as long as the spell endures, but it cannot move and must be cast on a place, not on an object or a person. Spells of Phantom Seeming can do injury, but this is treated as natural injury if the ephemeral might ordinarily do harm (i.e. leaping through a wall of fire put in place using Phantom Seemings will cause normal burns).

CLASS: (Enchantment) **SPHERES:** (Ephemerals)

POWER COST: (2 + 2 per day)

RESIST: (–) **WOUND:** (See description) **HEAL:** (–)

QUESTIONS The spell-caster asks a simple question with a yes or no answer. The Gamesmaster rolls a d10 in secret. If

SPLIT-RIVEN This spell causes a single crack to move through a volume of elemental material. If cast on rock, it could be used to cause a piece of rock to fall off a cliff or overhang. It could be used to make a wooden door split in half. It could be used to cut a tree through the middle and make it fall over. If cast of water the spell sends a shockwave through the water and any creature in the water (fish etc) will be stunned for one Action Round.

CLASS: (Lesser) **SPHERES:** (Elements)

POWER COST: (3) **RESIST:** (-) **WOUND:** (-) **HEAL:** (-)

SPYING EYES This spell only works on Lesser Beasts. It will capture and bind to your will a swarm (2d10) of Lesser Beasts can be used then as spies. You cannot see through the eyes of the creatures, but when they return to you from spying missions you will understand their cries and voices and will know what they have seen as if you were there. This is a powerful magic and resistance tests are allowed. However, it is dark magic and adds Shadow when cast.

CLASS: (Enchantment) **SPHERES:** (Beasts)

POWER COST: (3 pts + 2 per day) (+1 Shadow)

RESIST: (Volition) **WOUND:** (-) **HEAL:** (-)

STAYING This spell prevents death from a given harm, and will allow the body to heal naturally. It will draw a person back from the gates of death immediately. If cast on Corruption, Exhaustion or Wounds it heals d10 Shadow, d10 Effort, or 1 Health respectively. Further natural recovery requires bedrest or additional magic.

CLASS: (Lesser) **SPHERES:** (Harms)

POWER COST: (1 pt)

RESIST: (-) **WOUND:** (-) **HEAL:** (See Description)

SUNDERING This spell causes an amount of natural material to be undone. The spell works by accelerating the natural forces of decay over time. Rock will pit, split and crumble. Wood will rot. Water would evaporate. Ice would melt. This spell can be cannot be cast on living things, including living trees. It works only on dead, non-magical and inert matter. It can effect any mass of material up to the size of a wagon, a castle gate, a wall of a house etc.

CLASS: (Greater) **SPHERES:** (Elements)

POWER COST: (1 pts) **RESIST:** (-) **WOUND:** (-) **HEAL:** (-)

TRACELESS PASSING This spell wards you and those around you from the eyes of beasts and magical scrying alike. While the spell persists any creature or Character who is looking for you will need to pass a Difficulty of 20 to see you. The spell is cast on the self, has a concealing field of a few dozen paces (so will conceal companions as well) and can be held by concentration.

CLASS: (Lesser) **SPHERES:** (Self)

POWER COST: (2 pts) **RESIST:** (-) **WOUND:** (-) **HEAL:** (-)

UNEARTHLY HASTE This spell can be used to accelerate any natural process, even to the point where the effect is uncanny and clearly unnatural. Dead wood could be made to rot in seconds. A river could be frozen in a few moments. Rock could split, weather and crumble. A small flame set at the base of a great tree could be made to roar and devour the whole tree in seconds.

CLASS: (Greater) **SPHERES:** (Elements)

POWER COST: (2 pts) **RESIST:** (-) **WOUND:** (-) **HEAL:** (-)

UNEARTHLY SUMMONING This spell allows you to conjure, shape and summon a huge volume of the ephemeral substance all in a single action. The substance will linger for a few rounds, even if it would normally dissipate, and can be manipulated by the magician by force of mind during this time (d10 +1 action rounds). It can be used to inflict 3 Wounds per round split any way among targets and ignoring armour. The target can resist using Nimbleness to escape.

CLASS: (Greater) **SPHERES:** (Ephemerals)

POWER COST: (1 pt) **DURATION:** (1 +d10 action rounds)

RESIST: (Nimbleness) **WOUND:** (-) **HEAL:** (-)

UNSPELL This spell is used an an Interrupt Action during an Action Round. It is similar to a Counterspell except that no Contest of Volition is invoked. Instead you choose to spend X Power. If the opponent is willing to also spend X Power, then their spell will succeed. Otherwise it will fail.

CLASS: (Lesser) **SPHERES:** (Magic)

POWER COST: (1+X pt) **RESIST:** (-) **WOUND:** (-) **HEAL:** (-)

VISIONS This spell summons a series of visions that address a particular question and may or may not be true. It can be cast on the self or on another. If cast on another the Character is allowed to resist. The Gamesmaster rolls a d10 three times in secret. If the roll is a 4 or higher, a true (or probably true vision in the case of the future) is described. If the roll is a 1, 2 or 3 a false vision is described. Three visions are described in this way.

CLASS: (Lesser) **SPHERES:** (Visions) **POWER COST:** (5 pts)

RESIST: (Volition) **WOUND:** (-) **HEAL:** (-)

WARDS OF THE WIZARD This spell confers a additional level of protection against one ephemeral force. If cast against Fire it will protect against injury by fire, whether natural or magical, and the same for Cold. If cast against something that would not normally be harmful, such as Shadow the effects will still be beneficial, but can be unpredictable and will be at the Discretion of the Gamesmaster. It might be that you are able to see through Shadows or it might be that you gain a temporary bonus against being ambushed in the darkness. The spell lasts for X Action Rounds and all injury from the source is reduced by 1 Wound per attack. The spell can be cast on yourself or on others.

CLASS: (Lesser) **SPHERES:** (Ephemerals)

POWER COST: (2 + X) **RESIST:** (Volition)

WOUND: (-) **HEAL:** (-)

WEAPON OF THE MAGIAN This spell causes any one weapon to catch aflame with magic. If cast using a non-injurious Ephemeral (fog, shadow, silence) the weapon becomes Lesser Enchanted if it is not already (roll 4d10 and pick the 3 dice you want to keep). If cast using an injurious Ephemeral (fire, lightning, cold) it becomes Lesser Enchanted and also inflicts an additional Wound for every successful attack. The spell lasts for 10 Actions. If cast on a missile weapon such as a bow or even a siege weapon, the missiles gain the magical aura rather than the weapon itself.

CLASS: (Lesser) **SPHERES:** (Ephemerals)

POWER COST: (5) **RESIST:** (-) **WOUND:** (+1) **HEAL:** (-)

WEAVINGS MOST CUNNING This spell lets you weave shapes into, command and control a body of Ephemera that is already in existence. It cannot, for example, create fire, but it can be used to weave shapes out of a campfire flame that is already burning. The spell works too subtly and too delicately to be used for injury or attack, but it can make a very impressive show, or if used on Fog, Shadow or Smoke, could be used to conceal you from view. If used on Silence, it could be used to create spheres of silence. This last one is tricky because you need to find some silence to make use of and if you (for example) wished to put a spell of silence about an enemy on a battlefield there may not be much silence about to make use of.

CLASS: (Lesser) **SPHERES:** (Ephemerals)

POWER COST: (1) **RESIST:** (-) **WOUND:** (-) **HEAL:** (-)

WHISPERS OF THE MIND This is a direct target spell that causes a single person or creature to be overwhelmed by an emotion. The target is allowed to resist when the spell is cast and then every sunset thereafter.

CLASS: (Enchantment) **SPHERES:** (Emotions)

POWER COST: (2 + 2 per day) **RESIST:** (Volition)

WOUND: (-) **HEAL:** (-)

WILD COMMAND This spell allows you to issue a single command to a single target animal. The command must be obeyed, though the target will not act in such a way that would immediately end their life. For example, you cannot order a wolf to leap off a cliff or walk into a dragon's den. The animal is allowed to resist the command by a Volition if it has sentience. If you order them to do something very dangerous (but not outright deadly) the target gains a +10 bonus to resist.

CLASS: (Greater) **SPHERES:** (Beasts)

POWER COST: (1 pt) **RESIST:** (Volition)

WOUND: (-) **HEAL:** (-)

WORD OF COMMAND This spell allows you to issue a single command to a single target. The command must be

obeyed, though the target will not act in such a way that would immediately end their life. For example, you cannot order a character to leap off a cliff or cut their own throat with a sword. The character is allowed to resist when the spell is cast. If you order them to do something very dangerous (but not deadly) or something that goes against their morals or beliefs, the Character gains a +5 bonus to resist.

CLASS: (Greater) **SPHERES:** (True Names)

POWER COST: (1 pt) **RESIST:** (Volition)

WOUND: (-) **HEAL:** (-)

WORDS OF THE ELDER EARTH This spell allows you to awaken the sleeping and silent spirits that dwell within all material objects and converse with them. If cast on living trees you will be able to get a sense of things that may have been happening in a forest or creatures that may be about. If cast on an object such as a sword (using Metal) then you can get a feel for its history, who has owned it and how it came to be where it is now. Some objects may have obstinate personalities and this spell doesn't guarantee you will learn what you wish to know. Some roleplaying and conversing may be required.

CLASS: (Lesser) **SPHERES:** (Elements)

POWER COST: (3 pt) **RESIST:** (-) **WOUND:** (-) **HEAL:** (-)

CREATING THINGS

- ## LEARNING NEW CRAFTINGS

- ## LORE-CRAFTINGS

light shed is about the same as that of a small, weak candle-flame.

Great Will (10 + X pt) (Greater) (Quick) The object is aware of its surroundings and can attempt to Will-cast and assault other creature's minds, freezing them with fear or beguiling them with sweet words. The object's Volition is equal to X.

Great Wit (3 pt) (Greater) (Quick) The object is very clever, as smart as a loremaster or smarter.

Humming (1 pt) (Lesser) *The object can make a low humming or thrumming noise. Not useful on its own, but this can be tied to Danger Tell.*

Illusion of One (3 pt) (Greater) The item can appear to be a single other thing, or to project a single illusory image. The image can be up to the size of a small house, but it must be fixed at the time of the object's making. Examples include a door that looks like a wall of solid stone, or a ring that makes its wearer look like shadows. Illusions catch and block light in a natural way, but cannot move or act on their own.

Illusion of Many (5 pt) (Greater) The object can conjure any one illusion of the wielder's devising on command. The illusion can be up to the size of a house, but it is a phantom only and solid objects will pass through it if it is not cloaked over something solid. The illusion cannot have heat, noise, smell or taste. However, it will seem to react normally to wind, rain and light. A conjured illusion will remain in place until dismissed by the owner of the object. Only one illusion can be conjured at a time.

Peerless (15 pt) (Greater) *Peerless weapons ignore all 'Resistant to...' Lore-craftings. Peerless armour ignores all bonuses from Deadly Injury, Fearsome Injury and Full Damage.*

Quickened (5 pt) (Greater) *The object is imbued with will and is in a sense 'alive' though it is not very clever. It has about the same intelligence as a dog, and can use its powers of its own volition.*

Resistant to Deadly Injury Weapons (2 pt)
(Lesser) Armour. Negates the magical bonus of Deadly Injury Weapons.

Resistant to Fearsome Injury Weapons (3 pt)
(Greater) Armour. Negates the magical bonus of Fearsome Injury Weapons.

Resistant to Full Damage Weapons (2 pt)
(Lesser) Armour. Negates the magical bonus of Full Damage weapons.

Sleight (1 pt) (Lesser) *This grants the wielder a +1 bonus to any one Attribute determined by the Lore-crafter.*

Multiple Sleights worked into a a single item do not confer multiple bonuses.

Subtle Voice (5 pt) (Greater) (Quick) The object can subtly draw attention to itself, or distract people so that it is not noticed. It can be found if it wants to be, or remain unnoticed. If placed on a cloak or other form of clothing, this ability can help hide the person wearing the item.

Swift (5 pt) If imbued into clothing, a weapon or armour, the wielder gains +3 to Nimbleness. Multiple Swiftnesses worked into a single item do not confer multiple bonuses.

Unseen (15 pt) (Greater) (Quick) *The item can slip into the spirit world. When it does, it remains a physical presence, but turns invisible.*

Uncanny Talent (5 pt) (Greater) This grants the wielder a +3 bonus to any one Skill. Multiple Talents worked into a single item do not confer multiple bonuses.

Unerring (15 pt) (Greater) An unerring weapon always strikes its target. When attacking, the wielder still rolls to check whether the Death Threshold is passed. Otherwise, the blow always lands and a roll for wounds is then made.

Vanishing (1 pt) (Lesser) The object can blend into its surroundings so that it becomes difficult to see. Chiefly useful when woven into cloaks or items of clothing.

Warded (X pt) (Greater) The object will turn aside up to X wounds from physical attacks. If worn or wielded, the owner can decide when to turn aside a blow and when not to.

Warmth (1 pt) (Lesser) The object can become warm to touch, either on command or in response to Danger Tell. If woven into clothing, such as a cloak or jerkin, it might provide a bonus against the cold at Gamesmaster's discretion. Otherwise, this small magic is usually tied to an object such as a little brass ring that is worn and used to warn of danger.

RUNIC-MAGIC

There are five Spheres of **Rune-Magic**. These are **Shadow, Iron, Fire, Blood** and **Earth**. Writing Runes on a surface and invoking a magical effect requires a **Test of Lore**.

DIFFICULTY & POWER

Difficulty depends on the number of Sigils and whether you are reading or writing the runes. Reading runes allows you to determine what their powers may be. Scratching is not as permanent as carving:

Read Runes Difficulty: 4 + number of Runes
Scratch Runes Difficulty: 6 + number of Runes
Carve Runes Difficulty: 8 + number of Runes

Read Runes Time to read: *Moments*
Scratch Runes Time to write: *Minutes*
Carve Runes Time to write: *Hours to Days*

Scratch Runes Lasts: *Up to a few hours*
Carve Runes Lasts: *Permanently*

Scratch Runes 1 Power
Carve Runes 3 Power

WRITING

Writing Sigils requires a combination of *Verbs* and *Nouns*. The following runes will conjure a small glow around an object.

Fea (verb bring) **Del** (noun light)

INCREASING RUNIC POWER

Multiplying a phrase strengthens the magic. The following runes will conjure a very bright light around an object. The whole phrase needs to be multiplied.

Fea Del Fea Del Fea Del

Each additional rune adds to the difficulty of the runic phrase. The above phrase (six runes) would carry the following difficulties:

Read Runes Difficulty: 4 + 6 = *Diff 10*
Scratch Runes Difficulty: 6 + 6 = *Diff 12*
Carve Runes Difficulty: 8 + 6 = *Diff 14*

SPHERES AND RUNES

Usually, *verbs* and *nouns* from the same sphere are used in a given clause. You may be able to find instances where verbs and nouns could cross over, but you will need to discuss such instances with your Gamesmaster. Mixing spheres increases the Difficulty of working runes. The following table illustrates this:

	Ea.	Sh.	Ir.	Bl.	Fi.
Earth	+0				
Shadow	+2	+0			
Iron	+5	+2	+0		
Blood	+5	+5	+2	+0	
Fire	+2	+5	+5	+2	+0

For Example, if you scratched a four rune phrase that consisted only of Earth runes the total difficulty would be 10 (base 6 + runes 4). If you scratch a four rune phrase that includes both Earth and Iron runes, the total difficulty would be 15 (base 6 + runes 4 + mixing runes Earth & Iron +5). If you scratch a four rune phrase that mixes Earth, Shadow and Fire, then the total difficulty is 16 (base 6 + runes 4 + Earth & Fire +2, Earth & Shadow +2, Shadow & Fire +2).

CLAUSES

A line of script can have multiple clauses. These are joined with the runes **Ul** (**and**), **Nol** (**or**) and **Feru** (**then**), which all Sigilders know for free. The following two clauses will conjure a glow around an object with orcs or goblins are near.

Alur (verb warn of) **Urug** (noun orc)
Feru (then)
Fea (verb bring) **Del** (noun light)

All Characters automatically receive the sphereless bridging runes **Ul** (**and**), **Nol** (**or**) and **Feru** (**then**) for free. These runes are used to join Clauses.

Ul (**and**) Free rune.
Nol (**or**) Free rune.
Feru (**then**) Free rune.

WRIGHT-CRAFTING

Wright-Mastery is a form of charmed crafting similar to Lore-crafting except that it does not require any investiture of Power, and so, is preferred by Dwerrow and some of the more lore-wise folk of humankind. Wright-crafts are learned from other Wright-masters or from Books of Lore. When learned from another character both the teacher and the learner must spend Experience points.

Learn from another Wright-master:

Day craft	10 evenings
Week craft	20 evenings
Month craft	40 evenings
Year craft	80 evenings

Learn from a book of lore:

Day craft	20 evenings
Week craft	40 evenings
Month craft	60 evenings
Year craft	120 evenings

Experience points to learn:

Day craft	1 experience
Week craft	2 experience
Month craft	4 experience
Year craft	10 experience

Experience points to teach:

Day craft	1 experience
Week craft	2 experience
Month craft	3 experience
Year craft	4 experience

No skill tests are needed unless the Wright-master is trying to make an item under difficult, dangerous or painful circumstances. When crafting objects you can add Wright-crafts together, but if you do, the time to craft adds up too. It would take two months to make a **Mesh-mail** shirt out of **Dwarf-silver**. If you also know Rune-magic you can add Runes to a Wright-crafted items. You could also add Sigils to a Wright-crafted item that you happen to have found or been given as well, though the nature of the material (such as Dwarf-silver) might make incising runes much more difficult than usual. Wright-crafting and Lore-crafting cannot be mixed. That is, you cannot make an item using both Wright-crafting and Lore-crafting at the same time.

WRIGHT-CRAFTINGS

Arrow-of-flames (Week) An arrow of cut bronze that glows red hot when fired. Adds an extra d10 wound dice and catches fire when it hits a target. Each arrows takes one week to make.

Arrow Shorn of Rowan (Week) An arrow that deals +1 Wound (bypassing armour) to any creature or character it strikes.

Artful Shield (Month) You can make a shield that is strong and cunning so that it can block anything up to a 4 Wound attack (but will shatter on a 5 Wound Attack). Has ten uses. Also grants +1 to WT.

Blight-Made (Month) You can make a weapon for the blight of a group (orcs, or trolls, or wolves for example) or for a specific Character (the Wolf-Lord of Gar, or The Dark One Sorthelor). If made for the bane of a group, the weapon gives a +2 bonus to combat skills versus creatures of that ilk. If made for the bane of a specific character, the bonus is +10. A single weapon cannot hold more than one blight, as the magic has a sort of will of its own, and numerous blights bicker and cancel one-another out.

Black Arrow (Month) Automatic hit when fired from bow. Always bypasses armour. Always inflicts the full wound damage for the weapon. You still need to roll an attack roll to see if you bypass the Death Threshold.

Bite-Gladdening Draught (Day) You can concoct a herbal remedy that cures venomous poison (bites, stings). One day's work makes five doses, can be portioned out.

Beautiful Gold Ring (Month) Only a trinket with no real power, but to encourage greed in anyone who sees it. Anyone who sees the ring must make a test of *Volition* against Difficulty 15 or want the ring desperately. A useful trinket for haggling with.

Blueflicker Torch (Day) You know how to treat a torch so that it will burn for 12 hours. Invisible things, ghosts and shades can be seen in the light of a Blueflicker Torch.

Bow of Dragon-Horn (Year) You know how to make a quite wondrous weapon out of dragon-

Good-birth (Day) You know how to make a draught that will bestow a quick, safe and painless birth (creates 1 dose).

Greywax Candle (Day) You can create a candle that will show up invisible spectres or spirits in its light. Makes 10 candles, each lasts one hour.

Greater Ring (Year) Greater Rings have rare and strange powers, often giving to the wearer such power as it suitable to their own station and magic. You will need to negotiate what powers you want a Greater Ring to have.

Healing Salve (Week) You can concoct a salve that will heal 2 Wounds. Can be portioned out (creates 1 dose). The wound will be painless immediately, but won't be completely healed for three hours. Does not work on wounds inflicted magically or wounds inflicted by enchanted items.

Healing Waters (Month) You can brew a potion that will heal 10 Wounds. Can be portioned out. It takes ten hours for a wound to heal after water is splashed on it. However, if used on someone who is near death, the Healing Waters will save their life immediately. If they are on zero Health, they will remain unconscious until at least 1 Health is restored. Healing Waters will work on wounds inflicted by magic spells or enchanted items.

Horn of War (Month) Enemies who have not yet taken an action have their turns lose one action when the horn is blown. Requires 1 Effort to use.

Incense of Warding (Day) You know how to powder and compact an incense that will burn all night and chase away minor evil spirits, undead and dark things. More powerful spirits will find the smoke merely annoying.

Leaf-of-Gilden Tea (Week) You can dry and preserve a tea of fragrant leaves that restores all Power and Effort if drunk (creates 1 dose).

Lesser Ring of Courage (Month) Gives wearer +3 *Volition*.

Lesser Ring of Guile (Month) Gives wearer +3 *Thievery*.

Lesser Ring of Lies (Month) Gives wearer +3 *Trickery*.

Lesser Ring of Lore (Month) Gives wearer +3 *Lore*.

Lesser Ring of Nature (Month) Gives wearer +3 *Wayfaring*.

Lesser Ring of Stealth (Month) Gives wearer +3 *Stealth*.

Lesser Ring of Weals (Month) Gives wearer +1 bonus to Lasting Power. Naturally restores d10 Power if worn while sleeping for at least five hours.

Lesser Ring of Words (Month) Gives wearer +3 *Languages*.

Many-coloured weave (Week) You know how to make clothing, robes or a cloak out of a wondrous many-hued silk. Wearer gains +1 *Charm*, +1 *Lore* and +1 *Languages*.

Mesh-mail (Month) You can make armour out of a fine mesh-like mail. Very light to wear. Very strong; heavy armour and gives a +1 bonus to Wound and Death Thresholds.

Merry-Apple (Day) You know how to preserve an apple (or other fruit) with such spices and herbs that it will last (more or less) indefinitely. When eaten the fruit will provide enough sustenance for a day. One day's work makes 5 preserved fruit.

Merrydraught (Day) Restores one Effort when drunk and nutritious so that a person won't need to eat for a day. Takes one day to brew enough for 5 portions.

Moon-lit stone (Week) You know how to weave moonlight into gemstones so that they glow with a pale gleam in the darkness. One week allows you to enchant a thumb-sized stone or a handful of tiny pearl-sized stones.

Moon-silver (Month) You can make objects out of Moon-silver. Moon-silver is about as strong as steel and glows under moonlight. It is otherwise a dull iron colour. If made into a weapon, Moon-silver is capable of harming all enchanted creatures and inflicts +2 Wounds versus undead.

Musimon warhorn (Month) If blown, all Dwerrow in hearing gain +1 to all Skill tests until end of encounter.

Musimon-horn bow (Month) +1 to Archery when used.

Obscurant Glass (Month) You can carve a disc of volcanic glass and cut it with such runes as to make it sensitive to magic items. If you look through the glass, only enchantments, permanent curses and magic items will be visible. All else will be a dusky blackness. Permanent spells will appear as a dull aura around the enchanted thing.

Necklet of Wonderment (Year) Wearer gains +5 *Charm*, +5 *Power* and they gain the *Strength Puckling Illusions* at Moderate.

Opaline Weave (Week) You can make garb, shirt, dresses or cloaks out of a beautiful shimmering cloth that never needs cleaning.

Pain-Few (Day) You can make a draught that will ease pain for 12 hours. Makes 5 doses.

Poison-Not (Day) You can concoct a herbal remedy that cures ingested poison. One day's work makes five doses, can be portioned out.

Pipeweed (Week) You know how to prepare and dry pipeweed so that it restores *Power* when smoked. A batch that will restore 10 *Power*, portioned out, takes one week to make.

Potion of Prowess (Week) A concoction of fragrant herbs and restoratives. Takes one week to brew a batch that will restore 10 *Effort* portioned out.

Quick Blade (Month) You can make a weapon cunning and clever so that it grants +1 to all *Alertness* and *Nimbleness* checks in battle.

Rade Boots (Month) When worn, a rider will never fall from a horse and gains +1 to all riding *Skill* tests.

Rallying Horn (Month) All allies gain 1d10 *Effort*. Only effective once per encounter.

Rod of Ruin (Year) A rune-cut wand that gives +1d10 damage die to all injurious or wounding magic that the bearing casts.

Rope-Quite-Clever (Month) In a month you can make a length of rope (20 m) that will never break, never lose a knot by accident, but will undo itself when the owner gives it a tug and wants it undone.

Sable Leather (Month) You can treat a leather object (boots, armour, book cover, shield) so that it becomes as strong as steel, but remains supple. Such objects are dyed a matt silvery-black colour. If armour is treated it will give a bonus +1 to the wearer's *WT* and *DT*.

Scabbard of Chalcedony (Month) Any sword kept in such a scabbard will never dull or break.

Seeing Scry (Year) A charmed stone of old power that lets a person see far afield through visions within. Must make a *Test of Volition* (Diff 15) on every use, or lose control and be drawn into the

visions unable to look away until sleep overtakes you.

Silvergreen Herbal (Week) You can create a dose of restorative herb that will remove 1d10 *Shadow* from a person.

Shadow-weavings (Week) You can make a cloak or clothing out of shadowy and changeful material. Allows wearer to automatically hide in wilderness. Also, bonus +1 to *Wound Threshold*.

Shimmering Letters (Day) You know how to make a pot of silvery ink that will only show up in moonlight.

Staff of Ages (Year) A enchanted rune-staff that allows you to cast any form of healing magic for 1 less *Power* than it would usually cost.

Traceless Boots (Month) You can create boots that leave no footprints nor other traces of a wearer's passing.

Torc of the Strong (Month) Wearer gains +3 *Fortitude*.

Trifling Harp (Month) Gives +1 to *Performance* when played. A *Trifling Harp* will gently and melodiously play itself if left in the wind.

Valiant Arms (Month) You can craft a sword, axe or other weapon that gives a +1 bonus to *Melee*.

Warding Ring (Month) Any harmful magic spells cast at the wearer have a 2/10 chance of failing (roll 9 or 10 on a d10).

Warmth-Kindling (Day) You know how to treat and stain a pile of kindling with certain resins so that it will burn strongly, brightly and all night. Most lesser undead are afraid of this bright fire and will not come near a campfire made with *Warmth-Kindling*.

Waytack (Week) In a week you can bake enough of this charmed bread to allow a person to march well-fed for a month.

Wearisome Boots (Month) Allow you to walk all day without tiring.

Weaving of Hues (Month) You can weave a cloak or clothing out of wonderful cloth that shifts and changes to match the wearer's surroundings. Wearer gains +2 *Stealth* and +2 *Thievery*.

Wizard's Staff (Year) You can make a wizard's rune-staff or wand. Such objects restore d10 *Fleeting Power* to the bearer every dawn. If you

make such a staff for yourself, then you can spend
1 Effort at any time to restore d10 Fleeting Power.

Wolfsbane (Day) You can concoct a poison that if smeared on a weapon deals 1 additional Wound to wolves and wargs. Only affects living wolves (not undead or spirits in the form of wolves). Enough for 5 doses. Cannot add more than one dose to a single weapon. Effect lasts for a day after the poison is applied.

Wormsbane (Day) You can brew a single dose of a potion that dragons and worms find so repellant that they will not come near it when spilled. Effect lasts one day once spilled on a place, object or person.

SORCERY



Casting **Sorcery** (called also **Shadow-magic**) draws on the Shadow Element in the world, and channels dark power through you. Shadow-magic rituals are long, and the time needed is given for each ritual. Sorcery is improved if performed in darkness or near complete darkness. If performed in the light of glowing coals or feeble candles or utter darkness, then casting time is reduced by 1 Action and Power is reduced by 1.

Casting a Shadow-magic ritual requires a Test of Lore at the Difficulty given. If you fail, nothing happens and no Power is lost, but time and mental investiture is wasted (lose 1 Effort). If you pass, you conjure dark power and work the spell.

Any spell that is not **Instant** in duration can be made permanent by spending **Lasting Power** instead of **Fleeting Power** to cast it.

RITUALS

ACCURSED KNIFE This ritual makes a blade poisonous so that wounds inflicted with it will not heal unless through herbs or magic.

POWER: (1) **SHADOW:** (+1) **CASTING TIME:** (20 Actions)

RANGE: (Touch) **DURATION:** (1 year) **DIFFICULTY:** (10)

ARISE THE DEAD THAT LIVE This ritual raises ghosts and wights from dead bodies or skeletons. It will only work where there are corpses. 1d10 Ghosts and 1d10 Wights are arisen in this way. They will serve the caster, but are not banished when the spell ends and may seek revenge.

POWER: (3) **SHADOW:** (+1) **CASTING TIME:** (30 Actions)

RANGE: (Sight) **DURATION:** (1 day) **DIFFICULTY:** (16)

ARISE THE DENIZENS This ritual provokes, angers and calls out any dark creatures, orcs, goblins or other fell beasts within an hours walk from the point of casting. It will only work if there are such beasts nearby. They will converge on the caster, but will need to be negotiated with or dominated in some other way to make them do as you bid.

POWER: (3) **SHADOW:** (+1) **CASTING TIME:** (30 Actions)

RANGE: (Sight) **DURATION:** (1 day) **DIFFICULTY:** (14)

ASHEN SQUALL Conjures a blinding lash of ashes that targets up to four creatures or characters. Target is allowed to Resist by Nimbleness. If the resist fails, target is demi-blinded for d10 Actions and all skills suffer a -5 penalty.

POWER: (3) **SHADOW:** (+1) **CASTING TIME:** (30 Actions)

RANGE: (Sight) **DURATION:** (1 day) **DIFFICULTY:** (14)

AWAKEN THE EARTH'S FIRE Causes an area of earth to rend open and spew fire. Anything caught in the area of effect can resist using Nimbleness. Failed rolls result in 3d10(4) Wounds ignoring armour.

POWER: (3) **SHADOW:** (+1) **CASTING TIME:** (15 Actions)

RANGE: (Sight) **DURATION:** (fleeting) **DIFFICULTY:** (15)

AWAKEN THE SHADOWED WINGS Summons a minor spirit of darkness. It will perform one task for you and then vanish. For game purposes the spirit is a Shadow Grim.

POWER: (2) **SHADOW:** (+1) **CASTING TIME:** (10 Actions)

RANGE: (Sight) **DURATION:** (until task) **DIFFICULTY:** (13)

BANE OF THE ACCURSED Places a curse on an object. The object will radiate magic and will exert a strong effect on anyone who suffers the Lure of Power. If a character dies while in possession of the cursed object, they will raise as a wight jealously guarding the object in death.

POWER: (3) SHADOW: (+1) CASTING TIME: (40 Actions)

RANGE: (Touch) DURATION: (1 Year) DIFFICULTY: (20)

BEAUTIFUL GOLD CHARM This spell must be cast on a piece of gold, though even a small coin will suffice. The spell conjures an illusion of great value that will exert an effect on anyone who suffers the Lure of Gold. Those who are greedy for gold may be driven to murder for the cursed gold and as long as someone owns the coin they will grow old but can't die of old age, instead becoming withered and frail.

POWER: (3) SHADOW: (+1) CASTING TIME: (40 Actions)

RANGE: (Touch) DURATION: (1 Year) DIFFICULTY: (20)

BEFOUL This ritual makes a water source, spring or well poisonous so that it cannot be drunk from.

POWER: (2) SHADOW: (+1) CASTING TIME: (10 Actions)

RANGE: (Sight) DURATION: (1 year) DIFFICULTY: (12)

CHOKING SHADOWS This spell conjures a mass of thick shadow-stuff that can be directed to entangle and attack one target. The target must resist using Toughness each round or suffer a -3 penalty to all physical actions and suffer 1 Wound.

POWER: (1) SHADOW: (+1) CASTING TIME: (5 Actions)

RANGE: (Sight) DURATION: (3 rounds) DIFFICULTY: (15)

CONCEALMENT This spell puts illusions of hiding on an object, creature or person. The spell only works if the concealed thing is still. If it moves or is moved, the concealment is lifted. Skill tests to notice a concealed character or object require passing Difficulty 20.

POWER: (1) SHADOW: (+1) CASTING TIME: (1 Action)

RANGE: (Sight) DURATION: (until lifted) DIFFICULTY: (8)

CROWNED WITH STORM This spell conjures illusions of darkness on a character, and causes their eyes to glow, their voice to deeper and a crown of lighting and fire to appear above their head. The effect is momentary but gives a +5 bonus to any attempts to intimidate or create fear in those who see it.

POWER: (1) SHADOW: (+1) CASTING TIME: (1 Action)

RANGE: (Self) DURATION: (fleeting) DIFFICULTY: (8)

CUNJURE THE DEAD This ritual requires an object owned by a dead person in life. The spell is cast on the object, and as long as you keep the object, the dead soul is bound to serve you and it is conjured back as a Shade.

POWER: (2) SHADOW: (+1) CASTING TIME: (5 Actions)

RANGE: (Sight) DURATION: (1 year) DIFFICULTY: (15)

CUNJURING OF CLOUDS This spell conjures a thick pall of greyish murk and fog. It is not harmful, but makes it difficult to see and move around. Enough clouds can be conjured to fill a reasonably large room. The clouds last until they dissipate naturally, usually within a few minutes.

POWER: (1) SHADOW: (+1) CASTING TIME: (1 Action)

RANGE: (Touch) DURATION: (minutes) DIFFICULTY: (8)

CURSE This ritual casts a curse on a target Character. The Character can resist by Volition. Pick one of the following:

- **Barren:** Victim cannot have children
- **Hideous:** Victim becomes grotesquely ugly
- **Mad:** Victim is driven mad with despair
- **Sorrows:** Victim is drawn into a pit of sadness
- **Stench:** Victim smells worse than any sewer
- **Withered:** Victim becomes weak and feeble

POWER: (3) SHADOW: (+1) CASTING TIME: (20 Actions)

RANGE: (Contagion) DURATION: (1 year) DIFFICULTY: (15)

DARK NIGHTS OF THE SOUL This spell sends nightmares to plague a single named target. The nightmares are so horrific that they will prevent the target getting any good night sleep for as long as the spell lasts. If the spell is recast and the target suffers nightmares for months, insanity may result. Something that was once owned by the target must be held by the sorcerer when casting this spell.

POWER: (3) SHADOW: (+1) CASTING TIME: (20 Actions)

RANGE: (Token) DURATION: (1 week) DIFFICULTY: (20)

DARK QUARRELS This spell conjures three black quarrels of shadow to strike at targets. The Sorcerer can split the attack up to three ways. Each quarrel strikes automatically and does 2d10(5) damage ignoring armour.

POWER: (1) SHADOW: (+1) CASTING TIME: (2 Actions)

RANGE: (Sight) DURATION: (Instant) DIFFICULTY: (10)

DARKLING STEALTH This spell conjures up shadows, blurs the targets outlines and makes them difficult to see in shadowy or dark environments. Anything with Darkling Stealth cast on it gains +5 to Stealth while in Shadows.

POWER: (1) SHADOW: (+1) CASTING TIME: (2 Actions)

RANGE: (Sight) DURATION: (Concentration) DIFFICULTY: (12)

Darkness Made by Malice

DARKNESS MADE BY MALICE This spell summons a pall of thick darkness that billows out and can engulf a space up to that of a large room, a clearing or a town square. Any Named Characters caught in the darkness will not be able to see naturally, and must make a Test of Volition against Difficulty 12 or feel overwhelming fear. Unnamed Characters will succumb immediately and flee.

POWER: (2) SHADOW: (+1) CASTING TIME: (3 Actions)

RANGE: (Sight) DURATION: (Concentration) DIFFICULTY: (15)

DARKNESS WIELDED This spell conjures up a sword (or similar weapon) made of sharp and solid shadow. The weapon counts as enchanted for the purpose of harming creatures or things that can only be hurt by enchanted weapons. It inflicts 3d10(6) damage on a successful attack.

POWER: (3) SHADOW: (+1) CASTING TIME: (1 Action)

RANGE: (Self) DURATION: (10 Actions) DIFFICULTY: (12)

DESPAIR OF THE HEART This spell strikes a chill blast of fear into the heart of a single enemy. Unnamed Characters will flee at once. Named Characters are allowed to resist by a Contest of Volition. If the Character loses the Contest, they will be forced to flee.

POWER: (1) SHADOW: (+1) CASTING TIME: (2 Action)

RANGE: (Sight) DURATION: (1 hour) DIFFICULTY: (16)

DREAMS OF DARK LORE This ritual must be worked before going to sleep. It conjures up dreams of shadowy lore and has a similar effect to reading a book of dark spells and lore. The Difficulty of 'reading' the dreams is 15 using Volition instead of Languages. The Consequences Threshold is 6. If successful, roll on the following: 1-2 Gain +1 Power, 3-4 Gain +1 Shadow, 5-8 Gain a new Sorcery at random, 9-10 gain a new Sorcery of Player's own choice.

POWER: (5) SHADOW: (+1) CASTING TIME: (30 Actions)

RANGE: (Self) DURATION: (During sleep) DIFFICULTY: (10)

EXHALATION OF DECAY *This causes an area of living vegetation up to about twenty paces across to die, rot and decay at an unnatural speed so that within a few moments it is reduced to worm-eaten rot.*

POWER: (3) SHADOW: (+1) CASTING TIME: (2 Actions)

RANGE: (Sight) DURATION: (Instant) DIFFICULTY: (15)

EYE OF THE SORCEROUS SIGHT *This spell imbues the caster with magical vision for a brief time. During the spell's effect, the caster can see perfectly in darkness or through fog or smoke, and they can see invisible things like ghosts or spirits, and they can see a glowing, flickering aura around any magical item or permanent enchantment.*

POWER: (1) SHADOW: (+1) CASTING TIME: (1 Action)

RANGE: (Self) DURATION: (5 Actions) DIFFICULTY: (10)

FELL STRENGTH AND FURY *This spell adds +1 rank to Melee, Brawling and Toughness. The ritual can be cast multiple times, but the Skills increased in this way cannot exceed your Lore.*

POWER: (1) SHADOW: (+1) CASTING TIME: (3 Actions)

RANGE: (Touch) DURATION: (1 day) DIFFICULTY: (8)

FESTERING WOUNDS *This spell causes vicious wounds to appear on a target's skin and flesh. It deals a 2d10(8) attack at the beginning or every round for four rounds, and the damage ignores armour.*

POWER: (4) SHADOW: (+1) CASTING TIME: (2 Actions)

RANGE: (Sight) DURATION: (4 Rounds) DIFFICULTY: (12)

FEVER OF UNREST This spell must be cast on something that was once owned by the target. It causes the target's spirit to leave their body at night and wander around the darkness as a mad and delirious wight. For the purpose of the spell, the spirit counts as a Shadow-Wight and will attack the first living and awake Character it finds. If 'destroyed' it returns to its sleeping body and remains inactive until the next night. During the spell's effect the

target will become increasingly sick and fevered. If they die during the spell's effect (if the living body is killed) the spirit permanently raises as a Shadow-Wight on the next evening.

POWER: (10) SHADOW: (+1) CASTING TIME: (20 Actions)

RANGE: (Token) DURATION: (1 Week) DIFFICULTY: (18)

FOG Conjures up a mass of thick fog. The volume is enough to fill a large room or a forest clearing. It is very difficult to see through and is cold, but it not otherwise harmful. The fog will endure for d10 rounds and then blow away naturally.

POWER: (1) SHADOW: (+1) CASTING TIME: (3 Actions)

RANGE: (Sight) DURATION: (d10 Rounds) DIFFICULTY: (10)

FOUL VAPOURS *This ritual curses an area of ground equal to a room or clearing in a forest with noxious smelling smokes, fogs and murks. Any undead or ancient evil that is within the area of foul vapours gets +3 to all rolls.*

POWER: (5) SHADOW: (+1) CASTING TIME: (40 Actions)

RANGE: (Touch) DURATION: (1 Year) DIFFICULTY: (15)

FREEZE THE FLESH Conjures a blast of blistering cold that deals 3d10(6) frost injury to a single target. The Target is allowed to dodge, but armour provides no protection.

POWER: (2) SHADOW: (+1) CASTING TIME: (2 Actions)

RANGE: (Sight) DURATION: (Instant) DIFFICULTY: (15)

FUMES OF STENCH *This ritual conjures a powerful fume of stench and decay, seeping up out of the ground. Any Unnamed Character caught in the pall of stench will be forced to either retreat or suffer a -3 penalty to all Actions while the spell lasts. Any Named Character other than the caster is allowed to attempt a Contest of Fortitude against the Character's Volition to resist the spell.*

POWER: (4) SHADOW: (+1) CASTING TIME: (3 Actions)

RANGE: (Sight) **DURATION:** (5 Rounds) **DIFFICULTY:** (12)

FURY OF MADNESS *This spell imbues a target with a great power of strength and battle, but it also clouds the target's mind with bloodlust and rage. The target gains +5 to all combat Skill rolls for 5 rounds, but if an ally comes within direct sight, then the Target must make a Test of Alertness with Difficulty 15 or mistake the friend for an enemy and attack them at the next opportunity. There are times when a target might wish to resist this spell, and this can be done using a Contest of Volition.*

POWER: (4) SHADOW: (+1) CASTING TIME: (2 Actions)

RANGE: (Sight) DURATION: (3 Rounds) DIFFICULTY: (12)

GLOOM This spells puts a semi-permanent pall of gloom on a place. The air becomes shadowy and dark to about the point of an overcast twilight. It is not impossible to see, but Characters may suffer Alertness penalties at the Gamesmaster's discretion. Also, any undead or evil spirits inhabiting the gloom gain a +3 bonus to all Skill rolls.

POWER: (5) SHADOW: (+1) CASTING TIME: (10 Actions)

RANGE: (Touch) DURATION: (1 Month) DIFFICULTY: (18)

GREAT FISSURE This spell causes the earth to rend open and form a deep and jagged crevice at the bottom of which churns sorcerous fire. The spell is too slow to be used as a way to catch people and make them fall into the fissure, but the fissure can be used to block a path, corridor or road, or stop an approach by enemies. After a day the fissure will close up again as if it never existed. Anything that has fallen or been thrown into the fissure will be buried under a ton of rock and soil.

POWER: (4) SHADOW: (+1) CASTING TIME: (5 Actions)

RANGE: (Sight) DURATION: (1 Day) DIFFICULTY: (16)

GREED-CHARM This spell puts an illusion of great value and wealth on an object. Any who see it must make a Test of Volition against Difficulty 14 or feel a compulsion to want to own the object. Remember however that Elves, Fay, Puck, Stormkarl and Eltrich see through illusions naturally, so will not be tricked by this spell.

POWER: (4) SHADOW: (+1) CASTING TIME: (10 Actions)

RANGE: (Sight) DURATION: (1 Week) DIFFICULTY: (16)

INESCAPABLE COILS OF THE DARK This spell requires a token (an object that the target once had in their possession). The target is cursed so that as long as this spell is in effect, whenever the target is in darkness they feel as if harsh coils are curling around their neck choking them. No actual injury is done, but the target will be unable to think or do anything until they are in light again.

POWER: (3) SHADOW: (+1) CASTING TIME: (15 Actions)

RANGE: (Token) DURATION: (1 Week) DIFFICULTY: (16)

KINDLING OF THE RAGE This spell works on beasts, whether natural or magical. It will affect up to d10 Lesser Beasts or one Greater Beast (as per the Dweomer lists). The spell causes the animal(s) to become enraged and attack anything in their sight (other than the caster).

POWER: (1) SHADOW: (+1) CASTING TIME: (3 Actions)

RANGE: (Sight) DURATION: (3 Rounds) DIFFICULTY: (12)

LAPSE OF WILL This spell can be cast as an interrupt and is one of the few quick Sorcery spells. It causes a target to fail one Test of Volition.

POWER: (2) SHADOW: (+1) CASTING TIME: (3 Actions)

RANGE: (Sight) DURATION: (Instant) DIFFICULTY: (15)

LORDLY PRESENCE This spell conjures up an illusion of power and fury around you. The spell will immediately cow any one Unnamed Character into performing one command given to them (as long as it won't immediately threaten the Character's Life). Any Named Character is allowed to enter a Contest of Volition to resist.

POWER: (3) SHADOW: (+1) CASTING TIME: (1 Action)

RANGE: (Sight) DURATION: (Instant) DIFFICULTY: (10)

MOON'S PALLOR This spell must be cast under moonlight. It creates an enchanted area where all undead or dark

spirits gain +1 to all actions and all Sorcery can be cast for 5 less Difficulty.

POWER: (5) SHADOW: (+1) CASTING TIME: (3 Actions)

RANGE: (Sight) DURATION: (5 Rounds) DIFFICULTY: (20)

PALE DREAM-MADDENER This spell conjures an unclear spirit and sends it to haunt the dreams of one target. The spirit is able to interrogate and torture the target in their dreams and each day, just before morning it will report back to you what it has learned of the target's secrets or plans.

POWER: (5) SHADOW: (+1) CASTING TIME: (20 Actions)

RANGE: (Token) DURATION: (1 Week) DIFFICULTY: (16)

PALE SWORD This spell conjures a sword out of deathly moonlight. The spell only works in darkness or at night. The sword. The sword inflicts 2d10(7) wounds and counts as a Lesser Enchanted weapon for the purposes of hurting creatures that are immune to mundane weapons. Wounds inflicted by the Pale Sword do not heal naturally and can only be healed using magic or herbalism.

POWER: (1) SHADOW: (+1) CASTING TIME: (1 Action)

RANGE: (Self) DURATION: (d10 rounds) DIFFICULTY: (10)

PERSUASIVE WORDS A small, quick Sorcery to aid you in your charms and trickeries. When cast this spell gives you a +5 bonus to any Social Skill for its duration.

POWER: (2) SHADOW: (+1) CASTING TIME: (1 Action)

RANGE: (Self) DURATION: (3 Actions) DIFFICULTY: (10)

PLAGUE OF WIGHTS This ritual puts a curse on a single object so that it emits a siren song that calls all nearby undead, wights and wraiths to the object. Such spirits will be angered when they arrive and will attack anyone or anything they find near the object. Once the undead have cleared living things away from the object they will guard it until the spell ends. Although the effect is immediate it takes time for undead to move to the object and it will be 1d10 hours after the spell is cast before the first undead shows up.

POWER: (8) SHADOW: (+1) CASTING TIME: (30 Actions)

RANGE: (Touch) DURATION: (1 Month) DIFFICULTY: (25)

REACHING SHADOW This spell causes your shadow to move on its own accord, stretch reach out and strike a wound against a single target. The spell deals 2d10(6) damage, ignores armour and cannot be dodged.

POWER: (1) SHADOW: (+1) CASTING TIME: (4 Actions)

RANGE: (Sight) DURATION: (Instant) DIFFICULTY: (10)

RED ARROW This spell puts a charm on a single otherwise mundane arrow or bolt. The arrow turns crimson when the spell is cast and returns to its natural colour if it is not loosed before the spell fades. The arrow or bolt, if loosed, will burst into flames. If the missile strikes its target it does an additional d10 of damage and ignores armour.

POWER: (1) SHADOW: (+1) CASTING TIME: (5 Actions)

RANGE: (Touch) DURATION: (1 Hour) DIFFICULTY: (12)

SACRIFICE OF LIFE *This ritual requires the slaughtering of a beast or person. If a beast is slaughtered d10 Fleeting power is resotred (after the initial cost of 4 Power is spent). If a person or sentient being is sacrificed, then all Fleeting Power is restored.*

POWER: (4) SHADOW: (+1) CASTING TIME: (30 Actions)

RANGE: (Touch) DURATION: (Instant) DIFFICULTY: (16)

SEIZED BY TERROR This spell is a more potent version of *Despair of the Heart*. It can affect up to 1d10 targets. If the targets are Unnamed they flee your presence at once. Any Named targets can choose to resist by a Contest of Volition.

POWER: (2) SHADOW: (+1) CASTING TIME: (4 Actions)

RANGE: (Sight) DURATION: (1 hour) DIFFICULTY: (18)

SHADOWY KILLER *This ritual conjures a shadowy spectre out of your own hatred. The spectre can be set upon a single named target, and it will then hunt down the target and try to kill them. The spectre is a Hunting Shadow for rules purposes. The Shadow will dissipate once the target is slain.*

POWER: (10) SHADOW: (+1) CASTING TIME: (30 Actions)

RANGE: (Touch) DURATION: (1 year) DIFFICULTY: (20)

SHADOWS OUT OF DARKNESS This spell sets a dark spirit into a statue or similar piece of stonework. The spirit will be coldly alert and will be able to assault anyone who comes near it by making an Attack using its Volition (determine the spirit's Volition by roll d10 and adding 5). A Contest of Volition is then entered into. The spirit can only attack one person at a time. If the spirit wins, the victim is transfixed in place until hauled away bodily or until the spell fades. The spirit has no power to move the stone body.

POWER: (3) SHADOW: (+1) CASTING TIME: (4 Actions)

RANGE: (Sight) DURATION: (1 hour) DIFFICULTY: (18)

SLEEPLESS MALICE *This ritual is cast on dead remains and will animate up 1d10 Rames with dark magic. Rames are mindless, shambling undead that may take any appearance from a skeleton to a rotting corpse or even a pale, freshly dead body. The Rames will obey the caster of the ritual until they are destroyed.*

POWER: (10) SHADOW: (+1) CASTING TIME: (100 Actions)

RANGE: (Touch) DURATION: (1 Year) DIFFICULTY: (20)

SNOWSTORM Conjures a terrible, enchanted snowstorm out of the air for d10 Rounds. The storm will cover an area up to the size of a battlefield. At the end of each Round in which the storm is active, all Characters suffer one loss of Effort due to the blistering cold.

POWER: (2) SHADOW: (+1) CASTING TIME: (6 Actions)

RANGE: (Sight) **DURATION:** (d10 Rounds) **DIFFICULTY:** (17)

SONGS OF THE DEAD *This spell causes the nearest dead bodies to sing in an eerie wordless song that only you can hear. You can use the song to find your way to the bodies. This spell has no particular use except when a sorcerer has*

need of corpses or skeletons for some manner of necromantic spell.

POWER: (1) SHADOW: (+1) CASTING TIME: (10 Actions)

RANGE: (--) DURATION: (1 Hour) DIFFICULTY: (14)

SORCERER'S FIRE *This spell conjures flame out of the air. It is not much use for fighting, but it can be used to start fires as it will easily catch alight anything it touches that can burn. The fire flickers around the hands of the caster, and can be used to inflict 1d10(8) burns on successful unarmed attacks.*

POWER: (1) SHADOW: (+1) CASTING TIME: (1 Action)

RANGE: (Self) DURATION: (5 Actions) DIFFICULTY: (10)

SORCERER'S LAUGHTER This spell infuses the caster's laughter with cruelty and menace. Any Unnamed Characters who hear your laughter will be frightened and compelled to obey your orders. Any Named Characters are allowed to resist by entering a Contest of Volition. Note that Sorcerer's Laughter affects anyone in hearing range, whereas Lordly Presence only affects one target.

POWER: (5) SHADOW: (+1) CASTING TIME: (2 Actions)

RANGE: (Sight) DURATION: (Instant) DIFFICULTY: (15)

SORCERER'S TEST *This spell sets in place a minor enchantment that last for one day. During that time if you ask another Character a question and they lie to you, that Character immediately suffers 3d10(5) wounds ignoring armour inflicted by shadowy blades that strike and slash out of the air.*

POWER: (5) SHADOW: (+1) CASTING TIME: (15 Actions)

RANGE: (Self) DURATION: (1 Week) DIFFICULTY: (15)

SORCEROUS BLAST *This spell conjures a blast of destructive magic. The blast does Xd10(5) fire damage to an area about twenty paces across.*

POWER: (2+X) SHADOW: (+1) CASTING TIME: (3 Actions)

RANGE: (Sight) DURATION: (1 Week) DIFFICULTY: (15)

SORROW BEFALLEN *This spell puts a pall of sorrow and misery on a single target by use of a token (an object the target once owned). The Character must make a roll of Volition against difficulty 14 to do anything other than the bare requirements for life, eating and drinking.*

POWER: (10) SHADOW: (+1) CASTING TIME: (20 Actions)

RANGE: (Token) DURATION: (1 Week) DIFFICULTY: (15)

SORTLEDGE *This spell requires the caster ask a question and cast bones and stones engraved with old and dark runes. The sorcerer then studies the patterns in the stones and bones and gets from that an answer, though sometimes cryptic. Usually, a particular pattern represents a thing, like hardship, or loss, or good fortune or bad fortune. This means that as a Gamesmaster you can toy around with giving true but cryptic answers. Questions about the future are especially hard to read and are often simply misleading. The*

WEARINESS OF THE HEART *This spell causes a single target to suffer a loss of 2d10 Effort.*

POWER: (5) SHADOW: (+1) CASTING TIME: (2 Actions)

RANGE: (Sight) DURATION: (Instant) DIFFICULTY: (15)

WORDS OF FELL WITHERING This spell causes a single target to permanently lose one Fortitude. If the Character's Fortitude would drop to zero they are killed.

POWER: (10) SHADOW: (+1) CASTING TIME: (40 Actions)

RANGE: (Token) DURATION: (Instant) DIFFICULTY: (25)

WORDS OF POWER AND TERROR This spell confers a +3 bonus to your Threaten Skill as long as it is active and it allows you to cast Sorceries for 3 less Power. The cost in Power for Sorceries cannot drop below zero. The spell also allows you to automatically command undead that have a Shadow Level lower than yours. Undead that have a greater power than yours are allowed a Contest of Volition to resist.

POWER: (5) SHADOW: (+1) CASTING TIME: (5 Actions)

RANGE: (Self) DURATION: (5 Actions) DIFFICULTY: (17)

WORSHIP DARKNESS *This ritual bestows unnatural Power upon you. It must be performed in darkness and bestows 1d10 Power rather than costing power.*

POWER: (0) SHADOW: (+1) CASTING TIME: (100 Actions)

RANGE: (Self) DURATION: (--) DIFFICULTY: (5)

CUNJURING

Cunjuring is the folk and hedge-magic of those peoples who are not given to great works of Dweomer. It is practised by humans, and although it can be learned by Elves and Fay and other charmed folk, they often eschew **Cunjuring** as a lower sort of magic in favour or more potent spellworkings like Dweomercraft.

Casting Cunjuring spells requires a Test of Lore at the Difficulty given. If you fail, nothing happens and no Power is lost, but time and mental investiture is wasted (lose 1 Effort). If you pass, you conjure illusions and charms as per the spell.

Any spell that is not *Instant* in duration can be made permanent by spending *Lasting Power* instead of *Fleeting Power* to cast it.

CANTRIPS

ANCIENT SECRETS When cast in a place, this spell conjures phantoms and illusions from the past that give glimpses of what once happened here. The glimpses form a summary of major times and events, but are silent and eerie and do not provide exact information. For instance if cast within the entrance hall of a ruined Dwerrow town you might see ghostly visions of the hall being built, lived in, then coming under siege and then a vision of a final battle with the enemy who overthrew the hall.

POWER: (1) **SHADOW:** (+0) **CASTING TIME:** (3 Actions)
RANGE: (Touch) **DURATION:** (1 min) **DIFFICULTY:** (5)

BEASTS OF THE WOOD This spell only works in forested, woodland or jungle areas. If cast, the spell immediately gives you an impression of what creatures are within 5 min movement from you now. If held by concentration, this spell attracts all creatures within 5 min distance. The creatures can be directed to harass, distract and attack a small group of targets. No real damage is likely to be done unless you happen to be lucky and there is a sleeping bear or pack of wolves nearby by chance.

POWER: (1) **SHADOW:** (+0) **CASTING TIME:** (2 Actions)
RANGE: (Sight) **DURATION:** (Conc) **DIFFICULTY:** (8)

BEDAZZLEMENT This spell conjures up a brilliant flare of light at your fingertips. Normal animals and folk of the daytime, Humans, Elves, Dwerrow and the like, must make

a Test of Alertness against Difficulty 10 or be stunned for a round. Night-creatures, such as orcs must make the test against Difficulty 15. Undead are repelled (Volition against 15 or flee) rather than stunned and take 2d10(6) wounds from the flash of light.

POWER: (3) **SHADOW:** (+0) **CASTING TIME:** (1 Action)
RANGE: (Touch) **DURATION:** (Instant) **DIFFICULTY:** (10)

BITTER COLD This spell has no ability to do real harm, but it will make a single target feel deeply, frighteningly cold for as long as the spell is maintained by concentration. This is distracting to say the least, and may cause a being or creature to flee.

POWER: (3) **SHADOW:** (+0) **CASTING TIME:** (1 Action)
RANGE: (Sight) **DURATION:** (Conc) **DIFFICULTY:** (12)

BURIED AND HIDDEN This spell is cast when something is buried or secreted away, such as inside a secret compartment or when sealing a secret door. It makes the object harder to find and puts anyone looking for it at Disadvantage.

POWER: (2) **SHADOW:** (+0) **CASTING TIME:** (3 Actions)
RANGE: (Touch) **DURATION:** (1 Year) **DIFFICULTY:** (10)

BURN-WARD TALISMAN This spell puts a magical invisible ward on a person or creature. At any point the creature or Character can use the ward to ignore one instance of heat or fire damage. The ward is lost after use. A creature or Character can only have one Burn-ward Talisman at a time.

POWER: (5) **SHADOW:** (+0) **CASTING TIME:** (5 Actions)
RANGE: (Touch) **DURATION:** (1 Year) **DIFFICULTY:** (14)

BURNING SPARKS This is one of the few damaging spells in the Cunjuror's repertoire. This spell deals one wound to one target ignoring armour.

POWER: (3) **SHADOW:** (+0) **CASTING TIME:** (1 Action)
RANGE: (20 paces) **DURATION:** (Instant) **DIFFICULTY:** (8)

CALM MIND OF BEAST This spell has a calming effect on any agitated or angry wild beast. It will not work on creatures that have succumbed to Shadow, such as evil wolves or wargs, but it would calm an attacking bear or musk-oxen for example. The creature will noticeably calm, and as long as it is not attacked it will turn about and wander away.

POWER: (2) **SHADOW:** (+0) **CASTING TIME:** (1 Action)
RANGE: (Sight) **DURATION:** (Instant) **DIFFICULTY:** (9)

CALM THE WITCH'S SQUALL This spell is a countermagic against weatherworking. The spell will break the effect of any

DOUSE FIRE This spell puts out any one natural fire up to the size of a campfire. It can be used to put out a person who is on fire as long as they are not entirely engulfed in flame. It can be cast multiple times to put out larger fires piece-by-piece. The spell does not work on magical fires or fires of the earth, such as in a volcanic rift.

POWER: (1) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (Sight) DURATION: (Instant) DIFFICULTY: (6)

EARTH TREMORS This spell calls up the powers of the earth and causes a minor earthquake to roll and thunder around the caster. The effect is frightening but not likely to be harmful unless a very shabbily built construction is nearby, or the ground is unstable, such as on or below a cliff or on a sand dune. The exact nature of any injury done is at the discretion of the Gamesmaster.

POWER: (5) SHADOW: (+0) CASTING TIME: (5 Actions)

RANGE: (Touch) DURATION: (Seconds) DIFFICULTY: (6)

ENRUNED DEVICE This spell puts a charmed rune on an object. The rune acts as a ward the next physical attack the bearer suffers will be averted so that no harm is done (the bearer has no choice in this, it is a natural effect of the spell). Up to three runes can be placed on a single object and a person can carry up to three runes at a time (on the same or different objects). If a Character attempts to pick up an object that is enruned when they already have three runes upon them, the object will seem to be too hot to hold. This strange little side-effect is sometimes put to creative uses. To put multiple runes on a single object the spell must be cast multiple times.

POWER: (6) SHADOW: (+0) CASTING TIME: (5 Actions)

RANGE: (Touch) DURATION: (Until used) DIFFICULTY: (16)

FAIR SKIES AND WINDS This spell is chiefly used by weather-sages for the benefit of sailors. This is a weatherworking spell that will change the natural weather so that it is fair and has a good wind in the direction wanted. It must be maintained by concentration, which can be exhausting over a long journey. As long as Fair Skies and Winds is in effect, the boat will be protected from any squall-working or weather-working to summon storms.

POWER: (6) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (Sight) DURATION: (Conc) DIFFICULTY: (12)

FIERCE LIGHT This spell conjures a shaft of brilliant white light. It is harmless to most creatures and beings, although may cause some minor dazzlement. However, the light is injurious to undead and causes a painful burning that will repel such creatures. It deals 3d10(6) injury to any undead caught in the beam and forces them to flee if they don't make a Test of Volition against Difficulty 20.

POWER: (3) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (100 paces) DURATION: (Instant) DIFFICULTY: (14)

FIERY DARTS This spell conjures four fiery darts that can be split any way among targets. The darts deal 1d10(7) injury each (ignoring armour but can be dodged).

POWER: (2) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (50 paces) DURATION: (Instant) DIFFICULTY: (10)

FLAME OF THE CUNJUROR This spell conjures a small tongue of flame either at the caster's fingertips or at the end of a staff or similar object. The flame is of normal heat, and can be used to set fires. It sheds light about that of a strong candle. The spell can be dismissed at will but will last up to an hour is required.

POWER: (1) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (Touch) DURATION: (1 hr) DIFFICULTY: (5)

FOE DISMAYED This spell will cause a single target to suffer sudden and terrible visions of defeat whilst voices seem to whisper of their eminent death. The spell only works on living creatures or persons, and does not work on undead, natural spirits like Hues, or nature beings like Treefolk or Waterfolk. The target must make a Test of Volition against Difficulty 8 or flee in terror.

POWER: (1) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (Touch) DURATION: (1 hr) DIFFICULTY: (5)

FOOL'S BANE This spell conjures an illusion of a bright, golden treasure of the caster's choosing (perhaps a small gold goblet, or a gem-encrusted book, or a silver-bound chest). The object will remain where it is put until dawn or dusk (whichever comes first). If anyone tries to pick the object up it delivers a blast of 3d10(4) fire damage (ignoring armour and cannot be dodged). Once someone has attempted the pick the object up the illusion is broken and the phantom treasure disappears.

POWER: (4) SHADOW: (+0) CASTING TIME: (4 Actions)

RANGE: (Touch) DURATION: (Half day) DIFFICULTY: (12)

FOOTFALLS OF SECRECY This spell makes a group of up to ten people completely silent unless they talk, and when they do talk their voices are changed into weird whispers that are Difficulty 12 for anyone else to notice, even from nearby. The spell is maintained by concentration and only one concentration spell can be maintained at a time.

POWER: (1) SHADOW: (+0) CASTING TIME: (3 Actions)

RANGE: (Small group) DURATION: (Conc) DIFFICULTY: (9)

GIFT OF COMPREHENSION This spell allows you to understand any one language, spoken or written, for as long as you remain concentrating. You can only maintain one spell by concentration at a time.

POWER: (3) SHADOW: (+0) CASTING TIME: (3 Actions)

RANGE: (Self) DURATION: (Conc) DIFFICULTY: (10)

GLADDEN THE HEART This spell infuses warmth and life into a target. It removes 2d10 Shadow from the target, though does not have the power to remove Shadow Levels.

POWER: (3) SHADOW: (+0) CASTING TIME: (3 Actions)

RANGE: (Touch) DURATION: (Instant) DIFFICULTY: (10)

GLAMOUR OF SURPASSING WONDER This spell conjures illusions so wondrous and enthralling that any who see the twisting pillar of illusion must make a Test of Volition against Difficulty 8 or be transfixed with wonderment. If a Character is transfixed in this way, they will 'wake up' if forcefully shaken, physically threatened or attacked, but otherwise will continue staring at the illusion. If you approach a Character who is transfixed with the intent of doing them harm, they are allowed an Alertness Test at Difficulty 5 to notice your approach.

POWER: (3) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (Sight) DURATION: (3 Rounds) DIFFICULTY: (10)

GNAW WITH WORDS This spell makes dark, doom-laden and foreboding words seem dire and believable to those who hear them spoken, to the point of causing despair. The listeners have to be willing listeners, and this spell is of no great use in combat, and the listener is allowed to resist by Testing Volition against Difficulty 8. If they fail, they become convinced of your words and may sink into despair.

POWER: (3) SHADOW: (+1) CASTING TIME: (1 Action)

RANGE: (Voice) DURATION: (Instant) DIFFICULTY: (10)

GOLD GLEAM OF DELUSION This spell conjures an illusion of something that will seem incredibly valuable to those who see it, though the exact shape and object may differ in people's minds. The illusion cannot be moved and will vanish if someone attempts to touch it. The main use of the illusion is to place the golden treasure somewhere difficult to get at, such as at the bottom of a pond or in the branches of a tree to serve as a distraction. Any who see the illusion must make a Test of Volition against Difficulty 8 or feel a strong urge to own the treasure.

POWER: (2) SHADOW: (+0) CASTING TIME: (2 Actions)

RANGE: (Sight) DURATION: (1 hour) DIFFICULTY: (12)

HEDGE-MAGE'S DART This spell conjures a small dart of obsidian-like material. It deals 1d10(8) damage to one target, but more importantly, it interferes with that target's ability to work magic or cast spells for 1d10 Action Rounds. The Character is allowed to Test Volition against Difficulty 10 to resist. If they succumb, the target must cast all spells and make all Volition tests at Disadvantage until the effect dissipates.

POWER: (4) SHADOW: (+0) CASTING TIME: (2 Actions)

RANGE: (Sight) DURATION: (1d10 rnds) DIFFICULTY: (12)

HONEY ON THE TONGUE This spell makes your words seem sweet and beautiful and charming. All social tests are performed at Advantage while the spell is in effect. The spell will last until dawn or dusk, whichever comes first.

POWER: (3) SHADOW: (+0) CASTING TIME: (3 Actions)

RANGE: (Self) DURATION: (Half day) DIFFICULTY: (10)

HURT-WARD TALISMAN This spell puts a magical invisible ward on a person or creature. At any point the creature or

Character can use the ward to ignore one instance of injury caused by a weapon. The ward is lost after use. A creature or Character can only have one hurt-ward Talisman at a time.

POWER: (6) SHADOW: (+0) CASTING TIME: (6 Actions)

RANGE: (Touch) DURATION: (1 Year) DIFFICULTY: (15)

ILLUSOR'S GREAT SUMMONING This is the most powerful of the conjuror's illusion spells. The illusion conjured looks, feels, tastes, sounds and smells real in every way. It cannot do injury, though it could fight and appear to suffer injuries. The exact nature of the illusion is at the caster's command. It is mobile, but cannot be larger than a house and cannot move out of line of sight. The shape can be peeled out and spread around, so that the illusion of a deep river could be laid across the ground or an illusion of a high, thick wall could be created. The illusion can consist of one or many people or creatures, but the more moving pieces are added the higher the difficulty. For each additional moving thing past the first, add +1 Difficulty. If you conjured a group of five soliders, the Difficulty becomes 14. However, if you just conjure one small dragon, the Difficulty remains at 10, because it only counts as a single moving 'piece'.

POWER: (5) SHADOW: (+0) CASTING TIME: (3 Actions)

RANGE: (Sight) DURATION: (Conc) DIFFICULTY: (10)

IREFUL FLAMES This spell conjures a single pillar of white hot flames, catching usually one but sometimes two or three targets depending on how close-together they are grouped. The spell deals 3d10(4) injury (ignores armour and can't be dodged).

POWER: (5) SHADOW: (+0) CASTING TIME: (3 Actions)

RANGE: (Sight) DURATION: (Instant) DIFFICULTY: (14)

KINDLE-FLAME This spell allows you to set fires by touch. The effect lasts as long as you remain concentrating. The fires burn as normal, natural fires once they're set. The spell isn't very useful for fighting as you need to touch the object for a few seconds for the fire to catch.

POWER: (1) SHADOW: (+0) CASTING TIME: (2 Actions)

RANGE: (Touch) DURATION: (Conc) DIFFICULTY: (10)

KNOW POWERS AND ARTS This spell lets you gain some insight into the magical powers, talents and abilities of any one target. The exact nature of what you learn is at the discretion of the Gamesmaster, but could include things like what spells the target knows, roughly what their Power is in a descriptive, relative sense (more than yours or less than yours) and whether they have any objects of power on them.

POWER: (1) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (Sight) DURATION: (Instant) DIFFICULTY: (5)

MASK OF THE ILLUSOR This spell conjures up an illusion of seeming around you. The illusion changes your whole appearance, face and clothing, though not your smell. You can only make yourself into an illusion of someone you have seen before. If it is someone you've only seen briefly or from a distance, the Difficulty increases by +3.

POWER: (2) SHADOW: (+0) CASTING TIME: (3 Actions)

RANGE: (Self) DURATION: (Con) DIFFICULTY: (9)

MEMORIES STOLEN This spell causes one target to lose one specific memory. You can describe the memory you want removed, or remove a whole day. The target will be unaware that the memory is gone, though may well become suspicious that something is amiss later if people talk about something they can't recall. The target is allowed to resist by Volition against Difficulty 12.

POWER: (3) SHADOW: (+1) CASTING TIME: (1 Action)

RANGE: (Sight) DURATION: (Instant) DIFFICULTY: (14)

MESSENGER OF THE HEDGE MAGE This spell conjures an illusionary bird in a shape and colour of your choice. The bird will then fly to a singel appointed person or place no matter how far away and deliver a message in your voice. The bird is not intelligent and flies only at the speed of a sparrow, and if it arrives at the appointed place and no-one is present it will still deliver its message and then vanish.

POWER: (1) SHADOW: (+0) CASTING TIME: (3 Actions)

RANGE: (Varies) DURATION: (Varies) DIFFICULTY: (8)

MISCHIEF CANTRIP This spell allows you to work small, magical but harmless pranks on others. You could use the spell to make a target's shoelaces toe together, or make their drink turn sour or have a bucket of water fall on their head. In the case where anything is conjured (such as the water) the conjured stuff is illusionary and although it will feel wet and cold the water will disappear in a few seconds. The exact range of what is allowed remains at the discretion of the Gamesmaster.

POWER: (1) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (Sight) DURATION: (Instant) DIFFICULTY: (8)

POISON-WARD TALISMAN This spell puts a magical invisible ward on a person or creature. At any point the creature or Character can use the ward to ignore any one instance poison, sting or venomous bite. The ward is lost after use. A creature or Character can only have one Poison-ward Talisman at a time.

POWER: (5) SHADOW: (+0) CASTING TIME: (5 Actions)

RANGE: (Touch) DURATION: (1 Year) DIFFICULTY: (14)

PRESERVE FOOD AND DRINK This spell will preserve an amount of food and drink equivalent to that required to keep one person sustained for a week. A small barrel of fish could be preserved in this way, or a keg of ale or a box of loaves. The preservation will prevent rot and keep the food wholesome for a year.

POWER: (1) SHADOW: (+0) CASTING TIME: (3 Actions)

RANGE: (Touch) DURATION: (1 Year) DIFFICULTY: (7)

RICH TASTES AND AROMAS This spell makes one single table or group serving of food richly spiced and full of delicious aromas and tastes. It cannot disguise what the food

is: if you serve roast rat that will still be obvious but it will be the best roast-rat anyone has ever tasted anywhere.

POWER: (1) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (Sight) DURATION: (Until eaten) DIFFICULTY: (7)

RIVEN GATE AND DOOR This spell allows you to shatter and throw open any one normal door or gate, including a door that has been locked with magic. Magically warded or protected doors may not be vulnerable to this spell and the Gamesmaster can increase the Difficulty and Power for large gates, such as on a fortress.

POWER: (2) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (Sight) DURATION: (Instant) DIFFICULTY: (10)

ROOTS OF THE EARTH This spell only works if cast underground. It gives you a sense of what path to take to lead you to the surface and it gives you a vague sense of what creatures may be nearby, their number and how far away they are.

POWER: (2) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (Self) DURATION: (Instant) DIFFICULTY: (10)

RUSE OF ILLUSION This spell allows you to conjure an illusion of a smell, or a taste or a sound. The exact nature of the illusion is at your discretion.

POWER: (2) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (Sight) DURATION: (Conc) DIFFICULTY: (10)

SAFE FROM THE SHADOW This spell makes you temporarily difficult to see and difficult to notice by anything that has a Shadow Level of 3 or greater. You cannot be seen at all as long as you are more than 10 paces away and if you pass within 10 paces a servant of the Shadow must make a Test of Alertness against Difficulty 15 to notice you.

POWER: (2) SHADOW: (+0) CASTING TIME: (2 Actions)

RANGE: (Self) DURATION: (Conc) DIFFICULTY: (12)

SEARCHING SIGHT This spell puts you at an Advantage when search, scanning the horizon or looking for something.

POWER: (1) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (Self) DURATION: (3 rnds) DIFFICULTY: (5)

SECRET ART OF FLAME If cast on a natural fire no larger than a torch-fire, this spell will cause the fire to burn three times longer than it would naturally. The flame will also become resistant to being put out, whether by wind or water, and will in fact continue to burnt underwater. In all other ways it remains a natural fire and is not (for example) usually hot. A fire that is protected by Secret Art of Flame is also protected from the Douse spell until it burns out.

POWER: (1) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (Touch) DURATION: (Varies) DIFFICULTY: (6)

SECRET WAYS This spell will cause any concealed or secret doors or compartments to glow with a faint light. It will not work if the door is protected magically, but doors that are

merely concealed by normal cunning and craft will be rendered visible by the spell.

POWER: (1) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (Sight) DURATION: (3 rnds) DIFFICULTY: (7)

SHATTER THE STONE *This spell will cause a block of rock about the size of a small boulder to split in half. It can be used to cause a piece of rock to be cut away from a larger body of rock, or to make a natural stone door or wall split in two.*

POWER: (6) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (Touch) DURATION: (Instant) DIFFICULTY: (12)

SIGIL OF BARRING *If cast on a door or portal or archway, this spell will put a charm of barring on the doorway so that any undead must make a Test of Volition against Difficulty 15 to pass. The spell will last until dawn or dusk, whichever comes first.*

POWER: (3) SHADOW: (+0) CASTING TIME: (2 Actions)

RANGE: (Touch) DURATION: (Half day) DIFFICULTY: (11)

SMOKE ON THE WATER *This spell will conjure a mist onto a body of water such as a stretch of river or a pond. It will cause any Waterfolk who inhabit the water to fall asleep as long as the mist lasts, making river-crossings or swimming across a pond far safer than it might be if there is an angry or unpredictable water-being present.*

POWER: (2) SHADOW: (+0) CASTING TIME: (3 Actions)

RANGE: (Sight) DURATION: (5 rnds) DIFFICULTY: (11)

SONG OF THE WOMAN *This spell will bless one woman with a safe delivery of a child so that both the mother and child survive. The spell needs to be cast during labour.*

POWER: (1) SHADOW: (+0) CASTING TIME: (3 Actions)

RANGE: (Touch) **DURATION:** (Instant) **DIFFICULTY:** (7)

SPELL-WARD TALISMAN *This spell puts a magical invisible ward on a person or creature. At any point the creature or Character can use the ward to ignore one instance of injury or harm from a single magical spell. The ward is lost after use. A creature or Character can only have one Spell-ward Talisman at a time.*

POWER: (7) SHADOW: (+0) CASTING TIME: (7 Actions)

RANGE: (Touch) DURATION: (1 Year) DIFFICULTY: (16)

STORM-RAISING *This spell is considered dark magic, especially by those who make their livelihoods trading or fishing on the seas. The spell will cause a terrible storm to rise up in an area. The storm will blow in suddenly, but will take about half an hour to reach full strength. It will then rage for about an hour with enough force to potentially sink ships.*

POWER: (7) SHADOW: (+1) CASTING TIME: (10 Actions)

RANGE: (Sight) DURATION: (Varies) DIFFICULTY: (15)

SUBTLETY OF GUILF *This spell conjures small, subtle illusions that lend credence and trust to your voice. It allows you to use Trickery once at Advantage.*

POWER: (1) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (Self) DURATION: (Instant) DIFFICULTY: (5)

SURCEASE THE TORMENTED DEAD *This spell is among the more powerful of those in the repertoire of a Cunjuror. It causes any one undead with Volition 3 or less to be freed of its earthly shackles and dispelled from the mortal earth. The undead in its corporeal form is immediately destroyed and any ghost left behind is freed of Shadow and allowed to pass onto the next world.*

POWER: (6) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (Sight) DURATION: (Instant) DIFFICULTY: (15)

TALE OF MARVELS *This spell conjures phantom glittering illusions in the air to illustrate a story you are telling. It is used primarily as a way to entertain and earn a few coins at a fair, and the illusion lasts as long as you keep up the storytelling.*

POWER: (1) SHADOW: (+0) CASTING TIME: (1 Action)

RANGE: (Self) DURATION: (Varies) DIFFICULTY: (11)

THE SEER'S CHANT This spell allows you to ask a simple yes/no question and obtain an answer that is (probably correct). The Gamesmaster rolls in secret. If 1-3 is rolled, the Gamesmaster replies with the wrong answer. If a 7-10 is rolled the Gamesmaster replies with the correct answer. If an attempt is made to recast the spell multiple times the answer remains the same and no additional information is gleaned.

POWER: (1) SHADOW: (+0) CASTING TIME: (3 Actions)

RANGE: (Self) DURATION: (Instant) DIFFICULTY: (5)

THE WATER'S TITHE *This spell will cause fish to swim up to the surface and jump out onto the shore, or into a boat or into a waiting basket. You obtain 1-10 fish per use of the spell.*

POWER: (1) SHADOW: (+0) CASTING TIME: (3 Actions)

RANGE: (Sight) DURATION: (Instant) DIFFICULTY: (8)

THIEF-FINDING CUNJURING This spell will give you an seer's vision of the face and name of whoever is responsible for the theft or disappearance of a single object. It is often used by village cunning-men when others come to them with complaints that something or other has been stolen. The spell will not tell you where the thief is or whether they still have the stolen thing, but often a name and a description is enough to know who is responsible if local.

POWER: (3) SHADOW: (+0) CASTING TIME: (3 Actions)

RANGE: (Self) DURATION: (Instant) DIFFICULTY: (8)

TIDINGS OF THE WILDLANDS *This spell summons a flock of birds of one species of your choice. The birds chatter and talk in a language you understand. You can ask questions of them about what they have seen and they will answer*

[illegible]

RANGE: (Touch) DURATION: (Half day) DIFFICULTY: (10)

HERBALISM

When a Character searches for herbs, the Gamesmaster rolls in secret to determine what (if any) herbs are present in the immediate area. Usually only one roll is made, though at the Gamesmaster's discretion more than one roll can be made to determine if more than one herb is present. Next, the Player tests their Character's *Lore Skill*. If the skill roll equals or betters the *Difficulty* of the herb that is present, then the Character finds the herb. The number of doses found is rolled on a d10.

COASTAL

ROLL	HERB	DIFFICULTY	FORM & USE	EFFECT
1.	None	--	--	--
2.	Rokethorn	5	leaf / ingest	Restores 1 Fleeting Power per dose
3.	Arthrill	6	leaf / poultice	Stops bleeding. Takes 1-10 round to work
4.	Saltflew	7	leaf / ingest	Removes need for sleep for 24 hours
5.	Redleaf	8	leaf / brew	Restores 1 Effort per dose
6.	Muthuruem	9	nodule / ingest	Restores 3 Effort per dose
7.	Rockbine	10	leaf / apply	Heals up to 3 Wounds of burns with 1-10 hrs rest
8.	Bithrelas	12	stalk / brew	Removes need to drink fresh water for 24 hours
9.	Seamallow	14	lichen / ingest	Heals up to 2 Wounds. Requires 1-10 hrs rest
10.	Greyberry	16	berry / apply	Heals 1 Wounds with 1 hour rest

DESERT

ROLL	HERB	DIFFICULTY	FORM & USE	EFFECT
1.	None	--	--	--
2.	Amberleaf	5	resin / apply	Prevents next 3 Wounds fire injury: lasts d10 hrs
3.	Sandsturuk	6	clove / ingest	Makes you undetectable by scent or smell: 1 hr
4.	Sal er Kru	7	leaf / apply	Heals 1 wounds with 3 hours rest
5.	Ul Uthik	8	leaf / brew	Restores 1d10 Effort per dose. Takes 10 min
6.	Salt Mirkel	9	berry / poultice	Draws poison out of one wound
7.	Pebbleleaf	10	nut / ingest	Provides sustenance for 1 day
8.	Thorngold	12	leaf / apply	If rubbed on real gold the leaf turns red
9.	Imthrinde	14	leaf / ingest	Allows you to see invisible spirits for 1 hr
10.	Elst fur Elst	16	berry / apply	Prevents and cures sunburn

FOREST, BROADLEAF

ROLL	HERB	DIFFICULTY	FORM & USE	EFFECT
1.	None	--	--	--
2.	Thelmeg	5	nut / ingest	Protects from cold for d10 hours
3.	Gillow Beech	6	nut / ingest	Doubles normal healing rates
4.	Whitecap	7	mushroom / brew	Restores 1+d10 Fleeting Power
5.	Onthel Moss	8	moss / brew	Can see auras around magical items: 1 hr
6.	Greenbeard	9	leaf / ingest	Can understand language of birds: 1 hr
7.	Brownstraw	10	mushroom / apply	Repels insects: 1hr
8.	Leaf-dapple	12	leaf / apply	Heals 1 wound: requires 3 hours of rest
9.	Minthrondis	14	leaf / ingest	Heals 2 wounds: requires 2 hours of rest
10.	Olonderas	16	clove / ingest	Adds +1 Lasting Power

FOREST, EVERGREEN

ROLL	HERB	DIFFICULTY	FORM & USE	EFFECT
1.	None	--	--	--
2.	Starkberry Yew	5	berry / ingest	Poison: deals 1 wound & causes bloody vomiting
3.	Red Mistletoe	6	leaf / brew	Restores 2d10 Fleeting Power
4.	Greylock	7	berry / ingest	Poison: deals 3d10(2) wounds
5.	Shade-purse	8	mushroom / brew	Protects from undead Death-Touch for 1 hr
6.	Stonecreeper	9	stem / ingest	Heals 1 wounds: requires 30 mins rest
7.	Wolf-tongue	10	berry / ingest	Improves sense of smell to wolf-like level: 1 hr
8.	Rosen-tree	12	leaf / apply	Heals poisonous spider bites or insect stings
9.	Mosslock-Tar	14	moss / apply	Weapon poison: deals +1 wound for 1 hr
10.	Silvin Pine	16	resin / apply	Immediately stops bleeding & prevents death

FRESHWATER EDGE

ROLL	HERB	DIFFICULTY	FORM & USE	EFFECT
1.	None	--	--	--
2.	Summer Sprig	5	leaf / apply	Restores 3 Effort
3.	Greenweed	6	leaf / brew	Inhale fumes: Alertness tests at Advantage 1 hr
4.	Gilfilas	7	tuber / brew	Removes & cures curses
5.	Wethering	8	mushroom / ingest	Drug: pleasant, giddy feeling: 1 hr
6.	Mirth-stalk	9	leaf / spice	Will preserve food near indefinitely
7.	Lest Reed	10	roots / ingest	Gives perfect night vision: 24 hrs
8.	Waterflower	12	leaf / brew	Mends broken bones: takes 5 days of rest
9.	Watermoss	14	flower / ingest	Immunity to ingested poisons: 24 hours
10.	Elfirin	16	nodule / ingest	Immune to cold damage: last d10 Action Rounds

HIGHLANDS & HILLS

ROLL	HERB	DIFFICULTY	FORM & USE	EFFECT
1.	None	--	--	--
2.	Haew Rockleaf	5	berry / apply	Cures frostbite. Requires 3 hr rest
3.	Scorel Thorn	6	leaf / poultice	Stops bleeding. Patient cannot move for 5 actions
4.	Wildbine	7	leaf / inhale steam	Speeds recovery from lung diseases (+10 resist)
5.	Honeyberry	8	berry / ingest	Cures fever & removes 1 Shadow Point
6.	Deathly Greycap	9	mushroom / powder	Dried & powdered: if inhaled deals 3d10(4)
7.	Laurul Grim	10	berry / ingest	Invisibility to scrying & will-casting: 1 hr
8.	Upland Mallow	12	leaf / ingest	Immediately stops bleeding & prevents death
9.	Mondrothur	14	moss / poultice	Cures blindness
10.	Haughland Oak	16	resin / brew	Cures infertility (including in animals)

JUNGLE

ROLL	HERB	DIFFICULTY	FORM & USE	EFFECT
1.	None	--	--	--
2.	Rainbloom	5	flower / ingest	Drug: highly pleasurable and addictive
3.	Turuk Vine	6	stem / brew	Roll a d10. If you roll a 10 add +1 to Fortitude
4.	Jur ek Lur	7	berry / apply	Weapon poison: wounds do not heal naturally
5.	Tar-tur-tust	8	tuber / brew	Restores hearing
6.	Creeper-Tangle	9	bark / ingest	Male contraceptive. Lasts one week.
7.	Lon Fruit	10	fruit / ingest	Grants senses as fine as an elf's: 1 day
8.	Turian	12	leaf / brew	Adds temporary +3 to Fortitude: 1 hr
9.	Loquost Berry	14	berry / ingest	Protects eyes against bright light or flashes: 1 day
10.	Crimson Lotus	16	flower / ingest	Gain 3 Lasting Power & mildly narcotic

MEADOWS & GRASSLANDS

ROLL	HERB	DIFFICULTY	FORM & USE	EFFECT
1.	None	--	--	--
2.	Lavender-grass	5	leaf / ingest	Restores milk to a cow that has gone dry
3.	Wreath-grass	6	leaf / ingest	Acute smell and taste: 1 hr
4.	Faint Glory	7	flower / brew	Mild narcotic. Adds +5 to Volition: 10 rounds
5.	Brightling Blue	8	flower / smoke	Restores a year of lost youth
6.	Ithrin Grass	9	stem / ingest	Poison: permanent -1 from all Physical Skills
7.	Yellow Clover	10	berry / ingest	Poison: destroys hearing
8.	Whitemint	12	leaf / brew	Induces vomiting & cures ingested poisons
9.	Butterflower	14	nodule / ingest	Only affects horses +10 to resist fear: 1 hr
10.	Bleaklove	16	roots / brew	Disease recovery: +10 bonus Toughness test

MOUNTAINS

ROLL	HERB	DIFFICULTY	FORM & USE	EFFECT
1.	None	--	--	--
2.	Auldsleaf	5	leaf / brew	If taken before a poison, gives +10 to resist: 1 hr
3.	Piskyhair	6	stem / brew	Heals concussions, stun or other brain injuries
4.	Ironthorn	7	berry / ingest	Foul tasting, but sharpens mind +5 Intellect: 1 hr
5.	Nirgealas	8	tuber / ingest	Causes sleep: resist Alertness vs Difficulty 12
6.	Foxpaws	9	stem / ingest	Acute eyesight: 1 week
7.	Snowdragon	10	berry / ingest	Can sense magic within 100 paces: 1 day
8.	Gnistmeal	12	leaf / brew	Can smell dragons & worms from a mile: 1 day
9.	Mountainweed	14	flower / apply	Heals 1 wound: requires 3 hours rest
10.	Rock-leaven	16	leaf / smoke	Restores 3d10 Effort: requires 5 min rest

SNOWFIELDS & TUNDRAS

ROLL	HERB	DIFFICULTY	FORM & USE	EFFECT
1.	None	--	--	--
2.	Kelek	5	<i>berry / crush</i>	Attracts wolves & other predators
3.	Tuluktu	6	<i>leaf / burn</i>	Repels undead 1 hr (<i>Diff 12 Volition Test to approach</i>)
4.	Musturuk	7	<i>leaf / ingest</i>	Restores 3 Effort
5.	Elk-Crown	8	<i>mushroom / ingest</i>	Full nutrition for one day
6.	Imturuk	9	<i>lichen / brew</i>	Poison: 5 doses over 5 weeks causes insanity
7.	White Poppy	10	<i>flower / ingest</i>	Drug: addictive & pleasurable. Diff 15 to resist.
8.	Snowblain Leaf	12	<i>leaf / apply</i>	Heal frostbite & 1 cold Wound: requires 1 hr rest
9.	Berrywhite	14	<i>berry / ingest</i>	Grants total protection from heat: 3 rounds
10.	Filrhuk	16	<i>moss / brew</i>	Magic sight, animal & human tracks glow: 1 day

SWAMP

ROLL	HERB	DIFFICULTY	FORM & USE	EFFECT
1.	None	--	--	--
2.	Thimbleweed	5	<i>berry / soak</i>	Makes water safe to drink (cures up to a flagon)
3.	Splayleaf Raun	6	<i>leaf / apply</i>	Repels biting insects
4.	Greylock	7	<i>fruit / ingest</i>	Restores egg-laying in a barren chicken
5.	Adderscoil Reed	8	<i>fruit / apply</i>	Weapon poison: +1 extra wound. 3 attacks.
6.	Black Willow	9	<i>leaf / ingest</i>	Heals 2 wounds: requires 4 hrs rest
7.	Fishtooth	10	<i>leaf / brew</i>	Stops internal bleeding & cures organ damage
8.	Bluedragon	12	<i>flower / brew</i>	Cures madness
9.	Bogrose	14	<i>flower / brew</i>	Love-potion. Next person seen.Volition Diff 15.
10.	Flamefern	16	<i>spores / brew</i>	+3 Lasting Power & gain random conjuring spell

CHARACTER ADVANCEMENT

EXPERIENCE LEVEL ADVANCEMENT

A Character's Level indicates their experience and expertise. To Advance Experience Levels you need Experience Points, which you earn during play. Usually you will receive about 3 Experience Points at the end of a session. More dangerous or difficult sessions might earn 4 or 5 or more Experience at the Gamesmaster's discretion.

When you advance a Level you get:

- 3 Points to spread on Skills, split any way
- +1 to Wound and Death Threshold
- +2 to Full Effort
- +2 to Lasting Power but only if you already have Lasting Power (i.e. if your Power is zero you don't get this bonus)
- Dweomer-crafters only: Gain one Dweomer or Wisdom

Step Levels occur every three levels. When you advance a Step Level you also get:

- +1 Health
- +1 to any one Attribute

TO REACH...

2nd Level	a character must have	20	Experience Pts
3rd Level		40	
4th Level		60	
5th Level		100	[step level]
6th Level		140	
7th Level		180	
8th Level		240	[step level]
9th Level		300	
10th Level		360	
11th Level		440	[step level]
12th Level		520	
13th Level		600	
14th Level		700	[step level]
15th Level		800	
16th Level		900	
17th Level		1020	[step level]
18th Level		1140	
19th Level		1260	
20th Level		1400	[step level]

SHADOW LEVEL ADVANCEMENT

A Character's Shadow Level indicates you deeply you are in the sway of the Dark Ones and the Shadow Element of the world. You gain Shadow through evil acts, breaking oaths and working Sorcery spells. If you cast a Sorcery spell you gain Shadow immediately. At the end of a session you might gain 1, 2 or 3 Shadow depending on actions. during the game.

When you advance a Level you get:

- 3 Points to spread on Skills, split any way
- +1 to Wound and Death Threshold
- +2 to Full Effort
- +2 to Lasting Power, regardless of whether you already have Power (i.e. if your Power is zero you still get this)
- From Level 6 and onwards: Gain 1 Sorcery Spell of choice per level.

Step Levels occur every three levels. When you advance a Step Level you also get:

- +1 Health
- +1 to any one Attribute

TO REACH...

2nd Level	a character must have	20	Shadow Pts
3rd Level		40	
4th Level		60	
5th Level		100	[step level]
6th Level		140	
7th Level		180	
8th Level		240	[step level]
9th Level		300	
10th Level		360	
11th Level		440	[step level]
12th Level		520	
13th Level		600	
14th Level		700	[step level]
15th Level		800	
16th Level		900	
17th Level		1020	[step level]
18th Level		1140	
19th Level		1260	
20th Level		1400	[step level]

SPENDING EXPERIENCE POINTS

You can also spend **Experience Points** (but not **Shadow Points**) during the game. This may delay you reaching a Level, but it cannot cause you to lose a Level of Experience.

EXAMPLE

If you have 61 Experience Points you will be Experience Level 4. If you spend 3 Experience Points in order to take a Secret History rank, your Experience drops to 58. This places you further away from reaching 5th Level (requires 100 Experience Points) but you don't lose a Level and drop to 3rd level.

You can spend:

- **3 Experience** Gain 1 Secret History rank

MAGICs OTHER THAN DWEOMER-CRAFT

You do not learn Lore-craftings, Runes, Wright-craftings, Sorcery spells or Conjuring spells automatically as you increase levels. These need to be learnt from books or from other Characters. Often if you want to learn such a thing from another Character you will need to negotiate a price, which may well be teaching the Character something in exchange.

Lore-craftings are learnt from Books of Lore or from other Characters.

Learning from another Character:

- Experience cost = Point cost (in brackets)
- Time = Point cost (in days)

Learning from a Book of Lore:

- Experience cost = Point cost (in brackets)
- Time = Point cost x 3 (in evenings)

Rune-magics are learnt from Books of Lore or from other Characters.

Learning from another Character:

- Experience cost = 3 Experience per rune
- Time = 3 Days per rune

Learning from a Book of Lore:

- Experience cost = 3 Experience per rune
- Time = 9 evenings

Wright-crafting are learnt from Books of Lore or from other Characters.

Learning from another Character:

- Experience cost = Day 2, Week 3, Month 4, Year 5
- Time = 2 times Experience Cost in Days

Learning from a Book of Lore:

- Experience cost = Day 2, Week 3, Month 4, Year 5
- Time = 6 times Experience Cost in Days

Sorceries & Conjurations can be learnt from Books of Lore or from other Characters (although sorceries are also gained with Shadow levels)

Learning from a powerful spirit or demon:

- Experience cost = 5 Experience per spell
- If a Sorcery = Gain 1 Shadow
- Time = Immediate

Learning from another Character:

- Experience cost = 3 Experience per spell
- If a Sorcery = Gain 1 Shadow
- Time = 3 Days per spell

Learning from a Book of Lore:

- Experience cost = 3 Experience per spell
- If a Sorcery = Gain 1 Shadow
- Time = 9 evenings

When learning a Lore-crafting, Rune, Wright-crafting, Sorcery or Conjuring from another Character you need to spend dedicated time with the person learning the skills and arts necessary. When learning such magics from a Book of Lore you need to spread out the learning in order to absorb it. In this case you study for 3 hours per day, for example in the evening after you've done with your day's wanderings, adventures and other activities.

SECRET HISTORIES

Dark Heart of the Woods (1 pt.)

In the dawn of the world, there was a Descended Power known to the Elves of Old as Silthorin the Heart of Green who walked the earth in the form of a wizard of summer and wild woods. Shadow crept into his heart in later ages and he gathered darkness about him, going deeper and deeper into the woodlands of the Thousand Forests. There he let himself fall utterly into the power of the Shadow Element and his form changed. He cast off his human shape and made himself into a hulking creature through magic, tattooed and troll-like in form. His face he changed for the skull of a primeaval deer, eyes aglow with wild light deep in the dark sockets. For a crown he made himself horns of vast size, cut with spiral runes in the black tongue of the dark ones. He is called now The Dark Heart of the Woods by men of nearby lands, and Sorak Arthestoth by the woodland elves who still hold fortresses against his domain and his creatures of war.

1 pt. The Dark Heart of the Woods has bred the blood of woodland men and goblin-creatures to make a race of forest orcs, well suited to the forested realm. These Darkwood Orcs are agile, good climbers and ready with the bow. They tattoo themselves with runes in mimicry of their lord and do not like to long travel out from the boughs of trees.

1 pt. Three woodland fortresses of the elves remain on the borders of the domain of the Dark Heart of the Woods. These fortresses have been under near-constant siege for three hundred years. Their names are Arnthor, Ragalather and Fersineth. Arnthor, the farthest and the deepest of the fortresses is close to falling.

1 pt. The Dark Heart of the Woods has a weakness that might yet be exploited to his downfall. In the dawn of the world, while still a creature of good and free will, he made a vow that he would come when called by the Elf Kingdom of Gaelenqua. The oath was

bound to a horn of sea-ivory that was kept in the high tower of Gaelenqua.

1 pt. If the Horn of Silthorin is blown, the Dark Heart of the Woods must answer the call and is under oath not only to never harm the master of the horn, but also to obey commands given to him by that lord. Any who attempt to use the Dark Heart of the Woods for their own power in this way will surely fall to shadow. However, the horn could be used to make the Dark Heart of the Woods enter shackles or a prison that he could not escape

1 pt. Gaelenqua has long since fallen into ruin and is a mass of stones overgrown by weeds and tree roots, but the horn cannot be destroyed. It is believed that the Dark Heart of the Woods has taken the horn himself and keeps it guarded and secret somewhere in his realm.

The Black Reivers (1 pt.)

In elder days four lords of war were bribed and tempted into the service of the Warlock Lord of Orock Nar. The Warlock Lord worked sorcery on them so that their form was accursed and they slipped into shadow. Their will was bound to one of four swords, and these the Lord of Deepening Shadows kept in his grey fortress at Orock Nar. Whoever possesses the swords gains mastery over each of the Black Reivers, but the swords were scattered and lost in the days following the fall of Orock Nar and their whereabouts is lost too. But, this does not prevent the Black Reivers from walking the earth. They have no master now, and though they despise and hate one another, they are still bound by the will of the Warlock Lord to work in his service and one day perhaps resurrect his soul.

Their names are lost now, and the Warlock Lord was slain in battle long ago. Each of the Black Reivers has the appearance of a lord in full black regalia of war under a tattered cloak. They have no abode or lair and for the most part avoid one-another.

1 pt. One of the Black Reivers is searching not only for his own master-sword, but for all the master-swords. He has set upon a path to gain mastery over his fellow three wraiths and raise himself up as a new lord of shadows.

1 pt. The swords are enchanted and appear to be of Elven make. They are unusually cold to touch and their silver blades are ribboned with black metal. To summon and command the Black Reiver, the owner of the sword must speak the wraith's mortal name three times.

1 pt. Gain knowledge of one of the names of the Black Reivers. Their mortal names were Celas, Duhil, Elammal and Farcaramen.

1 pt. You know the location of one of the swords.

1 pt. The swords can be unmade and thereby the Black Reivers can be severed from the mortal world and destroyed. But, the swords can only be destroyed whence they were made. Each sword was crafted from dwarf silver and lightning on the peak of the Ashen Mountain. There is an anvil in the snow there, and if a sword is smashed against the anvil it will shatter, returning to dust and lightning again.

Fangorathor the Ill-Accursed (1 pt.)

In a past age there was once a beautiful and prosperous city of elves in the Mountains of Grey Shadow. The city was called Lutheris the Fair Glened The Mountain Elves were not so biased against Dwerrow as are others of their kind, and they gained much wealth through trade with the Kingdoms under the Earth. However, wealth and riches will draw greedy eyes, and in the eighth century of the city's existence a fell dragon, iron-scaled and cold of will crawled out of the north and set itself upon the city. The elves defended themselves against the worms attacks for a decade, but eventually their walls were breached and they fled.

The last king of Lutharis took his own life in the treasure chamber of his fortress and there worked a grim curse on the treasure—any unjust possessor of the treasure would be forced to covert and guard the treasure always, giving up sleep and food and rest until death comes.

1 pt. Dragons take a long time to die of hunger. The worm Fangorathor is now a skeletal ruin of his former glory, but remains alive and watchful over his hoard of gold. Fangorathor is a Cold Drake.

1 pt. Anyone that is not a descendant of the Mountain Elves of Lutheris who lays claim to the treasure will suffer the same curse.

1 pt. The curse does not have the power to hold a spirit after death. Once Fangorathor dies his ghost will fly from the mortal world.

1 pt. The Mountain Elves fled as refugees into the pine forests and gloomy dells of the lower slopes of the Mountains of Grey Shadow. Some journeyed to the lands of their cousins in the hills and woods and settled there among other elves. Some of the Mountain Elves remained in the pine forests and fell into shadow. They have become Broken Elves determined to out-wait Fangorathor and retake the treasure once the dragon dies of hunger. They seek always to harry and waylay anyone who might try to slay Fangorathor.

1 pt. The sword Woven of Ice is supposedly among the treasures of the hoard.

The Morthbrood (1 pt.)

The Morthbrood is an order of witch-mages who work in service to the dark powers. They have the power to take the form of a raven whenever they need and work chiefly as spies.

1 pt. In raven form Morthbrood retain the strength of a man or woman, but they are as physically fragile as a raven. They can knock people over, inflict severe injury or carry heavy objects but are easily slain.

1 pt. Morthbrood live in secret among the free peoples of the world. They know one-another on sight and communicate messages and commands from their shadowy lords via loose networks.

The Pale Sword (1 pt.)

The Pale Sword was an artefact of great power crafted by the Warlock Lord of Orock Nar in his dark mansion in ages past. He was, during his reign, never without this weapon. It was lost on his death, probably carried away by an orc chieftain or some sorcerer in service to the Bleak Lord.

1 pt. The Pale sword will lethally poison anyone that it so much as scratches. Unless treated with elf-magic, a person injured by the Pale Sword loses one Toughness each day until death. On death the person raises as a tortured wight in service to whomsoever possesses the sword.

1 pt. The wielder of the sword gains a year of unnatural life every time the sword is used to kill a creature. This adds a rank of Shadow to the wielder of the sword.

1 pt. The sword can be recognized by its white metal and inlaid jewels the colour and sheen of dead eyes.

1 pt. The Warlock Lord invested great power in the Pale Sword. If it is ever destroyed all of that bound-up power will be loosed, and the Warlock Lord's shade may again be able to assume physical form.

1 pt. The Warlock Lord's shade haunts the sandy Wastes of Arathalon. He is but a voice on the wind and has no real power.

1 pt. The Warlock Lord made the sword with a will to dominate all the peoples of the earth. Anyone who possesses the sword will be afflicted with nightmares and dreams of power.

The Red Wizards of Thrae (1 pt.)

This is an order of wizards who work chiefly with spells of fire and light and have for their stronghold a tower made of jasper, smoothed and hardened by sorcery. This stronghold is the Tower Thol-Coron, situated in the Sunborn Mountains of the east.

1 pt. The wizards have worked against the Shadow Element for many centuries and will teach arts of fire and spells of flame to loremasters and other workers of magic who prove themselves true opponents of the shadow.

1 pt. In ages past a chief wizard of the order, Vanglorum the Elder-Flame, wrought three necklets of gold and ruby and worked into these great powers over fire. The necklets were called the Mantles of Fire or sometimes the Neck-pieces of Vanglorum.

1 pt. The Mantles of Fire can be recognized by the twisted bands of rose gold and gold that are worked into them and the three bird-egg sized rubies that adorn each of them.

1 pt. Any attempt to destroy a Mantle, melt it down or prize out a ruby will provoke the necklet to defend itself with a flare and blast of fire.

1 pt. One of the three Mantles is still held by the Order of the Red Wizards of Thrae and is worn by the current leader of the order, Asfinathor the Ashen-of-Eyes. The remaining two were lost on the field of battle during the War of Unending Sorrows five-hundred years ago. They were probably stolen by orcs or other servants of the dark powers, but the current whereabouts is unknown.

The Silver Princess (1 pt.)

A long age ago, a creature that had the form of a beautiful young woman rode out of the east on a silent horse made of smoke and fire. She wore gowns and jewels all of silver, her eyes were silver too and she wielded a staff that could turn any living thing into a statue of iron.

1 pt. The Silver Princess did not attempt to establish a dominion or subjects. She delighted in destroying any who crossed her path. She rode the lands for a hundred years before she was finally undone.

1 pt. The Silver Princess was not killed, and it is through, probably cannot be slain. It is not known what manner of creature she is, though it is likely that she is an Old Power given form.

1 pt. Three brother wizards fought the silver princess and just barely laid coils and chains of magic on her. Two of the brothers were killed, and the third bore the princess away into a secret place.

1 pt. The silver princess is bound and asleep in a chamber deep under the Snowy Mountains. The wizard remains as a guardian against her release in the form of a powerful golden-hued wraith. The wizard can be dispelled from the mortal world, leaving the tomb undefended, if a person learns his name in life.

1 pt. The last of the wizard brothers threw the Princess's silver staff into a deep chasm, also under the Snowy Mountains. Thus far, it is lost in the shadowy places under the mountains. Any person who finds and wields it will gain the power to turn living flesh into iron statues. They will also, however, feel a growing compulsion to find and free the Silver Princess.

Temple of the Golden Lord (1 pt.)

High on the flanks of the Windsculpt Mountain is the Temple of the Golden Lord. His name, in ages past, was Merethundin, and he was a descended power whose arts of magic were in the realm of light, healing and fire. Merethundin the Golden worked against the Shadow Element of the world for centuries but in time a cult grew around him, and eventually he came to believe in his own divinity. His temple on the Windsculpt Mountain is a thousand years old and his worshippers, though now few, still linger there.

1 pt. The temple is built complex-atop-complex. There is not one temple but at least six layered, rebuilt, buried and constructed over older ruins.

1 pt. Merethundin is alleged by the cultists to have left on a ship and will one day return. This is untrue, he was murdered by his own high priest in a plot centuries ago. His mortal remains lie in a sarcophagus in one of the deepest and oldest chambers. The chamber is haunted by his now fell and wrathful spirit.

1 pt. The deep chambers of the temple are rumoured to be full of treasures accumulated over centuries, but also full of strange cave creatures, eyeless white toads, chittering lizards and blind, ponderous spiders of a dangerous size.

1 pt. Entry into the buried temples can be gain through the main temple complex by the catacombs. There is also a secret entrance via a tunnel that has its entry near an open air altar outside the temple complex proper. The cultists do not know of the existence of this other tunnel.

1 pt. The entry into the oldest temple is guarded by a demon of the elder age that Merethundin bound to his service. The spirit

is trapped in a body of torn and wounded shadow-flesh with glittering eyes and a sword of golden light. It is a powerful creature, beyond the skill or war-cunning of most powers that walk the earth today to best. However, Merethundin placed a 'password' on the creature: if a person works a healing spell on the spirit it is put into a passive state. It will remain thus until either new trespassers arrive or it is provoked.

The Troll-King of Wolf-fell (1 pt.)

In ages past, in a land that is now a wilderness of hills and woods called the Wolf-fells, there was a kingdom of trolls. These trolls were of a strange and uncanny sort, they were quick of wit, midnight skinned, with red darting tongues and smouldering eyes. They built a kingdom of chambers beneath the hills of the Wolf-fells where they could hide from the sun and raised up savage battlements above the gateways. There were, in time, troubles with the clan of Dwerrow called Khalin's People, and after a war that lasted a century or more, the Dwerrow overran the Troll-King's lairs. None of the treasures that were stolen by the trolls during that long war were recovered, and the descendant's of Khalin's People do not speak of that time.

1 pt. The 'trolls' were not trolls, but Dwerger, a strain of dark creature that resemble trolls in size and to some degree in appearance. They were craftsmen and wielders of war-magic. In appearance Dwerger are darker and more hirsute than trolls, often bearded and can bear the sun, though they find it painful.

1 pt. Some Dwerger escaped the war and fled north, into the caves of the Mountains of Gloam. Their whereabouts is unknown.

1 pt. Dwerger raids on the gold and silver mines of Thrain sparked the war. There should be vast stockpiles of raw or worked precious metals in the Dwerger caverns.

1 pt. When Khalin's Dwerrow finally broke the last of the inner walls of the Dwerger stronghold, their king, Bertorog the Throlg unleashed a dark terror in the deepest pits of his realm. This terror destroyed many of the remaining Dwerger and only a handful of Dwerrow escaped.

1 pt. Tunnel worms have infested the uppermost chambers of the Dwerger kingdom. The dark terror, which is held to be a demon of an elder age, wanders the lowest chambers.

War of the Beshadowed Age (1 pt.)

There was in centuries past a dark age when the great powers of the earth were all servants of the Dark Ones. The dark lords of that time warred with one another and through warring and betrayal they were weakened. A secret and desperate alliance of the free peoples rose up against them and one-by-one the dark lords were over-thrown. The dark lords were:

1 pt. Alquanaforst: The Sorcerous Queen: a mistress of shadows, illusion, dark beauty and charms.

1 pt. Sorth: Red Lord of War: A dark lord whose armour was black with dried blood. He was a dark spirit of a Descended Power whose body had been destroyed in an earlier age. He had a force of terrible creatures that were bred from orcs and trolls, the Red Trolls.

1 pt. Caurothon: The Hell-Shadow lord--a sorcerer whose arts were those of darkness and fire. His fortress was walled with enchanted shadows and guarded by wights of fire.

1 pt. Malgorog: The lady and master of the Morthbrood, mistress of ravens and lord over dark-winged creatures of the sky ridden by dark warrioresses.

War-Drakes of Old (1 pt.)

During the War of the Shadowed Age both sides used dragons and both sides made use of magic to breed creatures that were more suited to service in the ranks of the dark armies. The great dragons of old, the fire and cold-drakes and winged dragons proved too prideful and too territorial to be useful in marching armies. War-drakes, smaller and somewhat duller of wit, were bred, first by the Lord Unceasing, then by others.

1 pt. Feral war-drakes can still be found in the Plains of Bones and Ash. They behave much like their larger kin, though tend to be less selective in their hoarding, collecting steel, silver, pewter and tin as readily as gold.

1 pt. War-Drakes can be recognised by their grey-black-green hides, sharp scales and numerous spines. They may hiss smoke from the nostrils and may spurt flames when angered but have no ability to breath fire as a weapon. They were bred from winged dragons, but the fire was largely bred out of them.

1 pt. Dragon-Lords once rode and commanded War-Drakes. These lords were men of old, given to dark sorcery and gifted with a charmed ring. The charmed rings of the Dragon-Lords are silver and inscribed with a dragon, looped around the length of the ring, tail in mouth.

1 pt. Any person who has a *Shadow* of at least eight and possesses the Trait Sorcery may use a Ring of Dragon-Lordship to command a War-Drake. Even if more than one ring is possessed, the magic only allows a person to hold sway over a single War-Drake at a time.

1 pt. Rings of Dragon-Lordship have no power to command fire or cold-drakes, winged dragons or other dragon-kin. However, all dragons other than War-Drakes find the immediate presence of these rings painful and will attack anyone who bears one of these devices.

The Weird-Stone of Hallows (1 pt.)

The Weird-Stone of Hallows was wrought by the Powers of Light during the first age of the world. Its purpose was to bar all egress into the mortal world against the greatest of the dark and old powers that exist in the void outside of the world.

1 pt. The Weird-Stone is a small, white and plain stone. If stared into it seems to have a living and leaping sort of flame to it deep inside. Otherwise there is nothing about the stone that seems magical or charmed.

1 pt. The Weird-Stone is protected against all charms of detection and magical seeing. It cannot be seen using scrying, it sheds no magical aura and no dark creature will sense it or see it as anything other than a white pebble.

1 pt. If the Weird-Stone is destroyed the great powers of darkness will gain physcial access to the world.

1 pt. The Weird-Stone is fragile and could be destroyed by a heavy blow with a smithy hammer.

1 pt. The Sacral House of the Weird-Stone, where once the stone was kept and protected, has long since been raided and looted by orcs. Luckily, they did not know the nature of the magic stored there. Nonetheless, the stone was taken and presumably hoarded in some dark cave or traded as a bauble. It's location is not known.

The White-Wraiths (1 pt.)

In ages past there was an order of five lore-masters, great wizards and enchantresses each of them. They had for their stronghold the Tower Dor Luncol in the Glens of Argorath. The lore-masters were essential in the eventual victory over the last of the lords of the Beshadowed Age and the end of that dark time. However, they took among them many treasures and also prisoners and one of those prisoners proved their downfall.

1 pt. The prisoner was Scathus, a Descended Power whose sphere of interest and power was fire and light. He took human form in that time and was fair to look on and cunning of words.

1 pt. Scathus was initially powerless in the Tower of Dor Luncoth but over time he inveigled himself with the five. He was a flatterer and a trickster and he beguiled them with flattery.

1 pt. Over time Scathus turned the five against one-another. He told each of them in secret that they were the greatest of the five and deserved to rule the others. In time they began to fall victim to his flatteries. Rivalry over-spilled and two of the wizards sought to destroy one-another. The others soon fell to fighting too and a terrible and magical battle took place. One of the wizards, however, made use of a dark weapon that had been taken from a champion of the Dark Ones.

1 pt. The weapon was the sword Wraith-Tooth. Whomsoever the sword kills returns as a mist-white wraith in service to the owner of the sword. However, the lore-masters of Dor Luncol had spirits of great power so that when

they were killed their wraiths were terrible things--sorcerous, charmed and deadly.

1 pt. The wizard who wielded Wraith-Tooth slew all his companions only to be betrayed by Scathus who took the sword while the wizard slept and murdered him as well. Scathus took the sword and vanished from history. He could be living in secret somewhere or he could have been killed by something worse than he. It is not known. The sorcerous white wraiths of Dor Luncoth still lair in their tower, awaiting their masters returns and trapping any who wander too close to their realm.

Woven of Ice (1 pt.)

This is the name in the Common tongue given to an enchanted blade made by Mountain Elf wrights of old. The sword was made for the bane of the demons and dragons of fire that were then in thrall to the dark powers.

1 pt. The sword is an Elder Artefact. It was made for the Elf Lord Glanogorn and was used at the Battle of Ceaseless Fires.

1 pt. The sword is in the treasure hall guarded by the Cold Drake Fangorathor the Ill-Accursed. In a last attempt to defend the mountain city a forgotten Elf Hero attacked Fangorathor and managed to bury the sword up to its hilt at the base of the dragon's neck. This did not kill Fangorathor and the sword remains so embedded to this day.