

# Spellweaving

In **Spellweaving**, Characters make use of **Weaves** and **Spheres** to cast spells. A **Weave** is a particular shape woven out of the threads of magic that are used to shape magic. The weaves are *Braid, Knot, Loop, Tangle* and *Weft*. A **Sphere** is an area of magic that tends towards a particular theme. The **Spheres** are *Spring, Summer, Autumn, Winter, Shadow* and *Death*.

## Nodes & Threads

Each Character will explore their own personal magic and construct a **Spell Map**. The map will be made up of **Nodes** and **Threads**. Nodes are points of magical effect. Threads are the lines that connect them.

**Ingathering Node:** An Ingathering Node is special. Spellweavers start with just one Ingathering Node, but may gain more over time. A Spellweaver can start their spell at any Ingathering Node. This is your starting point for the spell. You then 'step' around the map to weave a spell.

### Obtain a blank piece of paper

**Draw a circle and either write 'Ingathering' or draw a symbol such as star or asterisk inside it to mark it as a special node**

**All Anma must be drawn from your total Anma pool**

**Each 'step' costs 1 Anma**

*Note that you can start at any Ingathering Node on a map, but new Characters will only have a single Ingathering Node.*

*You gain more Ingathering Nodes as you progress in Ranks of Spellweaving.*

## Exploring

A Character can opt to explore their **Spell Map** at any time, however, **the caster is committed to whatever spell effects are generated and it takes about 30 mins of concentrated effort to undertake one 'exploration'**. That is, a Spellweaver cannot explore their effects in the middle of a fight or while walking down the street. Time has to be put aside for it. Note that unexpected outcomes can occur. You may even wish to move away from other people while exploring your Spell Map.

To start exploring, pick a **Weave**. Draw a line from the Ingathering Node to a new Node. Write the first letter of the Weave next to the line (the Weaves start with unique letters), or the whole name of the Weave if you prefer.

Roll on the appropriate spell effect table (based on Sphere). This effect will now be triggered each time you visit this Node via this particular Weave and Thread.

Write notes next to the Node, so that you know what effect is triggered when you visit this Node (or keep a list of accompanying notes with your Spell Map).

You can then either return down the Thread (i.e. back to the Ingathering Node) **or** you can pick another Weave, draw a new line and roll for a spell effect.

In this way a 'map' of **Nodes** and **Threads** develops. A Thread is the name used for the line that connects two Nodes. You may need a second piece of paper to make notes about each Node, especially if the map gets quite large.

## The Paths that are Known

Once a Character has explored and developed some paths on their map, they can cast spells by starting at an **Ingathering Node** and moving up and down **Threads** as pleases them (within the limits of their abilities).

- It costs **1 Anma** to move along a **Thread** to a **Node**. This must be spent out of the **Anma on your Character Sheet**.
- Anma **replenishes** totally after a full night's sleep. Partial or disturbed sleep replenishes 1d10 Anma. You cannot replenish Anma more than once in 24 hrs (i.e. you cannot sleep multiple times in a disturbed way to gain multiple 1d10 replenishments).
- **Any number of Threads** can leave any given **Node**.
- However, only **one Thread of a given type** can leave a **Node** (i.e. you can't have two Braids leaving a node).
- And no **Weirding** can leave an **Ingathering Node**. If you roll for a Weirding on an Ingathering node, roll again.
- You can revisit a Node repeatedly (when spell-casting).
- If the Spell Effect has an **Echo** then the effect will add up each time you revisit the Node.
- If a Spell Effect **does not** have an **Echo** then repeated visits have no additional effects.
- You can only cast a spell with as many Threads as you have **Ranks in Magical Talent (+ Rank Bonus)**.
- All Spell Effects must be triggered if you move through them. If you want a Spell Effect that is on the other side of the map, then you must trigger the intermediate effect(s) as you move through them.
- Each **magical effect** can **only appear once on a Spell Map**. This means that there may be multiple ways to get to a particular effect (and you may have to redraw your Spell Map sometimes to keep the lines clean, or otherwise new lines could stretch the whole way across the map).
- When **exploring**, if you roll a new **Weirding**, the spell is finalised and cast, regardless of how many Threads you might have been able to weave together. **Weirdings** are strange, small little spell effects. These effects are usually but not always useless. They are dead ends on a Spell Map. No Threads can leave a Weirding (besides the first one that entered it).
- Weirdings that **already exist** in your spell map are **triggered whenever you enter an adjacent node**. Weirdings only trigger once per spell.

## Concentration

Some spell effects are 'maintained by concentration'. When concentrating, a Character can move about, but cannot cast more spells or make physical attacks. Anything that might interfere with concentration (such as avoiding an attack, or needing to reply to a complex question) can require a normal (Difficulty 1) **Test of Volition** to continue concentrating (at the Gamesmaster's discretion).

## Magical Talent

Typically, no test of Magical Talent is needed to cast a spell. The Gamesmaster can call for a test under extreme situations, and when a test is needed is at the Gamesmaster's discretion. Even so, it would be unusual to require anything more than a Normal Difficulty test to cast a spell. Note that your **Magical Talent** does **determine the number of Threads you can include in a single spell**, so even if you never need to use it to test whether or not a spell is successful, it remains a highly important skill for Spellweaving.

## Advancement

Characters start out at **Rank One** in **Spellweaving**. Increasing your Spellweaving ranking over time allows you to access more elaborate paths in your Spell Map. You gain other bonus too (see Rank Advancement table below).

## Moving to a New Sphere

Some rolls allow you to move to a new sphere of magic. The move is always in the order of seasons, so that a Spring Magician can move to Summer, Summer to Autumn, Autumn to Winter, and then from Winter to Shadow and Death. When you move to a new Sphere, **all subsequent branches from the new Node are also on that new Sphere**. So, if your Spring magician rolls 98, then they roll again on the 'Summer' Table. Any Weaves that leave this new Summer Node are also rolled on the Summer Table. If they then roll a number of 98-100 on one of the Summer Nodes, then they move to Autumn and so forth. It would be unusual to move from Spring, to Summer, Autumn, Winter, Shadow and finally Death, but it plausibly could happen.

For **Spellweavers of Death**, high rolls lead to **Maledictions** instead. These are permanent weird changes that could eventually leave a Death magician quite monstrous.

## Some Other Options

Here are some other optional ways in which you can manage the discovery of Spell Maps.

**Pre-decided Map:** Before the game starts, the Gamesmaster creates a Spell Map for a Character. This could be the result of the Gamesmaster rolling randomly, or picking options from the lists, or conferring with the Player.

**Semi-random map:** Whenever a Player explores their spell map, they **Test their Volition** against a difficulty of one when arriving on a new Node. If the roll succeeds, they pick a node of choice from the appropriate list. If it fails, the node is picked randomly by rolling.

**Map by choice:** As with semi-random map, except when the **Test of Volition** fails, no node is discovered. The spell simply fails (though Anma is still spent). In this case, the Player must maintain a ratio of 1:4 for Weirdings. That is, the fifth, tenth, fifteenth and twentieth nodes picked **must be Weirdings**.

**Set Spells:** If a Player establishes a set pathway that they especially like, then for convenience they can write this pathway down as a **Spell**. To do this, name the spell, write down the starting point, Weaves required, total Anma cost, and the spell effects. A set spell **costs one less Anma than usual to cast**. You can only have as many set spells as you have Ranks in Spellweaving.

**Desperation:** You can allow Characters to explore new nodes in their spell map in a moment of desperation (i.e. during a fight) at a **cost of 1 Effort**.

**A tactical game of spells:** If you'd like to encourage a more tactical approach to spells, instead of allowing a Spellweaver to automatically start at an **Ingathering Node**, you can use these rules instead:

- It costs **1 Anma** to start a spell at an **Ingathering Node**
- Otherwise, **you start your next spell on the Node where you last stopped**. The 'starting node' is not triggered. The next node you move to, however, will be triggered for the current spell effect. This will encourage Players to think much more carefully about how they move around a map, and where they will eventually end a spell.

- **Add +1 to Anma Pool:** Adds a bonus to your total Anma Pool.
- **Thread Limit = Magical Talent:** Increases the limit of the number of 'steps' you can take. Equal to Magical Talent + rank bonuses.
- **Bonus Ingathering Node:** Add an Ingathering node to your Spell map. The connection must be legal and connected using one Weave that you know.
- **Bonus Spell Node (i.e. a new effect of your choice):** When picking a node, you must pick an effect from a sphere that connects to an effect of the same sphere. You need to legally join the Node to an existing Node picking a Weave that you know.
- **Change a Node:** Change one Node to another Node from the same sphere or list (i.e. you can swap a Weirding for another Weirding, or a Shadow effect for another Shadow effect, but you cannot change an Autumn effect into a Winter Effect, or a Weirding into a Spring effect)
- **Master a Weirding:** Usually, the Gamesmaster has control of Weirdings. If you summon glowing dragonflies, the Gamesmaster decides how they behave. At certain ranks you can place 'mastery' on one Weirding, thus being able to direct it. You can also leave a Weirding you've mastered (i.e. a mastered Weirding is no longer a 'dead end').
- **Add a Weave:** Add a Weave (line) connecting two nodes that you already have on your map. The connection must be legal and needs to use a Weave that you know.

Rank	+1 to Anma Pool	Thread Limit = Magical Talent + bonus	Bonus Ingathering Node	Bonus Spell Node (i.e. a new effect of your choice)	Change a Node	Master a Weirding	Add a Weave
1							
2	Y			Y		Y	
3			Y				Y
4	Y				Y		
5		add 1		Y		Y	
6	Y		Y				
7					Y		Y
8	Y			Y		Y	
9			Y				
10	Y	add 1			Y		
11				Y		Y	Y
12	Y		Y				
13					Y		
14	Y			Y		Y	
15		add 1	Y				Y
16	Y				Y		
17				Y		Y	
18	Y		Y				
19					Y		Y
20	Y	add 1		Y		Y	

## An Example

**Amor Thandrasil** is a new Spellweaving Character. He is of the **Sphere of Autumn** and has taken **Braid**, **Weft** and **Tangle** as his weaves. He is **Rank One** in **Spellweaving**. His **Magical Talent** is 5. This means that the limit to his spellcasting would be a spell that contains **Five Threads** (Skill of 5 with no bonuses from Pathway Rank).

The Characters have all camped for the night. Amor's player decides to explore his Weaves and moves away from the others, going into the woods a little distance. This is the sequence he works through.

**Ingathering:** Start.

**Spend 1 Anma:** lay down a Braid.

**Roll on Autumn = 28. Fireflaught.** You conjure a blast of fire. This can target any one target within line of sight. The attack cannot be dodged. Inflicts 1d10(6) injury. **Echo:** Add another 1d10(6) injury.

**Spend 1 Anma:** lay down a Tangle (leaving 'Blast of Fire').

**Roll on Autumn = 41. Pearwood.** All dead wood larger than a stool (chairs, doors, walls, tables) within 200m bursts into branches and puts down roots. Leaves appear and then fruit. These are quite delicious, fully ripe, though otherwise normal pears. The growth will survive if it is in sunlight. Note that this includes normal sized shields made of wood.

The player stops at this point because he doesn't want to start over-using his Character's Anma pool.

Note that there were two effects and both are triggered. Any fallen timber around the Character has turned into (rather strange looking) pear trees bearing fruit. Also, the player will have to nominate a target for the fiery blast, though he can just decide the target a nearby tree, or mound of dirt, or, he could even just direct it upwards into the air and create a fountain of fire. Presumably, his friends will notice, run over, and he will need to explain why he is suddenly surrounded by pear trees.

Amor's player decides to explore some more. This will take another 30 mins of in-world time. Amor Thandrasil lays down a Weft when leaving the Ingathering.

**Ingathering:** Start.

**Spend 1 Anma:** lay down a Weft.

Roll on Autumn = 15. Weirding (Weirdings are strange little effects that end a spell immediately. You cannot leave a Weirding).

However, **Weirdings cannot connect to Ingathering Nodes**. Roll again.

**Autumn 76. Circle of Fire.** A circle of fire appears around you, at about 2 m radius. Anything that moves through the circle takes 3d10(5) damage. Lasts 5 min but can be dismissed at will. The circle does not move with you and you are not immune if you try to walk through the fire.

*Amor's map up to this point is shown on the next page. Note that the player has used a Square instead of an Oval to denote the **Ingathering** node. This is just for ease of reference.*

Now, he tries again, this time he lays down a Braid when leaving Ingathering, taking him back to 'Fireflaught', then lays down a Weft.

**Ingathering:** Start.

**Spend 1 Anma:** lay down a Braid.

**Autumn 28.** You conjure a blast of fire. This can target any one target within line of sight. The attack cannot be dodged. Inflicts 1d10(6) injury. **Echo:** Add another 1d10(6) injury.

**Spend 1 Anma:** lay down a Weft (leaving **Fireflaught**).

**Roll on Autumn = 24. Glare.** A flash of light. Will temporarily blind (1 min) any nocturnal or cave creature on a failed normal Test of Quickness. **Echo:** Everyone (not just night-creatures) needs to test Quickness at normal or be blinded for 1 min.

This seems like a potentially useful combination. Amor's player is quite happy with it as a potential offensive spell. Note also that because 'Fireflaught' is immediately adjacent to Ingathering, it can more easily be visited twice, like so:

**Ingathering:** Start.

**Spend 1 Anma:** lay down a Braid.

**Autumn 28.** You conjure a blast of fire. This can target any one target within line of sight. The attack cannot be dodged. Inflicts 1d10(6) injury. **Echo:** Add another 1d10(6) injury.

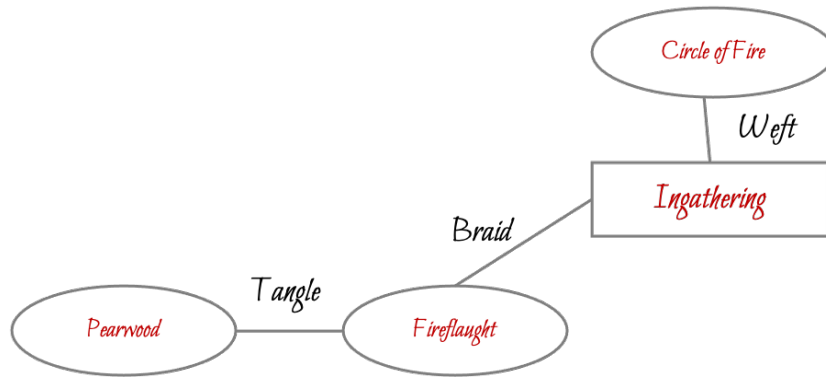
**Spend 1 Anma:** lay down a Braid. Go to **Ingathering**.

**Ingathering:** No effect.

**Spend 1 Anma:** lay down a Braid.

**Autumn 28.** You conjure a blast of fire. This can target any one target within line of sight. The attack cannot be dodged. Inflicts 1d10(6) injury. **Echo:** Add another 1d10(6) injury.

This could be looped even further, adding more damage, however, it would start to eat into Amor's total Anma pool to loop this effect very many times. Also, the **Thread Limit** will come into play.



Amor can continue building his spell map. Here's a summary of some additional rolls, and a 'final' map that is as large as the player wishes to explore in the immediate game.

Note that the map could move more than two steps from 'Ingathering' but would require a greater Anma spend. The player will want to do this eventually so that they have a more expanded spell-map.

**Tangle from Ingathering**

**02 Autumn** (*Weirding*). An **Ingathering Node** cannot have a *Weirding* attached to it. Roll again.

**26 Autumn = Autumn storm.** Stormy sounds of Autumn thunder boom in the air around you. The wind rises to a thrashing gale (5 min). **Echo:** Add 5 min.

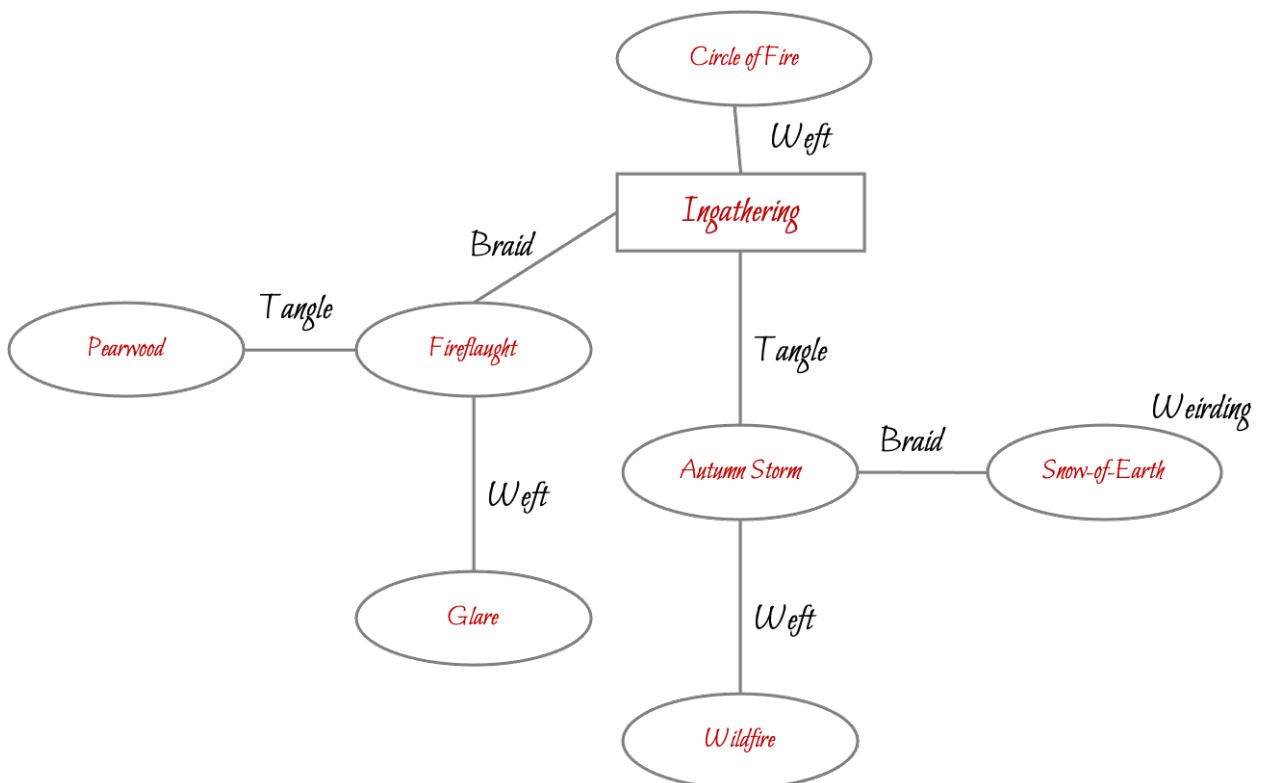
**Weft from Autumn Storm**

**43 Autumn = Wildfire.** You summon up an expanding blast of fire. The centre of the fiery explosion can be set anywhere within line of sight. It will cause 3d10(5) injury to all things within a 10 m radius of the epicentre. **Echo:** Add another 10 m radius.

**Braid from Autumn Storm**

**9 Autumn = Weirding.**

**Snow-of-earth.** Your footprints leave a trail of snow (5 min)



## Example Spells

Here are a few example spells that **Amor Thandrasil** could cast:

**Ingathering > Fireflaught** | **Anma Cost:** One. **Effect:** 1d10(6) damage to one target.

**Ingathering > Fireflaught > Ingathering > Fireflaught** | **Anma Cost:** One. **Effect:** 2d10(6) damage to one target s.

**Ingathering > Autumn Storm (triggers Snow-of-Earth, adjacent) > Wildfire** | **Anma Cost:** One. **Effect:** Conjures a highly localised 5 minute storm, leaves a trail of snow in caster's footprints for 5 min, and conjures an expanding blast of fire that can be targeted anywhere in line of sight.

## In-Game Language

At some point non-magician Characters are going to ask a Spellweaver Character why they conjure butterflies whenever they call down lightning (for example). Spellcasters tend to use elaborate language to refer to their network of spells, and might use terms like *The Totality of my Weaves*, or *Fabric of my Weaves of Power*, or *The Expanse of my Pathways of the Art* when referring to their **Spell Map**. *Weaves* or *Threads* is commonly used to refer to the Weaves, and a **Node** might be a *Nexus of Power*, or *Conjunction of the Art*, *Knot in the Tapestry* or similar. The upshot is that any attempted explanation past 'It's a side-effect of my magic' is likely to be long-winded and confusing for non-magicians.



# Spring

The following are spell effects within the Sphere of Summer. Roll randomly for an effect when you visit a new Summer Node.

- 01 to 19 Weirding (roll on the Weirding Table). The Spell is ended. No Threads leave Weirdings.
- 20 **Creeping Green.** Brilliant lush foliage bursts into life around your feet (regardless of the ground) and spreads outwards, filling up an area about 20 m radius. Wildflowers grow and bloom. The growth is real and will survive if there is soil, water and light. Until the next sunset, the air within the area of foliage will be as warm as a spring day. Snow, cold and ill weather will not reach into a little half-sphere of spring. All *Winter Magic* will also fail within the sphere. At the next dusk, the foliage will remain but the magical warmth and anti-Winter charm will dissipate.
- 21 **Moss-rot.** Requires touching a surface. Only works on non-magical stone, bricks, iron, timber or similar inanimate surfaces or objects. Moss will spread from the point of touch and thickly cover an area roughly 5 m square. Over a period of about an hour the moss will corrode and eat away at the object. The moss is able to eat through about 1 m of material in this time, and will leave a hole or degrade an object entirely if the object is small enough.
- 22 **Touch of the healer.** Requires touching the skin of the target with your hand or fingers. Roll 3d10 against your Volition. Each success heals one wound level (i.e. two success could heal two Shallow Wounds, or could reduce a Greivous Wound by two levels). Requires that the target rest (but not necessarily sleep) for three hours for the healing to work. **Echo.** Add another 3d10.
- 23 **Blissful sleep.** Puts a willing target to sleep by touch, giving them pleasant dreams. They can be woken naturally. If they sleep for a full eight hours then all poisons, infections or diseases will be healed.
- 24 **Respite of Spring.** A warm glow radiates from you, noise dims and there is a momentary peacefulness. All people within 10 m radius, including yourself, gain a point of Effort.
- 25 **Glow of Dawn Light.** Pale warm light falls from your hands, and suffuses the ground. The light is enough to see by and counts as real daylight for the purposes of creatures or spirits that are afraid of daylight or otherwise harmed by daylight. Radiates out to about 20 m. Can be maintained by concentration.
- 26 **Tranquility's Dream.** Cast by touch. This spell must be cast on someone who is already asleep. The target will dream a beautiful dream, from which they will awake refreshed. They regain all Effort, regardless of how long they were asleep. As long as they had at least an hour's sleep then an additional effect is that their most minor Wound will heal by one level.
- 27 **Spring Dusk.** Causes an area of grey, low gold light to fall around you at a radius of about 10 m. If you are in bright light, this spell will dim the light. If you are in darkness, this spell will add faint light to the air. The area of dusk will move with you. Any person or natural creature (other than the caster) inside the dusk sphere must make a Test of Volition (normal) every Round or fall deeply asleep. They can be roused by loud noises or by being shaken, but will be groggy for a few moments on waking. Lasts 5 min. **Echo.** Add 5 min or increase difficulty of Volition test by one.
- 28 **Rains of Spring.** Clear, brilliant rainwater falls from the air, even if you are indoors. The rainstorm will last 10 min, and can be sued to fill water vessels or put out a fire. Rains cover an area of about 50 m radius centred on caster. **Echo.** Add 5 min.
- 29 **Storm of Petals.** An illusion of petals and flowers floats around you. You can control the storm, shape it and direct it (lasts 1 min). The petals are thick enough to be temporarily blinding if directed at a target. **Echo.** Add 1 min to duration.
- 30 **Wildflower Tangle.** Can be targeted by line of sight up to 100 m away. A massive explosion of wildflowers, vines and creepers erupts from the ground, tangling and covering everything in a 5 m radius. Living creatures or people must make a normal Test of Strength or be stuck. Inanimate objects are effectively 'tied down'. The growth is real and will survive if there is soil, sunlight and water.
- 31 **Meadow of Dreamings.** An illusory meadowland of grasses, flowers, warm light and buzzing insects spreads out around you. The illusion will move with you, appearing to grow and vanish as you move. Fills an area about 20 m radius. Provides enough light to see by. Undead and evil spirits must make a normal Test of Volition each round to remain inside the illusion. All Shadow Magic fails within the spring meadowland. Lasts 5 min. **Echo.** Add 5 min.
- 32 **Water of Life.** Must be cast on a cupful (or similar) of fresh water. The water will become clean of any contaminants and gains magical properties of healing. The properties last about 5 min, so the water must be drunk soon after casting. If the water is splashed on a wound, it will heal by one level over the span of about an hour. The person or creature with the wound cannot move in this time or the wound will reopen and not heal.
- 33 **Water from the earth.** Tap or strike the ground. A spring of fresh, drinkable water will flow forth. The spring will start as a gush, filling several buckets in the first minutes, then will reduce to a trickle. It will last as a trickle until the next dusk, then dry up.
- 34 **Footsteps of flowers.** A trail of glowing petals appear in your footsteps, floating and trailing after you. You will continue to leave a trail of glowing petals for about an hour, and the trail will remain visible until the next dusk. They make for an easy trail to follow, or simply a nice little magical effect. **Echo.** You can cast this on someone else instead (must be cast by touch).
- 35 **Petal-sculptings.** You can conjure up illusory petals and make an object no larger than a barrel that would usually be (at least mostly) made of wood. The object will last until dusk, and is solid and functional in all ways. The object is about as difficult to destroy, cut up or burn as solid oak. It will look like wood that has been stained with a thousand brilliant colours of petals. **Echo: (1)** Object up to the size of a wagon. **Echo: (2)** Object up to the size of a house. **Echo: (3)** Object lasts three days. **Echo: (4)** Object lasts seven days. **Echo: (5)** Object becomes permanent.
- 36 **Snap-dragon.** Causes a large and aggressive flower to grow out of the ground. Can be targeted up to 10 m away. The magical snap-dragon cannot move from its place, but can thrash around and bite, and can make



- an angry, loud hissing noise. It will follow your instructions, and can be left to guard or provide a watch. Lasts until the next dusk, then evaporates. Treat the snap-dragon as a **Green-Weird** for purposes of stats or fighting.
- 37 **Trail of Petals Aglow.** Name a person you know or a place you have been. A glowing trail of petals appears on the ground leading you to the person or place by the quickest safe path. The path will avoid traps and enemies. The trail will last until next dusk. If you have not reached the target by then, you will have to recast the spell.
- 38 **Bee Swarm.** Conjures a large, angry swarm of magical bees. The bees are about three times as large as normal bees, gold and bronze in colour and can deliver painful stings. The bee swarm will move, attack or defend at your command. Lasts 1 min. **Echo:** Add 1 min.
- 39 **Songs of Spring.** Beautiful drifting songs conjure on the air. All living beings who can hear these songs (within about 100 m of the caster) is transfixed in a trance for thirty seconds. During this time, the most serious wound that each individual currently has, will heal. Undead and spirits are not affected. The 'transfixed' are vulnerable to attack if undead or spirits are present.
- 40 **Laughter of Frogs.** A rolling, joyous sound of frogs fills the air. Everyone who hears it must make a normal **Test of Volition** or be gripped by uncontrollable laughter for five minutes. They are still able to move around, but cannot undertake any complex action or speak. **Echo:** Add +1 to Difficulty to resist.
- 41 **Ray of Unblemished Light.** The caster can direct a ray of light that causes pain and damage to undead, demons or evil spirits, but is harmless to living things. Causes 1d10(7) damage. Normal **Test of Volition** is required, or else the target will be forced to flee due to pain. **Echo:** Add 1d10 damage. Add +1 to Difficulty to resist pain.
- 42 **Asunder the dead.** Test your **Volition**. **One success** = no undead can approach you or harm for you 30 min. **Two successes** = as above, and any undead in line of sight must flee you and cannot return until dusk. **Three successes** = As above, all undead in line of sight suffer 3d10(3). **Four successes** = As above, except damage is 3d10(7).
- 43 **Avert Dark Spells.** Enter a Contest of Spells with any one Winter, Shadow or Death Spelleaver in line of sight. If you win you can choose any **one** of these: **1)** opponent cannot cast spells for three turns. **2)** any one active spell or curse laid down by opponent is cancelled. **3)** opponent can cast spells, but whenever they cast a spell they suffer a Deep Wound (effect lasts until next dusk).
- 44 **Circle of Barring.** Lays down a glowing circle. The circle cannot be larger than 2 m radius. The circle cannot move and must be maintained by concentration. Magical spells, evil spirits, demons and undead cannot pass the circle.
- 45 **Rite of Spring.** Requires about an hour of relaxed time, meditating on spring and singing quiet songs of spring. Restore all of your **Effort** at the end of the hour. **Echo:** Restore Effort of another person as well (cast by touch).
- 46 **Shatter Enchantment:** Requires a full twelve hours of chanting and ritual performed over an enchanted object. **One success** = shatter the Enchantment on a Least Enchanted item. **Two successes** = Lesser enchanted. **Three successes** = Greater enchanted. **Four successes** = Elder Enchanted. **Five successes** = Mythic Enchanted. At the end of this ritual (regardless of success) your Effort pool is reduced to zero and will not restore for seven nights.
- 47 **Cloak of light.** a glowing cloak of light falls around your shoulders. The cloak sheds enough light to see by. It shifts, flows and drifts so that your exact position is hard to make out. Anyone physically attacking you **rolls at Disadvantage** on both the **Skill Test** and **Menace Test**. Lasts until the end of one Prolonged Contest, Combat or otherwise about 3 mins.
- 48 **Footsteps of Light.** You leave glowing footsteps behind you. These shed enough light to see by. Footsteps will continue for form for about an hour, and the glowing puddles of light will remain in place until dusk. Enemies, undead or evil spirits that attempt to follow the footsteps always become confused and follow them in the wrong direction.
- 49 **Heal Wound.** Cast by touch. This spell heals any one wound (of caster's choice) completely. However, it also puts the target into a deep (but natural) sleep until the next dusk. If the target is woken before dusk, the wound reopens and will not heal. **Echo:** Add another wound healed.
- 50 **Lifekeeping.** Cast by Touch. Prevents a single target from dying, but also puts them into a deep sleep until they heal enough naturally to not be at risk of death. As long as this spell is cast within three rounds of a Character 'death', then the Character is deemed to have been saved. The sleep is unnatural, and the person cannot be woken. They will need no food or drink and will do nothing but breath. Also heals all poisons and lifts all curses.
- 51 **Unpoison.** Cast by touch. Removes one poison from the system of a target. The target will be dizzy and slightly euphoric feeling for about 5 mins, and will need to sit or lie down.
- 52 **Draw out Illness.** Cast by touch. Removes one disease from the system of a target. The target will be dizzy and slightly euphoric feeling for about 5 mins, and will need to sit or lie down.
- 53 **Cast out Shadows.** Requires 30 mins of soft singing and quiet rituals. Can be cast on an object, place or a person. If cast on an object or place (up to the size of a house), all evil spirits or ghosts resident in the object or place are forced to flee. If cast on a person, any spirits or ghosts that might be possessing the person are forced to flee.
- 54 **Retreat the Dark.** Causes any unnatural darkness, such as cast by a spell or manifested by an evil spirit, to roll back like fog being blown on the wind. This clears an area about 100 m radius around the caster where no supernatural darkness can persist. Moves with the caster. Lasts until next dusk.
- 55 **Nightingale's Song.** Conjures a beautiful song of a nightingale. The song lasts about 5 mins, and is lovely to listen to but not magical in any other way. It is fairly quiet, and cannot be heard more than about 10 or 20 m away.
- 56 **Place of Spring.** Changes the airs, light, and season of an area up to 100 m around you. For one year

- everything within the circle will be Springlike. Spring sun will suffuse the air. Flowers will bloom. Snow will not fall.
- 57 **Spring's Raiment.** All clothing you are wearing erupts into patterns of pale green, white, wildflower or sap green leaves. Leaf-like or floral tassels and other decorations may develop. The change is permanent.
- 58 **Whisper of Fiery Light.** Conjures a pale flutter of fire. The fiery light needs to be maintained by concentration, and has about the same luminance and heat as a candle. It can be directed to move through the air by line of sight up to about 100 m away. The light is enough to see by. It cannot do serious injury, but could be used to set fire to things much as a candle could be.
- 59 **Arrow of Light.** Conjures a single arrow of glowing light that can be targeted anywhere in line of sight. Deals 1d10(3) damage. **Echo.** Add +1 to Menace (i.e. increase 1d10(3) to 1d10(4) etc).
- 60 **Flock of Songbirds.** A cloud of magical songbirds appear, singing and flitting. These birds appear natural in all ways, but can speak with the caster. They can be commanded to move as a flock, or break up into small groups. The birds cannot be destroyed, by injury or magic, but will vanish away after an hour. They will follow instructions, and can be used to create a distraction, steal small objects (that a blackbird, for example, could realistically carry), or act as spies. They can be dismissed before the hour is up, if the caster wishes to do this.
- 61 **Whisper most Healing.** Can be cast at a distance of about 100 m. The caster whispers, and the whisper travels through the air, then arrives at the target. One wound (determined at random) that is no worse than a Deep Wound is immediately healed, and the target doubles their rate of natural healing for a week.
- 62 **Snow becomes Life.** Requires that the caster scoop up a handful of snow. They whisper to the snow, causing it to melt. Anyone who drinks the water from the caster's hands heals all wounds, but will also pass out for an hour, and cannot be woken (enough water for one person is conjured). If splashed on a wound (such as when a person is unable to drink), the wound will heal, and the person passes out for an hour. Can bring back the dead if administered within five minutes of death, and as long as the corpse is still (more or less) in one piece. If administered in this way, then the restored person will be alive but badly injured, and will need to recuperate naturally (i.e. the resurrected don't spring back to full health).
- 63 **Melt-water.** Causes all natural snow and ice within 100 m of the caster to start melting. All natural snow and ice will melt entirely within 3 hrs.
- 64 **Respite from Cold.** Cast by touch. Causes one target to be immune to any natural cold, such as from weather or snow. Lasts until the next dusk. **Echo:** Add another target.
- 65 **Joy.** Cast by line of sight. Causes one target to experience undiluted, euphoric joy for an hour. They become happy, carefree and talkative. Can be resisted by a normal **Test of Volition** (Difficulty 1). **Echo:** Add +1 to Difficulty to resist.
- 66 **Honeysuckle Bliss.** Causes a profusion of honeysuckle to grow, covering an area about 10 m radius. White and yellow flowers will grow. For every ten honeysuckle flowers that a person draws the nectar from, one wound will be healed (determined at random). However, the nectar is also mildly narcotic and anyone who imbibes enough flowers to heal a wound will also be incapacitated for about three hours by euphoric drug-like effects. Although the experience is pleasant, it is not addictive. The honeysuckle will continue to grow naturally if it is in sunlight, but it loses its magical qualities upon the next dusk.
- 67 **Wall of Jasmine Unassailable.** Causes a profusion of jasmine to explode and grow into a wall. The wall can be up to 100 m long, 5 m thick, and 20 m high. It can be curved or straight. The caster can move through the wall by approaching it (a passage will magically appear). The wall cannot be climbed. Anyone who attempts to climb it can climb for hours and discover they have barely left the ground. It can be burned or hacked through, but it would take about an hour to do so. The wall will last until dusk, if not otherwise destroyed.
- 68 **Crown of Flowers.** Conjures a crown of flowers, either on your head, or on the head of another person in line of sight. So long as the person wearing the crown of flowers takes no aggressive actions, casts no spells and does not attack anyone, all attacks, injuries or wounds inflicted against them fail. Attacks that affect other people (such as dragon fire) still affect other people. Only the wearer of the crown is safe. Lasts 5 mins. Only one crown can be conjured by the caster at a time.
- 69 **Beauty's Self.** Changes your appearance to be slightly more beautiful or handsome. The change is only slight, but it is permanent. After about ten instances of this spell, you will start to look unnaturally attractive.
- 70 **Wonderment of Lights.** Conjures a swirl of glowing, coloured lights in the air. The lights are fascinating to watch, and can be made to take forms and shapes, dance about, or even act out events. Maintained by concentration. Quite a show can be put on using the lights, but they have no other particular effects. Can be used to see by. Cannot move more than 100 m from the caster.
- 71 **Weedy footsteps.** Your footsteps erupt with weedy growth. Lasts until dusk. The growth is natural, and will survive as long as it is in sunlight. There is a chance that any given 10 m stretch of footsteps will contain a useful herb, but herbs that might be present need to be searched for by a herbalist as per normal.
- 72 **Mead of Health.** Cast on a mug of mead by singing softly over it. If drunk, the drinker's most minor wound will be healed. However, the drinker will also be riotously drunk as if they had spent several hours in heavy drinking. Can be kept in a waterskin or similar for later. If this spell is cast but there is no mead present to cast on, then everyone within 10 m must make a **Test of Volition** (normal) or become slightly drunk.
- 73 **Mead of Life.** Cast on a mug of mead by singing softly over it. If drunk, all poisons and diseases are lifted. However, the drinker will also be riotously drunk as if they had spent several hours in heavy drinking. Can be kept in a waterskin or similar. If this spell is cast but there is no mead present to cast on, then everyone within 10 m must make a **Test of Volition** (normal) or become slightly drunk.

- 74 **Mead of Good Blessing:** Cast on a mug of mead by singing softly over it. If drunk, all curses or enchantments on the person will be lifted. However, the drinker will also be riotously drunk as if they had spent several hours in heavy drinking. If this spell is cast but there is no mead present to cast on, then everyone within 10 m must make a **Test of Volition (normal)** or become slightly drunk.
- 75 **Wakening of the Spring:** Causes all nature-spirits within 100 m to waken and stir. The spirits may be irritated and cranky, but will otherwise remain friendly and will not wish to cause you harm. Most natural landscapes will have a few sleeping minor spirits in the rocks, trees and waters. Treat these as green-weirds, stone-weirds, water-weirds, or similar. Note that the spirits will be friendly but will not necessarily be inclined to be actively helpful without something in return. Note also that there is always risk of awakening something quite large and powerful by accident.
- 76 **Temptations laid Plain:** Requires eye contact. The caster can target one individual and will learn what (if anything) would tempt the Character to betray their principals or friends. The caster's voice will appear to be inside the target's mind, and the target will know that they have been searched inside. No resistance roll is permitted. **Echo:** Add another Character.
- 77 **Cloud of Butterflies:** You conjure a cloud of beautiful, glowing butterflies, about 5 m radius. You can direct the butterflies but they cannot move more than 100 m from you. Anything within the cloud of butterflies must make a normal **Test of Volition** or start following the butterflies, playing with them and laughing like a small child. If the cloud is used to attempt to endanger someone (such as leading them off a cliff), it immediately fails. If any aggressive action, such as an attack happens near or within the cloud of butterflies, the spell fails. **Echo:** Add +1 Difficulty to Test of Volition.
- 78 **Inspired Poetry:** Cast by line of sight. The target will start loudly reciting poetry about the beauty of spring. Lasts for one hour. The target cannot talk or otherwise communicate verbally during this time. The poetry itself is actually quite splendid, and any onlookers will be deeply impressed. Allowed a normal **Test of Volition** to resist. **Echo:** Add +1 to difficulty to resist.
- 79 **Carvings of the Spring:** Requires 30 mins of quiet singing and rituals. Causes a wild profusion of carvings showing leaves, flowers and insects to appear on a natural surface (such as rock or a tree trunk). No evil spirits or undead can come within 100 m of the carved object. All Winter, Shadow or Death magic fails within 100 m of the object. Magical effect lasts for one year, though the carvings are permanent.
- 80 **Hail of Thorns:** Conjure a rain of iron-hard thorns as big as a thumb to fall out of the air. Covers an area up to 10 m radius. Anything within the area takes 1d10(5) damage. **Echo:** Add another damage dice.
- 81 **Sundering of Barred Ways:** Causes any one door or area of wall approximately equal to a doorway to break and shatter, creating a passage to walk through.
- 82 **Fetter:** Enchains a single undead or evil spirit that is within line of sight. A normal **Test of Volition** is allowed to resist. The target will be chained to the spot by magical chains. It will be unable to inflict harm, but also cannot be harmed. The chains last until next dusk. **Echo.** Add +1 day to the chaining. Add +1 to the Difficulty to resist. **Echo (10)** the chaining is permanent, except that a condition of escape must be laid down (e.g. Chained until the River Icewater flows backwards. Chained until a white hart is born in Dunstan Wood). A chained spirit or undead can still talk, but is otherwise powerless.
- 83 **Nest-finding:** You know the direction and distance to the nearest bird's nest. You can follow the quickest path by concentration, but if the concentration is broken then the spell must be recast.
- 84 **Luminance:** You can take light and handle it as if it were something solid. The ability lasts for 10 mins, but anything you do with the light is permanent. So, you can take light from a star and put it in water. Or you can pluck moonlight rays and use them as thread when stitching a garment. The light in its new form continues to glow and shed light much as it would normally. This is treated as natural light for the purposes of creatures or spirits that cannot stand light. The shine continues for one week, then fades. **Echo (1).** One Month. **Echo (2).** One year. **Echo (3)** Permanent.
- 85 **Glow Worm Lights:** You can cause any one object or surface up to about the size of a large tree, or a substantial section of wall to light up with blue-green points of light, much like glow worms. The light isn't enough to see by unless you are able to see in very low light. It looks rather impressive though. Lasts until the next dusk.
- 86 **Aversion of Injury:** Cast on a target by touch. Lasts until next dusk. The next wound (of Shallow or worse) that the target takes is averted. You can only have this power active on one target at a time. **Echo (1).** You can state the level of wound (or worse) that is averted. So, you can state than anything of Grave or worse level is averted, but Shallow Wounds would not be.
- 87 **Bring to Feast:** All wild natural animals and birds within 100 m will bring you edible nuts, berries, leaves or similar. Enough will be provided for a single meal. Usually takes about 10 mins, but could take longer if there is scarce food about. **Echo.** Add another meal.
- 88 **Glorious Visage:** Subtle light and beautiful illusion plays around you so that you become entrancing to look at. Anyone who talks to you (or sees you) must make a Normal Test of Volition, or feel compelled to see you as good, helpful and friendly. If you take actions that are evil or selfish the illusion ends. Lasts 10 min, or by concentration. **Echo.** Increase difficulty to resist by one.
- 89 **Armour of Petals:** Cast by touch. Lasts until dusk. Places an armour made of brilliant coloured petals on the target. The armour is light and does not hamper movement. Add three wound slots to the target's armour until the spell ends. Only one Armour of Petals can be active at a time.
- 90 **Respite of Clear Rain:** An illusory shower of rain falls in a 10m area around you. Anyone within the circle must make a normal Test of Volition or be compelled to sit down and relax. No injury can be inflicted on anyone within the circle (attempts will just seem to fail, or attacks will go wide. The circle of rain moves with you. Maintained by concentration. The rain itself is not real, and no one will get wet, but a lingering smell of rain is left where you walk. **Echo.** Add one to difficulty to resist.

- 91 to 97 **Ingathering**: This is a new Ingathering Node. You can start spells from this point in the future. Gain 1 temporary Anma to spend on this spell each time you visit an Ingathering Node.
- 98 to 00 **Summer**: **Proceed to the Summer Table** for this Node. Any Threads that leave this Node are also **Summer Nodes**.

## Summer

The following are spell effects within the Sphere of Summer. Roll randomly for an effect when you visit a new Summer Node.

- 01 to 19 **Weirding** (roll on the Weirding Table). The Spell is ended. No Threads leave Weirdings.
- 20 **Blueberry**. A crop of blueberry bushes spring up from the earth, grow around you and spread to about 3 metre radius, put out flowers, and then berries in moments. If there is natural soil, water and sunlight, the blueberries will continue to live. The blueberries are unusually delicious, and a handful will satiate a grown adult for a day. Each patch can feed about five people. It takes a month for more berries to grow after the a batch has been harvested.
- 21 **Summerblood**. Cast by touch. The recipient becomes immune to cold, either natural or magical, for an hour. **Echo**. Add another hour duration.
- 22 **Green man**. This requires a reasonable sized tree to cast the spell on. The tree will contort, and turn into something human-like in appearance. It will follow your instructions until midnight, at which point it will turn back into a tree. Treat this being as a **Greenweird**. Only one Green man can be conjured and controlled at a time.
- 23 **Concealment**. Causes a mass of leaves, dense bushes and trees to grow up around a target area no larger than 3 m radius. The fully enclosing mass of vegetation will appear natural, and impassable (although it could be cut with axes, or burned). To a casual inspection, it will not seem that someone could be hiding inside the mass of foliage because there would be no way to get into it. The foliage will remain and grow naturally if there is sunlight, water and soil. The caster can choose to exit at any time by causing a path to form, however, the mass of foliage cannot 'reform' into a hiding place after it has been left.
- 24 **Glade of respite**. Only works in a landscape of grasses, trees or other greenery. Causes an area about 10 m radius to be saturated with a glow of golden light and warm air. Anyone who falls asleep in the glade will heal one wound per hour asleep (heals least severe wounds first). Lasts until midnight.
- 25 **Strawberry wine**. Cast on a flask of water or other ordinary liquid. The flask becomes filled with a delicious strawberry wine. The wine causes quite giddy, languid and enjoyable intoxication for about three hours if drunk. The wine also has healing properties, and will heal the least severe wound of a single drinker slowly over the course of the three hours of drunken drowsiness.
- 26 **Drowse**. Cast on one target by making eye contact and whispering quiet words. This effect only works on creatures that are naturally capable of sleep. If you win a Contest of Volition the target falls into a natural sleep. They can be woken normally, and are likely to wake if you try and injure them. **Echo**. Add an extra +1 Success to your Test of Volition (i.e. if you naturally roll two successes, this is increased to three successes).
- 27 **Summer chorus**. A chorus of cicadas, frogs and birds suffuses the air. The noise is quite loud and can be



- heard from some distance off. It lasts about 5 min, but has no effect other than being a little distracting.
- 28 **Warmth in the Air.** Causes an area of air about 10 m radius to warm to the temperature of a pleasant Summer's afternoon. The effect lasts until next midnight and does not move (i.e. it is fixed in place).
- 29 **Midsummer Noon.** Causes a brilliant flare of light to appear at the tips of your fingers. The light is enough to illuminate an area of about 10 m radius as brightly as a summer's day. Any spirits, creatures or demons that are affected by sunlight will be affected by this light just as if it were sunlight. The light moves with you as you move. Lasts about 1 min. **Echo.** Add a minute.
- 30 **Tangleroot.** Causes a mass of roots and vines to grow thrashing out of the earth over an area of about 10 m radius. Any person or creature that is caught within the area of growth must make a **Test of Strength** (Difficulty 1) or be ensnared and trapped. A trapped creature or person can make no actions except speaking or struggling to escape. Each round a character is allowed another **Test of Strength** to escape. **Echo.** Add +1 Difficulty.
- 31 **Pelting of Acorns.** Illusory chattering squirrel appear on invisible branches and pelt one (line of sight) target with acorns for 5 mins. The acorns cause no harm, but are irritating to the point of distraction. At the beginning of each round a Character under acorn attack must successfully make a Test of Volition (Difficulty 1) to take an action. Otherwise, they are simply too distracted by the acorn attacks. When the illusion fades the squirrels and acorns turn to mist and drift away. **Echo.** Add +1 to Difficulty.
- 32 **Summer Midges.** Conjures a swarm of midges that will fill an area of about 10 m radius. Anything with blood that enters the midge cloud will be mercilessly bitten. Lasts up to 5 minutes but must be maintained by concentration. Can be directed to remain in one place or follow a target. Characters being attacked by midges cannot take actions except for attempting to escape the midge cloud. Only one cloud can be conjured at a time.
- 33 **Goldenlight.** Conjures a soft suffusion of light that flows all around you. The light is about that of a summer's dusk. It will illuminate an area around you up to about 10 m radius and will follow you. Lasts 1 hour. The light does not have the effect of 'real sunlight' on demons, ghosts or similar. **Echo.** Add another hour.
- 34 **Wood-sculpt Growth.** Cast by touch on a living tree. You can cause the tree to grow, morph and shape itself into anything, including carven looking statues, or a small house. The change is permanent, but the tree is still alive and will 'grow out' of the new shape over years and decades. Takes about 10 minutes of concentration to form a tree into an object. The tree remains rooted to its place and cannot have moving pieces (i.e. no wagons or catapults).
- 35 **Call of the Hunters.** A phantasmal horn blasts the air. Anyone who is a friend or ally who hears the horn (up to a few kilometres) will know exactly where you are and how to get there. Any enemy who tries to follow the horn will become lost and confused. As a side effect of this spell illusory hunters riding phantom horses appear briefly around you and gallop off, vanishing.
- 36 **Wild Growth.** Causes any vegetation within site (up to the limit of one large tree in mass) to grow, twist and unfurl with rapid speed. You can direct the growth and cause it to form objects, barriers or cover something up, however the growth only moves at a slow walking pace and can easily be dodged and out-run. You might be able to catch someone or something unawares if they are asleep, but otherwise this cannot be used to 'grab' or 'trap' a person or animal. Maintain by concentration. The growth dwindles away after about five minutes.
- 37 **Storm of Leaves.** A huge swirl of green summer leaves appears and blasts into the air, as if caught in a whirlwind. The leaves will remain in the air by concentration and occupy an area of about 20 m radius. They are so thick, that they cannot be seen through, but offer no barrier to a person or animal simple pushing through the leafy blast. After the spell is done the leaves fall to the ground. They last a few minutes, then turn to mist and drift away.
- 38 **Treefall.** Causes any one tree in line of sight to creak, split and topple over in a direction you determine. Anyone caught under the fall unawares is likely to be killed outright, but the splitting and cracking of the tree is likely to be a giveaway and most folks will be able to run out of the way in time. Treat this as a Difficulty 1 dodge using **Reflexes**, if needed.
- 39 **Hunter's Arrow.** Causes a large, black and gold arrow to appear in the air and fly at one target. The arrow will automatically hit any one target that is within line of sight and not more than 500 m away. It deals 1d10(1) injury. **Echo.** Add +1 dice and +1 Menace Threshold. The arrow will fade away to a dark fog after striking the target.
- 40 **Crown of Summer Glory.** An illusory crown of summer leaves, golden fruit and acorns appears above your head, glowing faintly. You can maintain the Crown of Summer Glory by concentration and it moves with you. If any undead or demons of darkness, cold (or similar) come within 10 m of you, they need to make a **Test of Volition** (Difficulty 1) or flee. Once the first test is passed by a given creature, no further tests are needed. **Echo.** Add +1 to Difficulty.
- 41 **Wood like iron.** Causes a piece of dead or cut timber to strength to the hardness of iron. Affects a mass no larger than a chair. The change is permanent. **Echo:** (1) Mass no larger than a standard door. **Echo (2)** Mass no larger than a large table. **Echo (3)** Mass no larger than a wagon. **Echo (5)** Mass no larger than a small house.
- 42 **Roots asunder and walking.** Cast by touch. Causes one large tree to rip itself up and walk around on its roots. The effect lasts for about 10 minutes, at the end of which the uprooted tree will plunge itself back into the earth. The tree can be directed to move around by the caster, and undertake basic actions. It can knock down walls, carry an object up to the size of a wagon (if clumsily) and do more or less anything that a very large and strong tree-like creature could plausibly do. However, the movements are slow and it does not work well in combat, as it can be more or less simply avoided. The immediate shock of seeing such a thing, may however cause enemies to simply run.
- 43 **Eyes in the trees.** Your mind expands so that you can see through the eyes of small animals within 100 m. You cannot control the animals, but simply 'ride along'

- with the animal. You can jump from one animal to another. The spell is maintained by concentration. **Echo (1)** 200 m range. **Echo (2)** 400 m range. **Echo (3)** 800 m range. (etc)
- 44 **Sparrow Spy.** You conjure a charmed sparrow out of the air. The sparrow looks like an ordinary sparrow and will seem to be an ordinary sparrow to a casual observer. You can send the sparrow to spy on or follow any one person that you have already met and know the name of. It will return after a day of spying and report to you all its seen in a small, peeping voice. It will then vanish in a drift of glowing mist.
- 45 **Phantasmal Squirrels.** You conjure one or more magical squirrels (see Echo). The squirrels give off a blueish grey glow, which is enough to see by, though this is not their usual purpose. Each squirrel can pick up or move objects of about the mass that a natural squirrel might be able to move. The squirrels can move up to 100 m from the caster, can climb and jump as well as any squirrel, and can work together to move heavier objects. The spell is maintained by concentration. One squirrel is summoned by default. **Echo (1)** Conjure two squirrels. **Echo (2)** Conjure three squirrels. (etc)
- 46 **Ghostly bear.** You summon a huge bear. The bear gives off a play of shimmering light and is clearly magical to any observer. The bear can undertake one action (such as an attack) at the caster's command. The bear should be treated as a normal adult bear, except that it can only be hurt by magic or enchanted weapons. At the end of an Action Round, the bear dissipates in a cloud of glowing mist. **Echo (1)** The bear will persist for two Action Rounds and can undertake one action per round. **Echo (2)** The bear will persist for three Action Rounds and will undertake one action per round. (etc)
- 47 **Burst of leaves.** Conjures a thick flurry of wind-blown green summer leaves. The leaves can be directed at one target, and although they cause no harm, they will disrupt that target's next action so that it will be at **Disadvantage.** **Echo (1)** Next two actions affected. **Echo (2)** Next three actions. (etc)
- 48 **Place of Summer.** Changes the airs, light, and season of an area up to 100 m around you. For one year everything within the circle will be Summery. Summer sun will shine. Snows will not fall. No autumn will come.
- 49 **Tranquil Moment.** Affects all characters and creatures within area of 100 m radius around the caster. Until the end of the following Action Round (about 30 sec - 1 min), no characters or creatures that have been affected can take any action that would cause injury, wounding or harm (i.e. no physical attacks, no injurious magic). Other actions are allowed, but nothing that would cause harm. Any character or creature that blindly tries to cause harm will instead stand dumbly and stare into the air.
- 50 **Castellated Tree.** Cast by touch. The next large tree you touch grows magically until it forms into a small tower with battlements, stairs and rooms. The tower is about three storeys tall, has no doors or moving parts. Similarly, there is no furniture or anything that would require stone, like a fireplace. The tree remains alive and given a century or so might grow out of this shape. In the meantime it makes for a liveable house, once doors and suchlike have been added.
- 51 **Summer in the Air:** Affects an area up to 20 m around the caster to grow calm, warm and brightly lit. No new Winter or Shadow magic can be cast within the area of summer air. Winter or Shadow magic that is already in effect is unaffected. The light in the air counts as natural sunlight. The effect moves with the caster but must be maintained by concentration.
- 52 **Good winds and fair:** Conjures a strong but pleasant warm summer wind. The caster can direct the direction and strength of the wind (up to a point: the spell doesn't allow for damaging winds to be conjured). The wind is enough to drive a sailing ship, but must be maintained by concentration.
- 53 **Beastbidder:** Cast by line of sight. You can give any one natural animal no larger than a bear a single simple command. The command cannot involve multiple complex steps and must be of the level of simplicity that it would be understood by a young child. The animal will then do its utmost to carry out the instruction for the next five minutes.
- 54 **Summer mead:** Cast on any empty vessel no larger than a soup bowl. The vessel fills with an aromatic and sweet mead. If drunk, it will provide sustenance and hydration to the drinker for one day. If not drunk, the mead disappears in a cloud of mist at the next midnight.
- 55 **Summer's Raiment.** All clothing you are wearing erupts into patterns of dark and glossy greens, rich moss colours, golden sunlight shades and the greys of old bark. Leaf-like or other summery decorations, such as embroidered dragonflies, may develop too. The change is permanent.
- 56 **Touch of daylight.** Cast by touch. An Object no larger than a standard loaf of bread will light up and give out a brilliant glow of light. The light will fill an area of about 20 m radius and fades away naturally after that. It can be controlled in terms of brightness or dimness so long as the caster is holding the object, but will remain at the same level of illumination if it is left somewhere. The glow will continue until the next nightfall. It does not count as natural sunlight for the purposes of undead or evil spirits, but may cause some visual discomfit to nocturnal creatures.
- 57 **Silverleaf Sword.** The caster conjures a sword of silver and green, decorated with patterns of leaves. The sword acts as a normal longsword (3d10(6) Menace), except that it cannot be broken, and can hurt creatures that can only be hurt by magic or enchanted weapons. It will dissolve away into a green and silver fog after ten minutes. **Echo (1)** lasts 20 min. **Echo (2)** Lasts 30 min. (etc)
- 58 **Summer's Rays.** Causes a beam of light to shine forth from the casters hand. The beam of light will penetrate about 100 m and light up objects at that range. It can be used to see by, but it only lasts a few moments, so is not highly useful for this purpose. The beam can be used to target any one undead within 100 m. The light will causes 2d10(3) damage to any undead that it touches (but is otherwise harmless). **Echo (1)** 3d10(3) **Echo (2)** 4d10(3) damage. (etc)
- 59 **Rain of Arrows.** Causes a rain of arrows to fall on an area up to 10 m radius. The arrows are made of golden wood and shorn with green feathers. They causes 3d10(1) damage to anything within the radius. The spell is cast by line of sight. **Echo (1)** 3d10(2) damage. **Echo (2)** 3d10(3) damage. (etc)



- 60 **Shape of the bear.** You turn into a large, upright, bear-like being for an hour. You retain your skills and opposable thumbs. Your clothing adjusts in size with the change. Add +1 to all Fortitude based skills. **Echo (1)** Add +2 to all Fortitude based skills. **Echo (3)** Add +3. (etc)
- 61 **Dagger thorns.** Cast by touch. Dagger sharp and steel-hard thorns grow out of a wood surface. You can cause thorns to grow out of a surface about as large as a door or tabletop. The bristling thorns will make the object difficult to manipulate or touch. Anyone attempting to move or touch the object will suffer 1d10(5) Wounding for each Action that they are in contact with the object. The spell can be cast on living wood, and you can choose which parts of a surface grow thorns. So, for example, you could climb a tree and then cause thorns to grow around the base of the tree.
- 62 **Ensnarement.** Causes any one tree to bend over and grab at a person or object (no larger than a bear) and pick it up using the tree's branches. If a person or animal is attacked in this way, they are allowed a Test of Strength (Difficulty 1) to avoid being snatched off the ground. Once the target is trapped in the air, the spell ceases to hold onto them and they will either have to climb down or fall. **Echo:** Add +1 to Difficulty to resist.
- 63 **Call Beast.** You can summon any one natural animal by naming the species. The animal summoned must be within 1 km of you. If no animals of the species named are present, then the spell has no effect. The animal will move to your position and will linger around for five minutes (or thereabouts) but will not follow instructions or otherwise be helpful. Only animals that can naturally move to your position are summonable. You could summon a whale while on a boat at sea, for example, but not while sitting in a tavern some miles inland.
- 64 **Earth-Haunter.** Leaves and foliage grow out of your flesh and your skin changes to shades of green and bark grey. Your scent also changes, so that you smell like trees and leaf mould, and not like a person. As long as you are in a natural surrounds, you are very hard to see or detect by smell, even if you are moving around. If standing still, you are near impossible to notice. The effect is maintained by concentration. Gain a temporary +1 bonus to all hiding or stealth skills (as long as you are in a natural environment with leaves / trees etc). Any skill test to notice you, or find you, is tested at Disadvantage.
- 65 **Lord of the Hunt:** You conjure an illusory visage riding a horse; a golden lordly hunter with a crown of antlers appears. He will loose one arrow at a target per round. The arrows cannot be dodged and ignore armour. Each arrow causes 3d10(1) damage. The spell is maintained by concentration, and the Lord of the Hunt will move with you if you walk slowly. The illusory hunter cannot be hurt or harmed, and attacks will pass right through it (note that any ranged attack might hit someone standing behind the hunter) **Echo (1)** 3d10(2) Menace. **Echo (2)** 3d10(3) Menace. (etc)
- 66 **Face upon the Tree.** Cast by touch. You can cause a weird face to grow out of the side of any living wood (i.e. this doesn't work on dead timber). The face will remain in place for seven days and can look around and speak, but cannot animate the tree or otherwise move. It will follow basic instructions given to it. You could tell it to wait for a particular person and then give them a message, or you could ask it to report back to you anything it sees on your next visit, or you could tell it to recite limericks for seven days (for example).
- 67 **Greenling Spright.** You conjure a weird little green fairy creature. It will follow instructions with some modicum of intelligence (including instructions that put it in harms way). The Spright isn't able to solve complex puzzles, but it will act as a useful servant and wouldn't (for example) follow an instruction repeatedly to no effect. It would eventually return to you and report that the task can't be completed. Treat the Spright as a Green Weird. It will last until the next midnight, or until otherwise destroyed. You can only conjure one Greenling Spright at a time.
- 68 **Friendly hedgity-pigs.** You conjure 1d10 friendly hedgehog creatures. They are about a foot tall and can carry and move small weights or perform basic folk-crafts, like sewing, knitting, sharpening blades, cooking a meal etc. They walk about half as fast as a normal human pace. The creatures speak in piping musical little grunts which you can understand, but which bystanders will hear as gibberish. They are not much good in a fight. If left alone for more than about 5 mins the hedgity-pigs will start singing and dancing. If they are unsupervised and there is beer (or similar) nearby, they will get into the beer and become quite drunk and useless. The hedgity-pigs will run off and vanish into shadows as if running through little doorways at the next midnight.
- 69 **Phantom badger.** You conjure an illusory badger that is about three times the size of a normal badger. The badger will understand simple instructions and can perform any physical tasks that a badger of about this size might be able to perform. It is not very effective in a fight, and should be treated as having the same attributes large dog if directed to attack. However, the badger can tunnel through anything, including stone, wood or even iron. It takes about five minutes to tunnel 2 m into dirt, 10 minutes for hard clay, 20 mins for wood or stone, 40 mins for anything harder than stone. The badger cannot tunnel into surfaces that are protected or hardened with enchantment.
- 70 **Paths in the Wild Wood.** Cast by naming a place that you have visited before. A path will appear in the ground, parting trees and shrubs, and trailing over grassy or bare ground. The path appears ahead of you and disappears behind you. If you follow the path, it will lead you to the place you have named by the shortest safe route (avoiding natural and unnatural dangers on the way).
- 71 **Bear Strength.** Roll on advantage on your next three tests of a Fortitude-based Skill.
- 72 **Apple-musk:** You conjure a powerful smell of ripe apples. Everyone within 10 m must make a Test of Volition (Difficulty 1) or be driven to ravenous hunger. Anyone affected by this smell will ignore anything other than immediate lethal threats in order to go off and find food. The effect ends once they have eaten their fill. **Echo.** Increase Difficulty by 1.
- 73 **Summer Sapple:** Summons a dappled spray of light. The light is enough to see by, but does not move with you. It fills an area of about 20 m radius. The air feels slightly warmer than the surroundings, and anyone

- who enters the Summer Dapple will feel a pleasant peacefulness. It is unusually easy to fall asleep in the Dapples, though there is no overpowering urge to do so. Lasts until the next midnight.
- 74 **Greenweed steps:** Rank, twisting weeds spring up in your footsteps. The weeds grow unnaturally fast, and within seconds will rapidly fill up an area about 5 m across. They grow to a point slightly over waist height. The weeds are difficult to move through, and anyone attempting to run, manoeuvre or even walk does so at Disadvantage. The weeds are natural, and will remain growing as long as they are in sunlight and have soil and water. It takes quite a bit of effort to clear them. The spell lasts for about 100 m of walking. **Echo.** Add 100 m.
- 75 **Summerful noises:** Conjures noises of summer: bird songs, squirrels chittering, the noise of ruffling waters, gentle breezes in the trees. The noises hang upon and haunt the air around you and move with you. They last for an hour and don't require concentration to maintain. Any night demon, undead or similar evil spirit must make a Test of Volition (Difficulty 1) or be driven away by the noises, which they hear as painful, awful shrieks and screams. **Echo.** Add one to Difficulty.
- 76 **Shimmer in the Air:** Conjures a shimmer of light in the air in front of you. The shimmer is bright and difficult to see through. Any nocturnal creature or night-being cannot see through the shimmer at all: it effectively provides a 'curtain' of about 10 m by 10 m through which such creatures cannot see. Anyone else must make a Test of Awareness (Difficulty 1) or, similarly, not be able to see through the curtain of light. **Echo.** Add one to Difficulty.
- 77 **Summerlit Magic:** Cast by touch. Causes an object no larger than a cloak to grow warm and give off a small, gentle glow of golden light. The light is about the same as a candle, and enough to see by. The warmth is enough to provide mild protection against the cold (roll at Advantage against any cold attacks or inclement weather). Lasts until midnight.
- 78 **Swarming:** Conjures up a swarm of biting summer midges. The midges cannot do any serious damage, but their bites are irritating and itchy. Even as large monstrous creature could be put off if the swarm is set on its face or eyes. The swarm can be directed to 'attack' any one creature or character within sight. The target must make a Test of Volition (Difficulty 1) at the start of each round in order to do anything other than swat away flies (they however will still evade or defend themselves against lethal dangers. i.e. the swarm doesn't reduce a character to an immobile target). **Echo.** Add one to Difficulty or add another target.
- 79 **Dragonfly lamp:** Conjures a dragonfly that is about 30 cm long and carrying a glowing brass lamp from its feet. The dragonfly will follow you around, but can be directed by concentration. However, you don't need to concentrate to just have it follow you. The lamp sheds about the same light as a normal lamp. Lasts until midnight.
- 80 **Emerald dragonfly:** You conjure a giant dragonfly made of shimmering emerald. It is about a metre long and can carry approximately the same weight as a normal sized eagle. You can control the dragonfly by concentration and can see through its eyes but cannot hear anything. It can move by line of sight, but will vanish in a cloud of green mist if you lose sight of it. Treat the dragonfly as a sunlit-weird if used to fight. It cannot be maintained for more than an hour, even through undisturbed concentration.
- 81 **Summer's last rays.** You glow as if lit by the sun at noon, and a golden glow spreads out from you across the ground (5 min). Looks impressive, but no other effects.
- 82 **Summerlit blast:** Summons a blast of white hot light. The blast targets one character or creature within sight and inflicts 3d10(2) damage. If the target is undead, a night-demon or similar evil spirit, the damage is 4d10(2). **Echo.** Add a point to Menace (i.e. increase Menace by one for each echo).
- 83 **Music of Boughs:** Cast by touch. Causes a tree and nearby trees (within 100 m) to start playing weird and eerie music by rubbing and tapping branches together. The noise will likely draw attention, but has no other effect (except perhaps to scare off the superstitious). The musical performance lasts until midnight.
- 84 **Walk of the Treefolk:** Cast by touch. Causes a small tree (no taller than 5 m) to uproot itself and take on the shape and form of a humanlike being. Treat this as a Green-Weird. The Green-Weird will obey your instructions, but will return to being a tree if you move more than 100 m away. Lasts until midnight.
- 85 **Boars of Gold:** Conjures a golden, shimmering boar. The boar will obey your instructions, but will vanish in a drift of glowing haze if you move more than 500 m away. Treat the boar as a normal sized adult boar if used for fighting. The boar possesses other abilities of a normal boar, including a powerful sense of smell. It can be used to find truffles, for instance, but won't try to eat the truffles. **Echo.** Conjure an additional boar.
- 86 **Quieten and Dispel:** Cast by touch. Causes a construct, magical area of effect or magical artefact to lose its magic and fade away to what it was before it enchanted. The caster must make a Test of Volition to succeed, and three rounds of ritual chanting are needed for the spell to work. The difficulty is set by the Gamesmaster and depends on the potency of the artefact, spell or enchantment.
- 87 **Laying of the Shade:** Cast by line of sight, however, requires three rounds of undisturbed ritual chanting during which time the target can take aggressive actions but cannot move out of your line of sight. Any undead, night-demons, winter-spirits or evil spirit must make a Test of Volition (Difficulty 1) or be laid. A laid spirit or undead effectively goes to sleep and sinks into the ground or water. The being will remain asleep for a hundred and one years, however, can be woken through the use of dark rituals.
- 88 **Summer's Might:** Cast by touch. Causes a target to flush with summer warmth and strength. The target's next **Fortitude** linked Skill Test will be at advantage. **Echo (1)** Next two Fortitude linked Skill Tests. **Echo (2)** Next three. (etc).
- 89 **Lift curse:** Cast by touch on a cursed person. Requires about 30 minutes of meditation. The caster must make a Test of Volition for the spell to succeed. The difficulty is set by the Gamesmaster. If successful, the curse is lifted. Keep in mind that a partial success or near-failure might result in a partial lifting of the curse. Perhaps most of the curse is extracted, but the

rest is left dormant, or it is reduced in power. A single spellcaster can't attempt to lift the same curse twice.

90 **Mend:** Causes a single broken, worn out or otherwise normal object no larger than a barrel to magically repair and mend. Cast by touch. The spell can be used on shield, armour or broken and rusted weapons.

91 to 97 Ingathering: This is a new Ingathering Node. You can start spells from this point in the future. Gain 1 temporary Anma to spend on this spell each time you visit an Ingathering Node.

98 to 00 Autumn: Proceed to the **Autumn Table** for this Node. Any Threads that leave this Node also lead to **Autumn Nodes**.

## Autumn

The following are spell effects within the Sphere of Autumn. Roll randomly for an effect when you visit a new Autumn Node.

01 to 19 Weirding (roll on the Weirding Table). The Spell is ended. No Threads leave Weirdings.

20 **Mulch.** Faint smells of mulching leaves arises around you

21 **Good fruit.** Any fruit you touch becomes unnaturally delicious to eat. Fruit are also preserved indefinitely (5 min, but effect is permanent).

22 **Gold apple.** A small tree bursts from the ground nearby and puts out leaves and apples. The apples are golden coloured. If eaten, they heal one wound (determined randomly) but also put the eater to sleep for an hour. The tree and apples only lasts for a day, then disintegrate into mist.

23 **Smoke-wisps.** Wispy smoke appears in strands around you. The smoke can be directed to take shapes and move around but is thin and insubstantial (5 min)

24 **Glare.** A flash of light. Will temporarily blind (1 min) any nocturnal or cave creature on a failed normal Test of Quickness. **Echo:** Everyone (not just night-creatures) needs to test Quickness at normal or be blinded for 1 min.

25 **Touch-flame.** Your hands flicker with fire until the end of your next action. Anything flammable you touch has a 2/10 chance of catching fire. Inflicts 1d10(8) injury if you touch a living target. A successful Brawling attack may be required at the discretion of the Gamesmaster. **Echo:** Add +1 to chance to set on fire. Add another 1d10(8) injury die. Extend duration for another action.

26 **Autumn storm.** Stormy sounds of Autumn thunder boom in the air around you. The wind rises to a thrashing gale (5 min). **Echo:** Add 5 min.

27 **Swift-ripen.** All crops within 500 m grow to maturity, ripen and produce their yield (i.e. a field of wheat seeds will grow into full grown wheat and produce heads of seed)

28 **Fireflaught.** You conjure a blast of fire. This can target any one target within line of sight. The attack cannot be dodged. Inflicts 1d10(6) injury. **Echo:** Add another 1d10(6) injury.

29 **Darts of flame.** You conjure two whirling darts of ash and flame. Each dart can be set upon separate targets, or the same target split any way. Roll damage dice together if they target the same target. 1d10(4) Injury. **Echo:** Add another dart.

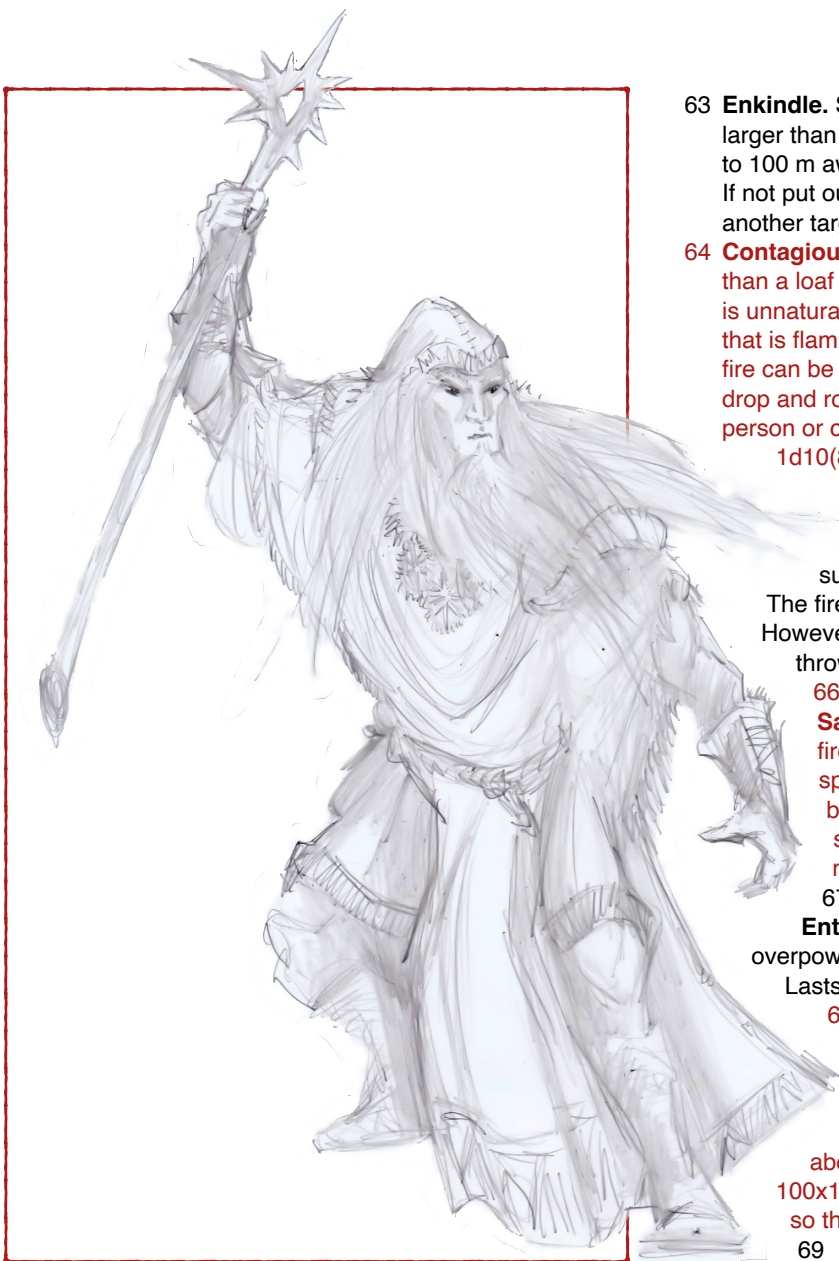
30 **Leaves of Red.** You summon illusory autumn leaves equal to about the volume of a barrel. The leaves can be directed to form into any shape but are inanimate once shaped and have no ability to move (i.e. you could form them into a wheelbarrow, but you would still have to push the wheelbarrow). They are indestructible and can take the structural strain of any weight. The leaves last either until dawn or until you dismiss them. **Echo:** Add another barrel of leaves.

31 **Swirl of leaves.** Illusory autumn leaves swirl around you.

32 **Sweet cider.** All normal drinks within 500m (beer, water in a flagon, wine, milk in a pale) turns into an

- intoxicating apple cider. Anyone who drinks the cider will feel compelled to cavort and revel until the next dawn. Any attempt to physically injure, assault, harm or kill an enchanted partier breaks the spell.
- 33 **Forest table.** A table laden with autumn's spoils appears: fruits and soft breads, roast piglets fattened on acorns, apple cider and good beer. The food is enough to feed 10 people. Any uneaten food and the table itself turn to mist after one hour.
- 34 **Quick-fire.** You can command any natural fire to become animate. It will take on the shape of an animal of your choice but it cannot change size (i.e. the fire from a candle could become a mouse, a torch could become a raven, a campfire could be a boar or large eagle). The animate creature will set fire to anything flammable it touches (as per a natural fire at the Gamesmaster's discretion). It will collapse back into a heap fire after 5 mins.
- 35 **Gold-of-Eyes.** Your eyes shine with a golden Autumnal light and your voice thunders and booms when you speak (5 min)
- 36 **Smoky Pall.** A great pall of illusory smoke erupts around you. It cannot be seen through, and hides you from unnatural senses or magical sight too. The smoke will expand to 10 m radius. You can move through it easily, but no one else trapped in the smoke will be able to see past about 1 m (lasts 5 min).
- 37 **Old wine.** A small bottle of wine appears in your hands. It is delicious, powerfully intoxicating, but also addictive. Anyone who drinks it will come back begging for more. Any undrunk wine along with the bottle turns to mist after 1 hr.
- 38 **Swarm thrum.** A thrum and hum of illusory angry bees follows you (5 min)
- 39 **Near-Hive.** You immediately know the exact location and distance of the nearest hive of wild honey
- 40 **Hotfire.** All natural flames within 200m become so hot that they can melt lead or gold (1 min). **Echo (1).** Can melt copper, silver or bronze. **Echo (2).** Can melt iron or steel.
- 41 **Pearwood.** All dead wood larger than a stool (chairs, doors, walls, tables) within 200m bursts into branches and puts down roots. Leaves appear and then fruit. These are quite delicious, fully ripe, though otherwise normal pears. The growth will survive if it is in sunlight. Note that this includes medium and large sized shields made of wood. **Echo.** All dead wood regardless of size turns into pear trees (this includes small shields, wooden cups, trenchers, sword hilts, spears etc).
- 42 **Autumn lightning.** You conjure a blast of Autumn lightning from your hands. This can target anything within line of sight and causes 1d10(8) injury. **Echo:** Add another 1d10(8) injury.
- 43 **Wildfire.** You summon up an expanding blast of fire. The centre of the fiery explosion can be set anywhere within line of sight. It will cause 3d10(5) injury to all things within a 10 m radius of the epicentre. **Echo:** Add another 10 m radius.
- 44 **Eerie field.** A field of wheat explodes out of the ground in a 200 m radius area. The wheat grows to about 3 m and the stalks are as thick as staves. The wheat is difficult to move through and cannot be cut or burned. It lasts until dawn then evaporates into mist.
- 45 **Call the wind.** You can command and control the wind (200 m, 10 min). The wind can be raised or lulled, but cannot exceed the speed of a normal storm (i.e. you can make it uncomfortable to walk in, or pick up and carry something light, like parchment, but cannot blow down a house or castle).
- 46 **Cinder-steps.** Smoke seeps from your footsteps (5 min)
- 47 **Autumn's path.** Nominate a place you have visited or a person you have met and known by name. A magical path of autumn leaves appears guiding you from you location to that target. Lasts 1 hr then dissipates. Note that the path is visible to anyone.
- 48 **Fiery illusion.** You can conjure illusions of fire, including fireworks or similar. The effect produces no heat but sheds enough light to see by. Lasts about 1 min, during which time you can create multiple illusions at will. Cannot be extended beyond 100 m from your person.
- 49 **Motes of Wildfire.** Conjures a cloud of embers and flames. Inflicts 2d10(7) damage to anything within the circle. Circle is 1 m radius, and can be targeted anywhere within line of sight. Flammable objects inside the circle have a 5/10 chance of catching fire. **Echo:** Add another 1 m radius.
- 50 **Autumnal storm:** Conjures storm winds and howling blasts. The winds are strong enough to make it difficult to move around or speak. On water there is a chance that a boat could be sunk. Affects an area 100 m radius. **Echo:** Add 100 m radius.
- 51 **Place of Autumn:** Changes the airs, light, and season of an area up to 100 m around you. For one year everything within the circle will be Autumnal. Summer sun will not blaze down. Snow will not fall.
- 52 **Good cheer:** The next drink you come into close contact with (barrel of wine, flagon of mead, waterskin) turns into an intoxicating liquor that causes laughter and good cheer. It also causes drinkers to become generous, open minded and helpful. There is no such thing as a 'bad drunk' on good cheer. Only affects creatures or people that could normally become 'drunk' (i.e. most undead or artificial constructs would not be affected).
- 53 **Tendrill of smoke:** Conjures a long, thin ribbon of thick smoke (about 10 m). The smoke can be directed as if it were a giant snake hovering in the air, and can be made to take forms and shapes. However, it has no ability to cause or deflect harm. Lasts 1 min. **Echo:** Add another min.
- 54 **Cloth of Autumn Hues.** You can change the colour of any one garment, bolt of cloth or fabric roll into a bright Autumnal colour: red, yellow, amber or gold. The change is permanent.
- 55 **Autumn's Raiment.** All clothing you are wearing erupts into patterns of red, gold and amber leaves. Leaf-like tassels and other decorations may develop. The change is permanent.
- 56 **Bolt from the Sky.** You can call a bolt of lightning out of the sky. This effect only works outdoors. The air becomes stormy as a part of the spell. It takes 5 min for the air to 'build up' to the lightning bolt. Inflicts 5d10(3) damage to one target and 5d10(1) damage to anyone within 20 m of the target. **Echo.** Add +1 to the damage threshold for the main target (i.e. increase the damage from 5d10(3) to 5d10(4), 5d10(5) etc).
- 57 **Wildfire Bolt.** You conjure and direct a single bolt of fire at a target up to 100 m away. Inflicts 3d10(7) damage, but can be dodged on a Normal Test of Quickness. **Echo.** Make the test to dodge Hard.





58 **Glow of Flames.** You can make any one object or person within 100 m glow as if they are lit up by flames. The light is enough to see by. The effect is not damaging but can illuminate a person or thing that is hidden or otherwise concealed. Lasts 30 min.

59 **Candle-wisps.** You can conjure candle-like flames that hover in the air. The flames can be directed to move about and can move up to 20 m from you. You can conjure a number of flames equal to your Volition. **Echo.** The flames have a 2/10 chance of setting flammable objects on fire that they touch. Lasts 1 min or as long as you remain concentrating.

60 **Command over smoke.** You can sculpt shape, move, blow away or even change the colour and smell of any natural smoke. This ability extends over an area of about 20 m radius.

61 **Veil of Leaves.** You conjure a magical vision of Autumn leaves swirling around you. While this veil of leaves is in existence you cannot be targeted by magical spells. Lasts until the end of the next Action Round. **Echo:** Add 1 Action Round to duration.

62 **Quench.** You can put out any fire that could be put out naturally that is within 100 m. Affects fires up the size of a campfire. **Echo (1)** Up to the size of a bonfire. **Echo (2)** Up to the size of a house fire.

63 **Enkindle.** Sets any one small flammable object (no larger than a loaf of bread) on fire. Can be targeted up to 100 m away. The fire is natural and can be put out. If not put out, the object will burn naturally. **Echo.** Add another target object.

64 **Contagious Flames.** You can set one small (smaller than a loaf of bread) flammable object on fire. The fire is unnaturally 'catchy'. Anything the object touches that is flammable will also set on fire, and so on. The fire can be put out normally (i.e. throw water over it, drop and roll). Inflicts 1d10(8) damage per round a person or creature is on fire. **Echo.** Add an extra 1d10(8) to the damage.

65

**Blazing Cookfire:** Conjures a roaring campfire on one natural surface. The surface must be stable for the spell to work. The fire will burn without fuel until the next dawn. However, it can be put out naturally (i.e. by throwing water over it).

66

**Safeward Fire:** You can place a ward on a fire (no larger than a bonfire) so that it cannot spread or set anything else on fire. It will burn normally if fed more fuel, but cannot spread. Lasts until the fire goes out naturally.

67

**Enticing Smoke.** The air fills with an overpowering smell of a cookfire and cooking food. Lasts 5 min.

68

**Swift-Field.** You can cause a field of grain (wheat, barley, oats, rice etc) to grow suddenly and unnaturally until it becomes ripe and ready to harvest. Takes about 30 sec to grow. Affects an area of up to 100x100 m. This works on recently sown seeds, so that you could sow seed, then cast the spell.

69

**Pumpkin-tangle.** This spell requires a normal pumpkin seed to target. The seed germinates and creates a near-impassable tangle of iron-hard vines in a 2 m radius area. The vines are not flammable or easily cut. Can be caused to grow up to 2 m in height. Anyone in the area must make a normal Test of Quickness or become trapped until they can free themselves. **Echo.** Add 2 m radius to the area of effect.

70 **Pumpkin-Jack.** This spell requires a normal pumpkin seed to target. The pumpkin seed grows rapidly until it becomes a Pumpkin-Jack (a pumpkin-headed magical construct with vines for a body). The construct will obey your instructions. It is tremendously strong, but not very fast and reasonably fragile. Lasts 1 min then falls apart. **Echo.** Add 1 min.

71 **Lantern-Vines.** This spell requires a normal pumpkin seed to target. Causes the pumpkin seed to germinate and form a vine. Growth of the vine can be directed and takes about 10 sec to grow a meter. Every half metre (or so) a pumpkin will form. The pumpkins develop elaborate autumn-lead pattern 'carvings' and are lit from within by a magical flame. The pumpkins are iron hard and will not decay. They can be cut from the vine and carried off, or left to glow in place. The vine will survive indefinitely if it is in sunlight, but can

- be uprooted or burned. The pumpkin lanterns last for 10 days after being cut, then turn soft and decay like a normal pumpkin.
- 72 **Wreath of Autumn's Harvest.** A glowing crown of Autumn wheat, leaves and berries appears hovering above your head. No particular effects, but looks impressive. Lasts 30 sec.
- 73 **Crimson Raven.** You conjure a bright red raven into existence. It will follow your commands but only has the same physical capabilities as an ordinary raven (except that it can talk in simple words). It can move up to 500 m away from you, but you cannot see through its eyes or give commands from a distance. Lasts 5 min. **Echo.** Add another 5 min.
- 74 **Scarlet locks.** Your hair turns brilliant scarlet with streaks of gold. Its natural colour will grow back over time at the usual rate.
- 75 **Autumn eyes.** Your eyes glow with shifting autumn colours. You can see invisible objects and see through illusions. (5 min)
- 76 **Circle of fire.** A circle of fire appears around you, at about 2 m radius. Anything that moves through the circle takes 3d10(5) damage. Lasts 5 min but can be dismissed at will. The circle does not move with you and you are not immune if you try to walk through the fire.
- 77 **Goldenbread.** Targets a loaf of bread. The bread becomes sufficiently nutritious to feed five grown adults for a day. It will keep indefinitely.
- 78 **Firefly cloud.** Conjures a mass of illusory fireflies. The fireflies can fill an area up to 20 m radius. Lasts 5 min. No particular effects, but looks impressive.
- 79 **Leaf fall.** Glowing gold leaves fall out of the air. Any natural creature or person leaf touches must make a normal Test of Volition or fall asleep. The sleep is not unusually deep or magical, and those who fall asleep will easily wake. Covers an area of about 10 m radius. Can be targeted up to 100 m away.
- 80 **Dragon of gold.** A huge golden dragon with a crown-like crest of fire and light appears. This is an illusion, but it is convincing and quite frightening. You can direct its movements, speech or actions by concentration. Lasts 1 min. **Echo:** Add another minute duration.
- 81 **Cloak of leaves.** You conjure a cloak of gold-red-amber leaves. You can place it around your own or someone else's shoulders. While wearing it the person is immune to injury by heat, fire or light and is not hurt by smoke inhalation. Lasts 1 min. **Echo:** Add 1 min duration.
- 82 **Autumn's bounty.** Conjures a near-irresistible and satisfying feast for one creature or person. Requires a normal Test of Volition to resist settling down and eating to satiation even if the target is not very hungry. If the target is hungry (e.g. a hungry wild animal), the desire to eat is irresistible. The spell will be broken and the feast disappears if the target is physically threatened in any way. They will also be angry because their feast is gone. Although seemingly filling, the food is illusory and hunger will return within about an hour later (at which time the feast also evaporates). **Echo.** Add another target.
- 83 **Table of Plenty.** Fills one table with enough fine food to feed the same number of adult humans who could normally sit at the table. The food will satiate and nourish but leftovers disappear after an hour. Requires a table to work.
- 84 **Swirl of leaves.** Illusory autumn leaves float around you, making strange eerie music. (5 min)
- 85 **Light of Autumn Dusk.** Everything within 100 m is bathed in a red-orange glow, as if lit up at sunset. Lasts 1 hr and does not move with you.
- 86 **Jolly poacher.** Conjures a grinning fox who walks upright and carries a bow. The fox immediately leaves and goes hunting. He will bring back one small prey item every 20 min (rabbit, hare, pigeon, duck). Requires that you pass a hard Test of Volition to stop the hunting. Otherwise, continues until the next sunrise (increasingly obliterating the natural wildlife and forming a hill of small corpses).
- 87 **Sleep of Autumn.** Targets a natural spirit, elemental, tree-being or similar. The spell puts the being into a deep sleep. They will rouse if hurt or injured, but otherwise will sleep until the next sunrise.
- 88 **Autumn's show.** Targets the nearest deciduous tree. The tree becomes permanently autumnal, but is not otherwise changed or affected in any way.
- 89 **Gild of Skin.** Your skin turns golden for one hour. You can scrape real gold out of your skin but you will do injury to yourself if you do. Each gold coin's worth of gold that you cut from yourself in this way deals one Shallow Wound. The gold will be in the form of gold leaf. It is real and does not disappear over time. Note that this may make you an attractive target for unscrupulous individuals too.
- 90 **Angry hive.** The nearest beehive (within 1 km, if no hives present then there is no effect) swarms and flies to you. It will obey your instructions for 1 hr. At the end of the hour, the swarm returns to its nest.
- 91 to 97 **Ingathering.** This is a new Ingathering Node. You can start spells from this point in the future. Gain 1 temporary Anma to spend on this spell each time you visit an Ingathering Node.
- 98 to 00 **Winter.** Proceed to the **Winter Table** for this Node. Any Threads that leave this Node also lead to **Winter Nodes**.



# Winter

The following are spell effects within the Sphere of Autumn. Roll randomly for an effect when you visit a new Autumn Node.

01 to 19 Weirding (roll on the Weirding Table). The Spell is ended. No Threads leave Weirdings.

20 **Hungering dogs.** xxx

21 **Icicles of the Maw.**

22 **Tree of frozen apples.**

23 **Serpent of Ice and Shadows.** xxx

24 **Chill Dagger.** xxx

25 **Veil Against the Flame.** xxx

26 **Snowdrift.** xxx

27 **Snowblind.** xxx

28 **Hard Frost.** xxx

29 **Freezing Touch.** xxx

30 **Lights of Northern Winters.** xxx

31 **Snowstorm Implets.** xxx

32 **Plunge of Cold Air.** xxx

33 **Armour of Ice and Darkness.** xxx

34 **Shield Against All Fire.** xxx

35 **Winter-eyes.** xxx

36 **Word of Icy Command.** xxx

37 **Old Songs Sung in Winter.**

38 **Warmth of the Winter's Mead.**

39 **Frostgrim Bolt.** xxx

40 **Glory of Ice and Storms.**

41 **Voice that Freezes.** xxx.

42 **Winter's Hunger.** xxx.

43 **Resolute to the Cold.** xxx

44 **Ensnarement of Ice.** xxx

45 **Tomb of Blue Ice.** xxx

46 **White Raven.** xxx

47 **Frostsculpting.**

48 **Conjuration of Ice.**

49 **Winds that Flay.**

50 **Wrack of Winter's Storm:**

51 **Place of Winter:** Changes the airs, light, and season of an area up to 100 m around you. For one year everything within the circle will be Wintry. Summer sun will not blaze down. Snow will fall constantly.

52 **Frost in the Footsteps:**

53 **Waterfreeze Touch:** xxx

54 **Cloth of Autumn Hues.** You can change the colour of any one garment, bolt of cloth or fabric roll into a bright Autumnal colour: red, yellow, amber or gold. The change is permanent.

55 **Winter's Raiment.** All clothing you are wearing erupts into patterns of white, blue and icy silver swirls. White fur will grow along hems and inside your clothing. Icicle-like decorations may develop. The change is permanent.

56 **Ice Upon the Air.** xxx

57 **Storm of Ice Shards.** xxx

58 **Sword of Burning Cold.** xxx

59 **Frost Bolt.**

60 **Wintry Blast.**

61 **Ermine Scurries.**

62 **White Fox.**

63 **Ice Bear.**

64 **Contagious Ice.**

65 **Sheer Sheet of Frost:**

66 **Coldfire Enkindle:**

67 **Dreams of a Winter Hall.**

68 **Winter-Blight.**

69 **Path of Ice.** Stairs, bridge.

70 **Fingers of the Chill Wind.**

71 **Freeze the Blood.**

72 **Bestial Frosts.** xxx

73 **Calm Winter's Sky.** xxx

74 **Spears of Ice.** xxx

75 **Taunting Wind.** xxx

76 **Spirit of the Niveal.** xxx

77 **Circle of Unfire.** xxx.

78 **Ray of the Ice Cold Marble.** turn to stone.

79 **Frostbite Curse.** xxx.

80 **Crown of Rime and Silver.**

81 **Obedience of the Frost-given.**

82 **Howl of Winter's Pack.**

83 **Hunt of the Winter Wolf.**

84 **Swirl of leaves.** Illusory autumn leaves float around you, making strange eerie music. (5 min)

85 **Nightmare Ice.** xxx.

86 **Winternight Doom.** xxx

87 **Winter' Bright Stars.**

88 **Freeze to the Shatter.**

89 **Grinding Ice.**

90 **Freezing Shadow.** Your shadow causes freezing damage to anything it falls upon. Lasts one Action Round (about 30 sec - 1 min). Causes 1d10(1) damage). **Echo (1)** Lasts two rounds. Causes 2d10(2) damage. **Echo (2)** Lasts three rounds. Causes 3d10(3) damage. **(etc)**

91 to 97 **Ingathering.** This is a new Ingathering Node. You can start spells from this point in the future.

98 to 00 **Winter.** Proceed to the **Shadow Table** for this Node. Any Threads that leave this Node also lead to **Shadow Nodes.**

## Shadow

The following are spell effects within the Sphere of Autumn. Roll randomly for an effect when you visit a new Autumn Node.

- 01 to 19 Weirding (roll on the Weirding Table). The Spell is ended. No Threads leave Weirdings.
- 20 **Illusion of Shadow.** You can conjure an illusion out of shadows. The illusion can move around, but cannot make noise on its own and will pass through any solid object. Lasts 5 min. Can be conjured anywhere within 100 m distance. The illusion can fill the entire 100 m radius if desired. **Echo:** All **illusions** (past the first) add 5 min to the duration of all illusions conjured in a single spell.
- 21 **Illusion of Sight.** You can conjure an illusion that looks perfectly like any object(s), person(s) or animal(s). The illusion can move around, but cannot make noise on its own and will pass through any solid object if you let it. The illusion can fill the entire 100 m radius if desired. Lasts 5 min. Can be conjured anywhere within 100 m distance. **Echo:** All **illusions** (past the first) add 5 min to the duration of all illusions conjured in a single spell.
- 22 **Illusion of Mists.** You can conjure an illusion out of mists or fogs. The illusion can move around, but cannot make noise on its own and will pass through any solid object. Lasts 5 min. Can be conjured anywhere within 100 m distance. The illusion can fill the entire 100 m radius if desired. **Echo:** All **illusions** (past the first) add 5 min to the duration of all illusions conjured in a single spell.
- 23 **Illusion of Sounds.** You can conjure illusory noises and sounds. The illusions will last 5 min. You can create any sounds you like, including voices. They can be made to appear to originate anywhere within 100 m distance. The noises cannot be louder than a human shout. **Echo:** All **illusions** (past the first) add 5 min to the duration of all illusions conjured in a single spell.
24. **Illusion of Touch.** You can lay an illusion of touch across an area, upon an object, or even into the air. The illusion can provide any sensation of touch, including sharpness, smoothness, roughness, cold or heat, but cannot inflict pain or physical injury. Last 5 min. Can be conjured anywhere within 100 m distance. The illusion can fill the entire 100 m radius if desired. **Echo:** All **illusions** (past the first) add 5 min to the duration of all illusions conjured in a single spell.
25. **Illusion of Flames.** You can conjure an illusion out of fiery shapes. The illusion can move around, but cannot make noise on its own and will pass through any solid object. Lasts 5 min. Can be conjured anywhere within 100 m distance. The illusion can fill the entire 100 m radius if desired. **Echo:** All **illusions** (past the first) add 5 min to the duration of all illusions conjured in a single spell.
26. **Illusion of Light.** You can conjure an illusion out of shimmering and glowing lights. The illusion can move around, but cannot make noise on its own and will pass through any solid object. The illusion sheds enough light to see by. It cannot be bright enough to blind. Lasts 5 min. Can be conjured anywhere within 100 m distance. The illusion can fill the entire 100 m radius if desired. **Echo:** All **illusions** (past the first) add 5 min to the duration of all illusions conjured in a single spell.
27. **Illusion of Phantoms.** You can conjure an illusion out of phantom and ghostly images. The illusion can move around, but cannot make noise on its own and will pass through any solid object. The illusion sheds enough light to see by. It cannot be bright enough to blind. Lasts 5 min. Can be conjured anywhere within 100 m distance. The illusion can fill the entire 100 m radius if desired. **Echo:** All **illusions** (past the first) add 5 min to the duration of all illusions conjured in a single spell.
28. **Seeming of Face.** You can change the appearance and voice of any one target person so that they look and sound like someone else. Lasts 5 min. Can be targeted anywhere within 100 m distance by line of sight. **Echo:** Either add an extra person, **or** add 5 min to spell duration.
- 29 **Seeming of Skin.** You can change the appearance and voice of any one target animal or creature so that it will look and sound like an entirely different animal or beast. Lasts 5 min. Can be targeted anywhere within 100 m distance by line of sight. This the effect extends to unnatural creatures, so that you could make a dog look like a fiery magical bear. You do not gain any control over the animal. **Echo:** Either add an extra animal, **or** add 5 min to spell duration.
- 30 **Seeming of Object.** You can change the appearance of any one inanimate object so that it will look and feel like an entirely different object, including heft, mass and taste. The object must be light enough to be carried with two hands. Lasts 5 min. Can be targeted anywhere within 100 m distance by line of sight. **Echo:** Either add an extra object, **or** add 5 min to spell duration.
- 31 **Passwall.** You can pass through any one normal solid wall or door that is no more than 1 m thick. The effect lasts for about a minute. If you haven't stepped through a door or wall in that time, the effect is lost.
- 32 **Mistform.** You change into a mist-like spectre. In this shape you cannot be harmed, but you cannot cause injury or cast spells. You can flow or float like mist, and can pass through crevices, keyholes or under doors. Note that the default is that your clothing and equipment does not change with you. **Echo: (1)** Your clothing and equipment changes with you.
- 34 **Enthralling voice:** Your voice becomes charmed and enchanting for 5 min. Add a +1 temporary bonus to all Social Skills. **Echo:** Either add 5 min or add another +1 bonus.
- 35 **Flowers of Shadow:** An illusory plant grows at your feet, sprouting vibrant purple flowers. The flowers give out a powerful perfume. All normal living creatures within 10 m (besides yourself) must make a **Test of Volition** at Normal, or fall asleep. Any Character who resists the urge to fall asleep but remains within the flower-bed must make a similar test at the start of every Action Round. They can, however, choose to simply move away from the sleep-inducing perfume. The sleep is natural, so that the creature will wake to loud noises or if shaken or hurt. Those who fall asleep will wake naturally when fully rested. **Echo:** Add +1 to difficulty to resist.
- 36 **Somniloquent.** If you win a **Contest of Volition** with a target, then the target passes into a sleepwalking

- state. They will obey instructions (in a clumsy, shambling way) for 5 min. They cannot be made to harm themselves or anyone else in this state. **Echo:** Add 5 min to duration.
- 37 **Phantom Sleight.** You can move any one object through the air up to about 10 m. The object must be light enough for you to normally pick up in one hand. It cannot be used to attack, as it does not have any strength behind it.
- 38 **Counter-spell.** This sets up one 'counter-spell'. The counter-spell waits for you to trigger it, but it can only remain 'primed' for the length of one Prolonged Action Conflict or Combat. If you have a counter-spell ready, then you can choose to counter any one spell cast by another Character. The spell will fail if that Character does not pass a Normal Difficulty **Test of Volition**. **Echo:** Add +1 to the difficulty of the Test of Volition. Note that counter-spells cannot be counter-spelled. You can only have one counter-spell 'readied' or 'primed' to cast at a time.
- 39 **Phantasmal Warrior:** An eerie phantom shape of an ancient warrior appears and strikes any one target. The blow lands automatically and deals 3d10(X) injury where the Menace (X) is equal to your **Volition** Skill rank.
- 40 **Wyrd Monster:** A huge illusory monster that is suitable to the setting appears. It might be something like a dragon, manticores or other strange creature. The monster will be friendly, quite chatty and helpful, but it acts independently of you and is not under your 'control' exactly. It is very impressive to look at, and can communicate and move around but has no ability to cause harm, block injury or in any other way do anything physical. If it suffers any injury at all it dissipates in a puff of glittering smoke. If it hasn't already dissipated, the creature dissolves after an hour.
- 41 **Uncanny Shadow:** Your shadow gets up and turns into a version of you, except that all colours are inverted and it is generally more shadowy and always seems to be poorly lit. The Shadow has all your abilities and limits, but, it cannot cause injury or cast spells. It can move around, talk, pick up objects and otherwise interact with the world. It also carries copies of all your equipment. Note that because of the inverted colour, any money is obviously 'wrong' and merchants are unlikely to accept it. Any duplicated magical items do not have duplicate magical powers unfortunately too. The Shadow can be dispatched to do any task, which it will attempt to undertake faithfully. It will either return after the task is done, or return if it is 'killed', or return after an hour has elapsed (whichever comes first). When the Shadow returns, it rejoins to you and you gain all its memories as if you had undertaken the actions yourself.
- 42 **Deeping Dance:** All shadows within 100 m darker and grow deeper. You can cause the shadows to move around, dance, rise up and otherwise act like puppets. However, they have no ability to do harm or interact physically with the world.
- 43 **Wolf of the Shadow:** You conjure a single large dangerous looking and strange wolf. This is a **Shadow-Wolf**. It will follow simple instructions but cannot leave your line of sight (if it does, it vanishes). It will otherwise dissipate after 5 min. If you send it to attack someone or something, then it will take injury and could be destroyed before the 5 min is up. **Echo:** Add another **Shadow-Wolf**.
- 44 **Fox-friend:** The nearest fox (within 1 km, if no foxes present then no effect) will run to your presence (note this could take a while depending on how far away the nearest fox is). It will be attentive and follow any one simple instruction you give it. The instruction must be something that a normal fox could perform. The task can be dangerous but the instruction cannot be outright suicidal.
- 45 **Fox-form:** You turn into a large, upright-on-hind legs, walking and talking fox for an hour. You retain your clothing, opposable thumbs, abilities and skills, though are far more agile (add +1 to all **Quickness** based Skills). **Echo:** Add another +1.
- 46 **Cat-paws:** You turn into a cat for 5 mins. You are a normal, ordinary cat and cannot talk or cast spells. Your clothing and equipment do not change with you. **Echo:** Either your clothing and equipment change with you or add another 5 min.
- 47 **Word of Command:** This spell applies to any one target within earshot. The target must obey a simple one-sentence instruction. The instruction cannot cause the target to put their own life in danger, but can be otherwise against character. The target is allowed a Normal **Test of Volition** to resist (Difficulty 1). Wears off in an hour if the task is not complete. **Echo:** Add +1 to the resistance difficulty.
- 48 **Charmed Seeming:** For 10 mins everyone you meet will be convinced that you are a really decent and honest person. This affects their interactions with you somewhat, so that they will tend to be more positive and trusting. If presented with apparent evidence that you are not trustworthy, they need to pass a Normal **Test of Volition** (Difficulty 1) to realise that they were mistaken about you. **Echo:** Add +1 to difficulty.
- 49 **Cloud of Wings:** You conjure a large flock of illusory ravens. The ravens cannot cause harm but can block line of sight and mob other characters, causing them to be distracted and confused. Lasts 30 seconds. **Echo:** Add 30 seconds.
- 50 **Cloak of Stars:** A cloak of shadows and stars forms about your shoulders. It will last up to 5 min by concentration. While the cloak is in existence you cannot be the target of magical spells, but you also cannot cast spells.
- 51 **Unseen:** You become invisible but only as long as you don't move from where you are standing, sitting or resting. If you take any aggressive or elaborate actions (such as casting a spell, firing a bow, or throwing something), you become visible in a shadowy, ghostlike way for the time it takes to perform the action. If you take a step, the effect is broken and you become completely visible.
- 52 **Dark is the Night:** A pitch and deep darkness fills an area of about 20 m radius. Any natural light sources within the darkness barely light up more than 1 or 2 m in any direction. The darkness lasts 5 min. **Echo:** Add another 5 min.
- 53 **Silence:** Nothing can make a sound within 20 m of you. Maintained by concentration.
- 54 **Deepening Slumber:** Anyone who is already asleep within 100 m of you will remain deeply asleep despite loud noise or any other commotion. They will however wake up if touched.

- 55 **Penumbral blade:** Conjures an illusory longsword (or other weapon of your choice) with Menace 3d10(X) where X is your **Volition**. The Sword counts as Lesser Enchanted. It will last until the end of a Prolonged Conflict or Combat. You cannot give the sword away, but you can throw it. If you throw it, the sword automatically hits a single target for damage rolled as normal. **Echo: (1)** Counts as Greater Enchanted. **Echo: (2)** Counts as Elder Enchanted.
- 56 **Penumbral mount:** Conjures an illusory horse (or similar mount) made of shadows. It will bear you (or someone else) anywhere you ask that is within 20 km, at about three times the speed of a normal galloping horse. You do not need any ride checks. The horse will dissolve slowly, giving you about a minutes warning that it is about to dissipate. You can dismount or hold on and tumble to the ground.
- 56 **Penumbral shield:** Conjures a shadowy small shield. The shield acts as a normal small shield, but will vanish at the end of a Prolonged Conflict. **Echo (1)** Medium shield. **Echo (2)** Large shield.
- 57 **Penumbral Bow:** Conjures a shadowy bow that functions as a longbow. You can use the bow to shoot arrows, though a test of Ranged skill is still needed to hit targets. Arrows count as Lesser Enchanted attacks, and deal 3d10(X) damage where X is your **Volition**.
- 57 **Mirror of Horrors and Dreams:** Conjures a tall mirror with an ornate frame of twisting gold and shadows. Anyone who looks in the mirror must make a Normal **Test of Volition** (Difficulty 1) or be transfixed and compelled to stare into the mirror watching visions of horror and wonder. The mirror will remain in place for an hour, but can easily be toppled or otherwise shattered by force. If someone transfixed by the mirror is physically attacked, the spell breaks and the mirrors shatters. **Echo:** Either add an hour or add +1 to difficulty to resist.
- 58 **Tree of Shadows and Lights:** A tall, shadowy elm-like tree with heavy leaves and branches erupts at your feet and grows to the size of a large, old tree. Under the canopy of the tree, darkness becomes blindingly thick and natural lights do nothing more than give out a faint and feeble ember glows. At the same time drifting fairy-lights appear in the branches. You can direct these to move around, glow brighter or weaker, and shed light as pleases you. The tree lasts until sunrise and covers and area about 20 m radius.
- 59 **Shadow-Walk:** You can climb or walk up shadows cast by large objects. So, for example, you could walk up a shadow cast by a staircase. Lasts 5 min. The surface will start to dissolve slowly, giving you about a minute's warning that the spell will end. **Echo.** Add 5 min.
- 60 **Shadow Aplenty:** You can conjure an exact duplicate of an inanimate object by picking up its shadow. The object must be light enough that you could normally lift it. The object will no longer cast a shadow while you are using the duplicate. The duplicate will look like the original except that it is more shadowy and ghostly seeming. It gains all physical properties, but does not gain any magical properties of the original (i.e. if you duplicate a magic sword, you just get a sword). The object lasts until sunrise, or until dismissed by the caster.
- 61 **Shadow Path:** You can step into any one shadow that is your size or larger, pass through a dark tunnel (taking about 30 seconds) and emerge out of any other shadow that is your size or larger, where the second shadow can be no farther away than 100 m from the first shadow and both shadows must be within line of sight.
- 62 **Beguile:** Choose a target Character. That Character must beat you in a **Contest of Volition** (i.e. you win draws), or become enthralled by your voice and willing to obey your command. They can be relatively easily snapped out of the beguilement by being shaken, slapped or otherwise physically jolted. However, if they are not awakened they will continue to obey your instruction(s) for one hour. If you instruct them to do something that is obviously dangerous (such as walk off a cliff) they are allowed a Normal Test of Volition to resist.
- 63 **Fear:** Choose a target Character. If that Character fails a Normal **Test of Volition** they become inordinately and irrationally afraid of any one person or thing that you nominate in the area. **Echo:** Increase resistance difficulty by one.
- 64 **Command Over Shadows:** You can issue one command. Any insubstantial elemental, spirit or demonic beings (such as shadow, mist or darkness spirits) that hear you must make a Normal Test of Volition or follow the command, even if it is life-threatening. **Echo:** Increase resistance difficulty by one.
- 65 **Call Shadow:** The nearest insubstantial elemental, spirit or demonic being (such as shadow, mist or darkness spirits) moves to be in your presence. Only one spirit is summoned. This may take some time depending on how far away the spirit is and how it moves. When it arrives it will be friendly, but won't necessarily do as you instruct. A bargain may need to be struck. **Echo:** Summon another spirit of the same type as the first spirit summoned etc.
- 66 **Whirl of Darkness and Embers:** Roll a number of d10 equal to your Volition. Each roll that is equal to or less than your Volition counts as a success. For each success you can confuse and distract a single Character for 3 Action Rounds (they make all rolls at Disadvantage). Range is up to 100 m.
- 67 **Crown of Stars:** A glittering crown of stars appears around your head, then fades away. The next spell you cast can start anywhere on your Spellmap as long as it is a Shadow Spell and you spend 1 Effort to do so (i.e. you are not restricted to starting on an Ingathering Node).
- 68 **Sidereal Blood and Dreams:** A wreath of stars appears over your body and flows down to the ground, like a trailing cloak. The effect lasts a few seconds. The next spell you cast can tap a pool of ten bonus Anma, however, you also take one Shallow Wound if you choose to make use of this bonus Anma.
- 69 **Halt:** You can cause a number of mortal Characters up to the value of your Volition to stop in their tracks. They can no longer advance towards you, but are free to move any other way, including retreating, casting spells or attacking you with ranged weapons. The effect lasts two Action Rounds or about 30 seconds. **Echo:** You can cause any being, whether a spirit, dragon or even a god to momentarily halt.
- 70 **Unpleasant surprise:** You can cause one Character to be covered with an illusory layer of something that Character finds extremely unpleasant, whether it is



human filth, spiders, angry pixies or rats. No one else can see the illusion and the Character will appear to be reacting to something invisible to everyone else. The Character is allowed a Normal **Test of Volition** (Difficulty 1) to resist. Note that even a character covered in something quite unpleasant will still react if attacked in a life-threatening way. Lasts two Action Rounds or about 30 seconds. **Echo:** Increase difficulty to resist by one.

**71 Curious pleasures:** Choose a target. You must make physical contact with the target to cast the spell. If you win a **Contest of Volition** you can cause that target to lose all inhibitions until sunrise. They will have no sense of right or wrong, and will do whatever pleases them without considerations for ethics or legal restrictions. They may however retain innate moral beliefs if they are truly a good person deep down inside (but will still do things like eat and drink too much, and take all sorts of other risks). **Echo:** Increase the difficulty to resist by one (i.e. Contest of Volition where you get a +1 success bonus).

**72 Voiceless:** Choose a target. You must make physical contact with the target to cast the spell. If you win a **Contest of Volition** you can cause that target to lose their ability to speak until sunrise. **Echo:** Increase the difficulty to resist by one.

**73 Mirror of Dreams:** Cast on a normal mirror by touch. Anyone who looks in the mirror will see themselves as they want to be, rather than who they are. The effect can be quite emotionally distracting and even destructive. The effect lasts until sunrise.

91 to 97 **Ingathering.** This is a new Ingathering Node. You can start spells from this point in the future.

98 to 00 **Death.** Proceed to the **Death Table** for this Node. Any Threads that leave this Node also lead to **Death Nodes.**

## Death

The following are spell effects within the Sphere of Autumn. Roll randomly for an effect when you visit a new Autumn Node.

01 to 19 **Weirding** (roll on the **Weirding Table**). The Spell is ended. No Threads leave **Weirdings**.

Shadeful Utterings

20 **Unheal.** xxx

21 **xxx.** xxx

22 **xxx.** xxx

81 to 87 **Ingathering:** This is a new Ingathering Node. You can start spells from this point in the future. Gain 1 temporary **Anma** to spend on this spell each time you visit an Ingathering Node.

88 to 00 **Malediction:** Gain a permanent **Malediction** (Rolled randomly).

# Maledictions

Maledictions are permanent curse-like effects that can come about through the practise of Death-magic. The Player does not have any control over a Malediction.

- 01 Cats are afraid of you.
- 02 Dogs find you threatening and may even attack.
- 03 Your shadow kills plants.
- 04 No food will cook within 100 m of you, no matter how long it is in a fire or stove.
- 05 You can only eat raw meat. Any other food will make you vomit.
- 06 Milk sours immediately within 100 m of you.
- 07 Flames and fires turn a sickly green-grey colour in your presence (10 m radius).
- 08 The sun feels as if it provides no warmth within 100 m of you.
- 09 You lose your sense of taste.
- 10 You lose your sense of smell.
- 11 All domestic animals are afraid of you.
- 12 All wild birds will attack you aggressively if you come within 100 m of their nest.
- 13 Snakes are attracted to you. Wild snakes will follow you about and stare at you.
- 14 Your eyes permanently turn blood red in colour.
- 15 You become shrivelled and withered looking but are otherwise unchanged in terms of physical abilities.
- 16 Your skin gains a corpse-like greyish sheen.
- 17 Your skin feels unnaturally cold to touch.
- 18 You cannot get drunk, no matter how much you drink.
- 19 You are immune to all poisons. Any place you sleep in will have an unusual number of spiders in it in the morning.
- 20 You are completely immune to all fire, including magical fire.
- 21 All natural fires and flames snuff out within 100 m of your presence.
- 22 Wounding effects are delayed. You will appear to be unharmed from an injury until an hour after being wounded, then the wound opens on your flesh as if by magic.
- 23 You cannot be tricked or deluded by **Shadow** spells or illusions.
- 24 Flies follow you around.
- 25 Trees make eerie groaning noises within 100 m of your presence.
- 26 Your eyes glow in the dark.
- 27 If you die you will return as an undead at the following midnight. Specific undead at Gamesmaster's discretion.
- 28 Your Fortitude is permanently reduced to 1. This will affect Wound Slots.
- 29 Undead will perceive you as a potential ally and wish to talk with you.
- 30 Demons or similar evil spirits will perceive you as a potential ally and wish to talk with you.
- 31 Dragons and similar monsters will perceive you as a potential ally and wish to talk with you.
- 32 You hair turns deathly white, and becomes fragile and brittle, as on a corpse.
- 33 You become sterile and cannot beget children
- 34 Anyone who falls asleep within 100 m of you has a 1/10 chance of being inflicted with a Rank 2 Poison (end effect blindness) when they awake.
- 35 Anyone who falls asleep within 100 m of you suffers from terrible nightmares until they wake. Their rest will be disturbed and unpleasant.
- 36 Minor evil spirits and demons are attracted to you. They will follow you around for days at a time, but are not usually helpful in any way. They just sneak along after you, keeping to the shadows and watching you with delight.
- 37 Your reflection becomes permanently disfigured, and looks like an ancient and shrivelled corpse
- 38 Your shadow sometimes leaves your feet and moves about on its own, as if it has its own business it needs to attend to. It always returns within a few hours, or at most after a couple days.
- 39 Any food you touch becomes tasteless and bland.
- 40 If you spend more than seven hours in one place, then all food within 200 m radius becomes tasteless and bland.
- 41 Your movements are completely silent. You make no footstep sounds and your clothing does not rustle when you walk.
- 42 You permanently gain the ability to speak the language of snakes and serpents. Note that snakes will not necessarily be friendly, but you can talk to them.
- 43 You permanently gain the ability to speak the language of spiders and scorpions. Note that these creatures will not necessarily be friendly, but you can talk to them.
- 44 You permanently gain the ability to speak the language of crows and ravens. Note that these creatures will not necessarily be friendly, but you can talk to them.
- 45 You permanently gain the ability to speak the language of wolves. Note that these creatures will not necessarily be friendly, but you can talk to them.
- 46 You cannot heal cleanly from a wound. Your injuries always fester. It takes twice as long to heal naturally.
- 47 Healing magic no longer works on you.
- 48 Healing herbs and potions no longer work on you.
- 49 Healing magic no longer works within 100 m of you.
- 50 Healing herbs and potions no longer work within 100 m of you.
- 51 **Distant shriekings.** A faint sound of distant shrieking follows you around. It may take some time for others to notice. They will find the screaming puzzling and will likely think that the sound is emanating from some distance away. Any attempts to tack the noise will be fruitless.
- 52 **Bleak voice.** Your voice becomes broken and tortured sounding. It is unpleasant to listen to.
- 53 **Howlings.** Any wolf within 1 km of you is compelled to howl repeatedly as long as you remain in its general area. Wolves won't ignore eating, sleeping or feeding to do this, but they will otherwise take any opportunity to howl incessantly.
- 54 **Music-is-pain.** You can no longer enjoy music. All music sounds grating and irritating to you, to the point that you usually have to leave a space where music is playing.
- 55 **Screams-are-music.** Painful screams now sound beautiful to you, like the most wonderful music.



- 56 **Laughter-is-pain.** You find laughter painful to listen to, and need to remove yourself from anyone who is laughing after more than a minute or two.
- 57 **Darkness Self.** You can be affected by any spell or magical effect that would normally only affect undead, demons or dark spirits.
- 58 **Herb-wither.** Any growing healing herbs you pass within 100 m of die and wither, becoming useless.
- 59 **Deep-Shadow.** All shadows turn inky black and cold to touch (200m, 5 min)
- 60 **Shadow-wither.** Your shadow kills any normal plant it touches (5 min)
- 61 **Glow-of-baubles.** Floating balls of blue and green light follow you (5 min)
- 62 **Bleed.** You bleed from your fingernails and gums (take 1 Shallow Wound)
- 63 **Raw-of-flesh.** If you eat anything other than raw meat you suffer 1 light wound (until dawn)
- 64 **Light-ripples.** Flickering ripples of glowing light crackle over the ground (10m, 1 min).
- 65 **Roses.** The air fills with an overpowering smell of roses. Fades naturally.
- 66 **Brimstone.** The air fills with an overpowering smell of brimstone. Fades naturally.
- 67 **Woodsmoke.** The air fills with an overpowering smell of woodsmoke. Fades naturally.
- 68 **Snow-of-earth.** Your footprints leave a trail of snow (5 min)
- 69 **Agonising healing.** All your wounds are healed but you are also wracked with painful convulsions for an hour
- 70 **Age-in-glass.** Your reflection shows an ancient, decrepit version of you (until dawn)
- 71 **Praise.** All statues, paintings, etched faces come to life and sing loudly of your praises (200m, 5 min)
- 72 **Signs-of-Flame.** Twelve glowing arcane signs appear in the air and hover around you (1 min)
- 73 **Murder-of-Crows.** All crows, ravens and rooks are drawn to you from within 1km and follow you about for 30 min
- 74 **Pale-hair.** Your hair turns dead white. Its natural colour will grow back over time at the usual rate.
- 75 **Suffuse.** Beautiful blue glowing light suffuses the ground around your feet (5 min)
- 76 **Circle of symbols.** A circle of magical symbols flares into fire around your feet then flickers away (momentary)
- 77 **Flame-wood.** All dead and living wood within 5 m (but not on your person) catches fire. This includes items such as doors, chairs, shields, spear hafts etc.
- 78 **Dragonfly dance.** Illusory dragonflies dance around you (5 min)
- 79 **Gold-tendrils.** Glowing gold mist gathers around your hands and forms eerie tendrils (1 min)
- 80 **Dragon-slither.** Dragon-like spectres appear and twist around you, dancing silently (1 min)
- 81 **Moonstruck.** You glow as if lit by the moon, and a silvery glow spreads out from you across the ground (5 min)
- 82 **Wolves-of-Shadow.** Three huge shadowy wolves manifest out of the ground and follow you around menacingly (30 min)
- 83 **Youth.** You become visibly more youthful for 5 min
- 84 **Songbirds.** Illusory songbirds flit around you singing softly (5 min)
- 85 **Hands-of-Light.** A sphere of light filled with arcane glowing symbols appears around each hand (momentary)
- 86 **Raiment.** All the clothing you are currently wearing changes colour to become permanently (roll) 1. blood red, 2. grey, 3. black, 4. emerald green, 5. dark blue, 6. light blue, 7. autumn gold, 8. silvery white, 9. purple, 10. pale grey and faintly aglow
- 87 **Blood-hair.** Your hair turns blood red. The natural colour will grow back over time
- 88 **Braid-hair.** Your hair braids itself into intricate and beautiful knots. Will take one hour to unravel.
- 89 **Aged.** Your skin turns parchment-old and blotched with discolouration (until dawn)
- 90 **Deformed eyes.** Your pupils become deformed (cat eyes, hourglass eyes etc) (until dawn)
- 91 **Ink-Smoke.** Twists of inky black smoke drift from your fingers and hands (5 min)
- 92 **Writhing-hair.** Your hair grows by a foot then writhes and snakes about of its own accord (writhing lasts 5 min, growth is natural/permanent, but can be cut)
- 93 **Armour.** Illusory robes and armour of an ancient lord appear around you, enclosing you in eerie finery (5 min)
- 94 **Alert.** Other magicians become aware of your presence within 200m (until dawn)
- 95 **Echo-of-Voice.** The spell leaves an echo of your voice that other magicians will be able to hear for up to a year
- 96 **Green-flame.** Harmless green fire burns and flickers around your hands (5 min)
- 97 **Rune-of-flame.** A single eldritch rune glows with flame on your forehead (5 min)
- 98 **Shadow-spiders.** A mass of shadowy spiders creep out of the crevices and follow you about (30 min)
- 99 **Mask-of-hunts.** A glowing white mask of a deer skull with antlers appears over your face (1 min)
- 00 **Eldritch Horror.** You bring into existence a permanent **Abomination.** The Abomination is not under your control and may view you as either a servant or food, depending on its character and mood. Exact nature of the Abomination is at the discretion of the Gamesmaster.

# Weirdings

Weirdings will usually only persist during the spellcasting or for a few moments afterwards, although this is at the discretion of the Gamesmaster. For example, if your eyes are caused to glow with light, the light will fade not long after the spell has been cast. If the Weirding provides a time, such as 5 min, then it lasts for that length of time after the spell is cast. Area affects are given in radii around the caster, so that a 500m area is quite a large area and people who are some distance off will potentially notice things getting strange.

Note that Characters have **no control over Weirdings** unless otherwise stated in the Weirding **or** if you have gained enough Ranks in Spellweaving to apply a 'control' to one of your Weirdings. You might summon illusory dragonflies, for example, but the dragonflies will just buzz around and do their own thing. You can't control or direct them. Where you do gain control over a Weirding the spell effect is never able to extend beyond about 20 m radius.

- 01 **Eyes aglow.** Eyes glow with light
- 02 **Fogs.** Fog swirls around you
- 03 **Voice of Thunder.** Your voice booms
- 04 **Enshadowing.** Shadows deepen around you
- 05 **Queasiness.** Perspective seems to warp around you
- 06 **Greening.** Plants and flowers erupt around your feet and footsteps (5 min)
- 07 **Burnt Earth.** Ground becomes burnt and ashy around your feet and footsteps (5 min)
- 08 **Graven-Stone.** Any natural stone you touch (next 5 min) is covered in patterns. Patterns are permanent
- 09 **Wood-Bloom.** All dead wood (not on your person) within 10 m radius bursts with leaves and flowers. This includes things like shields or spear hafts.
- 10 **Eerie fires.** Glowing eldritch fire flickers around you
- 11 **Mist-Ghosts.** Misty spectres swirl around you silently screaming
- 12 **Lightning crackle.** Illusory lightning crackles and snaps around you for a few seconds
- 13 **Midnight eyes.** Your eyes turn jet black (during spell effect)
- 14 **Crimson eyes.** Your eyes turn blood red (during spell effect)
- 15 **Wept Blood.** You weep blood from your skin and eyes during the spell casting (take 1 shallow wound)
- 16 **Arcane words.** Your voice becomes arcane and weird (during spell effect)
- 17 **Blood-from-Earth.** Blood wells up in your footsteps (5 min)
- 18 **Death-of-Wings.** All natural small birds (blackbird and smaller) and natural insects are struck dead within 500m
- 19 **Wither-leaf.** All natural plants are killed and withered within 500m
- 20 **Haunt-voice.** You are haunted by ghostly and distracting voices until dawn. They accuse you of crimes you did not commit.
- 21 **Out-light.** All natural fires, candles etc snuff out within 500m
- 22 **Ice-of-steps.** Ice and frost gather around your feet (5 min)
- 23 **Moment of Chill.** All natural standing water freezes on its surface for 500m (not strong enough to walk on)
- 24 **Songs-of-Phantoms.** Eerie voices rise in song around you (1 min)
- 25 **Writhe-wood.** Trees thrash and writhe as if alive within 500m (1 min)
- 26 **Creep-and-Crawl.** Bugs, worms, spiders writhe out of the ground within 10m and creep towards you (they crawl away and hide when spell is done)
- 27 **Shadow-worms.** Shadowy worm-things crawl out of crevices on ground within 10m (dissolve away after 1 min)
- 28 **Dark-stars.** Pools of darkness filled with stars fill your footsteps (5 min)
- 29 **Thunderous.** Thunder echoes and booms (a few seconds)
- 30 **Howl-of-Wind.** Wind roars and howls around you (1 min)
- 31 **Gong.** You evoke a reverberating noise like a massive gong
- 32 **Hover.** Your body tenses up, and you are picked up by unseen hands, to hover slightly off the ground (1 min, no movement is possible)
- 33 **Call power.** Expanding wave of force blasts everything within 10m causing 6d10(5) injury to everyone else. Reduce your Anma pool to zero. Reduce your Effort pool to 1.
- 34 **Green murks.** Weird green fog billows up around you (5 mins)
- 35 **Ray of light.** A beautiful slant of light shines on you (1 min)
- 36 **Embers.** A cloud of burning embers swirls around you. Not hot enough to cause damage but could light dry kindling, paper etc on fire. (5 mins)
- 37 **Petal-storm.** An illusion of petals and flowers floats around you
- 38 **Angry mutterings.** Muttering angry voices follow you speaking in an unknown language (5 min)
- 39 **Pattern-earth.** Weird magical patterns appear and expand, cutting into the ground around your feet (5 m radius)
- 40 **Green-of-flame.** All natural flames within 200m turn green (5 min)
- 41 **Flicker-gaze.** Your eyes flicker with a dull red light (5 min)
- 42 **Snake-tangle.** A swarm of illusory green snakes writhe around your feet then dissolve (1 min)
- 43 **Snake-fog.** A glowing fog appears at your feet and swirls around you, forming into a huge hissing snake (1 min)
- 44 **Chill air.** The air grows unnaturally cold around you (10m radius, 5 min)
- 45 **Crown of fire.** An illusory crown of fire appears over your head (1 min)
- 46 **Spikes of ice.** Icicles grow out of the ground around your feet (5 min)
- 47 **Terror.** Natural domestic animals are terrified of you until dawn
- 48 **Butterflies.** An illusory cloud of butterflies dance around you (5 min)
- 49 **Fireflies.** An illusory cloud of fireflies dance around you (5 min)

- 50 **Pain.** You are wracked with pain and can take no actions (5 min)
- 51 **Shrieking.** A preternatural shriek erupts from the ground at your feet (1 min)
- 52 **Mouthings.** Mouths manifest on stone and wood surfaces within 10m and jibber at you in a weird language (5 min)
- 53 **Silver-mist.** The air is filled with a silvery mist that is hard to see through (200m, 5 min)
- 54 **Wild-flower.** The ground erupts with strange wild flowers (200m)
- 55 **Tangle-flower.** Tangled thorn creepers with white flowers grow out of the ground around you (10m)
- 56 **Smoke-braid.** Smoke forms around you and twists into strange ropes and braids (1 min)
- 57 **Red shimmer.** The air around you shimmers with blood red light (5 min). This makes you easier to hit in a fight. Any attacks against you are at Advantage.
- 58 **Blood-shadow.** Your shadow turns blood red (5 min)
- 59 **Deep-Shadow.** All shadows turn inky black and cold to touch (200m, 5 min)
- 60 **Shadow-wither.** Your shadow kills any normal plant it touches (5 min)
- 61 **Glow-of-baubles.** Floating balls of blue and green light follow you (5 min)
- 62 **Bleed.** You bleed from your fingernails and gums (take 1 Shallow Wound)
- 63 **Raw-of-flesh.** If you eat anything other than raw meat you suffer 1 light wound (until dawn)
- 64 **Light-ripples.** Flickering ripples of glowing light crackle over the ground (10m, 1 min).
- 65 **Roses.** The air fills with an overpowering smell of roses. Fades naturally.
- 66 **Brimstone.** The air fills with an overpowering smell of brimstone. Fades naturally.
- 67 **Woodsmoke.** The air fills with an overpowering smell of woodsmoke. Fades naturally.
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- 99 **Mask-of-hunts.** A glowing white mask of a deer skull with antlers appears over your face (1 min)
- 00 Roll three times (i.e. you trigger three Weirdings at this node)