

Spellweaving

She reached out a hand and brushed her fingertips along the invisible threads of reality. The thread thrummed for her, the way a harp-string resonates for the harper. Very carefully, she plucked out one thread--holding it between finger and thumb. And with this filament she wove a glowing pattern. The others who stood about saw nothing. The gleaming and blue-green whispers of light were for the eyes of the Spellweavers of the world. No physicality of light was shed. It was a pattern of the mind.

With utmost caution, she worked. First, the Ingathering Pattern. Then, she pulled one thread away, like a seamstress delicately pulled thread from a fabric of silk. This one ribbon of light led her to another pattern. She wove the shape they call The Songs of Spring. Next was the Meadow of Dreaming. And finally, she took the thread back to The Songs of Spring and reinforced it, gilding the magical threads with an echo-weaving.

The magic was done. She allowed the weave and weft of reality adjust itself to her will. She narrowed her sunlit eyes and the green-swift spread of a meadow, and the chime-rich noises of birdsong bloomed about her. The bystanders might not have seen the weaves and the enchanted patterns. They might have watched, wondering, as she moved her weaver's fingers. But now they saw the magic bloom. They saw it appear and heard it rouse.

And all of them, they all took a step back.



Overview

Spellweaving is a system of magic. It is the magic of the high wizard and grand enchantress, the sorceress of wintry ice, and the flaming autumnal mage, richly dressed in his reds and golds. Spellweaving is divided into four **Seasons**. Spellweavers pick a Season for their magic. To start with you might be a Summer Magician or a Winter Witch. As you advance you may be able to draw on other seasons in limited ways, but mostly, you will be casting spells from your own Season.

Ranks: As a type of **Pathway**, Spellweavers can advance up **Ranks**. Each time you advance a Rank in Spellweaving you gain various bonus (see the **Spellweaving Rank Advancement Table**, below).

Seasons

Spellweaving is divided among four Seasons: **Spring**, **Summer**, **Autumn** and **Winter**.

- **Spring**: Primarily healing and protective magics.
- **Summer**: Magics of strength, growth and woodland.
- **Autumn**: Ripening crops, falling leaves and wildfires.
- **Winter**: Darkness, death, ice and storm.

Exploration & Casting

There are two distinct activities for a **Spellweaver**. The first of these is **Exploration**. The second activity is Casting.

Exploration

During **Exploration** a magician takes time to explore their power. In so doing, they lay out a **Spell Map**. A single 'Exploration' of new powers takes about thirty-minutes of imaginary world-time. Exploration is not useful in a moment of drama or high danger.

Casting

The second activity is **Casting**. Casting is quick, and takes only a single action. During **Casting**, a magician casts a spell by moving along the pathways of their map. These pathways were established earlier through Exploration.

The Map: 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. **No more than Three Threads can leave a single Node**. Most nodes simply trigger a spell effect when you move to it. One special type of node is the **Ingathering node**. Another type of special node is a **Tangleknot**.

Ingathering Node: An Ingathering Node is special. Spellweavers start with just one Ingathering Node, but can gain more over time. A Spellweaver can start a spell at any Ingathering Node. The Spellweaver then 'steps' around the map to weave a spell.

Tangleknots: Tangleknots are dead-ends. If you roll 01-19 (on a d%) while exploring, then you arrive at a Tangleknot (roll on Tangleknot table). Tangleknots are weird little effects that are mostly useless. A Spellweaver has no control over a Tangleknot, and no thread can leave a Tangleknot. **Tangleknots are triggered whenever you move adjacent to the Tangleknot**. Note that because Players do not have any narrative control over Tangleknots, a Tangleknot may be actively annoying or even dangerous, depending on how the Gamesmaster describes its effect.

New Spellweaving Characters

A new Spellweaving Character is allowed to **Explore** their **Spell Map** three times at Rank One Spellweaving. Each time you advance a Rank, you are allowed **one more Exploration**.

1 Get hold of a blank piece of paper. This will be your Spell Map. Write **Ingathering** in the middle and draw a box around it. This is your Ingathering Node. This is where you start your spells.

2 Work out your **Maximum Steps per Exploration**. This is the number of 'steps' you can take during a single Exploration. This is equal to your:

$$\text{Max. Steps} = \text{Mind} + 1$$

3 Take a step away from Ingathering. Roll a d% (0-100) on your **Season** table. You should have picked a Season (Spring, Summer, Autumn or Winter) during Character Creation.

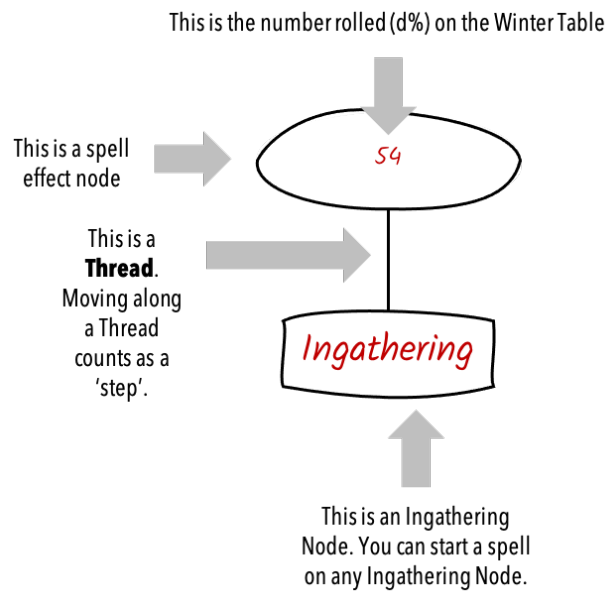
Each step costs **One Essence**. However, if you are exploring your Spell Map before gameplay, this isn't relevant. Your Character will have had plenty of time to rest and recuperate any lost Essence before the game starts.

It takes about 30 mins of concentration and ritual to Explore your Spell map once. However, again, if you are doing this before the game starts, this isn't important.

4 Draw a line from Ingathering to a new node. This line is a **Thread**. It connects two nodes. You may wish to use a different shape for the next node. This is to make it clear that it is not an Ingathering node. Write down the number you rolled (write this in pencil or write it small, leaving room for a spell effect name).

EXAMPLE

We will use Norae Eliquinata as an example. She has Mind 4, so can take 5 steps per exploration.



5 Write down the name of the Spell Effect by looking it up on the relevant table.

EXAMPLE

Now the name of the Spell Effect is written into the node.



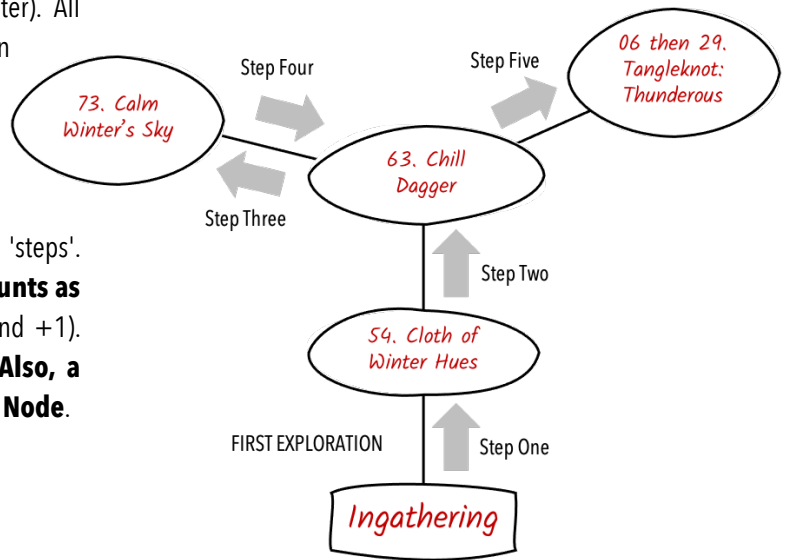
Tangleknots: If you roll a Tangleknot (1-19 on d%) then you will need to roll again on the Tangleknot table. Tangleknots are (mostly useless) spell effects that form dead ends in a Spell Map. **Tangleknots are triggered if you move adjacent** to the Tangleknot when spell casting.

New Ingathering Nodes: If you roll 91-97 (d%) you get a new Ingathering Node. You can start spells or explorations from this node in future.

Change of Seasons: If you roll 98-00 you move to the next Season. Roll on the next Season table (**Spring** to Summer, **Summer** to Autumn, **Autumn** to Winter). All subsequent spells from this branch are also rolled on the new Season. If you are leaving a **Winter Spell Effect**, you roll for a **Malediction** instead, and the Exploration is ended.

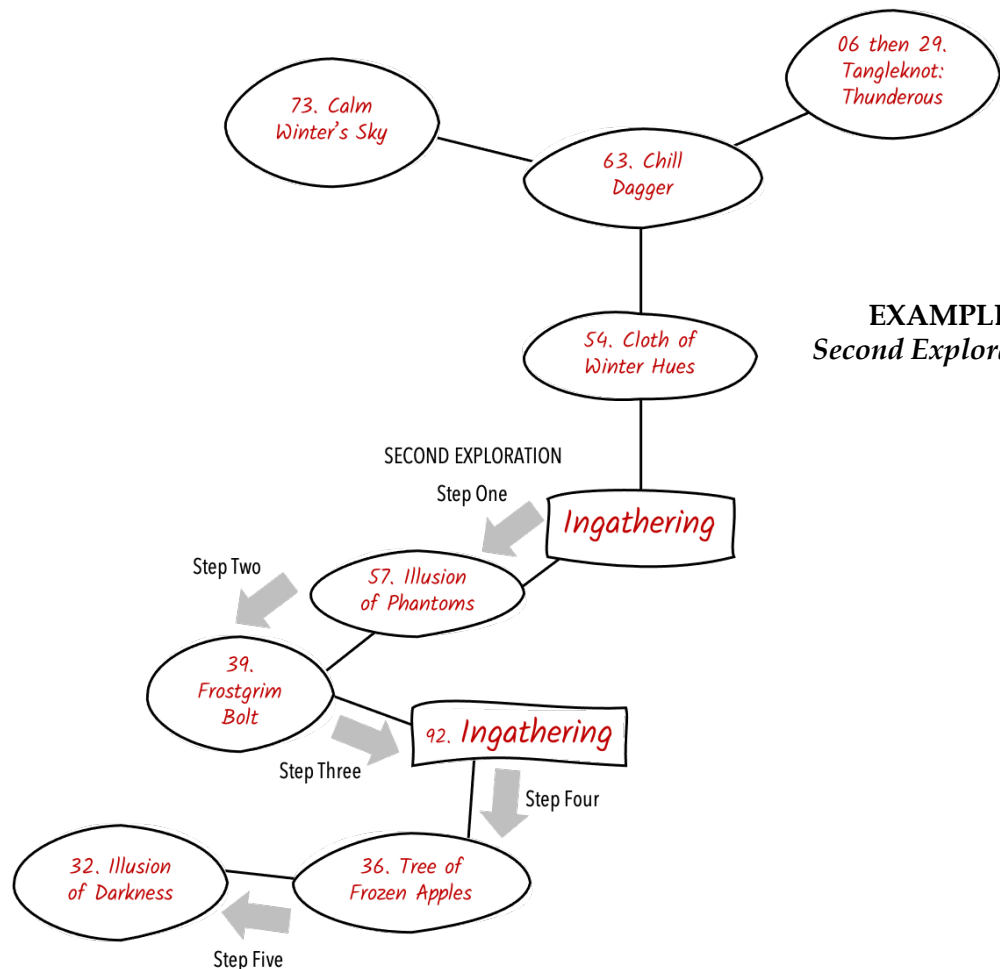
Keep moving along Threads until you run out of 'steps'. **Note that moving back down a Thread also counts as one Step.** Norae's player can make five steps (Mind +1). Here is one example of her Exploring a Branch. **Also, a maximum of Three Threads can leave any one Node.**

EXAMPLE



6

Repeat for the **Second** and **Third Exploration**. You are allowed **Three Explorations at Rank One in Spellweaving**. Each new Exploration must start on an Ingathering Node. Remember that no more than three Threads can leave a Node.



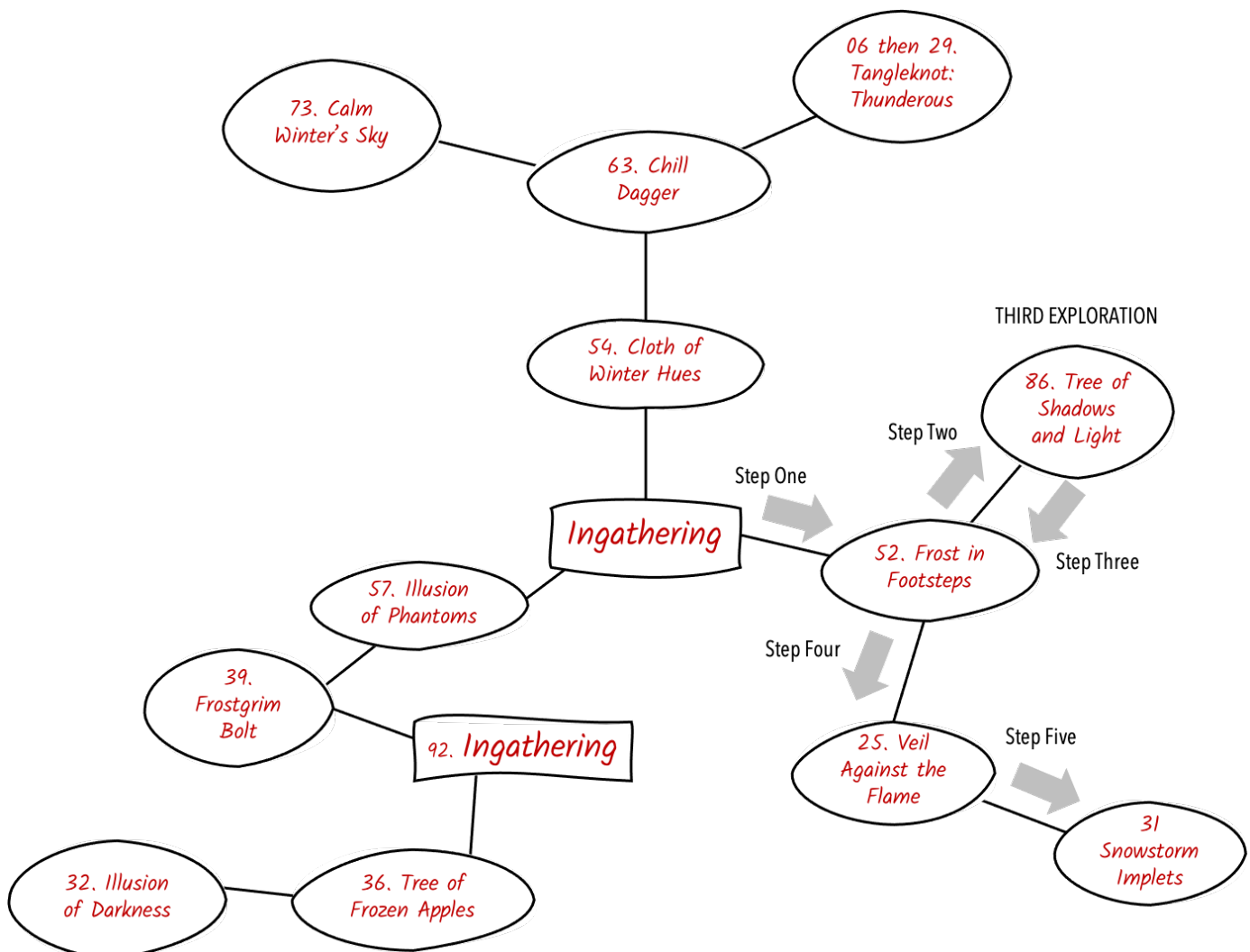
EXAMPLE
Second Exploration

EXAMPLE
Third Exploration

This is the **third (and final)** exploration of her Spell Map that Norae can undertake at **Rank One**. Note that she could have chosen to start at her new Ingathering Node, but decided to start at her original Ingathering Node instead.

When the Character reaches **Rank Two in Spellweaving**, she will be able to **explore once more**, and again at Rank Three, Four etc. For now, this is her finished Spell Map.

Note that it is usually sensible to write down the Spell Effect descriptions on a separate piece of paper so that you don't have to constantly refer to a set of tables.



Recap: Rules when Exploring

- You can explore **three times** at **Rank One**, and then **once more** per rank advancement in Spellweaving.
- It takes **30 mins** of quiet contemplation and ritual performed by your Character to Explore a Spell Map.
- You can take a 'step' (i.e. to move along a **Thread** to a **Node**) **no more than (Mind+1) times** in a single 30 minute Exploration.
- No more than **three Threads** can connect to a Node.
- It costs **1 Essence** to take a step. This must be spent out of the **Essence on your Character Sheet**.
- You **can move along Threads multiple times** (i.e. you can move back and forth between two Nodes). But **each 'step' along a Thread costs 1 Essence**.
- Each new **Spell Effect** is **rolled randomly** on your Seasonal Table (d%). Effects can appear multiple times.
- If you roll **01-19**, roll a second time on **Tangleknot**.
- **Tangleknots are dead-ends**. You can move back down the thread, but cannot lay down a new Thread from a Tangleknot.
- **Ingathering nodes cannot have Tangleknots attached to them**. If you are starting at an Ingathering node and roll a Tangleknot, **roll again**.
- If you roll **91-97** you get a **new Ingathering Node**. You can start from this Ingathering Node in the future
- If you roll **98-00** you **move to the next Season**. For example, if you are a Spring Witch, and roll a 98, you now lay down a Summer Node (roll d% on Summer). All branches that come off this node will also be rolled on Summer. That is, you will end up with a 'Summer Branch' on your map.
- If you are rolling on the **Winter Table** and roll **98-00** then the Exploration ends (no new Node is established) and you gain a **Malediction** instead (roll a d%). Maledictions are permanent magical effects with negative effects.

Spell Casting

A Character can cast from their Spell Map at any time. Casting takes a **single Action**. Once a Character has explored and developed some paths on their map, they can cast spells by starting at any **Ingathering Node** and moving along **Threads**.

- It costs **1 Essence** to take one 'step' along a **Thread** to a **Node**. This must be spent out of the **Essence on your Character Sheet**. Essence is recovered with rest.
- You **can move along Threads multiple times** (i.e. you can move back and forth between two Nodes). But **each 'step' along a Thread costs 1 Essence**.
- If the Spell Effect has an **Echo** then the effect will add up each time you revisit the **Node** (or another Node with the same name and effect).
- If a Spell Effect **does not** have an **Echo**, then repeated visits will have no additional effects.
- **All Spell Effects must be triggered if you move to 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.
- You **trigger a Tangleknot spell effect if you move adjacent to it**. This means that you don't have to visit a Tangleknot to trigger it. These effects are evoked by passing immediately adjacent to them.

Spell Casting: Set Spells

A Spellweaving Character can establish **Set Spells**. It costs **one less** Essence than it would normally to cast a Set Spell.

1. Write down the Nodes, number of Threads and effects that result from a particular pathway on your map.
2. Work out the Essence cost.
3. Reduce Essence cost by one.
4. Give the Spell a name.

You can only have a **number of Set Spells equal to your Mind + Spellweaving Rank**. For example, if you have Mind 2 and you are at Rank 5 in Spellweaving, you can have seven Set Spells (2+5). Note that you cannot change your Set Spells later.

Spell Casting: Examples

Using Norae Eliquinata as an example. Here is an example of a spell that Norae could cast:

Ingathering >>> Cloth of Winter Hues >>> Chill Dagger (triggering: **Thunderous**) >>> **Cloth of Winter Hues >>> Chill Dagger**

The spell has **four Steps**, so it costs **four Essence** to cast.

The effect of this spell would be to **1**. Cover the Character's clothing in wintry patterns (**Cloth of Winter Hues**) >>> **2**. Conjure a frost dagger that inflicts two *Shallow Wounds* on one target by line of sight (**Chill Dagger**) >>> **3**. also triggers **Thunderous** because **this Tangleknot is adjacent to Chill Dagger** (thunder booms for a few seconds) > No additional effect (**Cloth of Winter Hues** has no **Echo**) > Adds a *Shallow Wound* to the dagger's damage (revisiting **Chill Dagger** once, **adds one Echo**).

Summary: The spell will (1) target one opponent with three *Shallow Wounds* of frost damage, (2) cover Norae's clothing with beautiful patterns of wintry threads and embroidery (permanent), and (3) cause thunder to roll and crack for a few seconds. Here are some other examples:

Ingathering > Frostgrim Bolt

- *Costs 1 Essence*
- *Causes a bolt to deal three Deep Wounds to one target.*

Ingathering > Frost in Footsteps > Veil Against the Flame > Snowstorm Implets > Veil Against the Flames > Snowstorm Implets

- *Costs 5 Essence*
- *Creates a trail of frost behind Norae that attacks anyone who comes too close (Frost in Footsteps)*
- *Norae is invulnerable to flame or heat for 1 min (Veil Against the Flames x2 = 30 seconds x 2)*
- *Norae conjures two obedient snow demons (treat as Frost Weirds). (Snowstorm Implets x2).*

Ingathering > Illusion of Phantoms > Ingathering > Frost in Footsteps

- *Costs 3 Essence*
- *Conjures phantasmal illusions of caster's devising*
- *Creates a trail of frost behind Norae that attacks anyone who comes too close (Frost in Footsteps)*

Some Additional Notes

Regaining Essence

Essence replenishes **totally after a full night's sleep**. Partial or disturbed sleep replenishes 1d10 Essence. You cannot replenish Essence more than once in 24 hrs (i.e. you cannot sleep multiple times in a disturbed way to gain multiple 1d10 replenishments).

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).

The Volition Skill

Typically, no test of Volition is needed to cast a spell. The Gamesmaster can call for a test under extreme situations. Whether 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 **Volition** does **determine the number of Threads you can include in a single spell**, so even if you seldom or never need to use this Skill to cast a spell, Volition remains a highly important skill for Spellweaving.

Rank 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 **Spellweaving Rank Advancement Table** below).

As an example, when you achieve Rank 2, you gain +1 to your Essence Pool, a bonus spell node (of your choice from your Season, added where you like) and you can Master aoneTangleknot (gain narrative control over the Tangleknot), assuming you have any Tangleknots on your Spell Map.

Non-Player Characters

For non-player characters who are Spellweavers, the Gamesmaster should establish a Spell Map before the game starts. The Gamesmaster can either roll a Spell Map randomly, or build a map by picking nodes.

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 use elaborate befuddling 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**. 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' will be long-winded and confusing for non-magicians.

Spellweaving Rank Advancement Table

All Spellweaving Characters start at Rank One. Ranks are advanced in the same way as other Pathways. When you advance a Rank, you gain set bonuses. So, for example, at **Rank 2** you get **+1 Essence** and get to add a bonus **Spell Node** of your choice. At **Rank 3** you get a bonus **Ingathering Node** (to add where you like) and a bonus **Thread** (to connect up nodes that are already on your map). At **Rank Four** you gain **+1 Essence** and you get to **swap any one Spell Effect** node into a different Spell Effect node of the same Season (etc etc).

- **Add +1 to Essence Pool:** Adds one point to your total Essence Pool.
- **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:** Add a new node of your choice anywhere on your map that is legal. When picking a node, you must pick an effect from the correct Season. If you want to connect this bonus Spell Effect directly to an Ingathering Node, then the effect has to be picked from your Season.
- **Swap a Node:** Change any one Spell Effect node to another Spell Effect node from the same Season. You cannot change a Tangleknot to another effect.
- **Add a Thread:** Add a Thread (line) connecting any two nodes that you already have on your map. The connection must be legal (i.e. no more than 3 connections per node).

Rank	Add +1 to Essence Pool	Bonus Ingathering Node	Bonus Spell Node	Swap a Node	Add a Thread
1					
2	Y		Y		
3		Y			Y
4	Y			Y	
5			Y		
6	Y	Y			
7				Y	Y
8	Y		Y		
9		Y			
10	Y			Y	
11			Y		Y
12	Y	Y			
13				Y	
14	Y		Y		
15		Y			Y
16	Y			Y	
17			Y		
18	Y	Y			
19				Y	Y
20	Y		Y		

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 Tangleknot (roll on the Tangleknot Table). No Threads leave Tangleknots (i.e. Tangleknots are 'dead ends').
- 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 Grievous 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 used 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 *Winter 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 and/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 (but no Wounds). 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 (the caster cannot take actions during this time either). 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 be attacked 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 1 Shallow Wound. A normal **Test of Volition** is also required, or else the target will be forced to flee due to pain. This attack does not ignore normal armour. **Echo.** Add another Shallow Wound. Also, 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 3 Shallow Wounds. **Four successes** = As above, except damage is 4 Shallow Wounds (etc). This attack does not ignore normal armour.
- 43 **Avert Dark Spells.** Enter a **Contest of Volition** with any one Winter 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 or affect things within the circle. Anyone under a curse is freed from the curse as long as they remain within the circle.
- However, the curse will return if they leave the circle. The circle lasts until the next dusk.
- 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 trial (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 or Combat, or about 3 mins if there is no combat in play.
- 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 to be 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. The spell only works if a person is sufficiently intact to be considered whole. A person who has been dismembered or beheaded cannot be kept alive in this way.
- 51 **Unpoison.** Cast by touch. Removes one natural 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 natural 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 used in this manner.
- 59 **Arrow of Light.** Conjures a single arrow of glowing light that can be targeted anywhere in line of sight. Deals 1 Shallow Wound. **Echo (1).** No bonus. **Echo (2)** Increase wound to Deep. **Echo (3)** No bonus. **Echo (4)** Increase Wound to Grievous (etc). This spell does not ignore normal armour.
- 60 **Flock of Songbirds.** A cloud of magical songbirds appear, singing and flitting. About 20 birds are conjured. 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.
- 63 **Melt-water.** Causes all natural snow and ice within 100 m of the caster to start melting. This point of location is fixed and does not move with the caster. 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 ill 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. About 100 white and yellow flowers will grow from the mass. 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 or scaled in any way. Anyone who attempts to climb it, can climb for hours and discover they have barely left the ground. However, the wall can be burned or hacked through. This would take about an hour to do so using appropriate tools (such as a farmyard slasher). 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. The crown will vanish if the caster takes an aggressive action.
- 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 particularly useful effects. They can be used to see by, and 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, and has soil and water. 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 on the Fallows table.
- 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. A person who is slightly inebriated in this way can still take actions and fight, but their judgement may be slightly impaired.
- 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. A person who is slightly inebriated in this way can still take actions and fight, but their judgement may be slightly impaired.
- 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. A person who is slightly inebriated in this way can still take actions and fight, but their judgement may be slightly impaired.
- 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 although spirits will be generally friendly, they will not necessarily be inclined to be actively helpful without something in return. There is also a small risk of awakening some quite expansive and powerful spirit by accident (which could be godlike in its power). Roll a d100 when this spell is cast. If you roll a natural 100, then a godlike elemental being (which may well view itself as a god) is woken.
- 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 10 m of the carved object. All Winter magic fails within 10 m of the object. Magical effects 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 1 Shallow Wound damage. This spell does not ignore armour. **Echo:** Add 5 m radius.
- 81 **Sundering of Barred Ways:** Causes any one door or area of wall approximately equal in area 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. (etc) **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) (etc). 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 **Lumiance:** 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 inanimate 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 **Averting 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, spiteful, greedy 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. Add these slots at whatever Wound Level you please. Only one Armour of Petals can be active at a time (i.e. you cannot place Armour of Petals on two or more people).
- 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 on dry earth 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.
- 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 **Tangleknot** (roll on the Tangleknot Table). No Threads leave Tangleknots (i.e. Tangleknots are 'dead ends').
- 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. Lasts one 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 (centred on the caster). The 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. There is enough space for up to five adults to hide inside the foliage. 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 opened.
- 24 **Glade of respite.** Only works in a landscape of grasses, trees or other living greenery. Causes an area about 10 m radius to be saturated with a glow of golden light and warm air, much like a summer evening. Anyone who falls asleep in the glade will heal one wound per two hours asleep (heals least severe wounds first, then next serious and so on). Lasts until midnight.
- 25 **Strawberry wine.** Cast on a flask, mug or similar vessel containing water. The flask becomes filled with a delicious strawberry wine instead. If drunk, the wine causes quite giddy, languid and enjoyable intoxication for about three hours. The wine also has healing properties, and will heal the least severe wound of a drinker slowly over the course of the three hours of drunken drowsiness. The spell makes enough wine for one drinker. **Echo.** Add another bottle, mug, flask etc.
- 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 to rob, harm or 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 bit 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 natural 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. If a trapped Character hasn't managed to escape within an hour, the vines relax at that point and let them go. **Echo.** Add +1 Difficulty.
- 31 **Pelting of Acorns.** Illusory chittering squirrels 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 carved looking statues, or a small cottage. The change is permanent, but the tree is still alive and will 'grow out' of the new shape over the coming 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 then 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. Maintained by concentration. The speed of growth dwindles away after about five minutes, but the growth itself is permanent.
- 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. The leaves are sufficiently dense that they cannot be seen through, but offer no barrier to a person or animal simply 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 could be killed outright, or at least severely injured and trapped--although the splitting and cracking of the tree is likely to be a giveaway, and most folks will be able to move out of the way in time. Treat this as a Difficulty 1 dodge using **Manoeuvre**, 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 one Shallow Wound. The Wound does not ignore armour. The arrow fades away to a dark fog after striking the target. **Echo.** Increase Wound Severity by one level.
- 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 (i.e. an undead that passes the test can then attack or move in your presence without any hindering effects). **Echo.** Add +1 to Difficulty.
- 41 **Wood like iron.** Causes a piece of dead or cut timber to strengthen to the hardness of iron. Affects a mass no larger than a chair. The change is permanent. The item can be carved into a shape before hardening, but afterwards will require blacksmithing techniques to sculpt or change. **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 at a brisk walk. The immediate shock of seeing such a thing may however cause enemies to simply run if they are unfamiliar with this spell.
- 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. You can make use of other animal senses too, smell, hearing (etc) where viable. **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 air, 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 stubbornly 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 will naturally 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 magic can be cast within the area of summer air. Winter 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 or turn a windmill, 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**, except that it contains no iron, cannot be broken, and can hurt targets 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 two Shallow Wounds damage to any undead that it touches (but is otherwise harmless). The beam does not ignore armour. **Echo (1)** Three Shallow Wounds **Echo (2)** Four Shallow Wounds. **(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 one Shallow Wound damage to anything within the radius. The injury does not ignore armour. The spell is cast by line of sight. **Echo (1)** Two Shallow Wounds. **Echo (2)** Three Shallow Wounds. **(etc)**
- 60 **Shape of the bear.** You turn into a large, upright, bear-like being for ten minutes. You retain your skills and opposable thumbs. Your clothing and equipment 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 average tabletop. The thorns also carry a slow-acting and weak poison, so that even small scratches can fester into itchy, irritating wounds if left unattended. The bristling thorns will make the object difficult to manipulate or touch. Anyone attempting to move or touch the object directly will suffer one Shallow Wound for each Action that they are in contact with the object. However, manipulating a thorn-covered surface indirectly avoids this problem (such as pushing open a door with a pole). The spell can be cast on dead or 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. If cast on living wood, the thorns become a permanent part of the growth. If cast on dead wood, they turn dull and lose their poison at midnight.
- 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 Might** (Difficulty 1) to avoid being snatched off the ground. Once the target is trapped in the air, the tree 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, and no larger than a bear. 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 dolphin 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 success to all hiding or stealth skill checks (as long as you are in a natural environment with leaves / trees etc). **Echo:** Add another +1 Bonus Success.
- 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, but do not ignore armour. Each arrow causes one Deep Wound 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 accidentally might hit someone or something standing behind the hunter).
- 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 (if you wanted to, for some reason). Note that the spirit that is imbued into the tree is not particularly bright, and could be easily tricked (for example, if you tell the spirit to give a message to Johan, anyone claiming to be Johan will likely be told the message).
- 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 useful effect. It would instead 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 move 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 useful 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 upon 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 steel. 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, and cannot tunnel into liquid materials, such as water or lava.
- 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 as a dirt track 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). The spell fades away if you sleep, and will need to be recast.
- 71 **Bear Strength.** Roll on **Advantage** on your next three tests of any **Fortitude** based Skill.

- 72 **Apple-musk:** You conjure a powerful smell of ripe apples. This spell only affects people or roughly people-like beings that are capable of normal hunger, and not wild animals, spirits, undead etc. 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 sit down and eat (if they have food to hand), or go off and find food (if they don't). The effect ends once the affected person(s) have eaten their fill. **Echo.** Increase Difficulty by 1.
- 73 **Summer Dapple:** 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, although there is no overpowering urge to do so. Anyone who sleeps in the dappled area for at least two hours heals their most severe wound. If a person with a Lethal Wound is brought into the circle before they are dead, the magic will save their life and reduce the wound to a Felling Wound instead. 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 using a grubber, slasher or similar tool. The spell lasts for about 100 m of movement. **Echo.** Add 100 m.
- 75 **Summerful noises:** Conjures noises of summer: bird songs, squirrels chattering, the noise of riffing 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 Senses** (Difficulty 1) or, similarly, not be able to see through the curtain of light. **Echo.** Add one to Difficulty.
- 77 **Summer's Warm 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 for a distance of a couple metres. The warmth is enough to provide mild protection against the cold (roll at **Advantage** against any cold attacks or inclement weather, etc). Note that the glow will be visible from a distance so may attract attention. Lasts until midnight.
- 78 **Leaves like daggers.** Cast by picking up to four leaves from a bush or tree and casting the spell on the leaves. Leaves can be picked and carried, but must be no more than a day old for the spell to work. The spellcaster whispers into the handful of leaves. The leaves turn into green dagger-like blades and fly at targets, splitting wounds any way. Each leaf does one **Shallow Wound**. The attack does not ignore armour. Conjures three leaf daggers by default. **Echo.** Add another leaf-dagger.
- 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 simply 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 with a shimmering emerald armoured exoskeleton. 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 (lasts a few seconds). 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 two Deep Wounds damage (does not ignore armour). If the target is undead, a night-demon or similar evil spirit, the damage increases to three Deep Wounds and armour is ignored.
- 83 **Music of Boughs:** Cast by touch. Causes the target tree and immediately 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 have no other effect (except perhaps to scare away 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 an ordinary 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 the 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 magical construct (such as a golem), 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 undisturbed ritual chanting are needed for the spell to work. Note that the chanting can easily be disrupted, as the caster is unable to otherwise move or dodge during this time. The difficulty is set by the

Gamesmaster and depends on the potency of the artefact, spell or enchantment.

- 87 **Lay 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 (or whatever it is standing on). The being will remain asleep for a hundred and one years, however, could be woken through the use of dark rituals (such as **Rouse the Dead** in **Winter Magic**).
- 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 quiet whispering and soft chanting. 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:** Cast by touch. Causes a single broken, worn out or otherwise normal object no larger than a barrel to magically repair and mend. The spell can be used on shields, armour or broken and rusted weapons in addition to other work-a-day tools or objects.
- 91 to 97 Ingathering: This is a new Ingathering Node. You can start spells from this point in the future.
- 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 Tangleknot (roll on the Tangleknot Table). No Threads leave Tangleknots (i.e. Tangleknots are 'dead ends').
- 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 (magical touch lasts 5 min, but effect on fruit is permanent).
- 22 **Gold apple.** A small tree bursts from the ground nearby and puts out leaves and d10 apples. The apples are golden coloured. If eaten, they heal one wound (determined randomly by Gamesmaster) 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 **Flame's Glare.** A flash of light. Will temporarily blind (1 min) any nocturnal or cave creature on a failed normal **Test of Senses** (Diff 1). **Echo:** Everyone except the caster (not just night-creatures) needs to test Senses (Diff 1), 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 one Shallow Wound if you touch a Character or Creature. A successful Brawling attack may be required at the discretion of the Gamesmaster. This damage ignores normal (non-Enchanted) armour. **Echo:** Add +1 to chance to set on fire. 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. The damage ignores normal (non-Enchanted) armour. Inflicts two Deep Wounds. **Echo:** Add another Deep Wound.
- 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. Each dart inflicts one Shallow Wound. The attack cannot be dodged. The damage ignores normal (non-Enchanted) armour. **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). The object(s) are indestructible and can take the structural strain of any weight. The leaves last either until dawn or until you dismiss them. Cannot be used to form armour or clothing. **Echo:** Add another barrel of leaves.
- 31 **Swirl of leaves.** Illusory autumn leaves swirl around you for three turns (or about 30 sec). All your **Volition Tests** are at **Advantage** for your next three actions. **Echo:** Add another action.
- 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 (resist by **Volition Test Diff. 1**). Any attempt to physically injure, assault, harm or kill an enchanted partier breaks the spell. **Echo:** Increase difficulty to resist by 1.
- 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, and will genuinely sate thirst and hunger. Any uneaten food and the table itself will 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 eagle). The animate creature will set fire to anything flammable it touches (as per a natural fire at the Gamesmaster's discretion: typically 2/10 chance per round in contract). The animal will collapse back into a heap of fire and billow away to nothing 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). Additionally, you can see invisible spirits and cannot be tricked by illusions (5 mins).
- 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 (except for abilities that specifically see through illusions). 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 farther than 1 m distance (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. The drinker is allowed to resist by **Volition (Diff. 1)** on the first drink, and becomes addicted if they fail. Any un-drunk wine along with the bottle turns to mist after 1 hr. **Echo:** Add +1 to Difficulty to resist.
- 38 **Swarm thrum.** A thrum and hum of illusory angry bees follows you (5 min). Any **Echo (1)** The sound can be directed to any point within line of sight. **Echo (2)** Illusory but harmless bees are also conjured. **Echo (3)** Illusory bees that can sting are summoned. Anyone other than the caster who is in contact with the swarm takes one Shallow Wound per Round at the end Round from stings. The damage does ignore normal (non-Enchanted) armour.
- 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 (5 min). **Echo (1).** Can melt copper, silver or bronze. **Echo (2).** Can melt iron or steel.
- 41 **Pearwood.** All normal (non-Enchanted) 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. This includes dead wood that the caster might be holding or have in possession. Only enchanted or magical wood is exempt. **Echo:** As above, but all dead wood regardless of size turns into pear trees (this includes small shields, wooden cups, trenchers, sword hilts, spears etc). Enchanted and magical objects remain exempt.
- 42 **Autumn lightning.** You conjure a blast of Autumn lightning from your hands. This can target anything within line of sight and causes one Deep Wound to one target. Ignores normal (non-Enchanted) armour. **Echo:** Add another Deep Wound.
- 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 one Shallow Wound injury to all Characters or Creatures within a 10 m radius of the epicentre. Damage ignores normal (non-Enchanted) armour. **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, harvested or burned. It lasts until dawn then evaporates away into mist.
- 45 **Call the wind.** You can command and control the wind (200m, 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 the wind could pick up and carry something light, like parchment or leaves, 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 also know by name. A magical path of autumn leaves appears guiding you from your location to that target. Lasts 1 hr then dissipates. Note that the path is visible to anyone and stretches the whole way from you to the destination for the full duration of the hour.
- 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 line of sight from your person.
- 49 **Motes of Wildfire.** Conjures a cloud of embers and flames. Inflicts 3 Shallow Wounds 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. Damage ignores normal (non-Enchanted) armour. **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 air, 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 **Tendrils 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.** Cast by touch. 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 five Deep Wounds damage to one target and two Deep Wounds damage to anyone within 20 m of the target. Damage ignores normal (non-Enchanted) armour.
- 57 **Wildfire Bolt.** You conjure and direct a single bolt of fire at a target up to 100 m away. Inflicts one Shallow Wound. Damage ignores normal (non-Enchanted) armour. **Echo.** Add another Shallow Wound.
- 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, even if by magic or under illusion. However, for the spell to work you need to have some rough idea of what it is you are trying to reveal (i.e. it wouldn't work if the caster just had a vague feeling something invisible was nearby). 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 20m 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 mastery also allows you to change smoke so that it isn't suffocating or dangerous (i.e. allowing you to walk into a house fire safely, aside from the flames), or to make the smoke more noxious and unpleasant than usual. However, damage in the form of Wounds cannot be inflicted. 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 100m. 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 one Shallow Wound damage per Round (at the end of a Round) that a person or creature is on fire. **Echo:** Add an extra Shallow Wound 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 cook-fire and cooking food. Quite enticing, but not enchantingly so (i.e. anyone who smells the cooking food scents isn't forced to follow them). 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 (requires an axe and a few minutes work per vine). 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 strong, but not very fast and reasonably fragile. Lasts 1 min then falls apart. Treat the Pumpkin-Jack as a Moss Weird. **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-leaf 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, cut 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 one Shallow Wound 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 that a leaf touches must make a normal Test of Volition (Diff 1) or fall asleep. The sleep is not unusually deep or magical, and those who fall asleep will wake as easily as they would normally. Covers an area of about 10 m radius. Can be targeted up to 100 m away. **Echo:** Add +1 to Difficulty.
- 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 (Diff 1) to resist settling down and eating to satiation, even if the target is not overly hungry. If the target is hungry (e.g. a hungry wild animal), the desire to eat is stronger (Diff 2). 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 (Diff 2) to stop the hunting. Otherwise, this continues until the

next dawn (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 (resist by Volition, Diff 3). They will rouse if hurt or injured, but otherwise will sleep until the next dawn.
- 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 later. Note that this may make you an attractive target for unscrupulous individuals.
- 90 **Angry hive.** The nearest beehive (within 1 km, if no hives are nearby 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.
- 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 **Tangleknot** (roll on the Tangleknot Table). No Threads leave Tangleknots (i.e. Tangleknots are 'dead ends').
- 20 **Hungering dogs.** You conjure two ice-encrusted, slaving hounds. The hounds have dimly glowing blue eyes and dead looking skin. They will obey your instructions for one hour, then vanish. They can also move any distance from your body. Treat these as frost-weirds, except that they have the additional ability to track a target perfectly by scent over any surface. **Echo:** Add another hound.
- 21 **Icicles of the Maw.** Causes icicles to erupt out of the ground and roof (if present), forming a mouth that closes on a single area of no more than 3 m radius. Anything within the closing maw takes two Deep Wounds. This damage ignores all armour, including magical armour. Additionally, anyone or anything within the maw is trapped. They must pass a Test of Might (Diff 1) to escape the icicles. **Echo:** Add +1 to difficulty to free oneself.
- 22 **Phantom Ice Bear.** Conjures a icy phantasmal bear. The bear will follow your instructions for one hour. Treat it as a normal polar bear if used for fighting, except that it can hurt creatures or characters that can normally only be hurt by magic or enchantment. Any damage done by the Ice Bear also ignores armour,

- including magical armour. The Ice Bear can move up to 500 m away. If it tries to move farther, it will disintegrate into a pile of snow. If you close your eyes and concentrate while the Ice Bear is in existence, you can see through its eyes, and speak through its mouth.
- 23 **Serpent of Ice and Shadows.** Conjures a coiling snake made of ice, shadow and flickering cold light. At the start of each Round, for three Rounds, it can be directed to attack one target within 20 m of the caster. The snake lunges and does one Deep Wound. The injury ignores all armour, including Enchanted armour, and cannot be dodged. Maintaining or instructing the snake does not require concentration. **Echo:** Add another Round.
- 24 **Radiance of Frost.** Causes a wave of frost and blade-sharp ice to radiate out from you. Any Character or Creature within 10 m of you suffers one Shallow wound. The attack cannot be dodged. The attack ignores all armour, including Enchanted armour. **Echo:** Add another Shallow wound.
- 25 **Veil Against the Flame.** You are immune to all fire and heat damage until the end of the Action Round (about 30 seconds). However, note that this does not protect your clothing or possessions. If you stand in a sufficiently strong blast of fire you may find yourself naked afterwards. **Echo:** Add 30 seconds.
- 26 **Snowdrift.** Conjures a great drift of snow, which can be directed to dump anywhere within line of sight. The snow will fill an area of up to 100m x 100m with 1 m of snow. It cannot, however, be formed into a cube or other, deeper shape. The maximum depth is always 1 m. This is still rather difficult to move through for anyone on foot, and even horseback riders would be forced to move at a struggle.
- 27 **Snowblind.** Causes a snow-bright glare of light to shine into the eyes of one target. The target must make a Test of Senses (Diff 1) or be partially blinded for three Action Rounds. If blinded, the target can only take defensive actions against immediate threats and moves at a stumble (about half their usual speed). **Echo:** Add another target.
- 28 **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. Any spells that you already have in action (such as a summoned spirit or a wall of ice), are immediately dispelled.
- 29 **Freezing Touch.** Your touch will freeze solid a body of water (or water based substance, beer, wine, blood), up to the volume of a large jug. If you touch a person directly (bare skin to bare skin) then you deal a Grievous Wound. As long as you concentrate, the spell is maintained, and the freezing spreads, causing approximately another jug's worth of adjacent liquid to freeze at the end of each Action Round (every 30 secs, approx.) Given enough time, you could freeze a pond solid, or create a safe pathway of ice across a body of water.
- 30 **Lights of Northern Winters.** The air all around you fills with beautiful rippling lights of red and green. The light is enough to see by and will move with you. Can be maintained by concentration. If not, then fades after 1 min.
- 31 **Snowstorm Implets.** You conjure one implet (treat as a Frost-Weird, except that the implets are winged and can fly). The implet will obey your instructions until noon, but cannot move more than 100 m from your presence. **Echo:** Summon another implet.
- 32 **Illusion of Darkness.** You can conjure an illusion out of darkness or shadow. 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 but must consist of a single 'object' (i.e. you can't summon twelve shadowy ravens--just one--even though the raven is small relative to the 100 m radius). Note that the illusion can neither deal, nor block damage. **Echo:** Add 5 min to the duration.
- 33 **Armour of Ice and Darkness.** Armour made of ice, frost and inky darkness appears around you. This armour will last for five minutes or until the end of an Action or Combat scene (whichever is longer). Treat the Armour as providing five armour slots that can be used to soak any Wound level (i.e. treat this as something like a shield, where you get to decide if a wound is caught on the armour or not).
- 34 **Shield Against All Fire.** Causes a massive shield of ice and darkness to appear hovering in the air in front of you. The shield will deflect all fire and heat based attacks until the start of your next Action. While you are maintaining the shield you cannot take other actions or move. The Shield can be adjusted in position so that it shelters other nearby people or creatures, so long as they are within 5 m radius of your person.
- 35 **Word of Unliving Command:** This spell applies to any one undead, demon or evil spirit within earshot. The target must win a Contest of Volition or obey a simple one-sentence instruction. The instruction can cause the target to put their own existence in danger, and can be otherwise against character. Wears off in an hour if the task is not complete. Note that the undead may be irritated with you when the effect ends. **Echo:** Add another target.
- 36 **Tree of Frozen Apples.** Causes an appletree to grow out of the ground within 10 m of the caster. It grows old and gnarled within moments. Snow gathers in the branches and among the roots. The tree then puts out flowers and fruit. It takes about 30 mins for the fruit to mature. If eaten, the fruit restores 3+d10 Essence. Each apple also deals one Shallow Wound of cold damage when eaten. There is enough fruit for d10 people, however eating multiple apples does not provide any additional benefits (but does cause extra Shallow Wounds). Apples must be eaten immediately. They lose their magic if held for more than a few moments. The tree will continue to live if it is in suitable conditions, but the magical properties of the apples will be lost upon the next noon.
- 37 **Old Songs Sung in Winter.** Causes a chorus of rousing, phantom voices to rise in song around you. The songs sound much like a hall of feasting folk, celebrating mid-winter. Anyone who hears the music must make a Test of Volition (Diff 1) or be transfixed listening. Characters or creatures who are transfixed in this way will break from the spell if attacked. They otherwise will remain listening, mute and wondering.

- The singing will remain in place if you walk away. Lasts 30 minutes. **Echo:** Add +1 to Difficulty to resist.
- 38 **Warmth of the Winter's Mead.** Cast by touching any vessel of water, or other drink, no larger than a wine bottle or flagon. The liquid inside is turned to warm, spiced mead, sweetened with honey. Enough mead is created for three people to drink it. Those who drink the mead will be immune to the effects of cold weather, frostbite, hypothermia or similar natural cold damage until noon. Any non-natural, magical coldness, or cold attacks directed by spirits or similar beings are resolved as normal, except that any one magical cold attack can cause no more than one Shallow Wound per attack whilst the spell is in effect.
- 39 **Frostgrim Bolt.** Conjures a damaging bolt of frost and cold. Can be targeted to any one target by line of sight. Cannot be dodged. Ignores all armour, including Enchanted armour. Deals three Deep wounds to one target. **Echo:** The **caster** takes one Shallow Wound from cold damage.
- 40 **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:** Add 5 min to the duration.
- 41 **Voice that Freezes.** For five minutes your voice becomes icy and eerie sounding. During this time you can command inanimate objects to freeze. Only objects that could reasonably be easily carried by an average person can be targeted. So, a medium sized barrel could be targeted, but not a large barrel, for example. Each command takes one Action. The frozen object will become covered in rime and frost, and will be uncomfortably cold to touch, and may also become slippery. It does not deal cold damage if held or worn, but will cause the bearer to undertake actions at Disadvantage for three Action Rounds if the object is not discarded (by then, the object will have warmed up enough to no longer be uncomfortable). The effect can be used to achieve anything that encasing in ice might achieve: it could freeze mechanisms with ice (such as a lock on a door), freeze someone's drink, or make food inedible, for example.
- 42 **Winter's Hunger.** Cast by line of sight. Causes any one target to become overpoweringly, irrationally and mindlessly hungry on a failed Test of Volition (Diff 1). If affected, the target must do nothing but seek out food. The target will not eat things that they would not normally consider food (like rocks) and will take the **easiest** option rather than the **closest**. So, if there is a live sheep immediately within reach, but there is a loaf of bread a few feet away, the target will opt for the loaf of bread, not the live sheep. Lasts five minutes. **Echo:** Add +1 to Difficulty.
- 43 **Orb of the Cold.** You conjure a ball of crystal clear ice. The ball of ice will remain hovering in the air, crackling with cold light for 5 min. During this time you may look into the orb and spy on any person (that you know the name of) or place (that you have visited) that is within a day's walk. You cannot hear sound through the visions, but can see the person or place quite clearly. At the end of 5 min, the orb falls and shatters, then turns to mist.
- 44 **Ensnarement of Ice.** Affects one target by line of sight. Roll a d10, aiming to equal or beat your Mind. Each success deals one Shallow Wound to the Target. Stop rolling if you fail a roll. If you pass three tests in a row, no damage is done and instead the target is encased in a pillar of ice. The target is still alive and in a state of suspended life. They can only be released at your command, or through the use of enchantment-breaking magics or spells (exact methods of release are at Gamesmaster's discretion: maybe a rare herb is needed, or bottled dragon's fire, or some other strange thing).
- 45 **Craftings of Glacial Wonder and Horror.** You can cause a body of water no larger than a small pond (3 m radius) to leap up into the air and form itself into frozen sculptural shapes. These can either be beautiful and aesthetic, or, horrific and terrifying, at your discretion. The ice will melt naturally. If the temperature is sufficiently cold, then it will remain frozen in shape.
- 46 **White Raven.** Conjures a spectral white raven. The Raven is difficult to see and requires a normal (Diff 1) Senses Test to spot if it is more than 10 m away. The raven will remain in existence as long as you concentrate. You can see through the raven's eyes and hear through its ears, and even talk through its beak. The raven can be directed to fly anywhere up to (about) three days walk away. You can use it to search the landscape, but cannot direct it to a particular person if you don't know where that person is. The raven has no physical strength. It cannot deal damage. Any successful hit with any weapon, no matter how weak, will cause it to disintegrate into mist.
- 47 **Frostsculpting.** Requires snow, hail, ice or sleet to be present in the environment. You can cause a body of frozen material (no larger than a wagon) to animate and form itself into sculpted objects. These could be walls, stairs, bridges, spikes, windows or anything else that is solid. The sculpting can fit whatever aesthetic you please: beautiful and decorative, horrific and stark, rugged and glacial... whatever pleases you. The sculpted objects are harder than iron and cannot be broken or burned. They will last for one year and a day, then turn back to heaps of ice and snow. **Echo (1)** No effect. **Echo (2)** No effect. **Echo (3)** the sculptings are permanent and will not turn back to ice and snow.
- 48 **Simulacra.** Requires an amount of natural snow about equal to your own bodily volume (but not mass, necessarily). Causes the snow to form into a body that is a duplicate of you. The simulacrum has all of your physical skills and other traits, but cannot speak or write, and cannot cast magic. It will follow instructions faithfully and will remain in existence until dismissed. Other people might mistake the simulacrum for you from a distance, but it is notably pale, cold to touch, and emotionless: after a few seconds of interaction most people will work out that this must be some sort of copy. The simulacrum is conjured naked and will likely need to be clothed and equipped to be useful. If killed, the simulacrum turns back to snow. You can only maintain a number of simulacra equal to your Rank in Spellweaving (i.e. a Rank One Spellweaver can maintain 1 Simulacrum, Rank Two = 2 Simulacra, etc). You cannot see through the eyes of a simulacrum, or command it from afar. It needs to be

given instructions much as if it were any other servant. If there is no snow present, no effect results from this spell.

- 49 **Winds that Flay.** Conjures a brutally cold wind carrying blade-sharp ice. The wind targets an area within line of sight that is no more than 5 m x 5 m. Any creature or character within the area of effect takes a Deep Wound of damage. The damage ignores all armour, including Enchanted armour. The damage takes the form of partial flaying of the skin, so that the injured target(s) may have strips of skin hanging loose in places after the spell has had its effect.
- 50 **Wrack of Winter's Storm:** Conjures a storm. The storm takes about an hour to build and will affect an area up to a kilometre radius. The storm is strong enough to blow down light structures, tear off roofs, and flatten crops. Ships caught in such a storm might be sunk, depending on luck and the skill of the crew. The storm lasts until noon.
- 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:** Your footsteps fill with a pattern of strange, glimmering frost. The effect lasts five minutes. The frost will spread and 'attack' any Character or Creature who steps within 1 m of your footsteps. The target must be touching the ground for the effect to work (i.e. does not work on flying or hovering beings). The attack deals one Shallow Wound per Round that the target remains within 1 m of your footsteps. Damage is dealt at the end of the Action Round. The attack cannot be dodged. The attack ignores all armour, including Enchanted armour. **Echo:** Add 5 mins.
- 53 **Waterfreeze Optics:** Conjures a lens of perfectly clear ice. The ice and the magic within remains intact for one hour. You can pick the lens up and hold it in front of you (or affix it to your face with straps or some sort of eye-piece frame). Seeing through the lens, you will not be tricked by illusions, the invisible becomes visible and all hidden things within 100 m distance become revealed (i.e. you will see the glowing outlines of concealed doors, hidden compartments, or even buried treasure).
- 54 **Cloth of Winter Hues.** You can change the colour of any one garment, bolt of cloth or fabric roll into a bright Winter colours: white, silver, blue, black or grey. 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 **Winter-steed.** Conjures a horse made of snow with ice in its mane and tail. The horse can be ridden like any normal horse but is untiring, and does not need to eat, rest or sleep. It disintegrates into a pile of snow at noon.
- 57 **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 can be made to shed enough light to see by. It

cannot be bright enough to blind. Lasts 5 min. Up to three distinct 'objects' can be created. Can be conjured anywhere within 100 m distance (i.e. you could conjure three phantom knights and direct them to menace someone). The illusion can fill the entire 100 m radius if desired. Note that the illusion can neither deal, nor take damage. **Echo:** Add 5 min to the duration.

58 **Sword of Burning Cold.** xxx

59 **Frost Bolt.**

60 **Wintry Blast.**

61 **Ermine Scurries.**

62 **White Fox.**

63 **Chill Dagger.** Conjures a dagger made of subtly glowing ice and directs it at a target. Can be targeted anywhere within line of sight. The dagger cannot be dodged. The dagger ignores non-Enchanted armour. Deals two Shallow Wounds to the target. **Echo:** Add another Shallow Wound.

64 **Contagious Ice.**

65 **Sheer Sheet of Frost:**

66 **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.
- 67 **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.
- 68 **Winter-Blight.**
- 69 **Path of Ice.** Stairs, bridge.
- 70 **Fingers of the Chill Wind.**
- 71 **Freeze the Blood.**
- 72 **Corpse Candle.** You conjure a dancing, pranking corpse candle of sickly green-orange light. The glow sheds about as much light as a normal candle and hovers in the air nearby. It will follow you if you ignore it, or you can direct it by concentration to move up to 100 m away. Lasts 10 min. **Echo.** Add 10 min.
- 73 **Calm Winter's Sky.** You can cause any ill weather, storms, rain, hail in your vicinity to dissipate. The worst of the weather will ease off immediately. In about 30 minutes clouds will clear and a cold, beautiful sky will be revealed. The clear weather will last until midday, at which point the weather returns to its natural state (though might have changed in the intervening hours). Affects an area of about a kilometre radius around you and eases off gradually at the edges (i.e. someone passing into your sphere of calm weather isn't likely to notice that it is supernatural).
- 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 **Rouse the Dead.** This spell only works if there are dead remains of humans (or human-like beings) within 100 m radius. The undead are raised in the form of Drudges. Drudges are slow moving, obedient undead. They will obey your commands, even if putting themselves at risk. **Roll a d10:** this is the number of Drudges summoned. **Roll a d10: 1:** Shadow-Drudges. **2:** Bone-Drudges. **3:** Husk-Drudges. **4-10:** Rot-Drudges. **Roll a d10: 1:** The summoning is permanent (or at least until the drudges rot away to nothing in the case of rot-drudges). **2-10:** The Drudges return to their graves at noon. The caster can choose to dismiss and dispel any summoned Drudges at any time. Additionally, any sleeping undead (such as put to sleep using **Lay of the Dead** in **Summer Magic**) within 100 m are woken. However, these 'wild' undead are not obliged to obey the caster, or even be friendly. Finally, you take one **Shallow Wound**, regardless of whether any undead are summoned.
- 84 **Grim Summonings.** Allows you to create an undead grim (raven-grim, ferret-grim etc). A grim is an undead (small) animal inhabited by a ghost. For this spell to work, you must have a recently killed animal (no larger than a badger) and call out the name of the ghost you want to call back. This must be the name of someone you knew when they were alive. The ghost is summoned and forced to inhabit the dead flesh. It must obey your instructions. Most grims rot until nothing is left, at which point the spell needs to be recast. Roll a d10 on summoning the grim. **2-10:** the flesh rots away normally. **1:** the flesh is preserved and the grim will exist permanently. If you have no small dead animal on hand, no grim is summoned. However, regardless of whether you conjure a grim, you always take one **Shallow Wound** when you visit this node.
- 85 **Nightmare Ice.** xxx.
- 86 **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 corpse-candles 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 an area about 20 m radius.
- 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 **Malediction.** The spell is cast as if it ended on the previous Node. Gain a Malediction. Roll a d% on the Maledictions table.

Maledictions

Maledictions are permanent curse-like effects that can come about through the practise of Winter 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 Your 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.** You 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 at midnight each night, but you are also wracked with painful convulsions for an hour. You remain wretched and listless through the day because of the trauma.
- 70 **Age-in-glass.** Your reflection shows an ancient, decrepit version of you.
- 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 whenever someone else speaks your birth name in your presence.
- 73 **Murder-of-Crows.** All crows, ravens and rooks are drawn to you from within 1km and follow you about. Each corvid eventually loses interest, but others will come to take their place.
- 74 **Pale-hair.** You hair turns dead white.
- 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-slitther.** 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.** You 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.

Tangleknots

Tangleknots are strange little magical side-effects that are triggered when you move adjacent to them during spellweaving. The effect will usually only persist during the spellcasting itself, 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 typically fade not long after the spell has been cast. Where the Tangleknot provides a duration, such as 5 min, then it lasts for that length of time after the spell is cast. Area effects are given in radii around the caster, so that a 500m area is quite a large area and people who are some distance away will potentially notice strange occurrences.

Note that Characters have **no control over Tangleknots** unless otherwise stated in the description **or** if you have gained enough Ranks in Spellweaving to apply a **Mastery** to a Tangleknot in your Spell Map. 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 Tangleknot effect through Mastery, then 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 **Weird-of-steps.** Illusory objects that are linked to your Season gather around your feet and remain in your footsteps (e.g. fallen petals / summer leaves / autumnal leaves / ice and frost (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 **Sculptures most Weird.** Small rocky protuberances grow out of the ground and form themselves into small twisted sculptures around you. You leave a trail of unpleasant little sculptures as you walk. They are permanent, but need to be chiselled free to be portable. (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 (1 min or three actions).
- 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 ancient 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. They evaporate into mist after 5 mins (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.
- 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 Roll three times and gain all three in the same node (i.e. this node contains three Tangleknots instead of one).