

Magic: Most Divine & Profane

Marauders & Manors: An Open Multi Class System for
Fantasy Role Playing Games

Version 1.5.2



Adjacent Game Resource

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Religion:

The Basics:

Religion has a significant cultural and political impact in the world. However, no one has directly witnessed the existence of the Gods. They move and act in mysterious ways.

All characters may choose to follow a religion, a sect, a single deity, or a pantheon of Gods.

Why do the Gods act or not:

In Tierrennor, the seemingly contradictory nature of distant yet benevolent gods can be explained through a few interconnected cultural and existential realities.

When the Gods act:

- Gods emphasize the concept of Wyrð, or fate.
- Gods are bound by their Wyrð, or fate, much like mortals.
- The gods are powerful beings, but are also subject to the overarching cosmic order. Their distance stems from their embodiment of these grand, impersonal forces of the universe. They set the stage, influenced the currents of fate, but didn't necessarily micromanage daily life.
- Blessings and miracles, then, could be seen as subtle nudges or moments where their influence aligns favorably with human endeavors, or where the threads of Wyrð are woven in a propitious way.
- They are often mysterious and it is not always immediately apparent why they do or do not act.

The Heroic Ideal and Human Agency:

- The faiths celebrate the heroic ideal. Individuals who demonstrate courage, loyalty, and strength in the face of adversity. If the gods were constantly intervening, it would diminish the significance of human action and choice.
- Testing and Worthiness: Distant gods allow for humans to be tested. Blessings and miracles are not guaranteed but earned, often through virtuous actions, bravery, or deep faith. This reinforces the idea that divine favor is a reward for human merit.

Respect for Divine Power:

- The very rarity of divine intervention makes it more awe inspiring and significant when it does occur. It underscores the immense power of the gods, who do not need to constantly demonstrate their might.
- In essence, the divine is powerful, but operates on a grander scale, allowing humanity to forge its own path and earn its own worth. The gods' distance emphasizes their majesty and the significance of their occasional, well placed interventions, reinforcing the idea of a cosmic order where human actions, though guided by fate, still hold profound meaning.

Mysticism: Distant gods who occasionally intervene add an element of mystery and wonder.

- Sense of Awe: It maintains a sense of the divine as something beyond human comprehension, vast and powerful, rather than simply a readily available resource.
- Deus ex Machina (Limited): While not a constant "deus ex machina," the occasional miracle serves as a powerful reminder, offering a turning point or a clear sign of divine favor at crucial moments, without making the people entirely reliant on them.
- The Unseen Hand: It suggests that the gods are always present, in a sense, but their influence is more like an unseen hand guiding destiny rather than direct manipulation.

The Nature of Blessing and Miracle:

- Blessings: These might be seen as general good fortune, favorable weather, successful harvests, or victories in battle, subtle influences that allow human effort to bear fruit. They are a sign of divine goodwill rather than direct interference.
- Miracles: These are more overt and rare, often occurring at moments of great need, demonstrating exceptional divine power and serving as a direct sign of favor or intervention for a specific purpose (e.g., healing an impossible wound, parting waters, providing impossible strength).

Why there is no direct conflict between the Gods:

- A war between the Gods will destroy reality.
- Cosmic forces beyond the Gods will not allow a premature end of reality.
- This does not mean that horrific evil and destruction cannot occur. This has not prevented terrible incursions of demon hordes or mass influxes of chaos flows and monsters.
- The world may be tortured, maimed, and mutilated to its last breath. It may not be slain before its time.
- Neither Gods, demons, monsters, fae lords, sorcerers, savants, or wise women know the hour of the End. None may see beyond the End. Only that it marks the Finality.

Death:

- All dead, except the worshipers of Kadmos are judged and receive their reward for good or for ill. They are kept in the houses of the dead or cast into the darkness and torment.
- It has not been revealed what part they will play if any at the End.

Piety Points:

Performing actions which are true to the ways of your God will earn piety points which can be traded for divine Favors from their deity.

Attending sacred rites: 1 piety point per month
Performing sacred rites: 2 piety points per month

Access to religion perk levels and divine favors is strictly limited by each areas religious hierarchy.

Piety points are capped at a total of Intelligence -10 + Wisdom -10 + Charisma -10 + religion perk level.

(x) equals the number of piety points earned or spent for a given activity or favor.

Benefits of Divine Favor:

Divine favor:

Divine Favors listed under each faith may be learned at the discretion of followers temple, shrine, or cult. Status as a Lay Initiate, Shaman, Non Ordained Religious, or Ordained Religious as well as standing in the community, political status, service to the Faith, and gifts bestowed upon the organization will be some of the factors considered before being taught a Divine Favor.

Using divine favors that are inline with the Gods will requires only the expenditure of prayers and piety points. There may be bonus effects or reduced cost if it is very pleasing.

Using a divine favor that is contrary to the Gods wishes automatically fails and the petitioner must roll in the atonement table.

If it is uncertain how the Gods feel about the use of a divine favor; it will require a successful religion skill check against a target number to succeed. Roll Intelligence + Religion skill. A success results in your prayers being answered and the favor works. Your prayers are not answered on a failure. A special success results in a dramatic success (increased the benefit/effect). You anger your God on a special failure and must make a roll on the atonement table.

Each religion lists the standard list of divine favors they can teach. Additional ones are listed below. Some or many of them may be available through your temple, shrine, or cult.

The Gods:

Divine Flame: Somaris the Sun God, The Protector

Domains: Destruction, Fire, Good, Law, Protection, Strength, Sun, War

The Ways

- Pray to Somaris at the start or end of a session. (1).
- Pay homage to a shrine or church of Somaris. (1).
- Defend the innocent from harm. (2).
- Consecrate a place of evil. (3).
- Single handedly defeat a creature who is undead or born from chaos. (3).
- Establish a church of Somaris. (5).

Divine Favors

- Bless: Benefits from Divine Grace. (x).
- Healing: Religion check to heal 1d6 health points. (1).
- Turn Undead: Undead monsters, up to Religion perk x2 threat level, within 200' are effected. On a success, Religion perk levelx2 + Intelligence + d12 HD of undead are forced to flee. They are destroyed on a critical success or Religion Skill Level + Piety Points exceeds the creatures threat level. (1).
- Favor: Religion check to grant anybody a single re roll during this session. (1).
- Courage: Religion check to grant all allies within 40' advantage on their next attack and damage rolls. (2).
- Healing Wounds & Sickness: Choose to heal one minor or moderate wound or disease. (2).

Major Holidays:

Summer Solstice: Eternal light in the afterlife

Winter Solstice: Triumph of light over darkness

The Old Ways: Reeva, Mother Earth, Power, Nature

Domains: Air, Animal, Destruction, Earth, Fire, Healing, Magic, Plant, Travel, Trickery, Water

The Ways

- Pay respect to a druidic shrine. (1).
- Do not disturb the lair/territory of natural beasts. (1).
- Protect creatures from the power of nature [Floods, fires etc.]. (2).
- Rediscover one of the hidden ways of travel. (3).
- Find one of the primeval world trees. (3).
- Rediscover an ancient Dragon. (5).

Divine Favors

- Animal Friendship: Religion check to befriend an animal up to 30'. (1).
- Entangle: Religion check to summon vines which entangle a single opponent (Strength 10+religion perk level). (1).
- Hidden Move: Religion check to move up to 50' away from an opponent and disappear if cover is available. (1).
- Influence: Check opposed religion vs Charisma save to influence an opponent to your viewpoint (1).
- Shape Change: Religion check to change into the form of a small to medium sized animal for the encounter. (2).
- Portent: Religion check to gain three re rolls or advantage checks for an encounter later in the session. Player narrates the warning based on referee hints. (3).

Major Holidays:

Spring: Return of vigor to nature

Autumn: Bounty of nature

The Moon Sect: Morraine the Mysterious, Discovery, Magic, Shadows

Domains: Animal, Chaos, Destruction, Knowledge, Luck, Magic

The Ways

- Explore an ancient ruin, dungeon or structure. (1).
- Cast light onto a hidden occurrence or condition in a settlement. (1).
- Discover or defeat a new monster. (2).
- Discover an item with previously unknown magic properties. (3).
- Find a magical rift or portal. (3).
- Explore the mythic underworld. (5).

Divine Favors

- Light: Religion check to create a 30' radius light source on an object for an hour. (1).
- Darkness: Religion check to create a 30' radius area of darkness for an hour. (1).
- Detect Magic: Religion check to detect magic within 20'. (1).
- Identify Magic: Religion check to identify a magic object. (1).
- Hidden Lore: Religion check to identify some information about a creature, object or location. (2).
- True Sight: See through all glamours, illusions, and trickery. Shows chaotic, divine, or arcane enchantments within 20'. Lasts for religion level turns. (1).

Major Holidays:

Mid spring: The joy of discovering a place

Mid winter: The joy of discovering knowledge

The Death Cult: Kadmos, God of Death, Lord of Darkness, Kin Slayer

Domains: Chaos, Death, Destruction, Evil, Strength, War

The Ways

- Proudly display a symbol of the God of Death. (1).
- Pay homage to a shrine of the God of Death. (1).
- Single handedly take the life of a living creature. (2).
- Recruit a follower into the service of your God. (3).
- Ally with a powerful undead. (3).
- Visit the shadowlands. (5).

Divine Favors

- Fear: Display your religious symbol forcefully to an individual. Opposed religion vs. Charisma save. Failure means they act at disadvantage against you for 1 turn. (1).
- Blight: Religion check to cause an area of non magical vegetation with a 60' radius to wither and die. (1).
- Swarm: Religion check to summon a swarm of insects to distract something or someone. (1).
- Dread: Religion check to cast. All opponents within 40' must make an Intelligence save or suffer disadvantage on all rolls for one minute. (1).
- Death Touch: Religion check and a successful attack drains your regular damage. These hit points are temporarily added to your hit points for the remainder of the encounter. (2).
- Summon Undead: Religion check to summon 1d6 HD per religion perk level of undead creature to obey your simple commands. If they are available. (3).

Major Holidays:

Winter Solstice: Triumph of darkness over light

Fall: Joy of slaughter

God of the Afterlife: Chakris, God of Endings, Granter of Peaceful Death, Chaos Bane, Undead Scourge

Domains: Death, Good, Healing, Law, Protection, War

The Ways

- Proudly display Holy Symbol. (1).
- Officiate at funerary service. (1).
- Slay undead. Weak (1), Average (2), Strong (3-5).
- Attend and ease the ending of another's life. (2).
- Cleanse chaos. Weak (1), Average (2), Strong (3-5).
- Defeat agents of Kadmos. Weak (1), Average (2), Strong (3-5).

Divine Favors

- Turn Undead: Undead monsters, up to Religion perk x2 threat level, within 200' are effected. On a success, Religion perk levelx2 + Intelligence + d12 HD of undead are forced to flee. They are destroyed on a critical success or Religion Skill Level + Piety Points exceeds the creatures threat level. (1).
- Consecrate This Area to the Faith: Use divine power and ritual to bind a small area to a deity or faith. The area will give bonuses to adherents and banes to it's enemies. (1)
- Healing: Religion check to heal 1d6 health points (1).
- Healing Wounds & Sickness: Choose to heal one minor or moderate wound or disease. (2).
- Healing Greater Wounds & Sickness: Heals one greater wound or disease. (4).
- Loose the Bindings: Roll d20 + religious level + extra piety points spent vs DC10 + Spell level or HD for all forms of mental domination and control, fear, charm, command, etc. (1).

Major Holidays:

Early Spring: Victory of life over undeath

Fall: Remembrance of the ancestors

God of Merchants, Navigators, Sages, & Scholars: Kulnos, The Wise Wayfarer, Keeper of Knowledge & Sorcery

Domains: Air, Earth, Fire, Knowledge, Law, Magic, Protection, Travel, Water

The Ways

- Explore ancient ruin, dungeon, or structure. (1).
- Find a lost fact. (2).
- Advance a knowledge. (3).
- Preserve an old way. (1-3).
- Find the safe way through a very dangerous way. (2).
- Safeguard from inimical sorcery. (2).

Divine Favors

- Hidden Lore: Religion check to identify some information about a creature, object, or location. (2).
- Identify Magic: Religion check to identify a magic object. (1).
- Light: Religion check to create a 30' radius light source on an object for an hour. (2).
- Loose the Bindings: Roll d20 + religious level + extra piety points spent vs DC10 + Spell level or HD for all forms of mental domination and control, fear, charm, command, etc. (1).
- Portent: Religion check to gain three re rolls or advantage checks for an encounter later in the session. Player narrates the warning based on referee hints. (2).
- Erase the Bodies Twisting: This ritual takes 1d12+1 hours if the victims sorcery perk level is 1-2, 1d3+2 days if the victims sorcery perk level is 3, 1d3 weeks if the victims sorcery perk level is 4, and 1d3 months if the victims sorcery perk level is 5. Remove one Mutation Table Effect. (3).

Major Holidays:

Late spring: Celebration of pilgrimage

Mid winter: Festival of sages

Atonement Table:

1-6	Act of Faith: Travel to a sacred site for your faith, culture or ancestors; perform a rite of the faith.	49-54	Ministry of Compassion: Spend 1d4 days counseling strangers, including treating or managing madness.
7-12	Help Others: Spend 1d4 days aiding others or tending to strangers' physical injuries and illnesses. The service must reflect deity.	55-60	Glorious Adornment: Commission a statue, symbol or other religious paraphernalia worth ¼ your wealth, for your order.
13-18	Blood Redemption: Slay a dangerous foe single handed, then perform a 1d3 hour offering ritual.	61-66	Seat of Worship: Spend 1d8 days consecrating a new shrine or temple to honor your god.
19-24	Catechism: Spend 1d4 days instructing novices in your hallowed ways.	67-72	Restored: Retrieve, reinstate or cleanse a lost relic or holy symbol of your god.
25-30	Abase Yourself: Spend 1d6 hours purifying a shrine or temple (dedicated to your god), or 1d6 days performing menial, abasing labor at your temple.	73-78	Flagellation: Spend 1 hour a day for 1d8 days painfully drawing your own blood. The ritual causes 1 Constitution point loss per day. Constitution heals at 1 point per week.
31-36	Oath of Silence: You must not speak for 3d12 days.	79-84	Contemplation: You sequester yourself for 1d4 months, studying holy scripture.
37-42	Pilgrimage: Visit a distant shrine or temple to your god.	85-92	Tithe: Donate ½ your treasure to your order.
43-48	Purest Example: Publicly demonstrate your deities most essential ethos. This takes 2d20 days.	93-100	Holy Quest: Complete a special task for another of your order or in accordance with a vision.

Additional Divine Favors:

RL = Minimum Religion Level to learn this rite.

(x) = the number piety points spent for a given activity or favor.

Note: Favors that are listed under specific Gods or Faiths can be taught as part of their religious teachings. They only require approval from your temple, shrine, or cult and a religious level 1 to acquire.

- Animal Friendship: Religion check to befriend an animal up to 30'. RL: 1 (1).
- Awe: Religion check to channel the divine. Causing a morale check for all enemies and advantage to allies morale checks up to 30'. Effect lasts for religion level in minutes. RL: 1 (2).
- Banish Chaos Pool: This rite imposes order and compression on sources of chaos. It reduces them to black gems with red veins.
 - Minor: Takes d8+10 rounds. Grape pebble sized gem.
 - Medium: Takes d10+5 minutes. Egg sized gem.
 - Major: d3+1 turns. Apple sized gem. RL: 1 (3)
- Bless: May add piety points to make blessing more difficult to dismiss.
 - Minor: +2 on 1d3 important rolls a day or minor effects like good luck at cards, or returning safely from market. RL: 2 (1).
 - Medium: +d6 on 1d10+2 important rolls in a week or medium effects like speak eloquently at event or significant good luck. RL: 3 (3).
 - Major: +d12 on 3d6+3 important rolls in a month or major effects like removing a curse, finding a spouse, or success with profession. RL: 4 (5).
- Bless the Land: You spend the day praying over the fields or forests. This grants a 25% gain in growth, health, and harvest. You may bless 100 acres per religion perk level. RL: 2 (2).
- Blight: Religion check to cause an area of non magical vegetation with a 60' radius to wither and die. RL: 2 (2).
- Break Curse: Roll d20 + religion level + piety points spent breaking curse vs DC 10 + inflicter's religion level + piety points spent inflicting curse. RL: 2 (x).
- Consecrate This Area to the Faith: Use divine power and ritual to bind a small area to a deity or faith. The area will give bonuses to adherents and banes to it's enemies. RL: 1 (2).
- Consecrate This Material to the Faith: Use divine power and ritual to bind a small amount of material to a deity or faith. Materials will have their imbuelement resistance lowered in preparation for inclusion in sorcerous rituals or items. RL: 3 (3).
- Courage: Religion check to grant all allies within 40' +d6 on their next religion levelx2 attack and damage rolls RL: 1 (2).

- Curse: May add piety points to make curse more difficult to break.
 - Minor: -2 on 1d3 important rolls a day or minor effects like bad breath that won't go away or minor deformity. RL: 2 (1).
 - Medium: -d6 on 1d10+2 important rolls a day or medium effects like can't speak or severe impairment. RL: 3 (3).
 - Major: -d12 on 3d6+3 important rolls a day or major effects like transformed into a toad, exists in animal form during moonshine, or permanent transformation to animal for a season. RL: 4 (5).
- Darkness: Religion check to create a 30' radius area of darkness for an hour. RL: 2 (1).
- Death Touch: Religion check and a successful attack drains your religion level + d10 damage. These hit points are temporarily added to your hit points for the remainder of the encounter. RL: 2 (1).
- Detect Magic: Religion check to detect magic within 20'. RL: 2 (1).
- Dread: Religion check to cast. All enemies within 40' must make an Intelligence save or suffer -d12 on all rolls for one minute. RL: 2 (1).
- Entangle: Religion check to summon vines which entangle a single opponent (Strength 10+religion level). RL: 2 (2).
- Erase the Bodies Twisting: This ritual takes:
 - 1d12+1 hours if the victims sorcery perk level is 1-2,
 - 1d3+2 days if the victims sorcery perk level is 3,
 - 1d3 weeks if the victims sorcery perk level is 4, and
 - 1d3 months if the victims sorcery perk level is 5.
Removes one Mutation Table Effect. RL: 3 (4).
- Favor: Religion check to grant anybody religion level re rolls during this session. RL: 1 (2).
- Fear: Display your religious symbol forcefully to an individual. Opposed religion vs. Charisma save. Failure means they act at disadvantage against you for 1 turn. RL: 2 (1).
- Healing: Religion check to heal 1d6+2 health points. RL: 2 (1).
- Healing Wounds & Sickness: Choose to heal one minor or moderate wound or disease. RL: 3 (3).
- Healing Greater Wounds & Sickness: Heals one greater wound or disease. RL: 4 (5).
- Hidden Lore: Religion check to identify some information about a creature, object or location. RL: 2 (1).
- Hidden Move: Religion check to move up to 50' away from an opponent and disappear if cover is available. RL: 2 (1).
- Identify Magic: Religion check to identify a magic object. RL: 2 (1).
- Influence: Check opposed religion vs Charisma save to influence an opponent to your viewpoint. RL: 2 (2).
- Light: Religion check to create a 30' radius light source on an object for an hour. RL: 2 (1).

- Loose the Bindings: Roll d20 + religious level + extra piety points spent vs DC10 + Spell Potency x2 or HD for all forms of mental domination and control, fear, charm, command, etc. RL: 1 (1).
- Portent: Religion check to gain three re rolls or one advantage check during one encounter later in the session. Player narrates the warning based on referee hints. RL: 3 (3).
- Read the Heart: Detect strong Law, Chaos, Good, or Evil in a person. RL: 2 (1).
- Restore Souls Vitality: Restores a lost level of energy or level drain/loss. RL: 3 (4).
- Restore Vigor: Restores 1d3+1 of lost exhaustion levels. RL: 1 (2).
- Sanctify Water: Create Holy/Unholy water. RL: 2 (1).
- Sanctify Holy Symbol: Create Holy/Unholy symbol. RL: 2 (1).
- Sanctify Charm: Create Holy/Unholy charm. RL: 2 (5).
- Sanctify Minor Magics: Create Holy/Unholy minor magic items. RL: 3 (x).
- Sanctify Moderate Magics: Create Holy/Unholy moderate magic items. RL: 4 (x).
- Sanctify Major Magics: Create Holy/Unholy major magic items. RL: 5 (x).
- Shape Change: Religion check to shape change into the form of a small to medium sized animal for the encounter. RL: 3 (4).
- Sweeten Foul Food. Cleanses rotten, poisoned, or tainted food. This power cleans religion level+Intelligence+1d6 meals. RL: 2 (1).
- Sweeten Foul Drink: Cleanses filthy, poisoned, or tainted drinking fluid. This power renders religion level+Intelligence+1d6 gallons of fluid into clean, sweet fluid. RL: 2 (2).
- Summon Undead: Religion check to summon 1d6 HD per religion perk level of undead creature to obey your simple commands. If they are available. RL: 2 (5).
- Swarm: Religion check to summon a swarm of insects or small mammals to distract something or someone. RL: 2 (2).
- The Blind Can See: Restores the use of one sensory organ that has been damaged, destroyed, or lost. RL: 4 (6).
- The Corruption is Purged: This ritual takes:
 - 1d12+1 hours if the victims corruption point level is 1-10,
 - 1d3+2 days if the victims corruption point level is 11-20, and
 - 1d3 weeks if the victims corruption point level is 21+.Remove religion level in corruption points. RL: 2 (2).
- The Lame Can Walk: Restores function to one appendage that has been damaged, destroyed, or lost. RL: 4 (6).
- True Sight: See through all glamours, illusions, and trickery. Shows chaotic, divine, or arcane enchantments within 20'. Lasts for religion level turns. RL: 2 (1)
- Truth Sense: Allows the caster to tell the truth or falseness in others speech. Also determines if omissions are being made. Does not compel truth or speech. RL 1 (2).

- Turn Undead: Undead monsters, up to Religion perk x2 threat level, within 200' are effected. On a success, Religion perk levelx2 + Intelligence + d12 HD of undead are forced to flee. They are destroyed on a critical success or Religion Skill Level + Piety Points exceeds the creatures threat level.
RL: 2 (1).

Witchery, Sorcery, & the Arcane

Introduction:

Special Thanks:

Thanks to Levi Kornelsen for creating Witchery and licensing it under CC 4.0 BY. This is the replacement for Vancian magic made popular by the worlds most well known role playing game that I have been looking for.

Could I have written my own, yes I could. Yes I have. And none of those attempts are any where near as good as his. So thanks for creating and thanks for sharing. This saves me from having to recreating the wheel one more time. If you like this, the original is available at: <https://levikornelsen.itch.io/witchery>.

Magic:

What this is:

The witchery system is focused, like most RPG magic systems, on a list of magical effects that are in practice organized into spells, with the option to create more. It has been structured to feel more akin to witchcraft or folk magic than to the Vancian wizardry most traditional in RPGs. This work uses a Noun & Verb casting system.

Each spell in this system is built by combining an Element (like fire) and a Method (like conjuring). However, these components don't dictate the spell exactly; a fire conjuring brew might be a blackened lump that explodes on any hard impact, or a glass bottle that sheds light for a few hours when shaken up.

To cast a spell, your character must have ability with both the components involved (the Element and Method), and make a roll or otherwise engage in mechanics to do so properly.

Sorcery is a magic system built on knowledge of the arcane Methods. It is focused on learning discrete magic spells.

Trained spell casters of any kind are few and far between. But all folk have heard tales of their sorcery. It is dark and inherently dangerous. Magic was not meant for mortals, and this fundamental mismatch taints every casting with uncertainty. From beyond the Veil, magic draws the attention of dark and inscrutable forces, some of whom will find ways to impose their will upon you.

Magic is an Art, not a science. Each work of magic, from casting a spell, to writing a scroll, to creating a potion, is something that must be done from scratch each time. Merely replicating what has already been done will never work.

A spell is a fairly standardized effect that has been repeatedly created by many spell casters. Mortal brains are not structurally designed to hold this information. There is no set formula for any particular spell.

Take the spell Exploding Ball of Fire, for instance. It is a very common spell, especially for traveling and adventuring Mages. If you were to look at the spell books of one hundred Witches containing Exploding Ball of Fire, not one spell would look the same.

Each spell formula is a combination of reference notes, philosophical debate against the universe, and gibberish scribbling. This serves one purpose. To trigger a dream state understanding within the caster's mind. Nothing contained in a spellbook is a "how to" guide so much as an individual recipe for self induced hypnosis.

Associations - Arcane Guilds, Channies, Covens, & Hedges:

Witches, Mages, and Sorcerers can organize themselves in any number of manners in differing settings. However, the most common forms of organization across settings are the solitary witch and the tightly knit working

group. These may be called arcane guilds, colleges, channies, covens, or hedges. Even hedge wizards/witches have a hero, mentor, or guide.

Steadings:

Whether solitary or based in a group, most mages can generally be expected to have a territory they consider their home. Wandering magicians are heavily outnumbered by settled ones. These homes are referred to here as steadings. A stading may easily be large enough to include a village or other small settlement. Large towns and cities can be also assumed to have their steadings, but these associations are often at odds.

They may thus be sought out for aid and counsel, whether openly or in desperation, and looked to by those both within the stading and without as natural arbiters of, sources of, and champions for any magical concerns.

As figures of real and potent powers, Witches are very likely to be respected (or feared!) in and around their steadings.

Given that magical sites (hearths) exist in these rules, sorcerers can be expected to take ownership of at least some of them and build steadings around them. When hearths are discovered early, before they become the province of a ruling spirit, they can be built up so a solitary witch or coven can move in, the basic work of improving a hearth to stading levels being the mage equivalent of a barn raising.

Why don't witches, mages, and sorcerers rule the world or dominate warfare?

1. The gods are real.
 1. Magic has two gods. The Moon Goddess is a neutral to chaotic influence. While the Wise Wayfarer is more lawful and structured. They assure that their adherents are placed in positions of authority in the Guild of Arcane Lore.
 2. Both provide oversight to the realm of sorcery by limiting arcane knowledge and power.
 3. Divine favors accomplish 80%+ of sorcery with only the atonement of a special failure to worry about.
 4. Priests often rail against the dangers of poorly controlled magic. It is held up as a corrupting/defiling influence on society.
 5. The temples keep mages in line by providing or withholding corruption point and mutation removal services.
2. Witchery is a dangerous and physically demanding activity.
 1. Dangers, exhaustion, and long term debilitating effects from large magic keep mages from dominating.
 2. The occasional witch being consumed by a chaos creature as a side effect of casting is a commonly told true, warning tale.
3. The world seeks equilibrium.
 1. Magic can leave scars on the land, reality, and the psychic landscape that may take life times to repair. Reality tends to excise irritants.
 2. If the mages annoy the local power structures, IE ruling nobles and clergy, can throw a masses of peasants at the mage. He will drown in a sea of common blood.
4. The Guild of Arcane Lore is a secular institution devoted to the locating and training of mages.
 1. They have the power of life and death over those who practice the arcane Methods. The guild institutes many taboos and restrictions on it's members. It defines who, what, and where magic may be taught.
 2. The Star Light Lodge is a faction in the Guild of Arcane Lore devoted to stealthily monitoring and correcting abuses of knowledge, power, or indulging in chaos by sorcerers. Their motto is, "Searching in the dark to shine the light." or, "Burning away the corrupting darkness with the fire of the stars." They are the boogy man of many a mage. Feared but not known personally.
 3. The most universally accepted oath:
 1. I swear loyalty to the Guild of Arcane Lore for all eternity.
 2. I will safeguard the knowledge that has been entrusted to me. Teaching only as the masters of my craft instruct.
 3. I will not incite the anger of the Divine or Mundane against my steading, guild, coven, hedges, or chantry.
 4. I will never betray my brothers to harm or neglect.
 5. I will conflict with my brothers only under the auspices of the guild. Violence will only be expressed in a sanctioned feud.
 6. I pledge undying enmity against those who violate this oath.

That which we do: Involving arcane characters in the world:

Reasons for interacting with the wider world:

1. The characters can be involved in the mundane traffic of the steading. Travelers passing through, disputes among small folk that end up with witches, trade of goods (including herbs, magical tools, and books of spells), the study of magic and the unearthing of new spells.
2. Sorcerers may be called on to troubleshoot potential problems of a magical nature. Old battlefield graveyards where shades gather that need to be quieted lest dead things wake. Children who dream of world beyond may be in danger of becoming beacons for beings there. Monstrosities can appear from the wild to set up nests and dens.
3. Witches may be called on to help with problems afflicting or caused by other witches. Trouble spots that went hidden or ignored for too long can unleash swarms of magical creatures, incursions and refugees from beyond the steading can arrive, belief systems that villainize the witches themselves can enter steading communities, warlords and other authorities may decide to build outposts or greatly expand settlement within a steading, all require plenty of hands, witch and otherwise.
4. Mages may spend time visiting one another, or attending larger gatherings and actions of witchcraft; some such journeys are best with hardy companions. A coven may need to decide how they can or can't relate to the steading next to theirs, where the coven cruelly lords itself over the occupants. They may go to the founding of new hearths, or join in attempts to break the power of a dark forest valley ruled by a malevolent spirit.

Mage Duels:

Authorization for a Use of Force:

Mages are proscribed from indiscriminate warfare, especially with each other. They may have their proxies seek advantage in the realms of politics or economics. But witches are forbidden to slay or harm each other under their oath and the code. If one sorcerer challenges another, a duel ensues if one does not back down.

Duels are carefully regulated by the Guild of Arcane Lore to prevent sadistic masters from terrorizing weak apprentices.

The traditional terms of the duel are:

1. A mage fights his own fights. No mercenaries, proxies, or champions.
2. The terms of the duel are clearly stated.
3. Both parties swear to abide by the terms.
4. The conflict ends with the duel.

The Duel:

The Steading will set the date, time, and location of the duel. The challenger will pick an Element. Then the challenged picks an Element.

The duel is resolved as a series of arcane struggles utilizing the chosen Elements of the duelists.

- Each round they roll their effect bonus dice for the chosen Elements and Sorcery.
- The witch the highest total wins the round.

Common Interpretations of the Four Terms:

Point 1: Know your own strength before you test an enemy. Remember that the Steading will likely have access to arcane ways of determining the truth. Simply lying about assistance will not save you.

Point 2: Publicly stating the conflict and the outcome clearly avoids further dispute.

Point 3: Failure to uphold the terms will result in the Guild of Arcane Lore removing their protection and sanctioning a rogue mage.

Point 4: Failure to keep the peace is a serious breach of the oath. Consequences may range from loss of prestige or reputation to a full scale reprisal by divine, arcane, and/or mundane forces.

- The loser's total is subtracted from the winner's total.
- One exhaustion point is applied to the loser for every two points of the difference that they lost by, round up.
- Alternatively, the winner may inflict d6 damage per three points of success.
- A mage may trade d4 hit points for one exhaustion level.
- The duel ends when the loser concedes or dies.

The Components of Spells:

The Twelve Elements:

Elements are often described as primal (earth, air, fire, water) or complex (everything else), or referred to as domains, dominions, or by other names. By whatever name, there are twelve such. These are Lore (Method) skills. See Guide to playing for information on skills.

- Air
- Beast
- Blood
- Dream
- Earth
- Fire
- Hearth
- Name
- Plant
- Shade
- Water
- Wyrld

The Six Methods:

Methods are the verbs of magic; the Method tells what you're doing to the Element in question. If you're creating the Element, that's conjuring. If you're controlling it, that's dominating. Full details on these Methods are given in the Methods section. All six methods are taught along with the element skill as it is learned. To specialize, and thus gain casting bonuses, in a specific casting method, see guide to playing under general perks.

- Banishing
- Conjuring
- Divining
- Dominating
- Infusing
- Warding

Caster Limits & Spell Effect Modifiers:

Caster Limits:

- A caster may know $\frac{1}{2}$ Intelligence + sorcery perk level + Mage Level in spells. Spell Casting DC as listed.
- A caster may memorize up to their sorcery perk level + Mage level in spells. -5 to Spell Casting DC.
- A spell reverts to known from memorized to known if a mage does not study it for 2 turns per potency level every week.
- Free Form casting: Increase base DC of casting by +5.
- You cannot cast magic if load is greater than unburdened.
- No multi effect spells such Prismatic Spray.
- No resurrection, teleportation, time travel, or mass food/material producing spells.

Spell Effect Components:

Spell Effect Tables:

- Spell effect starts at the lowest effect.
- Increasing effect costs are listed at each effect.

Increase Range:

- Touch: +2 for each additional increase.
- 30'
- 100'
- 300'
- 1000'
- $\frac{1}{2}$ Mile [2,500' or 800 yards]
- 1 Mile [5,000' or 1,500 yards]
- 6 Miles [30,000' or 9,000 yards]
- Visual Range
- Requires a successful divination to obtain targeting information before spell can be cast.

Add Scale:

- Individual: +2 for each additional increase.
- 10' x 10'
- Small group or 30' x 30'
- Medium group or 100' x 100'

- Large group or 250' x 250'
- Village
- Town
- City
- Small Region [Baronies]
- Medium Region [Duchies]
- Large Region [Kingdom]

Duration: Use Method information. Otherwise the duration defaults to instant.

- Instant: +1 for each additional increase.
- Twenty breaths or one minute
- One hundred breaths or five minutes
- Next sunrise or moonrise
- One day
- $\frac{1}{2}$ Moon or two weeks
- Moon or one month
- Seasonal or three months
- Solar or one year
- Note: If a spell inflicts damage, the total damage is applied across the entire duration of the spell.

Savings Throw: Base Save is DC 15 with success having no effect.

- Increase Save DC: +1 for each +5 to increase save DC to a maximum of 30.
- Save for ½ Effect. +2
- No Save. +4

Dismissing Condition or Initiating Trigger: Conditional non damage inflicting spells last for normal duration or until condition is met. Spells with a trigger remain dormant until the trigger is activates the spell.

- Simple: Something mundane.
 - Condition: -6
 - Trigger: +3
- Difficult: Something exotic.
 - Condition: -4
 - Trigger: +2
- Obscure: Something exotic and difficult.
 - Condition: -2
 - Trigger: +1

Damage: +1 to increase by a level.

- d4
- d6
- d8
- d10
- d12
- 2d10
- 3d12
- 4d10
- 4d12
- 5d10
- 5d12
- 6d10
- 6d12

Summoning/Conjuring Limits: Summoning or Conjuring spells use Element of the summoned creature x2 for maximum threat level.

Threat Level:	Specimen Potency:	Cost:
1-2	Typical	+5
3-4	Powerful	+10
5-7	Potent	+15
8+	Beyond Mortal	+20

Warding Limits:

Warding spells grant protection from warded effects as listed in the save bonus column from the sphere of activity or source of harm. Shielding wards keep out specimens and effect powers and spells of their threat level or lower.

Harm Reduction:	Supernatural Effect Shielding:	Cost:
Deflect: ¼	Trivial	+5
Resistant: ½	Powerful	+10
Shield: ¾	Potent	+15
Immunity: Total	Beyond Mortal	+20

Effect: Changes something about the target or imposes a condition. Spell minimum:

- Advantage/Disadvantage die. +2
- 2 Advantage/Disadvantage dice. +3
- 3 Advantage/Disadvantage dice. +4
- 1 effect, characteristic, or change. +2
- Small number of effects, characteristics, or changes. +4
- Large number of effects, characteristics, or changes. +6
- Totally changes or transforms the character. +10
- Use summoning/conjuring table spell shaping costs for transformations.
- Equivalent to organic armor. +3
- Equivalent to flexible metal armor. +7
- Equivalent to enhanced flexible metal armor. +9
- Equivalent to rigid metal armor. +12

Reality Modifiers:

Apply a reality modifier to the DC if the spell significantly alters reality. Summoning something from nothing or instantly completing a time consuming job are examples that alter reality. The existence of magic already suggests that some amount of reality alteration is expected without adding modifiers. Lower the modifier level if the magic appears to manifest from the local environment, using appropriate spell components, or sculpting the spell from available material.

- Inconsequential: Limited, minor spell effects. Effects comparable to what can be done with mundane skills. 0
- Minor: Small spell effects. Effects comparable to what can be done with great skill or advanced technology. +2
- Medium: Moderate spell effects. Effects comparable to what can be done with supernatural powers. +4
- Major: Potent spell effects. Effects comparable to what can be done by significantly altering reality. +8
- Legendary: Spectacular spell effects. Effects beyond those listed for Major Magic but on a large scale. +12

Releasing Your Gift or Spell Casting:

Spell Casting DC = 5 – Element Skill + Spell Effect Modifiers +/- other modifiers and/or aids.
Minimum casting DC: 5

Spell Dangers = 5 – Element Skill + Spell Effect Modifiers

Casting Time:

Decrease the casting DC by -1 for level taken.

- 1 minute
- 1 turn or ten minutes
- 1 hour
- 12 hours
- 24 hours
- 1 week
- 1 month
- 3 months
- 1 year

Spell Casting Roll and Types:

Normal Casting Roll: $d20 + \text{Intelligence bonus} + \text{Sorcery skill bonus} + \text{modifiers}$ vs DC of spell effects and modifiers.

For spell casting rolls only:

- Natural 20 is a critical result or a special success.
- Natural 1 is a fumble or special failure.
- Natural 2-4 fails to activate the magic.

Known spell: These are cast from a scroll, book, or inscription that is recorded on your cultures recording format of choice such as a spell book, scroll, etched on sacred shells, etc. The spell has been fixed, allocated, and recorded. They may not be altered.

Memorized spell: May be cast without using spellbooks or other arcane recording devices. -5 DC to base casting DC.

Free Form casting: +5 DC to base casting DC.

Spell cast from item: Automatically succeeds. It costs a number of charges and dangers as described in the item's description.

Dispel Magic: Use the elemental form of the spell for banishing ongoing effects.
Roll: Intelligence + Element skill.

For magic/chaos effects not covered by an element. Roll: Intelligence + Sorcery skill.

Dispelling DC = Base Spell Casting DC + Mage level.

Spell Casting Aids:

Implements are aligned to elements at creation. They add standard bonuses to the casting roll.

Minor Modifier. +1 to a maximum of +5. Each additional three points of modifier greater than +5 converts to an advantage die. Each minor modifier costs as below.

Major Modifier. Lowers the casting DC by 5 and grants an advantage die. Each major modifier costs x10 as below.

Rated as:	Cost:	Time to Make:
• Amulets:	200 SP	1 Day
• Rings:	350 SP	3 Days
• Wands:	500 SP	1 Week
• Rods:	750 SP	3 Weeks
• Staves:	1,250 SP	6 Weeks
• Circles:	Use consumables.	

Elemental Limitations:

- Amulets: 1-3 Elements.
- Rings: 2-5 Elements.
- Wands/Rods: 3-7 Elements.
- Staves: 5-11 Elements.
- Circles: Use consumables. Each threat level being warded requires one consumable level to be used. Each spell potency type level being blocked requires two consumable type levels to be used. Reduce the casting DC by -1 for each consumable type level used beyond the minimum to a maximum of -10. The casting DC minimum is ½ [round up].

Consumables: Are Essence, Quintessence, Aether, or Mana: These magically occur, are enhanced, or are created. Breaking, crushing, drinking, or scattering their powder in the air while casting the spell consumes them and releases their power.

Rated as:	Represents	Cost:
• Type I:	Faint	5-15 SP
• Type II:	Fair	20-40 SP
• Type III:	Potent	60-120 SP

Limited to Element perk levels in number of essence, quintessence, aether, or mana items.

Consumable:	Bonus:
• Type I:	-1 Dangers
• Type II:	-2 Dangers
• Type III:	-3 Dangers

Assistance of others: The assistant rolls a sorcery check vs DC 14+1 for each assistant. All must share the peril and take at least one backlash point.

- Success: Add the assistant's sorcery skill level number to the main roll.
- Failure: Add the assistants sorcery skill level number to the total spell DC.
- Special Success: Add the assistant's sorcery skill level number to the main roll + d6 to the main roll.
- Special Failure: Add the assistants sorcery skill level number + d6 to the total spell DC.

Implements, consumables, and all other bonuses in combination may reduce DC to 5 and dangers to zero.

Casting Results:

All dangers are resolved as backlash points the round in which the spell casting ends.

Result Effects:

- Success: Spell is cast. Inflict backlash points from $\frac{1}{10}$ the dangers.
- Failure: Spell sputters and fails. Inflict backlash points from $\frac{1}{3}$ the dangers plus one roll on the spell mishap table.
- Special Success: Spell is cast. Target(s) roll on the Fatal Injury Table. All danger points ease into the void harmlessly.
- Special Failure: Spell collapses horribly. Caster rolls on the wild magic table. Apply backlash points from $\frac{1}{2}$ the dangers.

Spell Effect Application:

Those effected by a successful casting roll are subjected to the effects of the spell.

Check the save description for save DC and apply effects as indicated.

Applying Danger Effects as Backlash Points:

Total the Dangers:

- Add dangers from spell.
- Add dangers from any other source if any.
- Subtract dangers from spell casting tools and mana.
- Apply the spell casting result modifier to the total.

Backlash: Dangers are reduced by using the backlash reduction table below.

- Backlash Point Reduction Table:
 - Reduce danger points by:
 - One for each roll on the Spell Mishap Table.
 - Two for each roll on the Spell Doom Table.
 - Three for each roll on the Wild Magic Table.

Increase the number by one if it is rolled on a table more than once per spell's danger resolution.

Exhaustion Roll:

Spell casting is an exhausting process. After each casting roll, make a Constitution save against the Spell Casting DC of the spell.

- Memorized spells grant advantage to save.
- Special success: The caster balances ambient mana flows with the strain of casting. No exhaustion effects are applied to the caster.
- Success: The caster strains during the casting attempt and the spell inflicts 1 temporary exhaustion level.
- Failure: The strain of casting rips d2 short term exhaustion levels from the caster.
- Special Failure: Sorcery ravages the casters life essence, consuming d2 long term exhaustion levels.
- These levels may not be healed by magic and must await the passage of time.

A caster may trade d4 of damage to himself to prevent taking one exhaustion level. Or, a caster may off load this on all within a radius of sorcery perk level x Base Casting DC in yards. Each exhaustion level imposes the following:

- Unwilling victims: Are drained of d4 exhaustion levels or d6 damage.
- Willing victims: They are drained of d2 exhaustion levels or d3 damage.
- Blight: Effects an area of sorcery perk level x Base Casting DC in yards.
 - Plants wither and die.
 - Small animal die and larger ones suffer.
 - Barren areas will weep foul, oozing, putrescence. Beware what it becomes.

Sensing Magic:

Any character may spend a minute attempting to sense magic in a 30' radius by making an Intelligence save. If successful the character senses there is magic either present or absent, perhaps as a tingling through their spine, a slight hum in the air, or some other fleeting quality they feel for a moment.

The sign is different for everyone. Most mundanes are unaware of their own cues. If the character does not have the Sorcery skill, the check is made at -d6. Illusion magic cannot be detected in this way, part of its power includes fooling rudimentary detection methods of this kind.

Corruption Points:

Magic may exert a corrupting influence. There are three types of spells:

1. Spells that are wholesome in purpose are white magic. These are spells that heal, protect, provide information, or call existing creatures to one's aid.
2. Spells that sometimes corrupt are gray magic. These are damaging spells or spells that charm or command sentient beings for a limited time.
3. Spells that always corrupt are black magic. They create undead, summon monsters out of thin air, and enslave sentient creatures for the long term.

Every Constitution defense of corruption points you acquire, roll on the mutation table.

Effects of spells and spellcasting:

- Learning a black magic spell, increases corruption points by Charm +1, Minor +2, Medium +3, and Major +4.
- Each casting of a black magic spell, inflicts 1 corruption point.
- Each casting of a gray magic spell to coerce, deceive, or harm a Lawful or Neutral sentient being, inflicts 1 corruption point. Casting gray magic spells against Chaotic beings or Neutral animals causes no corruption.

Removing corruption points:

A priest/shaman/acolyte performs the divine favor of The Corruption is Purged: This ritual takes:

- 1d12+1 hours if the victims corruption point level is 1-10,
- 1d3+2 days if the victims corruption point level is 11-20, and
- 1d3 weeks if the victims corruption point level is 21+.

Each application removes religion level in corruption points.

Miscellaneous Spell Rules:

Spell Interruption: Make an Intelligence save if the caster suffers any damage or significant physical jostling while casting a spell. Failure cancels the spell. See below.

Canceling a spell: The caster may choose to cancel the spell prior to a casting roll. The caster applies $\frac{1}{4}$ the dangers caused by the spell.

Focus: The character may not take other actions, including movement or attacks, until spell casting is complete.

Illusions: Not all creatures are effected by illusions. A bat will not be fooled by an illusion covering a cave entrance, and some undead automatically detect living creatures. Mindless creatures are unaffected by illusions.

Spell Complication Tables:

Spell Mishaps:

- d12 If the same number is rolled for one spell, +1 to the result until a new result is obtained.
- 1 Lose the ability to cast this Element for 1-4 = d6 Minutes 5 = d6 Turns 6 = 1 Hour.
 - 2 Take d6 damage. You glitch and spark for 1 Turn.
 - 3 Cannot cast any spells for d6 rounds. You have an unpleasant odor for d6 hours.
 - 4 Lose the ability to cast this Method for 1-4 = d6 Minutes 5 = d6 Turns 6 = 1 Hour.
 - 5 Agony (Rattled) for d6 rounds.
 - 6 Gain 1 corruption point.
 - 7 Take d3 rounds to seal a bubble of magic away from reality or roll on wild magic table.
 - 8 Your aura causes -d12 with mundanes for 1-4 = d6 Minutes 5 = d6 Turns 6 = 1 Hour.
 - 9 Lose a sense for 1-4 = d6 Minutes 5 = d6 Turns 6 = 1 Day.
 - 10 NPC's within 100' must make morale check or flee.
 - 11 Roll on Spell Dooms Table.
 - 12 Roll on Wild Magic Table.

Spell Dooms:

- d12 If the same number is rolled for one spell, +1 to the result until a new result is obtained.
- 1 Lose the ability to cast this Element for 1-4 = d3 Hours 5 = d6+1 Hours 6 = d3 Days.
 - 2 Take 1d3 of 1d6 damage.
 - 3 Lose the ability to cast spells for d3+1 hours. Animals can not stand to be within 50' of you.
 - 4 Lose a sense for 1-4 = d6 Turns 5 = d6 Hours 6 = d3 Days.
 - 5 Down and out for 1-4 = d3 Minutes 5 = d3 Turns 6 = d3Hours.
 - 6 Gain d6+1 in corruption points.
 - 7 Lose the ability to cast this Method for 1-4 = d3 Hours 5 = d6+1 Hours 6 = d3 Days.
 - 8 Take d3+1 minutes to seal a bubble of magic away from reality or roll on wild magic table.
 - 9 For d3 days, you take double damage from all iron weapons and sun light blinds you.
 - 10 You magic causes -d12 with mundanes for 1-4 = d6 Hours 5 = d6 Days 6 = 1 Week.
 - 11 Backlash places you and/or your companions in mortal peril.
 - 12 Roll on the wild magic table.

Wild Magic:

Wild magic is an effect that occurs when using magic, failing to cast a spell, interacting with a monster, or as a condition of an area's aura. Breach the skin of reality and wild magic bursts forth.

- d20: If the same number is rolled for one spell, +1 to the result until a new result is obtained.
- 01 Summoning: Random Chaos creature enters this plane of existence, targets the spell caster.
- 02 Stressed: Magic tears at your being, spell casting is disadvantaged for d6 weeks. Then until a weekly Intelligence save is made.
- 03 The land within d3 miles is sickened. Lower a beneficial aspect by $\frac{1}{2}$.
- 04 Drained: Wild magic drains all within 120' of d4 of d12 hp's, if reduced to zero fall unconscious for d6 turns.
- 05 Explosion: d4 of d8 damage to d6 x10'. Constitution save for half damage
- 06 Fearsome: Friendly or neutral NPCs must make morale checks each turn to remain within 100' of you for the rest of the season.
- 07 Mutation: Roll on the mutation table.
- 08 Taint of Evil: For a d6 x10 miles, mindless undead come to obey you and intelligent undead hate you, scheming for your demise. This may be purged by a lawful priest.
- 09 Teleported: Caster is teleported to a random survivable place within 24 miles.
- 10 Chaos Taint: All within 30' if you must make a Constitution save each time you are wounded. Fail and they take d3 of d6 acid damage each round for d3 rounds from the splattered blood. This may be purged by a lawful priest.
- 11 Chaos Scream: Intelligence save or all within 100' have disadvantage for d6 x10 minutes.
- 12 Chaos Taint: Everyone in d4 x20' gains d6+3 corruption points.
- 13 Paralysis: Caster paralyzed, Intelligence save at the start of each turn to snap out of it
- 14 Mutation: Roll on the mutation table.
- 15 Bloom: Spell effects self to 10', Radius effects xd8, Individual to 20'
- 16 The land within d6+1 miles is sickened. Lower a quarter of it's beneficial aspects by $\frac{1}{2}$.
- 17 Mutation: Roll on the mutation table
- 18 Volatile: For the rest of the session any spell casting failure requires a roll on this table. Roll again.
- 19 The land within d12+3 miles is sickened. Lower half of it's beneficial aspects by $\frac{3}{4}$.
- 20 Mutation: Roll on the mutation table

Mutation Table:

If the same number is rolled for one spell, +1 to the result until a new result is obtained.

Mutation Table: Roll d6. 1-3 roll on the left column. 4-6 roll on the right column. Then roll d12.

1	Your body pulses with chaos. Your healing times are doubled.	1	Your skin is covered with weeping lesions. -3 Constitution until healed.
2	Your nails become claws. You unarmed melee attack add d8 damage. You have -4 to rolls involving fine manipulation.	2	You have bat wings. Fly at half speed. Constitution save per turn or take 1 level of exhaustion.
3	Carnivore. You require fresh, raw meat.	3	Your eyes glow in the dark.
4	Your bones are thin and brittle. You take double damage from crushing weapon and falling damage.	4	Your demonic demeanor and appearance cause disadvantage on all social interactions with non Chaotic beings.
5	Your skin grows scales and stinks of fish. You grow gills on your neck and can breathe underwater. Social skills and Reactions throws suffer disadvantage.	5	You grow sharp horns. You may head butt for 1d8 but may not wear any helmet. You suffer disadvantage to social skills and Reaction throws.
6	You grow fangs. Speech is difficult.	6	Your voice becomes deep and gravelly.
7	You grow unnaturally obese. Double your weight. You need custom armor custom at double cost. You must double your food intake (but not double water).	7	Amphibian skin: You must submerge in water 1 hour each day or gain a level of exhaustion. Remove 1 exhaustion level for each 1 hour submerged in water.
8	Your arm, 1-3 Left 4-6 Right, Becomes a tentacle. You lose fine manipulation.	8	You become blind but can use echolocation out to 60'.
9	You become unsettling to animals. Dogs bark in fear at you. Disadvantage to Reaction throws vs. all animals.	9	You gain an animal like stench. This causes -2 to reaction for sentient beings but +2 to reaction for animals.
10	Battle madness. In battle throw d6. On 1 you do not act. On 2-4 you attack the nearest enemy. On a 5 you attack your nearest ally. On a 6 you act normally. The madness lifts the curse is lifted.	10	You become albino. You suffer -3 to attack rolls while in daylight. Exposure to direct sunlight causes damage to your skin. You take 1d6 damage per 4 hours of continuous sunlight exposure.
11	Inflct 1 HP per hour to nearby beasts.	11	You bring blight to surrounding lands.
12	You emit a foul stench. You never surprise creatures with scent organs.	12	Your mutation is advantageous. Remove one mutation, or you have been spared.

Spell Casting Example:

Tarlon is casting his infamous fireball spell, which changes a pinch of bat guano into the flames of that burn like a bonfire for a few moments. The guano kindles into a burning bead of death that races at a target and explodes into flames. It's a fire conjuring spell, for those who've read ahead. He has a skill of 3 in Fire, a 4 in Sorcery, and a spell shaping perk of 3 for a spell shaping pool of 10.

He casts a memorized, medium spell. The spell shaping pool has been structured as follows: save for ½ damage = 2, +5 save DC = 1, 300' range = 3, 30'x30' or medium group = 6, strong damage at base level = 0. He needs 12 points of spell shaping pool to cast this spell without penalty. That is 2 more than his skill, talent, and training provide. This will add 10 dangers to the medium spell base of 15 dangers.

Casting DC: 20-5 for being memorized = DC 15.
Dangers: 25 Save DC: 20 for ½ damage.
Spell does 3d10+10 flame damage.

Magic casting roll = 1d20 + Intelligence bonus + Sorcery Skill bonus.

Tarlon has an Intelligence of 17 [+3]. His sorcery skill is Expert Level 4 +d10.

He is using a wand of fire [+5 to cast]; which lowers the casting DC by 5 to 10. He will burn a Type II guano balls which absorbs 10 dangers when casting fire magic. This lowers his dangers to 5.

Tarlon's player rolls 20+[d10]+3 Intelligence +5 Wand. He rolls a 4 on the d20. His d10 roll is 2. 4+2+3+5 = 14. A success. Had he rolled a 20 it would have been a special success.

For damage he rolls 3d10+10 = 32 points of damage [9+7+6 from 3d10 +10]. His foes down range fail their saving roll of DC 20. They are now cooking in the flames of his fireball.

The spell inflicts 10 dangers. This reduced by ½ for his successfully casting the spell to 5 dangers. It is further reduced by 3 due to his knowledge of fire magics. 5-3 = 2 danger points.

2 danger points inflict 1 backlash point. Tarlon rolls once on the Mishap table for a 9, "Lose a sense for ..." He rolls a d6 for a 6. Tarlon's player decides with the referee's approval that Tarlon has diminished hearing and speaks in an unnaturally loud, booming voice for one day.

His Constitution is 12 or +1. He rolls a 13 on the d20 for his Constitution save vs DC 15 [Spell Casting DC] to fail his Constitution save. He rolls a 1 on a d2 and loses 1 short term exhaustion level. He -d6 to exhaustion and constitution rolls until he rests and makes his recovery Constitution save.

Fireball is a gray spell. It does not offend the universe to cook beastmen so no corruption points are awarded to Tarlon.

Learning New Spells:

Spells are recorded in a spell book, on casting sticks, or however the magic is learned and recorded for study by your tradition. A spell

requires two pages, sticks, or equivalent in your tradition for each level of Art and Element that may be cast through it.

Instruction:

A witch can teach spells that they know to another witch directly with one on one instruction, so long as the other is trained in the Element, Method, and sorcery.

See Coins of the Realm, Standards of Living, Wages, and Price Lists for learning new spells.

Study:

Spells can also be codified, written out as instructions with notes on things to be careful of, ways to control for them, and so on. The actual instructions could be put on a single page, but the annotations often make a single spell into a small book or a chapter in one.

It requires careful rereading and performing small exercises towards the actual act to master the spell.

See Coins of the Realm, Standards of Living, Wages, and Price Lists for additional information.

Entirely New Spells:

Completely new spells enter the canon of the arcane by one of three means:

- By Talent: Whether naturally or as an outgrowth of early training, creative witches invent entirely new spells, which can then be taught and passed around.
- By Extraction: Ceremonies invented by and performed by non witches often 'drift' into containing some minor magic. Participation in and refinement of those activities can lead to the unearthing of new spells, often rites, but not always.
- By Hearth: Deep study of a wondrous feature at a hearth, or of the powers of a hearth's genius, often over the course of years, can result in the formulation of new spells. In some cases, where a strong genius is willing to work with mages as equals (or where witches are willing to humble themselves to a spirit), this can result in massive expansions of sorcery lore.

The Elements:

Elemental Notes:

As noted earlier, Elements are often described as primal (earth, air, fire, water) or complex (everything else). Plant is sometimes included among primal Elements as wood, and other configurations of the Elements might also have metal as a primal Element. In some traditions

of magic, these Elements are called domains, dominions, spheres, schools, or other such. The term 'Element' was chosen here as the main term of use because it's less likely to lead to any confusion regarding which thing is the Element, the Method, or the conduit.

The Deliberate Absence of Mind Magic:

Regular users of various magic systems may note that there's no general "mind" Element, instead, there's dream, which approaches matters of the mind but does so indirectly. This is very much a deliberate choice, and it's set up that way so that things like mind control would

need to be added in for games where they're fitting, rather than taken out for games where they're not, there's plenty of horror to be found in dream dominating magic without hitting at character agency directly.

Re configuring the Elements:

The twelve Element scheme as exemplified throughout this section is by no means the only way that domains of stuff could be categorized by a magical tradition, and there's potentially room for further Elements to be added to what's given here.

Codifying an Element requires:

- A fairly clear description of what is and isn't included in the Element.
- A basic measure, as above.
- A list of possible dangers that can occur when use of the Element goes sideways, and what those might look like in the fiction.
- Associations, for use in adding further fiction to "how a spell is cast", for thinking up tools, brew ingredients, and so on.

Air:

Spells of air affect weather, instill speed and lightness, and can manipulate the air into acting as an invisible force. The Element of air includes vapors and gases, including mine and marsh gas, smoke and fog.

The typical scale of an air spell is an amount of vapor roughly large enough to chokingly fill a single room or hut; a cube about ten feet to a side. Trying to conjure a full sized thunderstorm from a cloudless sky could kill a solitary caster (major weather workings are generally done as rites).

Air spells often cause unintended localized changes in air currents and do not always operate at speed.

Dangers:

- Weather that's out of season for the next few days (strangeness).
- Notable delays before the effect occurs (delay)
- 'Wandering' effects that go where they shouldn't (displacement).

Associations:

- Actions: Breathing (or holding breath), waving vapor or smoke through the air; shouting, humming.
- Objects: Incense and herbal smoke, fans, flags, feathers, ribbons, transparent stones, or crystals.
- Environs: High and windy places or in specific weather.

Beast:

Spells of this Element affect beasts of all sizes and shapes, including created and monstrous beasts. The bestial Element also encompasses animal products, such as leather, meat, and milk.

Some creatures, especially magical ones, blur the division between human and animal. These may be creatures with human like intelligence and speech, or hybrids of varying sorts. Where this is the case, spells may be less effective or more dangerous.

The typical subject of a beast spell is a single animal up to the size of a goat, or products up to that weight.

Dangers:

- Odd animal instincts inflicting themselves on the caster (affliction).
- Permanent animalistic changes to the caster's appearance (affliction).
- Destruction or siphoning of the caster's own life energy (injury).

Associations:

- Actions: Animal like motions; animal calls and other animal noises. Dances and motions mimicking hunting, herding, milking.
- Objects: Hides, fur, feathers, horn, claws, bones; foods eaten by the animal type involved. Nets, shearing, herding, and husbandry tools.
- Environs: Burrows, dens, watering holes, and feeding areas.

Blood:

The spells of this Element affect or infuse the properties of living humanoid bodies. Applying the magic of this domain to beasts is technically possible, but will greatly increase the dangers to the caster.

Infections, diseases, and other ills are also considered part of this domain while within the body; they are "in the blood".

The basic measure for spells in this domain is one target with a single injury or affliction.

Dangers:

- Damage to the caster's body (injury or weariness or both).
- Disruption of the caster's internal system (gut bacteria, etc), leading to troublesome ailments (afflictions).

Associations:

- Actions: Symbolic or minor self-harm (pricking a finger) or self care; cleansing actions (washing, smoke cleansing), repair or destruction of an object.
- Objects: Blades, bandages, medicinal herbs, actual blood, medical tools, needle and thread, rusted nails.
- Environs: Carefully cleaned or extremely filthy spaces, baths.

Dream:

Spells of dreaming include spells of sleep, illusions, glamours, and mundane dreams. While some dream witches think of themselves primarily as illusionists, others maintain a network of contact across nights and great distances for times of need. Dreaming realms are also how forces from beyond reality often enter the world; it is dream casters who fight them first.

The typical dream spell targets or handles a single dream or illusion, lasting one hundred breaths or five minutes.

Dreams are not minds, but can provoke or spur them. Conjuring up dreams into an animal can slowly expand their sapience, and conjuring dreams into animated items (and corpses) can spur their acquiring something at least like a mind.

Dangers:

- Place the caster in a deep, extended sleep (helplessness).
- Attract the attentions of the beings of the dream realms (peril)
- Plague the caster with some form of illusory problem only they can sense (affliction).

Associations:

- Actions: Going to sleep, donning a blindfold, reciting and repeating (or chanting) some key details of a dream or illusion (possibly including that it is one).
- Objects: Blanket, blindfold, pillows and stand-ins, objects placed over the eyes, forehead, symbolic open and closed eyes.
- Environs: Dim, safe, comfortable spaces.

Earth:

Spells of this Element affect soil, sand, and stone, as well as ores and metals. The ability to conjure metal and stone is probably not advertised by covens, though the ability to help find good mining sites most likely is.

The typical scale of an earth spell varies, by mass, by how heavily worked the subject is, and roughly according to how rare the material is. A simple spell would be one affecting two or three buckets worth of dirt, in whatever shape. A spell affecting the same mass of iron would be harder, and one affecting the same mass of gold very hard indeed.

Dangers:

- Spill out onto nearby worked stone, clay, glass, and metal, causing it to moving back to an unworked state (expense or peril or both).
- Temporarily slow the perceptions of the caster and those in the area where the magic is working (delays).
- Cause rumblings or disturbances in the area of effect and beyond (strangeness, but can also causes expenses and perils).

Associations:

- Actions: Touching the ground, stillness, meditation, stamping, and knocking on stones.
- Objects: Hammers, picks, chisels, anvils, other stone and metalwork tools, samples of rock, metal, soil, and sand.

Fire:

Spells of fire can affect heat and light as well as actual flames and embers.

The basic measure of a fire spell is about as much heat, light, or flame as a torch puts off. This need not be worked with in that volume, however; it could mean a shower of tiny embers, or a few degrees of temperature change over a wide area. Added spell potency and modifiers increases the danger of the spell and yields what a pot bellied iron stove might generate, whole bonfires, or the amount of flame put off by a burning hut.

Fire is not a forgiving Element; poor results with it are often dangerous to the caster.

Dangers:

- Burn or freeze the caster, or spawn unintended additional cold or heat effects around the casting that harm (injury)
- Destroy goods and shelter, blasting them to ash (expense)
- Start conflagrations that burn out of control (peril)

Associations:

- Actions: Igniting or extinguishing something. Hissing, rapidly and randomly snapping fingers, and other symbolic fire noises.
- Objects: Actual fires, ashes, firewood, coal, fire starting tools, sometimes ice or water (for fire banishing), volcanic rock.
- Environs: Anywhere a fire or campfire size or larger is prepared, burning, has recently burned, or is regularly lit.

Hearth:

The Element of hearths governs sacred and magical sites. A hearth might...

...Have a heart, a center where one Element of magic is slightly easier or safer to use.

...Have a hedge, a boundary within which all magic done by anyone that's 'not welcome' or 'not attuned' is more dangerous.

...Have a wonder, a magical feature, such as a fire that never goes out, or a pool which aids in healing, or similar, often within or adjacent to the heart.

...Have a genius, an intelligence able to cast minor magic in the area without apparent risk.

When a spell is cast on a hearth, it typically targets only one of these features, and alters it only very slightly; significant changes to these are wildly dangerous.

Dangers:

- Hearth spells often siphon energies away to the hearth (weariness and injury), and strong spells of this sort do so at extreme levels. Instant death is the usual result of attempting overly ambitious hearth magic.

Associations:

- Actions: Movement in and around the area of the hearth, sometimes placing items, winding or unwinding cords, etc.
- Objects: Items which change the structure of the hearth are often placed in hearth rites, furniture, stepping stones, plants, and so on. For other spells, see the items associated with the heart Element.
- Environs: The hearth itself, in it's respective parts.

Name:

A name, in the sense embraced by witches, is a reputed persona. Most people have extremely weak names in this sense; it's primarily nobility and royalty that have strong names.

For many heroic figures, the creation of a name that will live on beyond them is of great importance. Bards and heralds are, from this view, professionals in the field.

The basic measure of a name is a mild positive or negative belief about one person; affecting stronger beliefs or more people increases the risks of a miscast.

Danger:

- Drive rumor about the caster or perceptions of them, often as “They desperately want [whatever the magic does]” (affliction).
- Confuse the identities of the caster and the target in the minds of strangers (affliction).
- Make the identity of the caster, and many of their deeds (especially secret ones) immediately apparent to any onlooker (affliction).

Associations:

- Actions: Speech and writing, including blurting it out or mumbling it deliberately; stamping or playing in rhythm with a casting or story.
- Objects: Pens, paper, engraving and recording objects, musical instruments (as played to accompany storytelling).
- Environs: In crowds and any edge of crowd spaces (entryways and back stages especially.)

Plant:

Sometimes referred to as the Element of wood, the plant Element includes plants from lichen to great oaks, as well as material that is directly derived from plants such as paper and sap.

The basic measure of plant material handled by such a spell is about enough to fill a wheelbarrow; a sapling can thus be manipulated with little danger of the spell going badly awry. Increasing this mass or spell potency adds to the risks of trouble with this magic.

Dangers:

- Start working very slowly or after a pause (delay).
- Rip power from and blight nearby untargeted plants (strangeness or expense).
- Affect the caster, giving them wooden fingernails and greening their skin (affliction), or even causing thorns to grow out from their body (injury).

Associations:

- Actions: Manipulation of actual plant material; tending plants, watering, fertilizing, burning, crushing underfoot.
- Objects: Farming, gardening, and arbor tools; sickles, hoes, rakes, shears, sheave binding cords.
- Environs: Heavily overgrown areas and natural barrens; wild places or careful cultivations, as appropriate.

Shade:

Shades are the lingering memories or spirits of the dead; to what extent they are 'souls' may or may not be known, as the referee rules. Shades are normally visible only as a slight bend in dim light, audible only as a whisper. They are no more substantial than fog. Shades can be conjured from and banished to limbo; while there, they can't act or be affected except by conjuring them up.

Some shades possess powers, such as possession of the living and access to dreams. These powers express the passions of a shade; a shade can only use them for reasons they truly care about. This helps many, but poses a strong problem in trying to compel use of such powers.

A shade spell can easily affect one shade until the next sun or moon rise. Greater spell potency and spell modifiers increase the number of subjects or duration at greater risks.

Dangers:

- Anger local shades, drawing them to harass the caster (peril).
- Shroud the caster with the 'feel' of death, which others may react to with disgust, fear, or even violence (affliction).
- Warp the area so shades are stronger in it, making it 'haunted' (strangeness).

Associations:

- Actions: Whispering, light breathing, putting out lights, destruction of vessels containing spell material.
- Objects: Bones, skulls, other remains. Colored clothing, with color being cultural (most often white, black, or gray). Cultural memento mori or trappings of death (hourglasses, scythes, etc).
- Environs: Midnight. Graveyards, etc. Shrines to the dead, including deeply informal ones (leaving someone's room just like that.)

Water:

Spells in this domain affect can water in all forms; ice, liquid, and vapor. There is some crossover here with air; both can affect fog and clouds. There is also crossover with earth; water can also affect other materials while they are in a liquid state. Molten metal can be affected by this domain, but once it solidifies, it passes beyond reach of the domain.

The baseline measure of a water spell is about a barrel of liquid.

Dangers:

- Suffer from dispersal, where the effect ends up larger and weaker than intended (displacement).
- Create tidal or other effects in them pointing toward the casting (strangeness).
- Affect the water in the caster's body to some extent, which can result in any number of effects (various).

Associations:

- Actions: Gestures as if swimming or splashing.
- Objects: Cups, bowls, flasks, and other containers. Translucent blue or green rounded stones (water polished). Symbolic fish and other marine life.
- Environs: Partially or entirely immersed, anything from a foot path to underwater in the ocean.

Wyrd:

A wyrd is a troubling fate, curse, or hex that waits for a person, a group, or an institution. A given subject can be affected by several wyrds. There can be dooms that wait for you, your family, your coven, and so on, all of which affect you. A wyrd is always phrased as a simple negative.

A wyrd affects the stakes the referee sets for actions. If your wyrd was to kill those you love, spells or actions you took that could be given the danger of harming such targets would be (this might as a consequence of failure or addendum in non magical resolution, as fits the rules engine). A basic wyrd spell affects one target, at the scale of adding or removing one such stakes setting rule, and lasting in a month.

Dangers:

- Wyrds most often go wrong by "splashing" the wyrd onto the caster, their allies or hearth, or by creating some kind of wyrd elsewhere (strangeness).
- A malevolent shade stalks you or a loved one.

Associations:

- Actions: Spitting, actively cursing out loud, small violent gestures or suppression or blocking of them. Flicking one hand with the other could be conjuring or warding, depending which hand
- 'matters'.
- Objects: Symbolic weapons and ill fate representations. Needles, lumps of dry dung, defaced coins, and so on.
- Environs: Spaces that have been defiled (salted over farmland, for example) or redeemed from such defilement.

The Methods:

Method Notes:

Methods are how you tell magic what to do with an Element, make it, destroy it, keep it back, etc. Magical traditions that give magic an academic feel often center on Methods as the most abstracted and 'highest' component of magic, identifying practitioners as conjurers, banishers, dominators, diviners, infusers, and warders.

Durations:

Each Method notes whether spells of that Method tend to have a duration or not. Banishings, for example, rarely have durations, while conjurations almost always do. Duration can be measured by breaths, days, weeks, or more esoteric qualifies like:

- Until the next sunrise / moonrise.
- Until the next moon.
- Until kissed by a member of the ruling bloodline.

See the duration progression table for more information.

On Transformations:

As it occasionally can prompt questions: Turning one thing into another is handled in this system under the Method of Infusing. You turn into a wolf, in whole or in part, by infusing wolfness into yourself; you turn lead into gold by infusing goldness into lead.

On "Direct Damage":

Again, as it may not be immediately obvious: Direct attack magic is often banishment. A blood banishing spell might be "Rip out a targets' hair and curse their heart to wither".

On Magic:

The Sorcery Skill is used a the Element representing magic.

Dispel Magic is cast by the use of the elemental form + the Method of banishing for ongoing or summoned effects. For magic/chaos effects not covered by an Element, use sorcery + the Method of banishing.

No teleportation spells.

No multi effect spells such as prismatic spray.

Banishing:

Banishing spells harm, destroy, dispel, or remove their targets directly. This is not an all or nothing proposition; a spell meant to break a curse may instead weaken it.

Banishing spells do not generally have duration; the magic expends itself against the target and then is gone. In some cases, where something banished might be restored or recreated quickly, a duration may be appropriate; this is usually about an hour (for greater keep away, following a banishing up with a warding will be in order).

Dangers with banishing magic:

- Disrupt the users own magical abilities for a time (affliction).
- Tire the user deeply (weariness)
- Dispel other magic the user is benefiting from (expense).

Expressions:

- Gestural: Motions of attack and of casting off or throwing down; banishment gestures are abrupt and often aggressive.
- Verbal: Exhortations to be gone, to wither, die, be snuffed out, crumble, and fall.
- Symbolic: Cut cords, broken chains, instruments of cutting and destruction.

Conjuring:

Conjuring spells create, summon, or call up beings, objects, or forces into the world.

A conjuring almost always has duration, but this duration is often naturally set. A conjured fire given fuel will burn so long as the fuel lasts, a conjured storm will spend itself, and so on. Where no such natural limit occurs, a conjuring may occur in a flash (such as if conjuring a burst of flame without fuel) or may last until the next quarter of the day begins (at dawn, noon, sunset, or midnight). Increasing duration beyond this comes with added dangers.

Dangers occurring with conjuring magic:

- Effects straying outside or beyond the intended limits (displacement).
- Tiring the user deeply (weariness)
- Added effects or entities being called up (peril or strangeness).

Expressions:

- Gestural: Actions as if catching something out of the air, or inviting it to come to the caster.
- Verbal: Calls and invitations; conjuring invocations often range from polite request to near seductive appeals.
- Symbolic: Gateways, objects of welcoming, hospitality, and respect or reminders of prior visits.

Dominating:

A dominating spell influences or controls a target without changing its basic nature. This can mean directing a fire over time to twist in various directions as if blown by the wind; it might mean creating a new law of behavior in an animal such as "people wearing hats are friendly until shown otherwise".

Dominating spells that allow ongoing control last as long as they are focused on exclusively; dominating spells that create rules of behavior have duration. At base, this is a duration of a hundred breaths (five minutes). For an ongoing domination, see the duration increase progression chart.

Dangers of miscast dominating magic:

- Have 'escape clauses' which allow it to be broken by some means that will be discovered on divining it (strangeness).
- Be extremely apparent to the target, who will resent it (peril)
- Tire the caster rapidly (weariness).

Expressions:

- Gestural: Motions of grasping and seizing, often of imagined in visible strings or controls.
- Verbal: Imprecations and orders; regardless of language, spoken portions of dominating spells sound like giving orders.
- Symbolic: Clasps, ropes, boxes, cages, and chains; lists of rules and demands.

Divining:

Divining spells are means of learning information. This includes spinners that point to a distant subject, bones thrown and cards laid to give an overall reading, astrological readings, visions in fires and reflections, and many other forms.

Ongoing divinations such as visions can last so long as the caster focuses on them exclusively. Divinations which directly answer questions have no duration; the power comes and goes in a moment.

Dangers with troubled or miscast divining magic may:

- Stun the caster or put them in a trance they must recover from, potentially even needing help (helplessness).
- Warp one sense of the user so that the desired information is the only kind that sense receives, often for several days (affliction).
- Give information that's true now mingled with information that was true in the past, will be true in the future, or is poetically but not technically true (displacement).

Expressions:

- Gestural: Most divining gestures interrupt, focus around, or indicate sensory input, cover your ears and then uncover to hear the changed sounds, and similar.
- Verbal: Divinatory incantations tend to be searching and meandering, while asking magic show or reveal what is desired.
- Symbolic: Signs of eyes and ears, and objects made to resemble

Infusing:

Spells that infuse add some of the essential nature of the Element involved to their target. This transformation can be mild and hard for others to notice, such as making a target smell like a friend to mice, or severe and obvious, such as turning a target into a mouse. Infusions can be very strange; a *wyrd* infusion, for example, can make the subject the embodiment of a doom meant for someone else.

Infusing spells have durations. At base, this is a duration of a hundred breaths (five minutes). A infusion may last longer. See the duration increase progression chart.

Dangers of infusing magic can be:

- Infuse qualities other than those intended into the target or into the caster (affliction).
- Affect the caster rather than a distinct target (displacement).
- Deal damage to a subject while warping their nature (injury).

Expressions:

- Gestural: Motions of putting something on, or of pressing or rubbing something into a surface.
- Verbal: When infusing, incantations tend to sound like attempts to soothe the magic, calming it and convincing it to take up its place.
- Symbolic: Things within things, such as an elementally appropriate item being pushed into a cloth and tied off inside.

Warding:

Warding spells guard against a sphere of activity or source of harm. This mitigation is often partial, rather than absolute; if you held an effigy made to ward away steel (an earth warding poppet), a sword might bruise rather than pierce. Add the threat level being warded against to the target's AD or saving throw against a sphere of activity or source of harm.

Warding spells have durations. They last for one hundred breaths or five minutes. Increasing duration beyond this comes with added difficulty and danger.

Warding spells protect against threats of their power level or less. Each level the ward is below the attacking power reduces its effectiveness by 25%.

Dangers of miscasting when warding can:

- Deflect damages and effects to other persons or goods tied to the casting in unintended ways (expense).
- Interfere with the ability of the subject to express effects of the same sort they're being guarded against (affliction)
- "Guard" the subject from non-harmful phenomena that are somewhat similar to the intended effects (affliction or strangeness).

Expressions:

- Gestural: Motions to stop, hold back, or movements as drawing of lines, boundaries, or barriers in the air or on a target.
- Verbal: Warding invocations have the caster telling the magic to stand firm, hold fast, be strong; rallying and inspiring of magic.
- Symbolic: Any physical defense or sign of one, whether militant (as in a knight's shield), mundane (as in an apron), or otherwise.

Example Spells:

Air:

SHUTTERS (Air Warding) This spell is relatively ubiquitous; most weather witches learn it eventually. The caster walks the circle around their home (assembling and closing it first, as required), and typically incants a demand that a storm about to strike be kept back and weakened within.

SECOND BREATH (Air Conjuring) A common spell cast by witches, and occasionally one that has saved their lives. The caster, while underwater, uses the air in their lungs as a taglock to create more air, casting the spell by exhaling, and then reaping the benefits by inhaling apparently from nowhere.

THE DISTANT HAND (Air Dominating) This spell binds up a mass of air into an invisible hand - which may be larger or smaller than that of the caster (and may even be as large as the caster is). The poppet itself is a glove with a dozen light hanging ribbons trailing from it.

FLYING OINTMENT (Air Infusing) This pale ointment causes one who rubs it on to become as light as a feather. It is typically combined with a wind-controlling spell of some sort, allowing the user to take flight. The first caster of the spell is not known, but recipes abound.

WOLF NOSE MASK (Air Divining) Found after the death of the Grey Witch of Almoor, the purpose of this wolf-like mask was divined and shared by the three covens of that area. It appears that the Grey Witch would, while wearing it, breathe deeply through her nose and cast the magic bound within. One by one over that breath, scents would come to the Grey Witch - each scent coming in order of how far away it was, and all along the direct line she was facing.

SHEPHERD OF CLEAR SKIES (Air Banishing) This spell clears the skies. The caster of this spell, Marianne, has long used it when bad weather threatens her flock and the pastures have seen enough rain. She plays her pipes loudly on the hill, and all the shepherds in the area, looking to her hill, run to her. There, each comes to the sheep at her feet and cuts a shred of wool. They walk in circles around her until all have done this, and all then run back away, tearing apart the "clouds" in their hands as they do.

Beast:

UNBINDING THE PREY (Beast Banishing) After a kill is made in a hunt, this spell can accelerate the butchering process. The carcass is hung central to a circle of ash, near the ground, and cut three times; it then falls into pieces, with all the connections between bone, muscle, and skin severed.

STEWING STONE (Beast Conjuring) Fist-sized and glassy brown lumps, these 'stones' can be dropped into a cauldron filled with hot water; the stone dissolves rapidly and changes that water into thick, heavy rabbit stew. The stone can be created expecting large cauldrons, feeding whole troops with a single stone.

BEAR CLAW AMULET (Beast Warding) An ancient but well-loved bit of magic, a bear claw amulet is created to guard against the teeth and claws of all beasts. When its magic is active, the amulet also often reduces the harm done by the fists and teeth of humans, though not of their weapons or spells.

THE HERDING DEER (Beast Divining) This is a simple, whittled wooden deer designed to float. When seeking deer, it is dropped in water, focusing on it to have it point the way to the nearest herd (after which it will only find that herd).

TAMING COMPACT (Beast Dominating) In this rite, the caster leads a group, often the residents of a farm or ranch, in addressing an animal. This is often a difficult or wild creature that the group hopes to deal with in future. The group states the things they offer to the creature, and the things they ask of it, and the spell is cast, enforcing the requests of the people on the animal for the duration (often a few months). Should the people break their promises to the beast, the spell ends immediately.

SHAPING THE EGG (Beast Infusing) This disreputable spell requires an egg of whatever sort, and a taglock from some creature. The egg is placed in contact with the taglock, and addressed, telling it what features it might learn from the beast the taglock ties to. After casting, the embryo within the egg takes on the described features. The changes are permanent, but are only functional and comfortable if well-suited to the anatomy of the creature – a pain maddened monstrosity is a common result.

Blood:

DRAWING NAILS (Blood Banishing) This spell requires a poppet through which nails have been driven. The caster draws these nails out while casting the spell, naming them as infections, illnesses, and afflictions of the target to also be withdrawn.

SILVER HANDS (Blood Infusing) This rite is used on prosthetic limbs, hands, and so on, which are already set in the place of missing ones. Those prostheses are marked with symbols and then polished with seven different oils by the caster, animating them as if the limb was present until the next new moon.

SWAN QUILL (Blood Warding) This plain quill pen is used, empowered, to write out short missives addressed to various illnesses, and directing those ills to stay clear of the bearer. Such a missive is then pinned inside the cloak or other outermost clothing of the subject, warding them against those issues.

HALT BRAID (Blood Dominating) This spell is cast using a taglock for a person, formed into a cord or braid. It is cast by holding it in a one hand and jerking the cord. This jerk yanks at the person; a hard pull can throw them to the ground. After the taglock has been used once, this same spell can be used to try and hold the target in place or pull them sharply in some direction.

RESURRECTION CAULDRON (Blood Conjuring) This brew fills an entire, large cauldron, and brings life to the first dead person entering within, though the sort of life granted depends on the entrant. A corpse will be animated but vacant of mind or spirit; to give it a semblance of life requires conjuring powerful dreams for it. A shade that enters the cauldron will be wrapped in a body that works, but is gaunt and visibly undying. If a shade and their own body are combined, that person seems wholly resurrected. In all cases, the body created or regenerated never heals, and will begin to rot shortly.

DUST OF SIGHT WITHIN (Blood Divining) The spell acts as a diagnostic device for a single subject. This subject lies within a circle, and dyed dust of different colors is poured over them. The dust is asked to show the flaw or flaws within. The subject rises, and the circle is swept of dust. Dyed on the floor where they laid will remain a diagram of their body showing the issue. This diagram will often be abstracted or fanciful, but clear about the issue regardless.

Dream:

SWEEPING THE THRESHOLD (Dream Banishing) This rite is used to clear dreaming hearths of their daily buildup of illusions and oddities. The participants sweep outwards from a common center with long handled brooms, to the edges of the area. At the edge, the spell is cast, dispelling all illusions in the area.

GLAMOUR COMB (Dream Conjuring) Use of this tool to cast a glamour requires only that it be brushed through the hair of a target (which can be the user). As this is done, the appearance of the person brushed is changed to what the caster feels they should look like.

ADDER STONE (Dream Driving) Common people have often sought out stones with natural holes through them, believing that these can allow a holder to see truth. With this spell, it's true; performed by lifting such a stone to the eye, it allows one to see illusions and glamour for what they are by looking through the hole.

NIGHT DOUBLE (Dream Dominating) This poppet is dressed as a target, and held as the caster passes into sleep. During that sleep, the caster appears in the far background of dreams the target has, and may monitor those dreams or come to their foreground. Enacting violence on a subject in their dreams causes them to awaken with a shock; if the target is ill or elderly, this shock can be damaging or even fatal.

EMBERTIDE DRAUGHT (Dream Infusing) Those who drink an Embertide Draught fall into sleep, and find themselves on rolling hills where long stalks grow, with all powers and possessions intact. This dream place is visited by all those who drink of the draught in an evening, and can be used for meetings... Or duels. In this peculiar dream, damages done to a dreamer carry over fully to their waking self, and use or damage to items do so as well.

DREAMCATCH SCATTER (Dream Warding) The caster pricks a finger, and scatters a few droplets of their blood around where they will lay their head, using these as a taglock to guard their dreams. Should any attempt to enter their dreams, these droplets burn away and reduce the power of those efforts as they do. Even if this fails, the drops leave tiny burns indicating that were challenged.

Earth:

WALLBANE (Earth-Banishing) This fist-sized bag of tarry liquid sinks into, stains black, and weakens any stone it is poured onto or splattered across. A stone subjected to this treatment becomes much easier to work, but much less able to bear a heavy load (much like soapstone).

FORGE MOLD (Earth Conjuring) The caster piles stone dust onto a small, circular workbench carved with runes, and demands that the dust obey. The dust then forms into a specified hollow shape into which metal can be poured; it lasts long enough to allow it to be filled with molten metal and cooled once.

KNOCK HAMMER (Earth Divining) Tapping this hammer on a stone surface yields a slight echoing noise. Using it for magic while doing the same results in the noise fading to lingering harmonics. The caster intuitively understands the meanings of these harmonics, which describe the composition of the stone around the tapping place, for about a fifty feet radius.

SOWING STONES (Earth Dominating) This rite is cast by throwing a series of stones across a field. Many rocks, each apple-size or larger, will then surface in the field over the duration. The stones are not creations, but pushed up from the dirt, down to a depth of about ten feet. This rite can be used to curse a field briefly, forcing a farmer to pick it clear, but improves the field once this is done.

SCAR WELDING (Earth Infusing) This spell employs a small metal poppet of a person, which is melted and poured out onto an open wound; when it arrives, the flesh it touches briefly becomes metal and melts shut under the heat; the original metal vanishes in this process. This often leaves a terrible scar and the pain typically results in the subject screaming their way to unconsciousness, but it cleans and removes the wound entirely.

BLOODING THE MONOLITH (Earth Warding) The caster must bloody their own hand and place it against a block of metal or stone; anvils are sometimes used. The caster then asks that block to take a blow for them, and the spell is done. For as long as the spell lasts, one injury inflicted on the subject by a stone or metal weapon can be passed to the block instead.

Fire:

ICE HOUSE (Fire Banishing) This spell is usually used to maintain summer stores in an insulated hut, vault, or the like. The caster paces the perimeter, pouring a thin trickle of water as they go. When the circle is complete, the area inside cools significantly. The magic fades quickly; insulation is needed.

FIRE CALLER CRYSTAL (Fire Conjuring) A fire caller crystal focuses light readily as if it were a magnifying glass or similar. When the magic of the crystal is called into play, this effect increases greatly; the point to which the crystal focuses light can be near or far, and generates enough heat to start fires in moments.

SIGNAL COAL (Fire Divining) The caster dyes a piece of coal and break it into even pieces, to make each piece a taglock of the others, and then casts this spell on one or more pieces. Thereafter, lighting any one piece on fire will cause all the spell affected pieces to ignite as they sense and mirror the change, burning in the color of the dye, regardless of distance between them.

BLAZE DUST (Fire Dominating) This glittering yellow powder is used by rubbing it on the hands and then throwing it into a fire. As soon as this is done, the fire reacts to the motions of the caster as if it were a puppet; the caster can cause the fire to lash out, rear up, or otherwise move under their control, by moving their arms and hands.

MIRRORED SUNSETS (Fire Infusing) This ritual is performed on a series of mirrors, all reflecting a sunset from one another. The caster and participants, starting at the mirror furthest from the one actually facing the sun, veil the mirrors one by one, asking the light to linger with them. Until the next sunrise, the mirrors glow softly, providing light throughout the night.

CHAR MANNEQUIN (Fire Warding) This poppet is most often a log carved in a rough resemblance of the subject. The caster addresses it as if it were the subject, which may mean talking to it as if it was them self. While speaking, the caster rubs it down with ashes, and tells it that fire cannot harm it and will only blacken it. For the duration, damage done to the subject by fire will be redirected to their equipment so long as they have any. They will not burn until they are naked and covered in ash.

Hearth:

SILENCING THE ALTAR (Hearth Banishing) This is a brew composed entirely of virulent poisons; when poured out at the center of a Hearth that has a genius, it strikes at that genius, forcing it to a term of 'sleep'. If the Hearth is weak or temporary, it may slay that spirit entirely.

HEARTH BUILDING (Hearth Conjuring) This ritual is cast after discovering a natural (usually very weak) hearth in the wild that some coven will settle at to form a steading; it is a cause for witches to gather from miles around. Each casting adds some feature (heart, hedge, genius, wonder) or improves on it slightly. It is often cast repeatedly with a full set of thirteen participants.

SEIZING THE STRENGTH (Hearth Dominating) The caster walks a circle around a Hearth, chanting a demand for total service from the Hearth. On completion, they can redirect the power there, deciding who is welcome, dictate the action of the genius, and so on. The spell is best only cast on weak Hearths; use of it on a strong Hearth can kill a caster or burn out their magic forever. If the hearth has a genius, it becomes the caster's mortal enemy when the spell ends.

GOING FACELESS (Hearth Warding) This poppet takes the form of a blank mask, which may be full sized or a pendant of some sort; when the spell is cast, the subject (almost always the caster) becomes invisible to one of the effects of a hearth. They are not endangered by the hedge, or cannot be found by the genius, or are not subject to the ongoing effect present in a wonder.

ASKING THE PEBBLE (Hearth Divining) This spell uses a pebble from within the area of a Hearth. The caster sits, and draws out a talking board on the ground. They might quarter an area and name the quarters, write out yes and no, or create some other form of board. A finger is laid lightly on the pebble, and a question is asked about the Hearth; the pebble slides to the appropriate position. If the Hearth has a genius, it may choose to seize the pebble through this spell, and write or draw whatever it wishes on the ground.

BLESSING BOWL (Hearth Infusing) A blessing bowl is filled with water while in a Hearth's heart, which is poured over a the subject while an incantation is made. The subject is thereafter treated as being within that heart as long as the spell lasts.

Name:

WHISPERS ON THE SKIN (Name Divining) This circle of wet ink reveals the reputation of someone who sits within it. The rumors and stories most often told about that person appear on their skin as they sit, and need only be read from them.

REWRITING LEGENDS (Name Dominating) The taglock for this spell is a written form of a story about someone, as it is most commonly told. Using valuable inks, the caster writes out a version of it that is altered however the caster wishes. For the next few days, tellers of the story in the region will recall and tell the altered version instead. The more subtle the changes, the easier the spell works.

BORROWED MANTLE (Name Infusing) This oil is rubbed into the face and hands of a subject. When this is done, those who see the subject will find themselves reminded of a specified storied figure when they see the subject. If the subject is believable as being the legendary figure, they will be recognized as such.

BLANDEST GUISE (Name Warding) When the magic of these nondescript clothes is active, the wearer becomes a secondary detail to their own actions in later telling, though it doesn't affect how others treat them in the moment. For example, killing someone while wearing the blindest guise will still lead to all the normal reactions until the wearer is out of sight. At that point, the cry will slowly shift from pursuit of the assassin to mere news of the death, with the description of the killer losing detail with each telling.

BURYING STORIES (Name Banishing) This spell uses a custom clay effigy of the subject, which is buried in coarse sand. The spell does not cause anyone to forget about the subject, but renders the knowledge neutral out to the limits of the horizon. The subject's reputation stops being glamorous, inspiring, or menacing, until it is composed into being so again by storytellers.

TELLING TALES (Name Conjuring) The participants in this rite (at least three) tell a story they wish to spread to three others apiece over the course of some event. This is done while giving those others some symbolic gift, often food or wine. Those told the story will feel an urge to share it on and on, as the popular news of the day. When the spell ends, this drive passes with it; by that point, the story has hopefully gained momentum of its own.

Plant:

BURNING STUMPS (Plant Banishing) The witch cuts a small sample of some plant, rebukes it for growing where is unwelcome, and casts it into a fire. The spell then radiates outward from that fire, killing all examples of that plant in the area, even buried roots and seeds, and causing them to crumble to ash.

COMPASS BOWL (Plant Divining) This brew appears to be black ink; any bowl it is poured into it becomes a short lived divining device. The next leaf, flower, or other sample of plant material dropped in it will float to a position along the edge closest to the nearest standing growth of that plant sample.

ROWAN WHISK (Plant Infusing) By brushing the whisk over living skin, humming, and calling on its magic, the user may cause that skin to turn green and take on a leaf like texture for the duration of the spell. During that duration, the subject may bask in sunlight and be fed by doing so.

WALKING THE ROWS (Plant Warding) Many covens perform this rite for and with friendly local folk. In it, the participants walk three times up and down the length of a garden along the rows, telling each row what is to grow there. So long as the ward lasts, seeds from plants other than the kind named for that row will wash away and not take root.

GREENING THE DREAM (Plant Conjuring) This spell uses an illusory plant (made with dream magic) as a poppet; the caster waters the illusory plant while calling on it to be real. As they do, poppet is fleshed out into reality. Such plants are best called into existence at the peak of their pollination cycle, and near or entwined with real plants it should be cross-fertile with. When the conjured plant fades, the hope is that it will have pollinated those other plants, creating lasting hybrids that can be seeded, crossed, and so on.

SCULPTING THE TREE (Plant Dominating) The caster of this spell lays a circle of stones around a tree or bush, and raises both arms. The tree then responds to the motions and imaginings of the caster, warping and bending its branches as the caster dances it into a new shape. When the spell ends, the target plant is fixed in that new shape. This can be used to make likenesses (and thus poppets) of other, circles formed of wood, and even living furniture.

Shade:

THE BLACK KNIFE (Shade Banishing) A black knife is a tool with which a witch can cut away connections shades hold to people or places, freeing them of haunting. The connection is repudiated, the magic called on, and a flick of the blade over the person or within the place destroys or weakens the tie.

LAYING OUT (Shade Conjuring) The caster lays out a set of clothes appropriate to what a subject shade would have worn in life; these are preferably their own clothes if possible. The shade is then called into the clothes, which fill out as the shade takes on a spectral, fragile body for the duration of the spell.

IVORY INCENSE (Shade Divining) The pale smoke of this incense spreads widely and swiftly, thinning out through a whole village (or similar area) and clinging to any shades around. This clinging is strong enough that the faces of those shades are clearly recognizable for a few moments before the smoke fades.

BONE DUST (Shade Dominating) This pinch of dust is made from the ground bones of a dead person, and then consumed by the caster as the act of spellcasting. The spell then compels the shade of that person to seek out the caster if the shade is active. It does not compel further action on the part of that shade. Another spell is needed for that.

ANCESTRAL CIRCLE (Shade Infusing) Dust from a burial marker, poured out in a circle, is used for this spell. Meditating and casting the spell within, the caster becomes somewhat spectral; color fades from them and they are almost transparent. While in this state, they can clearly see and speak with shades in their immediate area.

SALT AND BREAD (Shade Warding) The caster and celebrants place a table outdoors. At midnight, the table is dressed and laden with heavy, dark bread and bowls of salt, and an invocation given telling those dead who would linger to instead take this sustenance away for their journey. After, the bread and salt are stored away carefully. This creates a ward over a great area, which turns shades away from the physical world, at the cost of a little of the bread and salt each time.

Water:

CUP OF THIRST (Water Banishing) A disreputable item. When the magic of the cup is active, water given with it instead makes the subject much thirstier. If the subject already suffers severe thirst, draining the cup may harm them badly.

POURING TWICE (Water Conjuring) This spell is used on a sealed bottle, vial, or skin of liquid. A pin is driven into the seal and told to pour out that which lies within. The bottle is then poured entirely out into another vessel, but remains full despite this. If a brewed liquid is duplicated, the duplicate will not function as the original. The referee will invent whatever effect they like.

TIDE STAY (Water Dominating) This tiny vial is poured into other liquid with the user naming some part or soluble thing in the liquid and demanding it be left behind. The liquid is then poured away. The part named will be left behind by the liquid. This can be used to keep salt while pouring seawater, to keep all that is not iron (the impurities) while pouring liquid metal, and so on. A cauldron of seawater can leave behind all sorts of things.

OCEAN WINDOW (Water Warding) This circle is generally drawn on the inside of a hull with a nail, encircling a leak, along with demands shouted that the ocean remain outside. The circle then stops the passage of water from one side to the other briefly, long enough for a patch to be hammered on.

DROPLETS RUN TOGETHER (Water Infusing) This spell uses two soft clay poppets, which must be almost identical - and requires two subject objects or (willing) creatures, also similar and of the same material or species. The subjects are placed close proximity, and are exhorted to be as one, while the caster joins the two poppets together and sculpts a single, larger poppet from them. When the magic takes hold, the two subjects also fuse, running together to form a new subject of twice the size for as long as the spell lasts, for example, turning two hunting dogs into a single enormous hound.

WELL WALKING (Water Divining) Humming and walking in time, celebrants meander about an area blindfolded. Slowly, they will begin to circle a spot; this is the best place to dig a well in the area. Note, though; best doesn't mean good, just as good as it's going to get.

Wyrd:

CASTING OFF (Wyrd Banishing) This spell exists to weaken or destroy a personal Wyrd. The taglock used is the hair of the subject, all their hair, shaved and piled in a bowl. The hair is thrown into a fire and incantations spoken over it, that the Wyrd may burn away with the hair.

WOLF AT THE DOOR (Wyrd Conjuring) The caster circles a community with a bag of colored stones, dropping one every few steps, and names some doom on it. This spell alone is rarely enough to bring the doom about, but will aid trouble of the sort named should it be present or come calling.

SHAKING THE BAG (Wyrd Divining) This rite uses a skin bag filled with stones, about half of which have symbols on them and half of which are blank. The bag is thrown hand to hand among the participants during a dance. The bag must have at least as enough stones every could draw a blank. At the end of the dance, each participant draws a stone from the bag; any participant with a Wyrd will draw the symbol that best describes that Wyrd.

UNWRITTEN INK (Wyrd Warding) This vial of ink appears empty. When a pen is dipped inside, that pen is inked and the vial actually emptied. Should the pen holder then write a name with the ink, the name will fade from the page and the person named will cease to be subject to Wyrds of all sorts for a time.

WHEEL OF THORNS (Wyrd Dominating) This tattoo is blazoned on the palm; it shows eight different pains that might be suffered (poverty, illness, burning, drowning, and so on). By activating the magic in it, touching a 'thorn', and pressing it to the forehead of a target, it changes their existing wyrd to the one chosen for a time. This can be used to turn positive wyrds into cursed ones, or to control a cursed wyrd temporarily while preparing to remove it.

HARBINGERS PANOPLY (Wyrd Infusing) This poppet is a full and very obvious costume fashioned to indicate some terrible trouble; the wearer is dressed as death, war, or similar; the spell is cast when it is put on. Should the wearer encounter any person or group whose wyrd is the one the costume indicates, the wearer will find the magic aiding them in all attempts to carry out that wyrd, assuming they have the means.

Witchery & Sorcery: Sample Knowledges by Type and Status

Quick NPC Arcane Abilities:

Element Skill Levels by Arcane Rank:				Number of Method Perks by Arcane Rank:			
Elements	A	J	M	Methods	A	J	M
Air	1	2	4	Banishing	1	2	3
Beast	2	3	4	Conjuring	1	3	3
Blood	2	4	5	Dominating	1	2	2
Dream	1	2	5	Divining	0	1	3
Earth	1	3	4	Infusing	0	1	2
Fire	3	2	5	Warding	0	2	3
Hearth	1	1	3				
Name	1	1	2				
Plant	1	2	4				
Shade	1	2	3				
Water	2	3	3				
Wyrld	1	2	2				

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Change Log:

August 25, 2025: Minor editing for clarity.

September 4, 2025: Clarified Memorized, known, free form, item casting, and dispelling magic p28. Added advantage die to memorized spell exhaustion rolls p31. Added spell shaping perk to spell shaping pool p26. See general perks for detail.

October 5, 2025: Corrected Advantage/Disadvantage values on Bless p15, Courage p15, Curse p16, Portent p17, Spell Effects p27, Casting Time Modifiers p28, Exhaustion roll p31, Mishaps/Dooms p33, Wild Magic p34, and redid Spell Casting Example p36.

November 8, 2025: Corrected medium potency durations on p26 and spell effects on rolls p27. Converted save bonus effects to harm reduction on the warding table p27.