

Guide to Divine & Arcane Magic

Marauders & Manors: An Open Build Your Own
System for Fantasy Role Playing Games

Version 1.6



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 Wyrđ, or fate.
- Gods are bound by their Wyrđ, 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 Wyrđ 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

Performing actions pleasing to the deity: See The Ways under each deities description.

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

Piety points are capped at a total of religion level + character level x3. Excess points go to strengthening an areas divine protection and favor.

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

Benefits of Divine Favor:

Divine favor:

Divine favors are the harnessing of the theurgic power pulsing through reality. They serve a divine purpose of providing aid, comfort, and protection. Skill in rites, prayers, and rituals. They are a balm to believers and a bane to their foes.

Divine Favors may be learned at the discretion of the 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 set by the referee 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 critical results in a dramatic success (increased the benefit/effect). You anger your God on a fumble and must make a roll on the atonement table.

Failure to complete atonement results in a gradual progression of worsening fortune leading to calamity.

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).

Major Holidays:

Summer Solstice: Eternal light in the afterlife

Winter Solstice: Triumph of light over darkness

The Old Ways: Reeve, 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).

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).

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 Darkest Chaos, 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).

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).

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).

Major Holidays:

Late spring: Celebration of pilgrimage

Mid winter: Festival of sages

Atonement Table:

Roll a d100:

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 $\frac{1}{4}$ 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 $\frac{1}{2}$ 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.

Divine Favors:

RL = Religion Level

(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 theurgy level 1 to acquire.

Minimum Religion Level to learn this rite. This applies to individuals and to sites that can teach the favor. Religion Level is an expression of your access to cult/temple knowledge and rituals. It is set by temples or settlements.

Potency:	Available to:	Depth of Knowledge or Intuition:	Availability:
1. Limited	Initiate	Familiar with the faith	Plentiful
2. Weak	Acolyte	Studied in the faith	Common
3. Common	Priest	Broad Knowledge	Occasional
4. Strong	Priest-Scholar	Deep Knowledge	Rare
5. Potent	Arch-Priest	Rare Knowledge	Scarce

- Animal Friendship: Religion check to befriend an animal up to religion level + character level x10'. 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 religion level + character level x10'. Effect lasts for religion level in minutes. RL: 2 (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+3 minutes. Grape pebble sized gem.
 - Medium: Takes d10+15 minutes. Egg sized gem.
 - Major: Takes d3+1 hours. Apple sized gem.
 RL: 2 (3)
- Bless: May add piety points to make blessing more difficult to dismiss.
 - Minor: 2 point bonus on 1d3 important rolls a day or minor effects like good luck at cards, or returning safely from market. RL: 1 (1).
 - Medium: 4 point bonus on d6+1 important rolls in a week or medium effects like speak eloquently at event or significant good luck. RL: 2 (3).
 - Major: Advantage on d8+2 important rolls in a month or major effects like removing a curse, finding a spouse, or success with profession. RL: 3 (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 skill level. RL: 2 (2).

- Blight: Religion check to cause an area of non magical vegetation within 50 acres per religion perk level to wither and die. RL: 2 (2).
- Break Blessing/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 small bonuses or effects to adherents and disadvantage to it's enemies. It also prevents the dead from rising. RL: 3 (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 imbue resistance lowered in preparation for inclusion in sorcerous rituals or items. RL: 3 (3).
- Curse: May add piety points to make curse more difficult to break.
 - Minor: 1 point penalty on 1d3 important rolls a day or minor effects like bad breath that won't go away or minor deformity. RL: 1 (1).
 - Medium: 4 point penalty on d6+1 important rolls a day or medium effects like can't speak or severe impairment. RL: 2 (3).
 - Major: Disadvantage on d8+2 important rolls a day or major effects like transformed into a toad, exists in animal form during moonshine, or transformation to animal for a season. RL: 3 (5).
- Darkness: Religion check to create a religion level + character level x10' radius area of darkness for an hour. RL: 2 (1).
- Death Touch: For religion level + character level, a successful attack drains an enemy of your normal damage + 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 religion level + character level x10' radius area. RL: 2 (1).
- Divine Fury: Religion check to grant all allies within religion level + level x10' a +d6 bonus on their attack and damage rolls for the encounter. RL: 1 (2).
- Dread: Religion check to cast. All enemies within religion level + character level x10' radius area must make an Intelligence save or suffer disadvantage on all rolls for one minute. RL: 2 (1).
- Entangle: Religion check to summon vines which entangle a single opponent. Strength save vs 10+religion level+piety points to escape. 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 3-4, and
 - 1d3 weeks if the victims sorcery perk level is 5.
 Removes one Mutation Table Effect. RL: 3 (4).
- Favor: Religion check to grant the beneficiary the caster's religion level in re rolls during this session. RL: 1 (2).
- Fear: Display your religious symbol forcefully to an individual. Charisma save with religion level penalty. Failure means they move away from you if possible or act at disadvantage against you for 10 minutes. RL: 2 (1).
- Healing Bruises & Scrapes: Religion check to heal d6+2 hit points. RL: 2 (1).

- Healing Wounds & Sickness: Choose to heal one minor or moderate wound, disease, or poison and 2d6+2 hit points. RL: 3 (3).
- Healing Greater Wounds & Sickness: Heals one greater wound, disease, or poison and all hit point damage. RL: 4 (5).
- Hidden Lore: Religion check to identify some information about a creature, object or location. RL: 3 (1).
- Hidden Move: Religion check to move up to religion level + character level x10' away from an opponent and disappear if cover is available. RL: 2 (1).
- Identify Magic: Religion check to provide basic information about one magic object. RL: 1 (1).
- Light: Religion check to create a religion level + character level x10' radius area that expels Darkness divine favors or creates a religion level x character level of bright light and twice that of dim light on an object for religion level hours. RL: 1 (1).
- Loose the Bindings: Roll Intelligence + religious level + extra piety points spent vs DC 10 + Hit Dice or +Caster level to remove all forms of mental domination and control, fear, charm, command, etc. RL: 2 (1).
- 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 (1).
- 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 religion level + character level x10 minutes RL: 3 (4).
- Swarm: Religion check to summon a swarm of insects or small mammals to distract something or someone. RL: 2 (2).
- 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+d6 gallons of fluid into clean, sweet fluid. RL: 2 (2).
- Summon Undead: Summon d6 HD per religion skill level of undead creature to obey your simple commands. If they are available. RL: 2 (5).
- The Blind Can See: Restores the use of one sense that has been damaged, destroyed, or lost. RL: 4 (6).
- The Corruption is Purged: This ritual takes:
 - d12+1 minutes if the victims corruption point level is 1-10,
 - d3+2 hours if the victims corruption point level is 11-20, and
 - d3 days if the victims corruption point level is 21+.
 - Remove religion level + piety points spent in corruption points. RL: 2 (2) to (x).

- 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 x10 minutes. 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. Lasts for religion level x10 minutes. RL 1 (2).
- Turn Undead: All undead monsters, up to Religion skill level x2 threat level, within a religion level + character level x10' radius area are targeted. RL: 2 (2).
 - On a success, religion levelx3 or less HD creatures, flee. Religion levelx2 or less HD creatures are destroyed.
 - On a critical, religion levelx4 or less HD creatures, flee. Religion levelx3 or less HD creatures are destroyed.

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 recreate 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 divine displeasure 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 often leaves 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 a Method.

The duel is resolved as a series of arcane struggles utilizing the chosen Element and Method of the duelists.

- Each round they roll their usage die. Add their skill levels from both the element and the method.
- The witch with 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 (Element) skills.

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

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

Spell Casting Procedure:

1. Define effect
2. Build spell
3. Add danger and DC costs
4. Apply modifiers
5. Roll casting
6. Apply remaining danger
7. Reduce danger through backlash
8. Apply corruption if applicable
9. Resolve side effects

Caster Limits & Spell Effect Modifiers:

Note: Consult with the referee at the time of casting. Spell element, casting method, spell effects, and local conditions all effect the reality modifier applied to the casting roll.

Caster Limits:

- A caster may know Intelligence + sorcery perk level + character level in spells. Known spells are cast from your traditions media of choice, spell books, carved sticks, braided coded cords, etc. Known spells are cast without modifier.
- A caster may memorize up to their sorcery perk level + ½ Intelligence in spells. These spells are cast without use of outside media. They reduce spell casting DC by 5
- Free Form casting: These spells are cast on the fly using the witches arcane knowledges and judgment. They increase spell casting DC by 5.
- A spell reverts to known from memorized to known if a mage does not study it for 20 minutes per danger point every week.
- You cannot cast magic if load is greater than unburdened.
- No multi effect spells such as 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. Use the highest DC modifier from each effect boosted.

Increase Range:

- Touch:
- +1 danger for each increase.
- At Hand: 1 to 4 yards
- A Few Steps: 5 to 9 yards
- Spear Cast: 10 to 39 yards. +1 DC
- Nearby: 40 to 99 yards
- Bow Shot: 100 to 200 yards. +2 DC
- Far Away: Beyond 200 yards to line of sight. +4 DC

Add Scale:

- Individual:
- +1 danger for each increase.
- 10' x 10'
- Small group or 30' x 30'. +1 DC
- Medium group or 100' x 100'. +3 DC
- Large group or 250' x 250'. +5 DC
- Village or 1 to 5 acres. 1 acre = 215' on a side. +7 DC

Damage: All damage is inflicted once.

- d6
- +1 danger to increase add another die, or add +1 to damage roll total.
- d8. +1 DC
- d10. +3 DC
- d12 +5 DC

Duration:

- Instant
- +2 dangers for each increase.
- Twenty breaths or one minute
- One hundred breaths or five minutes
- Stand a Watch: Four hours
- Next sunrise or moon rise
- One day
- Three days. +2 DC
- One week. +3 DC
- ½ Moon or two weeks. +4 DC
- Moon or one month. +5 DC
- Seasonal or three months. +6 DC
- Solar or one year. +7 DC
- Note: If a spell inflicts damage, the total damage is applied across the entire duration of the spell.

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

- Advantage/Disadvantage die. +2 dangers.
- 2 Advantage/Disadvantage dice. +4 dangers. +2 DC
- 1 effect, characteristic, or change. +2 DC
- Small number of effects, characteristics, or changes. +2 dangers. +4 DC
- Large number of effects, characteristics, or changes. +4 dangers. +6 DC
- Totally changes or transforms the character. +6 dangers.+10 DC
- Equivalent to light armor AD 12. +2
- Equivalent to medium armor AD 14. +4
- Equivalent to heavy armor AD 18. +6

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

- Increase Save DC: +1 danger for each increase of the save DC by +1 to a maximum of DC 20.
- Save for ½ Effect. +2 DC
- No Save. +4 DC

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

Threat Level:	Specimen Potency:	Dangers:
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 harm reduction column from the sphere of activity or source of harm, usually an element. Shielding wards keep out specimens and effect powers and spells of their threat level or lower.

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

Dismissing Condition or Initiating Trigger: Conditional spells are non damage inflicting spells. They impose an effect or condition. They stipulate a dismissing condition when cast. The spell lasts until condition is met. Spells with a trigger remain dormant until the trigger is activates the spell.

- **Simple:** Something mundane, common, easily found in the area, well known, or easily discovered and performed. +2 DC
 - Condition: +1 danger
 - Trigger: +3 dangers
- **Difficult:** Something exotic, found with effort, specialist lore, takes some time to locate or perform. +4 DC
 - Condition: +3 dangers
 - Trigger: +2 dangers
- **Obscure:** Something exotic, difficult, rare, or requires specialist knowledge. +6 DC
 - Condition: +7 dangers
 - Trigger: +1 dangers

Spell Casting Aids:

Implements are aligned to elements at creation. Only two minor and one major implement maybe used per casting attempt.

Minor Implement Modifier: Each element in the implement provides a modifier to casting that element. They are rated from +1 to +3. Each minor implement costs it's bonus x base cost.

Major Implement Modifier: Grants an advantage die. Each major implement costs x10 base cost.

Rated as:	Base Cost:	Creation Time:
• 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

Bonus Limitations: Total minor implements according to their bonuses. Major implements cost 10 points.

- Amulets: +1 to +3.
- Rings: +2 to +10.
- Wands/Rods: +5 to +15.
- Staves: +10 to +30.

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

- **Success:** Add the assistant's sorcery skill level number as a bonus.
- **Failure:** Add the assistants sorcery skill level number as a penalty to the attempt.
- **Critical:** Add the assistant's sorcery skill level number + d6 as a bonus to the attempt.
- **Fumble:** Add the assistants sorcery skill level number + d6 as a penalty to the attempt.

Spell casting aids are applied before the casting roll is made.

Releasing Your Gift or Spell Casting:

Reality Modifiers:

Apply a reality modifier as a penalty to the spell DC. 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 and 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

Casting Time:

Taking care to cast a spell can improve the chance of casting success. Most spells are cast as reflex, known or memorized defensive spells, or as a standard action taking one round. Each additional increment lowers the DC of the spell by 1.

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

Spell Casting Rolls and Results:

Casting Roll:

Casting Roll: d20 + Intelligence + Sorcery skill + casting aids vs DC 10 + the reality modifier + spell modifiers + other modifiers.

For spell casting rolls only:

- Roll the casting DC or higher to succeed. Inflict ¼ of remaining danger points.
- Roll below the casting DC or a Nat 2-4 = fail and roll on the spell mishap table. Inflict ½ of remaining danger points. Roll on the spell mishap table.

- On a Nat 20 or 10 greater than the DC = Critical. All remaining danger points ease into the void harmlessly and increase the spell effect by ½.
- On a Nat 1 or 10 less than the DC = Fumble. Inflict all of the remaining danger points. Roll on the spell doom table.

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

Sorcery Usage Die:

Every d20 spell casting roll is accompanied by a sorcery usage die roll.

This die begins with a d4. It is improved by 1 die type with each increase in the sorcery skill.

Bonuses and penalties may be applied to the usage die roll based on the divine, magical, metaphysical, or physical environment. For example, a chaos mage casting a foul transform to sewer sludge spell in a holy place of Reeva the earth mother may find the usage die roll has a 2 point penalty and is rolled with disadvantage. The same spell cast in a fae glade might only have a 1 point penalty. Bonuses would be in order for casting this in dark sanctuaries of Kadmos, the death god, on the shadowed plains of the dead.

Any time a 1 or 2 is rolled usage die, it decreases the sorcery usage die by 1 die type to a minimum of d4.

Additional Effects of the Sorcery Usage Die:

- On a Nat 1 or less: The caster and all assistants take a d6 damage.
- On a Nat 2: The caster and all assistants take a d3 exhaustion points.

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 skill level x Level in yards. Each exhaustion level imposes the following:

- Victims: Are drained of d4 exhaustion levels or d6 damage.
- Blight: Effects an area of: Base danger points x Level in yards. Within this area plants wither and die. Small animal die and larger ones suffer. Barren areas will weep foul, oozing, putrescence. Beware what it becomes.

Applying Danger Points:

Total the Dangers:

- Add dangers from spell.
- Add dangers from any other source if any.
- Subtract the spell element reduction bonus from the total.
- Apply the spell casting result modifier to the remainder.

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

- Backlash Point Reduction Table:
 - Reduce danger points by:
 - 3 for each roll on the Spell Mishap Table.
 - 6 for each roll on the Spell Doom Table.
 - 9 for each roll on the Wild Magic Table.

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 -4. 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.

Effects of spells and spellcasting:

- Learning a black magic spell, increases corruption points by a d6.
- 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.

Every Constitution multiple of corruption points requires a roll on the mutation table.

Removing corruption points:
A priest/shaman/acolyte performs the divine favor of The Corruption is Purged.

Corruption points may add penalties to resist chaos magic effects, to those able to sense the corruption, and to attempts at concealment from chaos beings.

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.

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.

For magic/chaos effects covered by an element. Roll: Intelligence + Element skill.

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

Dispelling magic roll is penalized by the opposing sorcery skill value + element skill value.

Spell Complication Tables:

Spell Mishaps:

- d12 +1 to the result if duplicate result already applied for this spell.
- 1 Lose the ability to cast this Element for 1-4 = 1 Minute 5 = 10 Minutes 6 = 1 Hour.
 - 2 Take d6 damage. You glitch and spark for 10 minutes. Lose 1 exhaustion level.
 - 3 You cannot cast any spells for d6 rounds and have a foul odor for d6 hours. Lose d6 HP.
 - 4 Lose the ability to cast this Method for 1-4 = 1 Minute 5 = 10 Minutes 6 = 1 Hour.
 - 5 Agony and disadvantage to all rolls for d6 rounds. Lose d6 HP.
 - 6 Gain 1 corruption point. Lose 1 exhaustion level.
 - 7 Take d3+2 rounds to seal a bubble of magic away from reality or roll on wild magic table.
 - 8 Your aura causes fright/horror with mundanes for 1-4 = 1 Minute 5 = 10 Minutes 6 = 1 Hour.
 - 9 Lose a sense for 1-4 = 1 Minute 5 = 10 Minutes 6 = 1 Hour.
 - 10 Your spell detonates on your location. Lose 1 exhaustion level.
 - 11 Roll on Spell Dooms Table.
 - 12 Roll on Wild Magic Table.

Spell Dooms:

- d12 +1 to the result if duplicate result already applied for this spell.
- 1 Lose the ability to cast this Element for 1-4 = 3 Hours 5 = 6 Hours 6 = 3 Days.
 - 2 Take 2d6 damage + your spell detonates on your location.
 - 3 Lose the ability to cast spells and animals within 50' of you flee for 3 hours.
 - 4 Lose a sense for 1-4 = 12 Hours 5 = 24 Hours 6 = 3 Days. Lose d3 exhaustion levels.
 - 5 Disadvantage on all rolls for 1-4 = 3 Minutes 5 = 3 Turns 6 = 3 Hours.
 - 6 Gain d6+1 in corruption points. Lose d3 exhaustion levels.
 - 7 Lose the ability to cast this Method for 1-4 = 3 Hours 5 = 6 Hours 6 = 3 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 Your aura causes fright/horror with mundanes for 1-4 = 6 Hours 5 = 2 Days 6 = 1 Week.
 - 11 Backlash places you and/or your companions in mortal peril. Lose 3d6 HP.
 - 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: +1 to the result if duplicate result already applied for this spell.

- 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 2d12 hp's, if reduced to zero fall unconscious for d6+excess HP damage minutes.
- 05 Explosion: Ud6 damage to all within 200'.
- 06 Fearsome: NPCs must make morale checks each turn to remain within 100' of you for the rest of the session.
- 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 Ud6 acid damage each round from the splattered blood. This may be purged by a lawful priest.
- 11 Chaos Scream: All within 100' must make an Intelligence save or a have disadvantage for d6 x10 turns.
- 12 Chaos Taint: Everyone in 100' gains d6+3 corruption points.
- 13 Paralysis: Caster paralyzed, hourly Intelligence save 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', damage or effect x2.
- 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. Add 2 points to your unarmed melee 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 turn red, glowing 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. Add 2 points to your unarmed melee damage when headbutting, 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 booming. |
| 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. Make an Intelligence save to stop attacking. | 10 You become albino. You suffer -3 to all 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 Inflict 1 HP per hour to nearby beasts. | 11 You bring blight to plants within 500' |
| 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 explodes into a bonfire for a few moments. The burning bead of death 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 Expert in Fire, a rating of Expert in Sorcery, and is Skilled in Conjuring. He arcane training allows him to neutralize 20 dangers. His sorcery adds +4 to his Intelligence of 17 +3 for a total of +7 to his casting rolls.

He casts a memorized spell. The spell has been structured as follows: save for $\frac{1}{2}$ damage = +2 DC, save penalty of 5 = 5 dangers, range of bow shot = 5 dangers +2 DC, 30'x30' or small group = 2 dangers +1 DC, damage at 7d6 = 6 dangers. Reality Modifier: +4DC.
Total Dangers = 5+5+2+6 = 18
Base Casting DC = 10+2+2+1+4 = 19

Casting DC: 19-5 for being memorized = DC 14.

Dangers: 18 – 20 for his fire elemental skill.
This leaves him with 0 dangers.

Save DC: 20. $\frac{1}{2}$ damage if save is made. The spell does 7d6 flame damage.

He is using a wand of fire [+2 to cast]; which increases his roll to d20 +4 Sorcery +3 Intelligence + 2 Wand of Fire vs DC 13. His d20 roll is 10. That +9 = 19. That's a success. Had he rolled a 15 or better he would have had a critical and increased his spell effect by $\frac{1}{2}$ to 10 d6 damage.

He rolls a d10 for his sorcery usage die and gets a 4. He suffers no hiccup from his casting magic.

For damage he rolls 7d6 = 25 points of damage. His foes down range fail their saving rolls. They are now cooking in the flames of his fireball.

The spell casting inflicts 0 dangers since there are no remaining dangers to be dealt with.

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

Spell Books:

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 a page, stick, or equivalent in your

tradition for each level of Art and Element that may be cast through it. Tarlon's example fireball will fill 7 pages of his spell book.

Magic Enchantments:

Artificing and Alchemical Resources:

	Base Price	Charms	Minor	Moderate	Major
Major Resources					
Jewels	Above	x3	x4	x6	x8
Monster Parts	10 SP	x 3	x4	x6	x8
Herbs, Plants, and Woods	3 SP	x4	x5	x7	x9
Intangibles	Special	Special	Special	Special	Special
Medium Resources					
			Minor	Medium	Major
Jewels	Above	x2	x3	x5	x6
Monster Parts	10 SP	x 2	x3	x5	x6
Herbs, Plants, and Woods	3 SP	x3	x4	x6	x7
Minor Resources					
			Minor	Medium	Major
Alchemist Metals & Metalloids	10 SP	x1	x2	x3	x4
Minerals, Stones, & Pigments	4 SP	x1	x2	x3	x4
Oils & Spirits	8 SP	x1	x2	x3	x4
Salts	6 SP	x1	x2	x3	x4
Waters	10 SP	x1	x2	x3	x4
Herbs, Plants, and Woods	3 SP	x1	x2	x2	x3

Conversion for Witchery, Sorcery, & the Arcane from Old School Spells:

- Charms are equivalent to Cantrips and 0 level spells.
- Minor spells are equivalent to enhanced 1st level spells to 2nd level spells.
- Medium spells are equivalent to 3rd level spells to 5th level spells.
- Major spells are equivalent to 6th level spells.
- Legendary rituals are equivalent to 7th level or higher spells.

Costs for Casting a Single Spell:

Divine Spells:

Priests vary from religion to religion. While some secretive cults will simply refuse to cast spells for outsiders (or will only do so if paid in a similar manner to mages), the priests of most mainstream religions are dedicated to good works and spreading the popularity of their religion.

However, the problem is availability rather than cost, particularly for healing (and raising) divine spells or others that would compete for the same spell slots. There may be a waiting list for such spells, as locals also need them. Few priests may accept a bribe to push adventurers to the front of the queue, but most will not since their own lay members and followers come first.

Most of the time, the size of the temple or chapel will not affect the roll, since larger temples have more (and higher level) priests but also serve greater numbers of lay worshipers. However, if there is a particular reason for a high level priest to be in a small temple, the roll should get a +1 bonus; and if

there is a particular reason for a large temple to have a shortage of high level priests then the roll should get a -1 penalty. Similarly, if the desired spell is 2nd level or lower the roll should get a +1 bonus and if the desired spell is 5th level or higher the roll should get a -1 penalty with an additional -1 penalty if the spell is 7th level.

When trying to get a spell cast by a mainstream priest, roll 1d8 and consult the list below:

- 0 or Less = there is no cleric who can (or is willing to) cast the spell at this time.
- 1-2 = there is a long queue of people wanting the spell. It will be available after 3d6 days.
- 3-4 = there is a queue of people wanting the spell. It will be available after 1d6 days.
- 5-6 = spell is used up or not learned, but will be available the following day.
- 7 or More = spell is available immediately.

Arcane Spells:

Mages, on the other hand, tend to set artificially high prices in order to not be constantly disturbed with petty requests.

Availability probability:

Rarity	Farm	Village	Town	City	Capital	Trade center
Very common 0 – 1st Level	25%	50%	50%	100%	100%	100%
Common 2nd Level	05%	25%	40%	50%	100%	100%
Uncommon 3rd Level	0%	05%	25%	40%	50%	100%
Rare 4th Level	0%	0%	05%	25%	40%	40%
Very rare 5th Level	0%	0%	0%	05%	25%	25%
Legendary 6th Level	0%	0%	0%	0%	05%	10%

Cost in GP:

Level	Farm		Village		Town		City		Capital		Trade center	
	D	A	D	A	D	A	D	A	D	A	D	A
0 Level	7	7	5	5	5	5	5	5	3	4	3	4
1st Level	15	20	10	20	10	15	10	12	7	10	6	8
2nd Level	45	50	40	45	40	45	40	45	35	40	30	35
3rd Level	NA	NA	150	175	150	175	150	175	130	160	120	145
4th Level	NA	NA	NA	NA	325	350	325	340	300	325	275	300
5th Level	NA	NA	NA	NA	NA	NA	500	1,250	500	1,250	450	1,100
6th Level	NA	NA	NA	NA	NA	NA	NA	NA	1,000	5,000	800	4,500

D = Divine Spells

A = Arcane Spells

Learning New Spells:

Temples, Cults, or Colleges – Taught Spells:

Spell Level	Time Needed	Level of Teacher					
		1 5 GP/week	2 – 3 10 GP/week	4 – 5 15 GP/week	6 – 7 25 GP/week	8 – 9 40 GP/week	10 60 GP/week
0	1 week	10 %	70 %	90 %	95 %	99 %	99 %
1 – 2	2 weeks	1 %	60 %	80 %	95 %	99 %	99 %
3 – 4	4 weeks	NA	1 %	50 %	70 %	90 %	95 %
5 – 6	8 weeks	NA	NA	1 %	40 %	60 %	80 %
7 – 8	12 weeks	NA	NA	NA	1 %	30 %	50 %
9	16 weeks	NA	NA	NA	NA	1 %	20 %

% = Chance to learn spell. The teacher must know, and be able to cast, the spell that the student is trying to learn.

If the student fails to learn the spell, add +10% for each additional study period.

Spell Research:

Typically, the character must have access to either a scroll of the spell or someone else's spell book that contains the spell in order to do spell research. The chance of success is based on the amount of money that the researcher is prepared to spend per week on research materials and laboratory usage. However, the maximum that a researcher can spend is the equivalent of a teacher of one level group lower than the researcher's actual level.

If their research fails they still get the +10% cumulative bonus on future research or study of the same spell. If access to a scroll of the spell or a spell book containing the spell are unavailable, the character may do independent research. The maximum that a researcher can spend is the equivalent of a teacher of two level groups lower than the researcher's actual level and costs twice as much.

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.

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

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.

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".

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.

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.

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.

A simple spell would be one affecting 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.

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.

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.

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

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.

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 its 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.

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.

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.)

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.

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.

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.)

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).

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.

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 chosen from the spell effects table when the spell is constructed.

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".

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 as long as the duration was chosen when the spell effects were selected.

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. These spells last as long as the duration was chosen when the spell effects were selected.

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.

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.

Divining spells used for detection have standard durations.

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 that are determined when the spell effects are selected.

Diving spells seeking knowledge or omens last long enough to convey the response.

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

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, 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 that are determined when the spell effects are selected.

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%.

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.

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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.

May 6, 2026: Updated to include usage dice, new calculations for dangers and DC's, updated spell complication tables. Updated divine favors.