



ANTHROPOMORPHIC FANTASY ROLE-PLAY

# IRONCLAW

**Book of  
Mysteries**





# INTRODUCTION

## What's in this book?

This book introduces more Careers and magical Gifts for your *Ironclaw* game. The page numbers in his book pick up where the last books left off.

### Druid Magic ..... page 367

Druid Magic are the spells of the judges and the spiritual advisors of the Phelan. This magic calls down death from a clear blue sky, can curse the land and people (or remove those curses), and can give unusual insight into time and space.

Druid Magic requires learning the native language of the Phelan, the *Bérfa Féini*. This language isn't difficult for those of the western wilderness, where it's the starting language for the natives ... but regular player-characters will have to use a Gift to learn the language. The higher-level Druid spells will require passing many tests (represented by more Gifts) and earning the trust of the masters (represented by Insider).

### Priestly Magic ..... page 377

Priestly Magic are the secret spells of the Church of s'Allumer, untranslatable from their original language. While the common White Magic of the Clerics can heal the sick and strengthen the spirit, the Priestly Magic can go a few steps beyond..

Priestly Magic requires learning another language: *Magniloquentia*, the lost tongue of ancient days. And yes, it requires more tests to prove your worthiness to the Sacerdotal Elite to allow you access to the hidden manuscripts (again, represented by Insider).

### Charisms ..... page 395

Those with strong faith in the Shining Light of All-Creation might manifest saintly powers. Charisms are extremely rare magic that can miraculously defy the laws of nature.

In game terms, Charisms are Plot Gifts. Plot Gifts are at the greater mercy of the storyline. The Game Host may have Plot-Gift abilities suddenly activate, or they may not be available at all.

### Blessed Ways ..... page 399

Where there is life, there is a blessing. While Blessed Magic can potentially do almost anything, you reap what you sow – any violence has the possibility of

coming back. The worshippers of the goddess Lutara revere the Blessed, often promoting them to positions of power; elsewhere in Calabria, they may be branded as witches and shunned ... or worse.

Blessed Magic requires self-sacrifice. All Blessed Magic requires the Gift of Pacifist. This isn't to say it can't be used for violence ... just that using Blessed Ways to call down the wrath can have untoward consequences. (In game terms, all hostile Blessed Magic has the Unholy effect ... including the unpleasant side effects.) Also, some Blessed Magic requires lifestyle choices, such as avoiding public places, which may not be appropriate for all campaigns.

### Kyndranigar's Virtues ..... page 415

It is said that Kyndranigar the Shadow-Magus, disappointed with discovering the ways of Thaumaturgy, went on to write seven more books of spells with even greater command of magic.

Kyndranigar's Virtues are split up into many books, and each one has to be tracked down separately. The books are rare collector's items, and they may be expensive to procure. The Game Host should use the Virtues as an opportunity for some exciting fetch quests.

## Credits

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<p>THE WIZARD WHO WOULD DO <b>BATTLE</b> AND EMERGE AS THE VICTOR MUST KNOW <b>HOW TO READY SPELLS</b>.</p> <p>SOME SPELLS, SUCH AS "PANIC", NEED NOT BE READIED BEFORE YOU CAN USE THEM.</p> <p>HOWEVER, COMMON SPELLS MUST BE MADE READY BEFORE YOU CAN USE THEM.</p>  <p>In game terms, you must take the <b>READY</b> action to equip common spells, such as "Create Earth", "Move Air", "Ataxia", "Repudiation", etc.</p> <p>Once used, a <i>spell is gone</i>, and must be re-readied before you can use it again. Don't forget to Refresh the Gift, too!</p>	<p>HAVING A SPELL READY IN <b>HAND</b> IS LESS THAN IDEAL, BUT IT HAS THE VIRTUE OF SIMPLICITY. AN ALERT WIZARD WILL BE ABLE TO <b>START</b> A FIGHT WITH A SPELL IN HAND TO SMITE THEIR FOES.</p> <p>YOU MAY USE YOUR <b>GOOD</b> HAND OR YOUR <b>OFF</b> HAND. IT DOESN'T MATTER.</p>  <p>If you score at least one success on your initiative, you start the battle with one weapon Ready. You may choose to Ready a spell into your hand.</p> <p><i>You may only take one Ready action per turn!</i> So you can't ready both a Wand or Rod and a spell during the same turn.</p>	<p>MOST WIZARDS PREFER TO READY SPELLS INTO A <b>WAND</b>. ANY WAND WILL DO.</p> <p>SPELLS READIED IN A WAND MAY BE DIRECTED AT FOES FAR AWAY WITH GREAT ACCURACY.</p>  <p>A Wand must be equipped in your Good Hand. A spell loaded in a Wand suffers no range penalties. Otherwise, targets at Short Range (up to 12m away) have a bonus d8 defend; at Medium Range (up to 36m) have a bonus d12, etc. See "Combat", page 120, for more details on range.</p>	<p>WHEN FIGHTING IN CLOSE QUARTERS, IT IS BEST TO READY SPELLS INTO A <b>ROD</b>.</p> <p>NOT ONLY IS THE ROD AN EXCELLENT DEFENSIVE WEAPON, YOU MAY USE SPELLS EQUIPPED IN A ROD AGAINST YOUR ATTACKERS.</p>  <p>A Rod must be equipped in both your hands. If you load a spell into a Rod, you may <b>COUNTER</b> an attacker Near you (up to 4m away). Roll your spell's attack dice, and compare it to your attacker's dice.</p> <p>See "Combat", p. 121, for more details on Counters.</p>
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## NEW CAREERS

Not all of these careers might be appropriate for Player Characters. As always, Players and the Host should discuss what options they think are best for their campaign. Gelassenheiter, Postulants, and Pilgrims can make for good minor characters who need help from some greater threat. If you need some bad guys, you can use angry Crusaders or ruthless Inquisitors. Out in the country, far away from the big cities, Barbers and Midwives might be the only healers available. Many of these Careers are good for allies: for example, a Blessed might have a Vidame as a protector; a Charismatic character might be followed by an Ascetic or a Preacher, etc.

Some of these careers have *requirements* before you can take them. For example, any career of the Druids requires that the character have the Gift of "Language: Bérla Féini." With the permission of the Game Host, you may play a character who has a different native language than Calabrese, but you are highly encouraged to take another Language Gift so you have something in common with your fellow players.



## Ascetic

A monk, nun, or other religious person who specializes in physical conditioning.



ACADEMIC

### Include Career Dice with:

- Academics
- Brawling
- Supernatural

### Career Gifts:

- Brawling Fighter
- Literacy
- Strength

**Trappings:** Cloth armor (d4), first aid kit, knife, holy symbol

## Crusader

A religious devotee who fights for their faith.



WARRIOR

### Include Career Dice with:

- Dodge
- Melee Combat
- Ranged Combat

### Career Gifts:

- Literacy
- Piety (of choice)
- Veteran

**Trappings:** Sloe Rod (Damage +2, Parry d12), Leather armor (d6), knife, first aid kit

## Beguine

A Blessed man or woman who uses their gifts to help others. Usually found in a Lutarist community, often has taken a vow of poverty.



WIZARD

### Include Career Dice with:

- Academics
- Inquiry
- Supernatural

### Career Gifts:

- Blessed Magic
- Doctor
- Pacifist

**Trappings:** Cloth Armor (d4), Staff (Damage +1, Parry d12)

## Curraidh

*Requires: Language - Bérla Féini.*

Some say wizards are subtle and quick to anger. A Curraidh is brutal ... and quick to anger.



WIZARD

### Include Career Dice with:

- Academics
- Melee Combat
- Supernatural

### Career Gifts:

- Druid Apprentice
- Druid's Trappings
- Veteran

**Trappings:** Sloe Rod (Damage +2, Parry d12), Leather armor (d6), knife, first aid kit

## Brehon

*Requires: Language - Bérla Féini.*

As far back as anyone can remember, the Phelan have had the Fénechas, their code of laws. It is the duty of the Brehona to interpret the law justly.



WIZARD

### Include Career Dice with:

- Academics
- Negotiation
- Supernatural

### Career Gifts:

- Diplomacy
- Druid Apprentice
- Druid's Trappings

**Trappings:** Sloe Rod (Damage +2, Parry d12), Leather armor (d6), knife, scales and balance, plumb line

## Dabbler

Perhaps a rich person with an idle interest in magic, or just a person curious in the secrets of the universe, the Dabbler may eventually become a wizard.



ACADEMIC

### Include Career Dice with:

- Academics
- Observation
- Supernatural

### Career Gifts:

- Literacy
- Mystic (of choice)
- Research

**Trappings:** Leather armor (d6), Staff (Damage +1, Parry d12), chapbook



## Gelassenheiter

A devout religious person who believes in selflessness and living a simple life, above all else.



**LABORER**

### Include Career Dice with:

- **Craft**
- **Endurance**
- **Supernatural**

### Career Gifts:

- **Low Profile**
- **Pacifist**
- **Piety (of choice)**

**Trappings:** Cloth armor (d4), walking stick, holy symbol

## Initiate

The lowest-ranking member of a cult. Strange cults tend to spring up in remote places – some of them earnest, others run by charlatans, and an unfortunate few that are crazy.



**ACADEMIC**

### Include Career Dice with:

- **Academics**
- **Endurance**
- **Supernatural**

### Career Gifts:

- **Insider (with cult of choice)**
- **Pacifist**
- **Piety (of choice)**

**Trappings:** Cloth armor (d4), holy symbol

## Hermit

A religious devotee who lives out the middle of nowhere, showing their faith by becoming removed from society.



**ACADEMIC**

### Include Career Dice with:

- **Academics**
- **Endurance**
- **Supernatural**

### Career Gifts:

- **Pacifist**
- **Piety (of choice)**
- **Survival**

**Trappings:** Cloth armor (d4), first aid kit, knife, holy symbol

## Inquisitor

In Avoirdupois and Bisclavret lands, special agents root out misbelievers who insist on breaking the law about their religious worship.



**WARRIOR**

### Include Career Dice with:

- **Inquiry**
- **Searching**
- **Supernatural**

### Career Gifts:

- **Legal Authority (of choice)**
- **Literacy**
- **Veteran**

**Trappings:** Leather armor (d6), Mace (Damage +2), holy symbol, religious pamphlets, chapbook about magic

## Hexenhammer

A Blessed who uses their spirits to help them defeat their foes. While some Hexenhammers use their powers for good, many become selfish and wrathful.



**WIZARD**

### Include Career Dice with:

- **Dodge**
- **Melee Combat**
- **Ranged Combat**

### Career Gifts:

- **Blessed Magic**
- **Pacifist**
- **Veteran**

**Trappings:** Leather Armor (d6), Longbow (Damage +1 Critical), Mace (Damage +2), Wooden Shield (cover d8)

## Midwife

A country doctor, almost always female, who specializes in delivering babies and folk medicine.



**ACADEMIC**

### Include Career Dice with:

- **Academics**
- **Inquiry**
- **Leadership**

### Career Gifts:

- **First Aid**
- **Pacifist**
- **Team Player**

**Trappings:** Cloth armor (d4), first aid kit, holy vestments, holy symbol



## Oracle

A Blessed man or woman with the gift of prophecy. With proper training, they can see into the future.



WIZARD

### Include Career Dice with:

- Academics
- Observation
- Supernatural

### Career Gifts:

- Blessed Magic
- Danger Sense
- Pacifist

**Trappings:** Leather Armor (d6), Staff (Damage +1, Parry d12)

## Pilgrim

A religious practitioner who takes a journey to someplace far away, perhaps to visit holy sites or to find enlightenment.



ACADEMIC

### Include Career Dice with:

- Academics
- Endurance
- Gossip

### Career Gifts:

- Cosmopolitan
- Hiking
- Piety (of Choice)

**Trappings:** Cloth armor (d4), first aid kit, holy vestments, holy symbol

## Ordinary

A priest or priestess who has been ordained by a Church of s'Allumer. They can marry others, sanctify events, etc.



ACADEMIC

### Include Career Dice with:

- Academics
- Leadership
- Supernatural

### Career Gifts:

- Language: Magniloquentia
- Literacy
- Ordainment: s'Allumer

**Trappings:** Cloth armor (d4), religious pamphlet, holy vestments, holy symbol

## Postulant

A practitioner of White Magic who seeks to join an order. Many tests may be required before they rise to the rank of Priest or Priestess.



LABORER

### Include Career Dice with:

- Academics
- Endurance
- Supernatural

### Career Gifts:

- Cleric's Trappings (Any)
- Language: Magniloquentia
- Literacy

**Trappings:** Cloth armor (d4), first aid kit, holy vestments, holy symbol

## Ovate

*Requires: Language - Bérla Féini.*

They say that when commoners don't understand what you say, they make you an Ovate. When the Ovates can't understand you, they make you a Master Ovate.



WIZARD

### Include Career Dice with:

- Academics
- Observation
- Supernatural

### Career Gifts:

- Danger Sense
- Druid Apprentice
- Druid's Trappings

**Trappings:** Sloe Rod (Damage +2, Parry d12), Leather armor (d6), knife, inscrutable object

## Preacher

Someone who wanders from place to place, spreading the word about their religion, seeking to convert more lost souls.



ACADEMIC

### Include Career Dice with:

- Academics
- Presence
- Supernatural

### Career Gifts:

- Hiking
- Oratory
- Piety (of choice)

**Trappings:** Cloth armor (d4), first aid kit, holy vestments, holy symbol

## Questor

A collector of church tithes, the Questor is both welcomed and avoided by the populace. The potential for corruption is a constant fear for Church officials.



**ACADEMIC**

### Include Career Dice with:

- **Academics**
- **Endurance**
- **Negotiation**

### Career Gifts:

- **Cleric's Trappings (Any)**
- **Literacy**
- **Mathematics**

**Trappings:** Leather armor (d6), Dagger (Damage +1), holy vestments, holy symbol, ledger to track tithes, scale and balance

## Sexton

A custodian of a church. The larger cathedrals have dozens of Sextons on staff.



**LABORER**

### Include Career Dice with:

- **Academics**
- **Craft**
- **Supernatural**

### Career Gifts:

- **Cleric's Trappings (Any)**
- **Craft Specialty (of choice)**
- **Team Player**

**Trappings:** Cloth armor (d4), knife, holy symbol, tools of the trade, ring of keys

## Sacristan

One who maintains of the Sacred Groves of Lutara. Only the devout are permitted.



**LABORER**

### Include Career Dice with:

- **Craft**
- **Endurance**
- **Supernatural**

### Career Gifts:

- **Craft Specialty: Forestry**
- **Pacifist**
- **Piety (of choice)**

**Trappings:** Cloth armor (d4), Dagger (Damage +1), holy symbol

## Sibyl

*Requires: must be female*

A woman Blessed by the spirits. She may be a practicing Lutarist, or a reincarnation of a Hierarch, or just lucky (or unlucky) enough to have the gift.



**WIZARD**

### Include Career Dice with:

- **Endurance**
- **Searching**
- **Supernatural**

### Career Gifts:

- **Blessed Magic**
- **Luck**
- **Pacifist**

**Trappings:** Leather armor (d6), Staff (Damage +1, Parry d12)

## Sectary

A self-styled cleric who practices an unpopular religion. In many places in Calabria, some religions are banned by law.



**ACADEMIC**

### Include Career Dice with:

- **Academics**
- **Deceit**
- **Supernatural**

### Career Gifts:

- **Literacy**
- **Low Profile**
- **Piety (of choice)**

**Trappings:** Cloth armor (d4), Dagger (Damage +1), holy symbol, unpopular religion's bible

## Vidame

A protector of a Blessed priestess.



**WARRIOR**

### Include Career Dice with:

- **Dodge**
- **Melee Combat**
- **Supernatural**

### Career Gifts:

- **Bodyguard**
- **Danger Sense**
- **Resolve**

**Trappings:** Leather & Cloth armor (d6, d4), Wooden shield (cover d8), Half-spear (Damage +2), first aid kit



## DRUID MAGIC



Within the Phelan demesne, the religious practices of the *Druids* hold sway. They interpret the omens that can only be understood by those schooled in such mysteries, and they serve as mediators between the mundane world and the spiritual world. Druids are unknown in Avoirdupois land except when they journey there on some errand. They are not welcomed, either by the populace or the Church of s'Allumer. Their reverence for the number nine is seen as suspect and indicative of their moral failings, as the status of nine as a cursed or unlucky number reflects upon them as much as their heathen status among the s'Allumer.

The core beliefs of Druidism are:

- ✦ *Animism*. Spirits exist in all things, and they are stronger in living things than in dead ones. The Druids learn a particular way of Wizardly Magic to detect and to direct spirits.
- ✦ *Metempsychosis*. Some folks are destined to reincarnate — some are not. Time is not a line but a circle, and some will walk this earth again. There is no concept of an after-life.
- ✦ *Mysticism*. This world is one of fate and mystery. Everyone is bound by “mystical prohibitions” or *geisa* that must be obeyed or tragedy will result. The Druids learn the secret techniques that allow them to perceive what these *geisa* are, so that they may interpret omens for the lay folk.
- ✦ *Cosmotheism*. There is no division between the spiritual world and the mundane world — the distinction is only in what one can perceive. Some use the metaphor of the literate person and the illiterate with a book; while both can see the book, only the one who can read can understand the meaning of the words on the page. Those of advanced understanding (such as the Druids, or those with Second Sight) are considered to see more of what's *really* there.

Druid Magic is an oral tradition. You can't learn Druid Magic by studying books – you have to be told how it works by someone who already knows. And the methods of teaching Druid Magic are exclusively in the language of the north-western wilderness, the *Bérta Féini*. In game terms, a player who wants to become a Druid will either have to have *Bérta Féini* as their native language, or they will have to buy the Language Gift first. The standard *Ironclaw* rules assume that everyone speaks Calabrese. While technically a character can start with a different native language, such as *Bérta Féini*, it can be a problem if all the main characters can't communicate with each other. As the Game Host, you may declare the Player Characters must all have at least one language in common, either because it's their native, starting language or because they chose one of their three elective Gifts to be “Language.”

### Apprentice Druid Magic

Name	Equip	Range	Attack Dice	Effect	Descriptors
<b>Faerie Fire</b>	Off hand	Medium (Counters Magic)	Mind, Species, Supernatural vs. 3	Resist with Mind, Species, Academics, Stealth vs. 3 Target Illuminates to Short Range; others claim bonus d8 to hit	Magic, Druid, Apprentice, Unreal
<b>Hateful Curse</b>	Off hand	Medium (Counters Magic)	Mind, Species, Presence vs. 3	Resist with Will, Species, Academics, Inquiry vs. 3 Damage 0+, Penetrating	Magic, Druid, Apprentice, Unholy
<b>Remove Glamour</b>	Off hand	Medium (Counters Magic)	Mind, Species, Observation vs. 3	Resist with Mind, Species, Academics, Deceit vs. 3 Confused, Dispel All Unreal	Magic, Druid, Apprentice, Theurgic

## Druid's Trappings (Plot, Trappings)



### Belongings

You begin the game with:

- ↔ one Speckled Robe
- ↔ one Apple-wood Wand
- ↔ one Sloe Rod
- ↔ one Talisman: a Golden Torc

### X (Special)

#### Action "ready Druidic weapon"

If you are parted from your items, ask the Game Host for a plot twist to return or to replace them.

Once exhausted, you cannot recover this Gift until the next game session.

## Druid Apprentice (Battle, Magic, Apprentice, Druid)



### Requires

Druid's Trappings  
Language: Bérla Féini

### X (Battle)

#### Action "ready Druidic weapon"

Exhaust this Gift, then use the ready action to draw forth a Druidic spell as a Magic weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Druidic weapons are Magic Attacks. Your Gift allows you to ready the following magical weapons:



- ↔ **Remove Glamour**, a spell that removes illusions and exposes falsehood. Any target hit by the spell becomes Confused, but any Unreal magic upon them is dispelled instantly. Any disguises are also automatically ruined.
- ↔ **Hateful Curse**, a guttural curse born from your hate, thrown by your wrath, and guided by your spite. (This weapon is risky to use, as it carries the risk of all Unholy magic).
- ↔ **Faerie Fire**, the wisp-light. Any target hit by the attack is simply sent Reeling ... but they also become a light source, illuminating everything within Short Range (12m) around them, for the rest of this scene. The target may no longer claim any concealment, any all hostiles may claim a bonus d8 to hit this target.

Note that all the Druid spells can be used to Counter magic, up to Medium range.

You can read more about Magic Weapons in the Magic chapter.

#### Action "rally and grant end of round bonus"

As a Druid, you speak meaning not just with words, but with the spaces above and between the words. Any target that you rally this round may claim a d8 assist bonus with any and all "end of round maintenance" rolls. This d8 bonus may be applied to rolls to stop being Confused, Slowed, or any other condition that allows rolls to end it, as per the target's needs.

You must successfully rally the target to grant this bonus. If you fail to successfully rally the target at all, there is no bonus.

This bonus is an assist bonus. The bonus improves to d12 if you have the Gift of Team Player!

## Secrets of Druid Magic (Plot, Trappings)



### Requires

Druid's Trappings

### +1 in Supernatural Skill

Add 1 Mark to your Supernatural Skill.

If you re-train this Gift, you also lose the extra Mark.

### Trigger: While wearing a Speckled Robe Extra action "Refresh Druid Magic Gift"

While wearing a Speckled Robe, you may take an extra action every round: an extra "Refresh" action, but only to refresh a gift that has all of the "Battle", "Magic", and "Druid" descriptors.



## Journeyman Druid Magic

Name	Equip	Range	Attack Dice	Effect	Descriptors
<b>Rain of Blood</b>	Off hand	Medium (Counters Magic)	Mind, Species, Supernatural vs. 3	From Above: Group resists with Will, Species, Weather Sense vs. 3 Damage +0, Afraid	Magic, Druid, Journeyman, Unholy, Indirect
<b>Rain of Fire</b>	Off hand	Medium (Counters Magic)	Mind, Species, Supernatural vs. 3	From Above: Group resists with Mind, Species, Weather Sense vs. 3 Damage +0, On Fire	Magic, Druid, Journeyman, Fire, Indirect
<b>Rain of Ice</b>	Off hand	Medium (Counters Magic)	Mind, Species, Supernatural vs. 3	From Above: Group resists with Speed, Species, Weather Sense vs. 3 Damage +0, Dispel All Unreal	Magic, Druid, Journeyman, Water, Indirect

### Cracking the Nuts of Wisdom [Teinm Læghda] (Respite, Magic, Journeyman, Druid, Divination, Synecdoche)



This spell is one of the three divinations. Holding up an object of interest, you recite a small poem and focus all your senses to see what is beyond normal sight.

#### Requires

Druid Apprentice  
Druid's Trappings  
Insider: the Aos Daoine  
Language: Bérla Féini

#### X (Respite) Stunt "examine an object"

You can use this spell to learn the recent history of an object.

First, Exhaust this Gift. Then roll your Mind, Academics, and Searching dice vs. 3. You only get one try at this, so make it good.

- ↔ **No successes:** Your spell fails.
- ↔ **One success:** You learn the synecdoche of the object – the original owner, and their name. You know the most important or eventful thing this object has ever been used for, or been a part of (if anything).
- ↔ **Two successes:** You learn the synecdoche of the object – the original owner, and their name. You know the most important or eventful thing this object has ever been used for, or been a part of (if anything). You have a future d8 assist bonus for any rolls involving knowing something about this object's origin. You know the direction and the range band (Short, Medium, Long, beyond the Horizon, etc.) of the object's owner.

- ↔ **Three successes or more:** You learn the synecdoche of the object – the original owner, and their name. You know the most important or eventful thing this object has ever been used for, or been a part of (if anything). You have a future d8 assist bonus for any rolls involving knowing something about this object's origin. You know the direction and the range band (Short, Medium, Long, beyond the Horizon, etc.) of the object's owner. You can ask one question about a past use of the object and then view a five-minute re-enactment of that scene (a form of fortune-telling called "retro-cognition").

### Flash of Inspiration [Dichetal do Chennaib] (Chapter, Magic, Journeyman, Druid, Divination)



This spell is one of the three divinations. Everything a Druid says, no matter how strange, could turn out to be a warning of some bad future. We'd try to explain to you how it works ... but you won't understand, because you're not a Druid.

#### Requires

Druid Apprentice  
Druid's Trappings  
Insider: the Aos Daoine  
Language: Bérla Féini

#### X (Chapter) Action "rally and grant one use of Luck"

After any successful rally, you may Exhaust this Gift. Declare a target that you just Rallied, and say something cryptic and portentous. A rhyming couplet or other little song fragment works best.

That target now has one use of the Gift of Luck. (In game terms, it's exactly as if the target has one Gift of Luck. See the *Ironclaw* book for more details.) The target may only use the Admonishment once.

# DRUIDS

You may not refresh this Gift before the start of the next Chapter. If you refresh this Gift, any and all Admonishments you have outstanding are gone.

You cannot use the Admonishment on yourself.

## Multiple

You may buy this Gift multiple times. Each Gift allows you one more *Dichetal do Chennaib* for a different target. (You cannot put two *Dichetal* on the same target.)

## Illumination of Knowledge

[*Imbas Farosna*]

(Respite, Magic, Journeyman, Druid, Divination, Synecdoche)



This spell is one of the three divinations, and the most gruesome. By harnessing the communion of yourself with nature and with all things, you can drink someone's blood and learn something about the past, present, and future of your target.

## Requires

Druid Apprentice  
Druid's Trappings  
Insider: the Aos Daoine  
Language: Bérla Féini

## Long Action "sleep"

To use this spell, you must have consumed blood of the target. You can do this in combat, using as *Bite* attack that inflicts a Hurt result (or worse) on the target. Other methods of getting the blood are left to the imagination.

Roll your Mind, Species, Academics, and Supernatural dice vs. 3. You only get one try at this, so make it good.

- ↔ **No successes:** Your spell fails. No retries are possible ... until you get another draught of blood.
- ↔ **One success:** You know the name and general appearance of the target.. You know the direction to the target, and the range band the target is in (Short, Medium, Long, beyond the Horizon, etc.). You can roll again tomorrow, but treat any results better than "one success" as "one success."

- ↔ **Two successes:** You know the name and exact appearance of the target. You know the direction to the target, and the range band the target is in (Short, Medium, Long, beyond the Horizon, etc.). You can ask one question about something the person has done in the past, and then view a five-minute re-enactment of that scene (a form of fortune-telling called "retro-cognition"). You can roll again tomorrow, but treat any results better than "two successes" as "two successes".
- ↔ **Three successes or more.** As "two successes", above, but you will have a d8 assist bonus on any rolls you make against the target until your next Respite ... including future rolls of the *Imbas Farosna*.

Since the *Imbas Farosna* is a Respite Gift, you may only use this spell once per day.

## Rain of Blood [*Stoirm Fola*] (Battle, Magic, Journeyman, Druid, Unholy)



Not content with just a curse, you can call down a vile torrent of guts, blood, and entrails from the sky to fall upon your foes. The experience is quite harrowing ... and sometimes worse.

## Requires

Druid Apprentice  
Druid's Trappings  
Insider: the Aos Daoine  
Language: Bérla Féini

## X (Battle)

### Action "guard to upgrade Hateful Curse to Rain of Blood"

To use this ability, you must have a "Hateful Curse" Magic weapon at the ready, and you must take the Guard action.

Exhaust this Gift. Your "Hateful Curse" weapon becomes a "Rain of Blood".

The Rain of Blood comes from the sky. It only works against targets that are outdoors or near windows. Also, the Rain of Blood carries the risk of all Unholy magic (*Ironclaw Host's book*, page 312).





## Rain of Fire [Stoirm Teallach] (Battle, Magic, Journeyman, Druid, Fire)



What was once a harmless glow becomes a sputtering spark. You toss it high into the sky ... and down comes a hail of Fire.

### Requires

Druid Apprentice  
Druid's Trappings  
Insider: the Aos Daoine  
Language: Bérla Féini

### X (Battle)

#### Action "guard to upgrade Faerie Fire to Rain of Fire"

To use this ability, you must have a "Faerie Fire" Magic weapon at the ready, and you must take the Guard action.

Exhaust this Gift. Your "Faerie Fire" weapon becomes a "Rain of Fire".

The Rain of Fire comes from the sky. It only works against targets that are outdoors or near windows.

## Rain of Ice [Stoirm Oighir] (Battle, Magic, Journeyman, Druid, Water)



Instead of washing away Falsehood and illusion, you can call upon a greater Force to bring a cleansing winter to wash away the living.

### Requires

Druid Apprentice  
Druid's Trappings  
Insider: the Aos Daoine  
Language: Bérla Féini

### X (Battle)

#### Action "guard to upgrade Remove Glamour to Rain of Ice"

To use this ability, you must have a "Remove Glamour" Magic weapon at the ready, and you must take the Guard action.

Exhaust this Gift. Your "Remove Glamour" weapon becomes a "Rain of Ice".

The Rain of Ice comes from the sky. It only works against targets that are outdoors or near windows.

**Summon Ally [Cuidigh Ghutháin]**  
(Respite, Magic, Journeyman, Druid,  
Summoning, Synecdoche)



## Requires

Ally  
Druid Apprentice  
Druid's Trappings  
Insider: the Aos Daoine  
Language: Bérla Féini

## X (Respite)

### Action "recover and summon your ally"

When you take the Recover action, you may also choose to send a telepathic message to your Ally.

Your ally rolls their Mind and your Academics dice vs. 3.

- ↔ **No successes:** Your Ally hears your summons, if they are awake and can hear you. From where they stand, they know how far you are away in range bands (Short, Medium, Horizon, beyond the Horizon, etc.) and your direction at this very instant.
- ↔ **One success:** Your Ally hears your summons, and is Rallied with one success. You may give your Ally a message no longer than fifty words. From where they stand, they know how far you are away in range bands (Short, Medium, Horizon, beyond the Horizon, etc.) and your direction at this very instant. Your Ally has the option to become *Afraid*; If they do, their Run distance *doubles* and their overland movement speed doubles as long as they remain *Afraid*, or until 8 hours pass (whichever comes first).

- ↔ **Two successes:** Your Ally hears your summons, and is Rallied with two successes. You may give your Ally a message no longer than fifty words. From where they stand, they know how far you are away in range bands (Short, Medium, Long, beyond the Horizon, etc.) and your direction at this very instant. Your Ally has the option to become *Afraid*; If they do, their Run distance *doubles* and their overland movement speed doubles as long as they remain *Afraid* ... *and* they know your direction and distance ... until the *Afraid* status ends or until 8 hours pass (whichever comes first).
- ↔ **Three successes or more:** Your Ally hears your summons, and is Rallied with three successes. You may give your Ally a message no longer than fifty words. From where they stand, they know how far you are away in range bands (Short, Medium, Horizon, beyond the Horizon, etc.) and your direction at this very instant. Your Ally has the option to become *Afraid*; If they do, their Run distance *doubles* and their overland movement speed doubles as long as they remain *Afraid* ... *and* they know your direction and distance ... *and* you and they are in constant telepathic contact, exchanging up to 50 words each every round, until the *Afraid* status ends or until 8 hours pass (whichever comes first).

This spell combines well with the Gift of Gang of Irregulars. Your successes on the spell also count as successes to drum up members in your Gang.

## Master Druid Magic

Name	Equip	Range	Attack Dice	Effect	Descriptors
<b>Blight</b>	Off hand	Medium (Counters Magic)	Mind, Species, Supernatural vs. 3	Explosion: Close, Reach, Near, or Short Resist with Speed, Mind, Will, Endurance, Supernatural vs. 3 Damage +0, Penetrating, Sick, ruins landscape	Magic, Druid, Master, Unholy
<b>Curse of Femininity</b>	Off hand	Medium (Counters any man's attack)	Mind, Species, Presence vs. 3	Group of Men Only: Resist with Mind, Species, Academics, Supernatural vs. 3 Afraid, Sick	Magic, Druid, Master, Female
<b>Steal Guise</b>	Off hand	Medium (Counters Magic)	Mind, Deceit, Supernatural vs. 3	Resist with Will, Inquiry, Presence, Supernatural vs. 3 Damage +0, Penetrating, Caster Steals Appearance	Magic, Druid, Master, Unreal



## Blight [Smol] (Chapter, Magic, Master, Druid, Unholy)



The wrath of the Master Druids is best avoided. With a cryptic invocation to the spirits of heaven and earth, the work of a hundred and fifty years can be blighted in an instant.

### Requires

Cracking the Nuts of Wisdom  
Druid's Trappings  
Flash of Inspiration  
Illumination of Knowledge  
Insider: the Aos Daoine  
Language: Bérla Féini  
Mystic: Druidism  
Oratory

### X (Chapter)

#### Action "attack with blight"

Exhaust this Gift, then declare a central point for your Explosion. You roll your Mind, Species, and Supernatural dice vs. 3.

Your targets roll their Speed, Mind, Will, Endurance, and Supernatural vs. 3 to resist.

Targets hit suffer Damage +0 Penetrating ... and if they fail to resist, they become Sick, regardless of the damage dealt.

The Blight spell calls upon some of the worst forces in any world, this one or the next. This spell carries great Unholy risks if several targets resist.

Like most combat spells, this Explosion also targets the ground, walls, and other inanimate objects. If a target resists, their equipment is okay... but if they fail,



their gear will become blighted and will need maintenance. If the target is reduced to Dying or worse, their equipment may be rotted or destroyed (at the option of the Host). The landscape itself will become blighted and sickened – food will spoil, crops will wither on the stalk, dry land will become swamp, house timbers will rot, steel will rust, etc.

## Cloak of Invisibility [Fæth Fiada] (Respite, Magic, Master, Druid, Unreal)



"I arise today through the strength of Heaven the rays of the sun, the radiance of the moon, the splendor of Fire, the speed of lightning, the swiftness of wind, the depth of the sea, the stability of the earth the firmness of rock."

### Requires

Cracking the Nuts of Wisdom  
Druid's Trappings  
Flash of Inspiration  
Illumination of Knowledge  
Insider: the Aos Daoine  
Language: Bérla Féini  
Mystic: Druidism  
Shadowing

### X (Respite)

#### Action "guard and become invisible"

Exhaust this Gift, then take the Guard action. You fade out of visible sight. In game terms, you may claim a total concealment bonus of d12.

Every round that you take the Guard action, you remain invisible. If the round ends and you have not taken the Guard action, you become visible.

If you Refresh the Gift, for any reason, then you also become visible.

## Curse of Femininity [Ban-aileadh Suilt] (Battle, Magic, Master, Druid, Female)



This spell serves as a reminder to others that, as a woman, you must bear the burden of childbirth, a suffering that men would be better for the experience.

### Requires

Must be female  
Must be at least 17 years of age  
Druid Apprentice  
Druid's Trappings  
Insider: the Aos Daoine  
Language: Bérla Féini  
Mystic: Druidism

## X (Respite)

### Action “attack with the curse of femininity”

Declare a Group of targets within Medium range.  
Your targets with this spell *must* be male and 17 years of age or more.

Roll your Mind, Species, Presence vs. 3.

The men you targeted resist with Mind, Species, Academics, Supernatural vs. 3

Targets that fail to resist become Afraid.

The lowest-rolling failure becomes Afraid and Sick (wracked with aches and pains like those of a woman in child-birth).

### Druid’s Clout [Tabhairt Faoi] (Plot, Druid, Journeyman)



The greatest wizards can increase the power of a spell, even after it has been cast.

#### Requires:

Mystic: Druidism

#### Add +1 Mark to Supernatural

Add 1 Mark to your Supernatural Skill.

If you re-train this Gift, you also lose the extra Mark.

#### Trigger: Casting a Druid Spell

Exhaust this Gift after casting a spell of the Druid nature to claim a bonus 2d8 with your casting dice.

#### Multiple

You may buy this Gift multiple times. Each new Gift gives you +1 Mark and a new Exhaustion, but you may only use one Clout per roll.

### Druid’s Mnemonic [Tabhairt Ar Ais] (Plot, Druid, Journeyman)



Your meditative training allows you to call upon reserves of power.

#### Requires:

Cracking the Nuts of Wisdom

Druid’s Trappings

Flash of Inspiration

Illumination of Knowledge

Insider: the Aos Daoine

Language: Bérla Féini

Mystic: Druidism

#### Add +1 Mark to Academics

Add 1 Mark to your Academics Skill.

If you re-train this Gift, you also lose the extra Mark.

## X (Chapter)

### Extra action: “refresh all Druid Battle Gifts and Druid Respite Gifts”

On your turn, as an extra action, you may put your off-hand upon your magical talisman, and in a loud voice, you declare your command over all Earth. By doing so, you immediately refresh all exhausted gifts that have *both* the “Druid” descriptor and either the “Battle” or the “Respite” descriptor. Other Gifts are not refreshed.

If you do not have a magical talisman to brandish forth, you cannot use this ability.

### Mantle of Feathers [Tuigen] (Special, Magic, Master, Druid, Unreal)



The greatest secret of the Druids is the spell that grants the Gift of Flight.

#### Requires

Cracking the Nuts of Wisdom

Druid’s Trappings

Fast Jumper

Flash of Inspiration

Illumination of Knowledge

Insider: the Aos Daoine

Language: Bérla Féini

Mystic: Druidism

## X (Respite)

### Action “jump”

Exhaust this Gift, then declare a “Jump” action. After leaping into the air, you sprout a cape of black feathers. You can grab the corners of this cape to flap your arms and fly.

You gain the Gifts of Flight and High-Altitude Flyer. The spell ends instantly if:

- ↔ You become Injured. (The feathers are torn off your body.)
- ↔ You Refresh the Gift.
- ↔ Someone successfully Disarms you of your mantle of feathers. (Any Disarm effect can target your mantle.)
- ↔ The magic is dispelled, by such magic as Severance or Remove Glamour.

## Palliative [*Leighis*] (Chapter, Magic, Master, Druid, Healing)



The wisdom of the Druids can call upon the natural forces to heal the deserving.

### Requires

Cracking the Nuts of Wisdom  
Druid's Trappings  
Flash of Inspiration  
Illumination of Knowledge  
Insider: the Aos Daoine  
Language: Bérla Féini  
Medicine  
Mystic: Druidism

### X (Chapter)

#### Action "rally to heal, remove magic damage"

Exhaust this Gift, then declare a Rally action, only instead of a target, declare an Explosion's center point and size (Close, Near, or Short). Then roll your Mind, Species, Leadership, and Supernatural vs. 3.

- ↔ **No successes:** All inanimate objects in the explosion are fixed of any damage caused by a supernatural agency. Fires caused by supernatural effects, such as an "Ignite Fire" spell, are snuffed out and their damage undone ... corrosion, rust, and spoilage caused by curses or Unholy magic are restored to their previous states, etc.
- ↔ **One success:** All inanimate objects are fixed of supernatural damage, as above. Also, all friendly targets in the Explosion are Rallied with one success. Remove the Hurt condition from one friendly target. If there is more than one friend who is Hurt, have them roll their Body dice -- the *lowest* roller is the one who is healed, the caster decides on ties.
- ↔ **Two successes:** All inanimate objects are fixed of supernatural damage, as above. Also, all friendly targets in the group are Rallied with two successes. Remove the Hurt condition from *all* friendly targets. Remove the Sick condition from one friend. If there is more than one friend who is Sick, have them roll their Body dice -- the *lowest* roller is the one who is healed, the caster decides on ties.
- ↔ **Three successes or more:** All inanimate objects are fixed of supernatural damage, as above. Also, all friendly targets in the group are Rallied with three successes. Remove the Hurt and Sick conditions from *all* friendly targets.

The Palliative spell does not help with the Injured status, just Hurt and Sick.

## Steal Guise [*Fith Fath*] (Respite, Magic, Master, Druid, Unreal)



You can steal someone's appearance and put it on another -- either yourself or an ally.

### Requires

Cracking the Nuts of Wisdom  
Druid's Trappings  
Flash of Inspiration  
Illumination of Knowledge  
Insider: the Aos Daoine  
Language: Bérla Féini  
Low Profile  
Mystic: Druidism

### X (Special)

#### Action "attack to steal someone's appearance"

Exhaust this Gift, then take the Attack action. Your attack dice are your Mind, Deceit, and Supernatural dice vs. 3.

Your target resists with Will, Inquiry, Presence, and Supernatural vs. 3.





If your attack hits, you cause Damage +0, Penetrating. If your spell kills the target, then nothing else happens.

If the target survives, you may now copy the target's appearance you – either onto yourself, or onto a target Near you -- which we will now call the *pretender*. The pretender now looks like the target, and their clothes change to match the target's. (Any armor they wear stays the same.) You may not refresh this Gift again until your next Respite.

This spell is an illusion. The pretender is still the same age, sex, species, etc. that they were before. Their clothes are still the same, too. However, casual scrutiny will not reveal the deception. In game terms, whenever the pretender attempts to deceive others that they are who they pretend to be, they receive a d12 magic bonus ... but anyone you play false may include their Supernatural dice to see through the guise.

This spell does not give the pretender any Skills, Gifts, or any other abilities of the target.

The spell ends if:

- ✦ The pretender uses a Natural Gift that the original target didn't have. For example, if a Bat pretending to be a Wolf uses their Gift of Flight, then the spell instantly ends.
- ✦ Either the pretender or the target dies.
- ✦ The spell is removed from the pretender, by such magic as *Severance* or *Remove Glamour*.
- ✦ If the caster Refreshes the Gift of *Steal Guise*.

**Summon Goblin [Morrignai Ghutháin]**  
(Special, Magic, Master, Druid, Summoning)



You have broken bread with the sky-goblins, and you have learned the words that carry far. The strange and violent ones have agreed to honor your summons.

## Requires

Cracking the Nuts of Wisdom

Druid's Trappings  
Flash of Inspiration  
Illumination of Knowledge  
Insider: the Aos Daoine  
Insider: the Goblins  
Language: Bérla Féini  
Mystic: Druidism

## X (Respite)

### Action "rally and summon goblins"

Exhaust this Gift, then declare the Rally action. After rallying your allies, you may roll your Academics, Presence, and Supernatural dice vs. 3.

- ✦ **No successes:** Everyone hears a loud cackling. Those who understand Bérla Féini hear one voice mock your appearance, one voice speak ill of your ancestry, and once voice suggesting that you perform various acts of physical impossibility. You may Refresh this Gift at the next Chapter.
- ✦ **One success:** In a puff of brimstone and molted feathers, one Goblin Fiann appears.
- ✦ **Two successes:** With a loud clamor of steel upon steel, three Goblin Fianna appear.
- ✦ **Three successes:** With the sound of war-horns and horrible squawks, seven Goblins appear.
- ✦ **Four successes:** Either seven Goblins appear, or one Morrignai – your choice.
- ✦ **Five or more successes:** The skies become overcast, the grass wilts, milk turns sour and wine becomes thin ... and one Morrignai and thirteen Goblins appear.

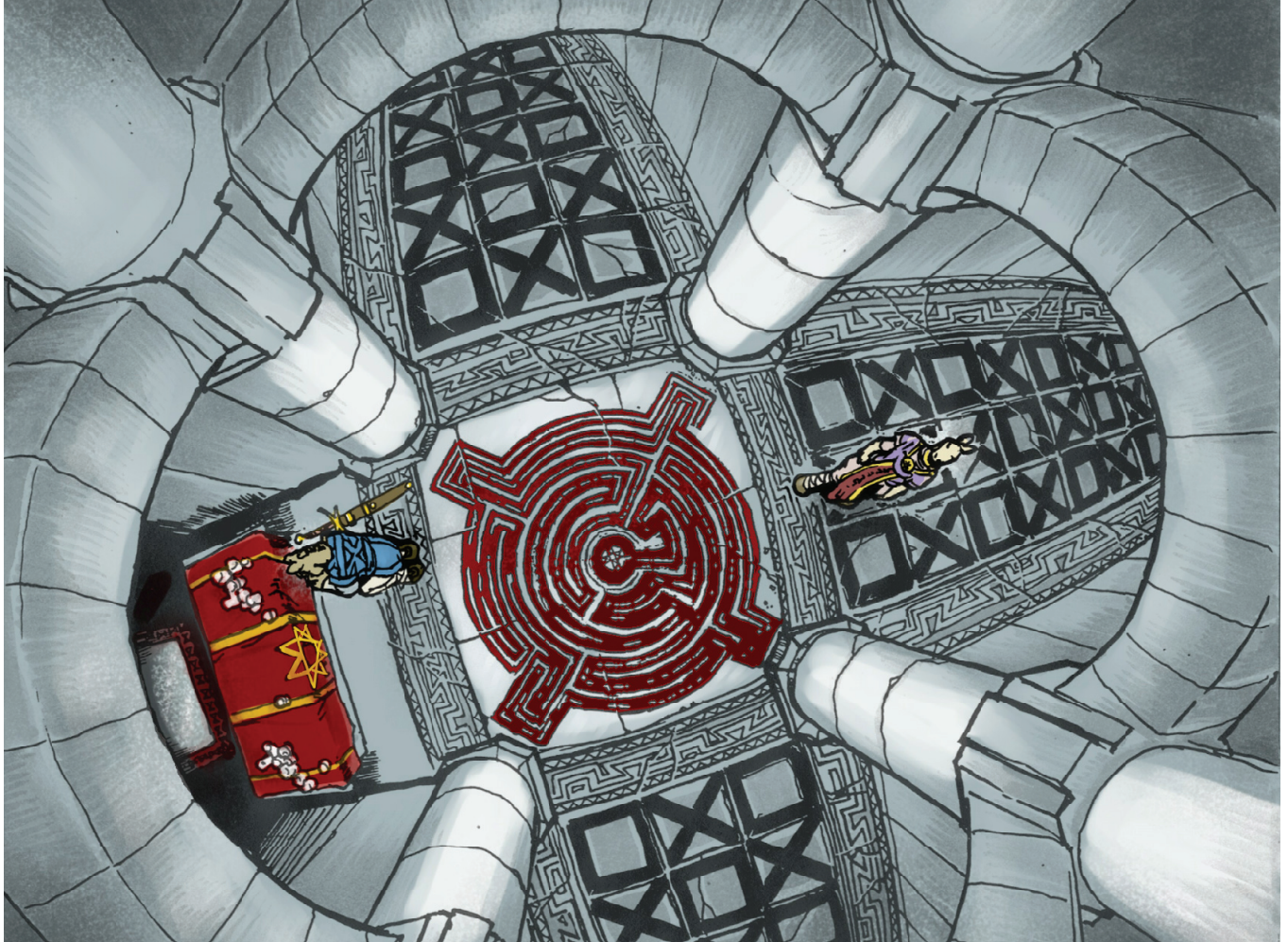
The goblins serve any reasonable request you have, until the start of the next Chapter. They will happily fight until they become Afraid (or worse), especially if the fight is unfairly in their favor. They are also eager to kidnap people and bring them back to you, alive.

You may not refresh this Gift until you have repaid your debt to the Goblins in some way. The more services they had to perform for you, the greater the price they will make you pay.

## Cannot be Retrained

You may *never* retrain this Gift. Think carefully before having truck with the goblins.





## PRIESTLY MAGIC

When the Church of s'Allumer was first founded over eight hundred years ago, its order was simple and the faith unified. There was the way of Penitence, the **Orthodox** Church.

Over the years, different ideas sprang up. Questions of faith arose — and different folk offered different answers. Some preferred one method of worship over another. Others had unusual interpretations of holy doctrine. Any worship of s'Allumer other than Penitence is a **Heterodox** Church. Heterodoxy is not a crime, nor is it seen as preventing one from Ascension. The Church of s'Allumer tolerates these alternative forms of worship — at least on paper. In practice, some Bishops actively prosecute the Heterodox, seizing their property or forcing them to convert, sometimes under torture. The growing diversity of worship could fragment the considerable power of the Church, and strife would not be far behind.

Some methods of worship or philosophies are openly denounced by the Church of s'Allumer — these religions are called **Heresy**. Under clerical law, heresy is a crime. Heretics can be levied with stiff fines, or can suffer capital punishment unless they renounce their religion and convert to Penitence. Every year, the number of incidents of violence against heretics increases. In Avoirdupois territory, all people living on the land are expected to have the same religion as their Lord, a principle known as *cuius regio, eius religio* (“whose region, his religion”). In practice, a few lords are tolerant of alternative practices. Technically, anyone who pledges allegiance to the Avoirdupois King must also be a Penitent.



## History of the Church of s'Allumer

The pre-history of the Church is hotly debated among scholars and theologians. There is ample evidence that the ways of White Magic existed before the Church formalized its structure into the ranks of Apprentice, Journeyman, and Master, with its rigors of study, its powers of Privilege, and the other trappings of modern magic theory and practice. Throughout Calabria, religious beliefs varied from place to place. Without standards of worship, the devotions and practices of a town depended on the whims and the personality of whoever the local priests and priestesses were.

Over eight hundred years ago, when the Rinaldi were considered unrivaled throughout Calabria (and the Avoirdupois were but one minor house fighting among many), the unpopular Don Rafael di Rinaldi died, to be succeeded by his son Constantin. The misrule of the Don had left the landscape easy prey to bandits. In addition, a plague was sweeping the land — some villages were wiped off the map. As more and more people were killed by the disease, the city of Triskellian became packed with refugees. The young heir to the Rinaldi throne, the boy Constantin, was an invalid racked with the same fever that was killing his subjects — no doctor could find a cure. Many feared the end of the world had come.

According to Church doctrine, it was on the night of Don Rafael's death that *Helloise*, one of Constantin's nurses, experienced a holy manifestation, which took the form of a glowing, white light that surrounded her body accompanied by a chorus of voices singing a message of peace, love, and freedom that was beyond the understanding of most folk, who have their minds clouded by their own worldly misfortunes, appetites, and ignorance.

Helloise then entered Constantin's bedchamber, took the boy up in her arms, whereupon both were consumed in the same shining light Helloise saw before, and Constantin was cured of his illness. After this miracle, Helloise then wandered the streets of Triskellian, and each person she laid her hands upon was instantly cured of illness. She walked from house to house for four days, healing all whom she could, but each day she felt her own Strength ebb. On the fifth day, she collapsed from exhaustion. When she awoke, she started again, knowing that every moment more people were dying from this plague that only she could stop.

That evening, she sank to her knees in sorrow and enervation, sick with the knowledge that every

moment she rested, people were dying. Consumed by compassion and selflessness, she prayed that this glowing white light should take her life in exchange for all the innocents who would perish by the plague. With that act, her body was wreathed in "a flame that did not burn" which spread from where she knelt throughout the entire city. All who were touched by this miraculous flame were saved from the plague. Once all were saved, Helloise collapsed and perished, happy knowing that her death allowed others to live.

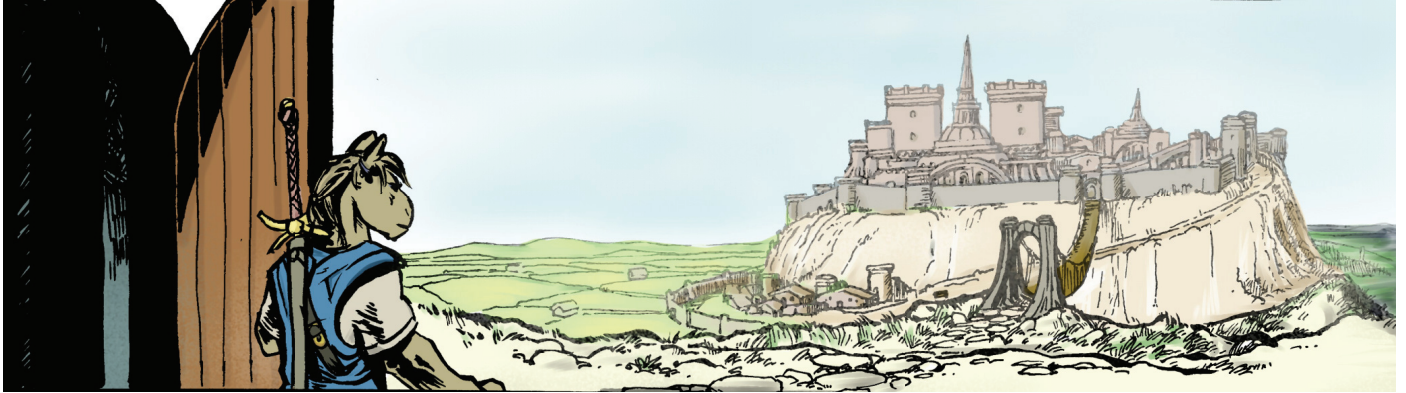
It was this selfless act that ignited the worship of s'Allumer, the life-giving luminance. All who had been touched by the altruistic Helloise began to come together under the banner of the young Don. The Don commanded that a great Cathédrale be built upon the spot of Helloise's ultimate sacrifice, the construction of which is the most ambitious engineering project in all of Calabria, far beyond anything undertaken by the Rinaldi before or since. To support the Cathédrale's great dome, a great spell was woven by the first apostles of the church, the power of which lasts to this day.

Today, the Church of s'Allumer is the dominant religion in Calabria, with numerous cathedrals and other establishments. Every year, missionaries go abroad to spread word of the miracle, and to teach how the Light of Ascension may save all those who follow in its steps.

### Funding

The Church of s'Allumer primarily raises funds through donation and uses them to support their various charitable works. They solicit mostly from Nobles and other wealthy persons. Many of their donations are received in the form of barter and or food stuffs. These go directly to feeding the poor, the clergy and others associated with running the church. Additional proceeds come from rent collected by leasing church lands to tenant farmers, some of which was previously owned by former Knights of the Capitular Orders. These holdings cannot be taxed by the nobility, as these properties are the sole demesne of the Church, not King, no matter where the land is located. The serfs who work these Church land are given greater status and leeway than those tied to the land of the Noble houses. The King still requires an accounting of the holdings and production of Church owned or administered land, purely as a provision against time of war. It is partly this practice that has drawn some of the nobility to the Éteignoirs, as increasing Church holdings represent a depletion of their hereditary wealth.





## Pilgrimages

Pilgrimages are often made by lay folk and others of the s'Allumer faith. Many make the journey in order to pray for health, luck or good fortune. Some come to the temples for medical attention. The Church has also established a few "colonies" which serve as a permanent residence for those who are incurable.

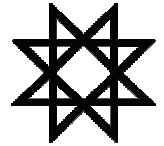
The pilgrimages can take the entire year depending upon the resourcefulness of the faithful. The largest of the pilgrimages is the "Walk of One Thousand Lights." It begins in Triskellian each year and follows a spiral path outward until every major and minor temple has been visited. This pilgrimage is quite arduous and is only conducted at night. Those walking its path conduct themselves by way of torch or other illumination.

It is said that Harmon Brock, a monk at the Grand Solarium, made a holy vow to bring light where there was none and began a nighttime walk that lasted the rest of his life. During his life he helped many a wayfarer and some say that they have often been led out of danger by a spectral light that vanished once the danger was past.

There are many for whom the "Walk of One Thousand Lights" is too taxing. Most simply make the trek to Cathédrale de Témoins. In fact, the number of pilgrims has become so great in recent years that the city has had to increase the size of its Constabulary in order to cope. The Grand Solarium is the second most visited site, which is located outside the walls of Chalon-sur-Sauldre. Thus far the crowds have been easily handled and the monastery adjacent to the temple has more than enough ground for the encamped pilgrims.

## s'Allumer at its Core: The Tenets of the Way of Penitence

The dominant form of worship of s'Allumer is called *Penitence*. This faith is complex, but it basically consists of the following beliefs:



- ✦ *Ascension*. If one lives a pure life, and if one learns and accepts the teachings of Penitence, then after death one will be united with the Healing Light that is in all living things. Those souls that Ascend after death will be one with the purity of all-being, a joy that surpasses any experience one can have in this life.
- ✦ *Asceticism*. People are, by their nature, "worldly" and subject to worldly appetites. But this world that folks inhabit is merely a weight that prohibits people from rising toward the healing light and the purity of all-being that is the Shining Path of s'Allumer. Only by understanding how the four points of the material world (air, earth, fire, and water) link to the four points of the spiritual world (courage, serenity, wisdom, and understanding) can one truly shuffle off the prison of mortal coil and Walk the Shining Path into the Light of Truth and Beauty.
- ✦ *Pancreationism*. Where there is life, there is s'Allumer. All being comes from the generative light of s'Allumer.
- ✦ *Monotheism*. There is only the Light of Ascension. Other gods are false gods; belief in them will deny oneself the glory of Ascension.

## Many Paths to the Divine: Heterodoxies of s'Allumer

While the way of Penitence is the most popular faith of Calabria, there are other, smaller churches considered to be its equals.

### Power, Truth, and Understanding: Athanasia



Among some scholars, there is a growing body of evidence that, millennia ago, a group of wizards were capable of magic that was either similar to White Magic or even the same White Magic spells known today (which contradicts the dogma of the Church that White Magic is from the teachings of Helloise.) These wizards were known as the *Athanasians*. They were reputed to be able to restore bodies whole from mere bones or ashes, to make one immune to aging or disease, and to raise the spirits of entire cities or nations. In recent times, there has been a revival of interest in these folk, although the Church of s'Allumer disputes that their existence.

The goal of many Athanasians is to achieve a state similar to that of Helloise and other Ascendants *before* their own deaths; as one scholar said, "through the power of truth, while living, to conquer the universe."

The core beliefs of Athanasia are:

- ↔ *Gnosis*. Both Athanasia and Orchomency (see page 43) espouse that, to obtain true enlightenment, one must learn of certain mysteries. The beliefs differ in that Athanasia involves complex rituals, long hours of meditation, and coming to personal terms with the mysteries, often in seclusion, whereas Orchomency advocates group interactions and ceremonies.
- ↔ *Asceticism*. Debate is still ongoing within the community regarding morality's role. Some Athanasians will argue that Ascension has little to do with arbitrary taboos; others claim that worldly appetites distract oneself from a true understanding of the nature of the universe, and that to attain purity, one must be pure in both thought and in deed.

- ↔ *Pancreationism*. Magic permeates everything; White Magic is a force of positive energy and creation, and Black Magic is its opposite. Atavism, Blessed Ways, and Wizardly Magic are all branches of the same tree — the will realized, the intention made manifest. A truly sincere Athanasian may study magic disciplines, with the goal to 'slay mind', to remove the distractions that prevent the true understanding of the universe.

### Existence is Suffering: Haimorrous



If the way of Penitence is thought to be austere, the way of Haimorrous is even more so. Taking the doctrine of asceticism to an extreme, the Haimorrs not only live a life without vice but also perform strange rituals of denial and sometimes even self-inflicted pain or injury.

Since the way of Haimorrous is obscure and demanding, and since they do not actively convert others to their heterodoxy, they might have faded into obscurity were it not for the founding of the Holy Order of the Convulsionaries at Assidu. All Convulsionaries are devout Haimorrs, and their Paladins are feared because of their indomitable resolve and unwavering faith.

The core beliefs of Haimorrous are:

- ↔ *Ascension*. If one lives a pure life, and if one learns and accepts the teachings of Penitence, then after death one will be united with the Healing Light that is in all living things. Those souls that Ascend after death will be one with the purity of all-being, a joy that surpasses all experiences one can have in this life.
- ↔ *Asceticism*. People are, by their nature, "worldly" and subject to worldly appetites. But this world that folks inhabit is merely a weight that prohibits people from rising towards the healing light and the purity of all-being that is the Shining Path of s'Allumer.
- ↔ *Monotheism*. There is only the Light of Ascension. Other gods are false gods; belief in them will deny oneself the glory of Ascension.
- ↔ *Celibacy*. All Haimorrs are unmarried and have no sexual relations. The more extreme Haimorrs undergo castration, although some argue that true asceticism is achieved by denying one's base urges, not by removing them altogether. Marriage is prohibited.

- ✦ *Fasting.* Many Haimorrs go for days without food. After a few days, many will achieve an “altered state” for meditation. All Haimorrs are vegetarians ... but then all Horses are vegetarians so this is not necessarily a religious choice.
- ✦ *Mortification.* The discipline of inflicting pain upon oneself is seen as a way to rid oneself of worldliness. *Flagellation*, the act of being whipped either by others or by oneself, is a common practice among the Haimorrs. The Convulsionaries are known for their practice of *self-laceration*, cutting themselves or scarring themselves in stylized ways. Mortifications can be as bizarre and unpleasant as the Haimorr feels they need to be.

## On the Shoulders of Giants: Hyperdulia

Church doctrine preaches that Helloise was the Light-Bringer, that she revealed the Shining Path of Ascension to the closed eyes of the worldly and the impure. However, many people “incorrectly” call upon Helloise, a personification of divinity rather than some abstract notion of “divinity in all things.” Some churches follow the path of *Hyperdulia*, direct worship of Helloise and other saints.

Hyperdulians see the places holy to Helloise as being defiled by being in the control of merchants. Many are given to pilgrimages out of Avoirdupois holdings to Triskellian and to fits of ecstatic possession, neither of which sit well with landholders dealing with serfs. Some female Avoirdupois in the orders of the Ardentine Factionnaires and the Cenobites acknowledge the common doctrine but, in their hearts, are Hyperdulians.

The current state of affairs involves tolerance by the government due to the Hyperdulians’ service to the poor and the ill. The Church keeps informants inside the ranks of the organized heretics, but as long as tithes still go to the Holy See through the local religious authority they are content to watch for now. They have acquired information that offshoots of the group are making radical claims that Helloise may have been a reincarnation of Lutara (an old goddess of Calabria) or perhaps even one of the Autarchs.

The core beliefs of Hyperdulia are:



- ✦ *Ascension.* If one lives a pure life, and if one learns and accepts the teachings of Penitence, then after death one will be united with the Healing Light that is in all living things. Those souls that Ascend after death will be one with the purity of all-being, a joy that surpasses all experiences one can have in this life.
- ✦ *Asceticism.* People are, by their nature, “worldly” and subject to worldly appetites.
- ✦ *Veneration.* The miracles of the past hold the key to knowing the future. Helloise is called the Most Venerated and Most Beatific — it was she who first understood the Way of the Shining Path and how to Ascend from this life to a purer state. The devout may pray to venerated saints for guidance, or even intervention. Hyperdulians often explain the gods of other religions as being saints.
- ✦ *Pancreationism.* Where there is life, there is s’Allumer. All being comes from the generative light of s’Allumer. There is only the Light of Ascension. Other gods are false gods; belief in them will deny oneself the glory of Ascension.

## Moderation in All Things: Orchomency

The Church of s’Allumer has long held the doctrine that only by advanced understanding of the teachings of Helloise can one hope to ascend above the worldliness of this world. About a hundred years ago, some scholars suggested that the mystic knowledge of Ascension can be obtained through the understanding of “higher sciences,” such as mathematics. These folk called their strange beliefs *Orchomency* — the idea that the divine in all things can be understood through measurement, observation, and experimentation.

While the Orchomenes may have begun with lofty goals, their modern descendants have become more liberal in their interpretation. Perhaps taking the idea of “mystic knowledge through experience” too literally, rumors abound that many secret Orchomencial rites are little more than debauched parties, rife with carnality and excess. Today, the Orchomenes are a closed society under scrutiny by the Church of s’Allumer.

The core beliefs of Orchomency are:

- ✦ *Pancreationism.* Where there is life, there is s’Allumer. All being comes from the generative light of s’Allumer. There is only the Light of Ascension. Other gods are false gods; belief in them will deny oneself the glory of Ascension.





- ✦ *Gnosis.* Innocence is not enough; it is necessary to learn certain key rituals and prayers, and worshippers must pass examinations to prove that they are capable of learning the next level. Once worshippers have reached true understanding of this mundane world, then they may Walk the Shining Path into the Light of Ascension.
- ✦ *Epicureanism.* Worldly appetites are a distraction to understanding, but they are not a weight or prohibition from Ascension into the Light. Denial of experience can lead to denial of knowledge, and it is the quest for truth that Orchomenes prize above all else. Orchomenes are somewhat notorious for their “love of life” and their feast-day celebrations. Every year, the Orchomenes push the boundaries of what is acceptable further and further; indeed, a few have become notorious for their personal excesses.

## ***We Are All Children of Providence: Palingénésie***

When the Penitents first attempted to convert those of the Old Faith of Lutarism, they met with resistance. To this day, few in the Doloreaux demesne worship s’Allumer, and the appointment of a Doloreaux Archbishop to the Holy See is for political reasons.

In the war-torn region of the Lyore River Valley, where civil war is not unknown, the Holy Order of the Cenobites has become known as a place of peace. Their religion differs from Penitent orthodoxy in the way it interprets the Blessed Ways known to the Lutarists. The Cenobite’s heterodoxy has become known as the *Palingénésie*, and it is the most common form of worship of s’Allumer to be found in Doloreaux demesne. Since the Palingénésiens are instrumental in converting the pagans, the Church of s’Allumer has not made an issue of their unorthodox beliefs.

The core beliefs of Palingénésie are:

- ✦ *Ascension.* If one lives a pure life, and if one learns and accepts the teachings of Penitence, then after death one will be united with the Healing Light that is in all living things. Those souls that Ascend after death will be one with the purity of all-being, a joy that surpasses all experiences one can have in this life.
- ✦ *Asceticism.* People are, by their nature, “worldly” and subject to worldly appetites. But this world that folks inhabit is merely a weight that prohibits people from rising towards the healing light and the purity of being that is the Shining Path of s’Allumer.



- ✦ *Transmigration.* Those folk who do not Ascend are doomed to remain within this world, either as invisible spirits or as a reincarnation in a new body.
- ✦ *Animism.* Spirits can inhabit anything, either living or inert materials. Those who know the right magic or those who are Blessed can communicate with these spirits, sometimes commanding them to do great things. Elemental beings are spirits created by the s’Allumer Light of Being as a by-product of creation — in other words, they are the ultimate expression of the material world.
- ✦ *Pancreationism.* Where there is life, there is s’Allumer. All being comes from the generative light of s’Allumer.
- ✦ *Veneration.* In the past, there were great people who have Ascended into the Light, and their wisdom can guide others toward the same path. Lutara is venerated as a guide to understanding the spirit world. Helloise is venerated as the first prophet of s’Allumer. Neither is seen as a goddess, but as part of the all-giving Light of Creation, source of all life and energy.

## **Heresy**

There are some belief systems that are in direct opposition of the s’Allumer faiths.

### ***Strike with a Hammer and It Will Break: Éteignoirs***



There are those who actively oppose the Church of s’Allumer. The Avoirdupois Family of Marteau, after having had their titles and privileges removed from them, went into exile, only to return as the *Éteignoirs*, a secret society whose ultimate goal is the destruction of the Church of s’Allumer.

The *Éteignoirs* recruit their members from many sources. Some are followers of the older religion of Heliodromency, who feel that this new religion is a false path. More than one noble has denounced the right of the Church to collect its own tithes, and has joined the *Éteignoirs* in their ultimate goal of destroying the Penitents.

Because the *Éteignoirs* have been denounced by both the Noble Houses of Avoirdupois and the Church of s’Allumer, they cannot act openly without being arrested. They have secret meeting places all over Calabria; one place is rumored to be in the Barrows in the south of the Avoirdupois kingdom. While wealthy and well-informed, they are loosely organized and

occasionally prone to internal strife, as power-grabs are not uncommon. Should they gain a strong, competent leader to give them focus they could become quite dangerous. The retribution they visit upon traitors to their ranks or suspected spies is swift and brutal, often including soul-wracking, mutilation and torture.

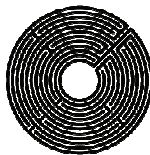
While individual Éteignoirs may have very individual beliefs about how the world works, they all have a few tenets in common:

- ✦ *Repudiation.* The Way of s'Allumer is a false path. The Church of s'Allumer is a façade led either by the self-deluded or the greedy to take money, wealth, and power away from the people. While the Éteignoirs were once composed entirely of Heliodromes, folk of other religions such as Druids and Lutarists have been known to share their beliefs. Rumors abound that a few followers of Orchomency join this sect in their quest for every experience available in the world of the flesh, and as such often bring valuable intelligence on the organization and holdings of the Church of s'Allumer.
- ✦ *Tergiversation.* The Éteignoirs often pretend to espouse a different religion to avoid discovery, up to and including participating in another religion's ceremony. Participating in the services of another's religion is permissible to hide one's true faith and is not seen as anathema among the Éteignoirs.
- ✦ *Diabolism.* Rumors abound that the Éteignoirs have secret powers or magic available to them. The wildest tales imply that some have sold their souls to beings of dark, unfathomable power. More than one Éteignoir is a Necromancer; the Jakoba family is suspected to wield great influence in their ranks.

## One Sun God in Seven Forms: Heliodromency

Before King Étienne's conversion to s'Allumer, the dominant religion among the Avoirdupois was *Heliodromency*, a religion full of complex mysteries. The few who practice it today do so in secret, as they are actively persecuted by Penitents of s'Allumer.

The practice of Heliodromency survives on at the College of Porteur-du-Soleil, the only formal institution in Avoirdupois lands that teaches the Wizardly art of Elementalism. The first three levels of study are ceremonial, slowly indoctrinating the initiate in their particular lore. To progress from fourth through seventh levels, the Heliodrome must learn all five apprentice spells from each element — first the element



of earth (earning the title of Akarbite, the Destroyer), then the element of water (Ahambite, the Creator), then air (Mithriate, the Plainsman), then finally fire (Anuite, the Father). To serve Anu is to know one's place in the world, and the Heliodromes are Anu's agents on earth who relate His divine instruction. Failure to serve Anu's will can only bring pain and woe upon oneself.

The core beliefs of Heliodromency are:

- ✦ *Pluriform Monotheism.* There is but one god, Anu the All-Father, but he may take on any of seven incarnations: the Creator of the World, the Destroyer in War, the Wind of the Plains, the Unsparing Justice, the Lord of Secrets, and the ultimate aspect, Anu the All-Father, described as a horse with fiery hooves who crosses the sky each day. The oldest myths often depict one aspect of Anu talking to another aspect of himself, or even in conflict with himself. Each level is associated with a different mystical pattern; for Anu himself, it is the seven-curved labyrinth that can still be seen today in the Avoirdupois coat-of-arms.
- ✦ *Patriarchy.* Women were, and still are, excluded from the ranks of Heliodromency. Some Heliodromes are chauvinists, decrying that women do not have "the right mind" for holy mysteries. Others claim that the mysteries would expose women unnecessarily to evil forces seeking physical entrance into the world (the old Heliodromency seeing women as the gateway between the spiritual and the physical; they generally took on the role of seers and oracles).

## Visitors from Above to Show Us the Way: Monophysisme

It is a common belief that, millennia ago, the world was held in thrall by the Autarchs, the Wizard-Kings who were brought low by their own folly. Some believe that the Autarchs were the essence of the Healing Light of Ascension — they were not of mortal flesh but of a substance of purity and magical strength. This essence carries on such that, even today, the divine will of the Ascended beings can be made real. The *Monophysites* claim that Helloise was not a mortal fox, but a divine being who visited the world. If this claim is true, then no mortal could hope to achieve the command of White Magic that Helloise was reputed to have used. Some Monophysites argue that many of the great and powerful wizards of folklore were also of unearthly nature, such as Kyndranigar the Shadow-Mage.



Since the Monophysites preach that Helloise was something other than mortal and that her miracles were impossible to ordinary folk, the Church of s'Allumer has openly denounced their claims. Monophysisme has been declared to be "a heresy and a misbelief," a crime punishable under clerical law by disfigurement, by exile, and sometimes even by death. Despite such extreme opposition, Monophysites continue to preach their doctrine in secret and to safeguard what they maintain is the ultimate truth.

To some Monophysites, both The Wilding Way and Wizardly Magic emanate from the same root — the understanding of the primal self, without the fog of chattering thoughts, distractions, and fancies. A truly sincere Monophysite might study both disciplines in an attempt to "slay mind" that distracts one from true understanding of the power in living beings.

The core beliefs of Monophysisme are:

- ↔ **Veneration.** White Magic and miracles are not the result of a neutral energy but are the direct intervention of Helloise and her kind.
- ↔ **Ascension.** If one lives a pure life, and if one does as Helloise commands, they may be permitted to walk the Shining Path with Her to know a love and peace unattainable on this earth. To those who are not worthy, She will turn a blind eye.
- ↔ **Asceticism.** People are, by their nature, "worldly" and subject to worldly appetites. Helloise the Most Beatific disapproves of worldliness; to be worthy in her eyes, one must purge themselves of all earthly desires.
- ↔ **Monophysique.** Since the Monophysites preach that Helloise was something other than mortal and that her miracles were impossible to ordinary folk, the Church of s'Allumer has openly denounced their claims. Some of the Hyperdulia heterodoxy have adopted elements from the Monophysites, claiming that Helloise was an Autarch sent to lead people to enlightenment through her intercession, which requires her praise and veneration.

## ***We Want to Believe:*** **Other Cults**

In a remote place of Calabria, far removed from the influence of kings and bishops, strange belief systems may spring up. A leader with a strong personality, a religious fervor, and just a little craziness may start a cult of personality in a remote town. (Sometimes, the cult leader is a sincere prophet; other times, they are a swindler, stealing the money of their deluded flock to live a life of luxury.) A group of people may adopt some strange way of living, and they may move out to

a remote region and start a commune there. Or sometimes a bizarre idea latches on and slowly grows.

Cults come and go, but both church and state oppose heretical ideas. Sometimes, a cult will turn to necromancy and other unholy practices, with tragic results for all. And sometimes it's just politics at work — the Church of s'Allumer does not appreciate challenges to its power.

Being a member of a cult is against both church law and state law. The legal punishments can be severe, such as seizure of property, slavery, and even death ... and that's just what the books say, not what an angry lynch mob of "true believers" might do to a cultist.

Cults can be hard to find. While some cults require their believers to forsake all other religions, other cults actively encourage their members to lie to authorities and to seek positions of power and influence.

Examples of cults include:

- ↔ **Gemmajaculism**, a strange religion where the believers claim a giant spirit "made of stars" with "one wing of an angel" will come "tumbling down" and destroy the world, rewarding the good with everlasting bliss and punishing the wicked with eternal torment. Various dates have been given for when this apocalypse will come, and all of them have passed without incident.
- ↔ The **Perfecti**, people who believe that Atavisms, the Wilding Way, and other "savage" attributes prevent enlightenment. Believers have been known to mutilate themselves, removing claws and teeth.
- ↔ The **Pastophoroi**, mystics who claim they know spells that transmogrify the body, changing shape from species to species. No proof of these spells has ever been found.

## **Organizations of the Church**

The Church of s'Allumer is set up with many *Holy Orders*. The countryside of Calabria is broken up into dioceses, which are further broken up, and presided over by a hierarchy of priests. Each priest in a diocese is expected to preside over a limited geographical area.

Recognizing the need for a defense against supernatural or against heretic forces, the Church of s'Allumer has more than one *capitulary*, which has founded a holy order of paladins and inquisitors. As agents of the church, those ordained in a Capitular Order may go anywhere under the sky to mete out the church's justice.



## Diocesan Orders

The majority of religious orders are tied to one location or community, known as a diocese. A *diocesan order* holds dominion over a designated area. The members of the diocese are responsible for collecting the tithes, converting the faithful, and suppressing the evil in their given diocese.

There is no standardization of names. Generally, a *monastery* refers to the building or buildings where monks live, and an *abbey* refers to the total sum of the monastery, the church, and the cathedral (if any). However, the famous Cathédrale de Témoïn of Triskellian is such a large building that the faithful actually live inside of it, with no need for separate living quarters.

An *abbot* or *abbess* is elected by the chapter of the monastery in a secret ballot. The candidate must be at least thirty-two years old, born within a marriage condoned by s'Allumer, must have been an Ordinary for at least eight years, and must currently be a Prelate. The election is confirmed by the Holy See, and the position is for life. Within the dominion of the Order, the abbot acts in the name of the Bishop and presides over all lesser clergy.

Diocesan orders are usually named after the closest city or town, such as the Abbey of Adalwain. Most orders practice the orthodox doctrine of *Penitence*, and thus their worshippers are called Penitents. However, the farther away one gets from Triskellian, the more likely one will encounter the various heterodox beliefs.

The majority of Acolytes who rise to the esteemed rank of Sacerdotal do so by granting an *indulgence* to a diocesan order. The indulgence for each order varies, and is usually determined by the order's beliefs. For example, an order of Penitence might ask for eight years of charitable service. An order of Hyperdulia could make a postulant prove their devotion with a pilgrimage, visiting eight shrines and collecting signatures from the shrine caretakers. An order of Orchomency might accept a cash donation.

## Capitular Orders

The Pontiff of s'Allumer, recognizing that the Church of s'Allumer should hold dominion over all of Calabria, and that diocesan orders, by necessity, might become weakened by their own regionalism, saw the need to create a new kind of order, one that was not beholden to the local populace for financial support or duty: the *Capitular Order*.

Capitular Orders receive direct indulgences of money and man-power from the Church of s'Allumer. Their members are beholden only to the Pontiff. Technically, any Capitular can refuse to submit to any

secular or manorial authority who is not the Pontiff ... but doing so risks the accusation of worldly pride, and going before the court of the Pontiff is not for those who would be judged and found wanting.

Each Capitular Order is granted a *typicon*, which is a combination of a charter that authorizes the organization to exist and states the code of conduct that the order agrees to obey. Once granted, a typicon may be repealed by only the Pontiff, but such a thing has not happened in the entire history of the Church of s'Allumer.

Every Capitular Order is overseen by a *Master Capitular*, who is beholden only to the Pontiff, who then appoints numerous other offices. While the "official headquarters" of a Capitular Order is the Cathédrale de Témoïn, for practical reasons the seat of authority can be thought to be in whichever city in which the Master Capitular chooses to reside.

The three most famous Capitular Orders of s'Allumer are detailed below.

### The Holy Order of Ardent (Ardentines)

The oldest, largest, and greatest of the Capitular Orders, the Ardentines are sometimes called a "divine army," because they are among the most capable warriors in all of the Avoirdupois demesne. A lifetime of religious devotion has eliminated fear of either death or suffering — they strive to eliminate the conflict within so that they may go forth to seek out the corruption that haunts this world and destroy it.



The Ardentines today are divided into two paths of study: the *Factionnaires* who specialize in the arts of war, and the *du Sang* who concentrate on the study of wisdom. These two branches of Ardentine study are sometimes called "the right-hand path" and "the left-hand path." The Factionnaires are legendary for their magic of the arts of war, most notably the *Fulguration* whereby their swords strike foes at some distance (see page 84). The du Sang, while less glamorous, figure more importantly in the Church as inquisitors and often function as direct agents of the Pontiff to investigate religious matters. Each branch requires its own Sacerdotal Indulgence and has its own list of magical studies.

### The Holy Order of the Guérisseurs

The youngest and smallest of the orders, the Guérisseurs are found almost exclusively at the Hospital of Avec-Bonté. Guérisseurs are accomplished physicians as well as theologians, teaching the arts of healing to both those who are of the cloth and to those who would pay large



indulgences in coin in return for the education. The rest of the wide world has heard talk of the miracles of restoration practiced by the Church of s'Allumer, and more than once the Pontiff has appointed a Guérisseur as envoy to some far-off land to demonstrate the considerable healing power of s'Allumer .

## The Holy Order of Passarelle (Passarellites)

After recording a vision near the city of Éloge, Passarelle Piloté founded a nunnery so that women would be able to study the ways of s'Allumer far away from more urbanized areas. Many years and several petitions later, the first woman Pontiff granted the typicon to the nunnery.

Today, almost all Passarellites pay their indulgence at the Nunnery of Éloge. Few complete their training, usually moving on to other monasteries to become Penitents or Hyperdulians, as the regimen of study to become a Passarellite involves both mastering the martial arts which tax the body and the priestly arts which tax the soul.



## Ranks within the Church of s'Allumer

Originally, the Church's titles consisted of "witnesses to the miracle," who were Constantin's mother and her ladies-in-waiting. Over hundreds of years, the Church organization became larger and a body politic arose out of necessity.

- ✦ The *Holy See of s'Allumer* is the title given to the organization of the four Archbishops who preside over all of s'Allumer. They are seen as the successors to Helloise, the Bringers of Light to each succeeding generation. The members of the Holy See live all over Calabria, meeting irregularly at the Cathédrale de Témoïn when called there by the Pontiff for a *Synod*.
- ✦ The *Pontiff* is the Archbishop of s'Allumer with seniority. He or she lives in the Cathédrale de Témoïn in Triskellian. The Pontiff has the power to call a Synod of the Holy See. When the Archbishops call a vote on sacerdotal business, the Pontiff's vote breaks any tie. The Pontiff also holds authority over all of the Capitular Orders. (While the Pontiff has the authority to suspend or revoke a Capitular Order's charter, it has never happened in all of s'Allumer's history.) The Pontiff is addressed as "Your Holiness."
- ✦ There are four *Archbishops*, one for each of the Great Houses (Avoirdupois, Bisclavret, Doloreaux, and Rinaldi). They are responsible for the Priests and other clerics within their house's demesne and those shrines and temples that may be run by the Clergy.

They are not sovereign over the holdings of the Capitular Orders, but enjoy the privilege of hospitality at them. While the Archbishops are divided among the major houses, they are not employed or beholden to them, merely acting in an advisory capacity and as supervisors to the Clergy operating within those holdings. The position is for life; when an Archbishop passes on or decides to retire, the rest of the Holy See chooses another Bishop to elevate. Archbishops are addressed as "Your Eminence."

- ✦ The head of a Capitular Order is known as the *Master Capitular*. The Master is appointed by the members of the Order by a method spelled out in their *typicon* (charter). The members of an Order answer to the Master, who reports directly to the Pontiff; the position is for life. The Master is ultimately responsible for collection of tithes from the holdings of his or her order, for establishing precedent and doctrine, and for the actions of all Capitulars. The Master appoints *Lesser Capitulars* as described in the Capitular Order's typicon.
- ✦ Because of the high concentration of churches and population within a city, the office of the *Metropolitan* was created. The Holy See appoints a Bishop to this position as they see fit. The Metropolitans act as local administrators for the Archbishop of their region, as coordinators of sacerdotal activities, and as intermediaries between the Church and the city's authority. The rank of Metropolitan is considered equal to that of Bishop.
- ✦ The *Bishops* each preside over a *bishopric*, a parcel of land determined by the Holy See. They monitor the status of the worship of s'Allumer, and verify the qualifications and training of Priests in their area, and collect tithes and administer clerical land. Most Bishops will take up residency at a church. A Bishop is addressed as "Your Excellency."
- ✦ Subordinate to the Bishop is the *Prelate*, which is the minimum rank of one who can hold the position of abbot. Prelates approve the indulgences of those who wish to become Presbyters. A Prelate is addressed as "Most Reverend Father" or "Most Reverend Mother."
- ✦ The *Presbyters* are what most folks think of when they think of Priests and Priestesses — usually of middle to advanced age, indoctrinated in the philosophy of their order, with a sober demeanor and a commanding voice. The Presbyter is the lowest rank in the Church of s'Allumer that may preside over a court of clerical law as a judge; each only has jurisdiction within their *parish*. A Presbyter is addressed as "Reverend Father" or "Reverend Mother."

- ↔ An *Ordinary* is someone who has been ordained and is able to preside over the legal functions of the church, such as marriage and rites of burial. The position of Ordinary is the first rung on the ladder representing the formal offices of the Church, and they are the lowest rank that holds authority over other Clergy and Priests. An Ordinary is addressed as “Father” or “Mother.”
- ↔ One who is a member of a Holy Order is called a *Capitular*; the Orders they belong to are properly known as *Capitular Orders*. To become a Capitular, one must pay an *indulgence* or gift to the Church of some kind — this could be money, a service, or something else. Each Holy Order varies in its internal structure and hierarchy, but they are all alike in that Capitulars do not report to Metropolitans, Bishops, and Presbyters — only to each other and their Master Capitular, who in turn is responsible only to the Pontiff. Capitulars are closer to Knights than to Priests; they oversee land owned by their Holy Order, much the same way a Lord would oversee vassals.

Capitulars are addressed as “Brother” or “Sister.”

- ↔ The mystical *Sacerdotal*s are the rare wizards who have completed study as an Acolyte and have paid an Indulgence to learn one of the higher ranks of Priestly Magic. Where the Clerics know the magic that mends the body, the Sacerdotal learn more obscure spells that study the soul. Since Priestly Magic is more difficult to learn than White Magic and has fewer tangible rewards, Sacerdotal are rare. It is the study of philosophy, and not magic, that determines one’s status in the Church — one can rise to the highest office of Pontiff without being a Sacerdotal.

Sacerdotal Spell Lists each have eight spells. Some are *Capitular Spell Lists* and are particular to that Holy Order. Others are called *Religious Spell Lists* and are unique to a certain belief in s’Allumer, such as Penitence or one of the heterodoxies. Since there is much overlap in the spell lists, few pay the Indulgences to learn more than one. Sacerdotal are addressed as “Brother” or “Sister.”

- ↔ The *Acolytes* are Sacerdotal-in-training, being both bound by the tenets of s’Allumer and also vested with certain privileges. An Acolyte need not have any training as a Cleric — many do not. The *Career of Priest* (the same title used for both men and women) begins with study as an Acolyte, and the first eight spells of Priestly Magic. Acolytes are addressed as “Brother” or “Sister.”
- ↔ A large number of the faithful of s’Allumer are composed of *Clergy*: Monks, Friars, Paladins, and Clerics. Clergy are not ordained; while they may spread the word of s’Allumer and they may serve Priests and other sacerdotal offices, they are not entitled to own clerical land or to collect tithes. Like Priests and other sacerdotal ranks, Clergy are entitled to the *benefit of clergy* and thus may be tried in clerical court instead of secular court. Clergy have no specific rights of address, and are often simply called “Good.”
- ↔ People who worship s’Allumer but who are not of the cloth are known as the *Lait*y or “lay folk.” The Laity come in many stripes — some are pious converts to s’Allumer who can quote chapter and verse from the *Testaments of Helloise*, while others are less devout.

## Basic Sacerdotal Spells

These spells are more complicated than the common White Magic. They are found only in the un-translated sections of *The Testament of Helloise*, and they must be spoken in the classical language of Magniloquentia. These spells are usually used to supplement White Magic, but you can learn them separately.

### Acolyte (Battle, Holy, Magic, Sacerdotal)



You are a seeker of truth in the greater mysteries contained in *The Testaments of Helloise*. Let your Fortitude be a pillar of Faith in the community.

#### Requires

Cleric’s Trappings  
Language: Magniloquentia  
Literacy

### X (Battle)

#### Reaction “resist a spell and be a pillar of faith”

Before you resist a spell, you may call upon the power of self-sacrifice. This ability only works on Magic attacks, and it only works on Magic attacks that target multiple opponents, such as a Group or an Explosion.

Exhaust this Gift, then resist the spell *with a d8 bonus*.



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If the spell affects any friendly targets, including you, and you successfully resist the spell, then *all your allies also successfully resist the spell*.

This ability only works when you completely resist and shrug off all effects ... if even one success still hits you, then all your friends resist normally.

## Reaction “include yourself in a group”

If a foe declares an attack against a Group Near you (within 4m) and they exclude you from the Group, you may declare you will be part of the Group.

If a friend is in an Explosion or other area-affect attack Near you, but you are out of range, you may still declare yourself in the area of effect.

This ability will keep opponents from leaving you out of multiple-target attacks to prevent you from using your other pillar-of-faith ability to resist for all.

## Prayer for Generosity (Special, Magic, Sacerdotal)



If you would have two, share with those who have none.

### Requires

Acolyte  
Cleric's Trappings  
Language: Magniloquentia  
Literacy  
Team Player

### X (Chapter)

#### Stunt “pray to refresh someone else’s Gift”

As a stunt, you may invoke the Prayer for Generosity. Declare a target, then Exhaust this Gift.

The target may immediately Refresh either one *Respite Gift* or *all Battle Gifts*.

### Multiple

You may buy this Gift multiple times. Each Gift grants you one additional use of the Prayer for Generosity.

## Prayer for Humility (Special, Magic, Sacerdotal)



The shining light of all creation opposes the proud and gives grace to the humble.

### Requires

Acolyte  
Cleric's Trappings  
Language: Magniloquentia  
Literacy  
Low Profile

### X (Special)

#### Trigger: Casting a spell

The next time you cast any spell, you may Exhaust this spell, too. That spell now has the “Mystic” descriptor; your casting is so subtle that it’s invisible to anyone who has no training in Supernatural Skill.

You may not Refresh this Gift until 24 hours have passed.

### Multiple

You may buy this Gift multiple times. Each Gift grants you one additional use of the Prayer for Humility.

## Prayer for Kindness (Special, Magic, Sacerdotal)



We prove ourselves by our purity, our understanding, and our patience within us.

### Requires

Acolyte  
Cleric's Trappings  
Diplomacy  
Language: Magniloquentia  
Literacy

### X (Special)

#### Action “rally someone for the future”

Instead of rallying someone in the normal way, you can offer someone inspiring words for the future.

Declare a Rally action, then Exhaust this Gift. Roll your Will & Leadership as usual, and note the successes ... but instead of Rallying the target now, the target may call upon your rally as a reaction, at a later time.

You may not refresh this Gift until the friend calls upon the Kindness. Then you may Refresh this Gift at the next Office of Sext (noon to 3 pm).

### Multiple

You may buy this Gift multiple times. Each Gift grants you one additional use of the Prayer for Kindness ... but each friend may only have one Kindness on them at a time. A newer Kindness removes an older one.

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## Prayer for Love (Respite, Magic, Sacerdotal)



Perfect love drives out fear, because perfect love casts out fear. If we are afraid, it is for fear of punishment, and whoever fears has not been perfected in love.

### Requires

Acolyte  
Bravery  
Cleric's Trappings  
Language: Magniloquentia  
Literacy

### X (Respite)

#### Reaction "take damage for someone else"

Use this ability when a friendly target within Short range of you (12m) takes damage. Wait until *after* the target has rolled all their Soak dice.

Exhaust this Gift. You take the damage, yourself. You don't re-roll anything. You suffer any Hurt, Afraid, Injured, Dying, Dead, or Overkilled results the target would have suffered.

### Multiple

You may buy this Gift multiple times. Each Gift grants you one additional use of the Prayer for Love.

## Prayer for Penance (Special, Magic, Sacerdotal)



Turn back and do the works you did at first. You are the light of the world.

### Requires

Acolyte  
Cleric's Trappings  
Language: Magniloquentia  
Literacy  
Oratory

### X (Special)

#### Stunt "attack with prayer for penance"

Declare a target within Close range of you, and declare a task they must perform, or declare a practice they must refrain from doing. Exhaust this Gift.

Roll your Mind & Will. Your target resists with Mind, Will, & Deceit. Your target may choose not to resist.

If the penitent breaks a promise that you specify, the spell ends and you instantly know. If the promise has a duration (e.g. "Abstain from all alcohol for a year and a day"), the spell expires when the duration is up.

The promise is broken when the target *believes* that they broke the rule.

This Gift can only be refreshed by praying for 8 minutes during the Office of Nones (3 pm to 6 pm). As soon as this Gift is Refreshed, the penance expires.

### Multiple

You may buy this Gift multiple times. Each Gift grants you one additional use of the Prayer for Penance.

## Prayer for Self Control (Respite, Magic, Sacerdotal)



Supplement your Faith with a generous provision of moral excellence, and moral excellence with knowledge.

### Requires

Acolyte  
Cleric's Trappings  
Language: Magniloquentia  
Literacy  
Research

### X (Respite)

#### Reaction "resist or defend using Will dice"

Whenever you resist or defend against an effect using your Will dice, declare that instead of rolling, you will Exhaust this Gift instead. Do not roll your dice – *maximize* them, instead.

### Multiple

You may buy this Gift multiple times. Each Gift grants you one additional use of the Prayer for Self Control.

## Prayer for Temperance (Respite, Magic, Sacerdotal)



Those who live according to the sinful nature have their minds set on what that nature desires. The light is joy, peace, patience, goodness, faithfulness, peace, and security. There is no law against such things.

### Requires

Acolyte  
Clear-Headed  
Cleric's Trappings  
Language: Magniloquentia  
Literacy

### X (Respite)

#### Action "recover and negate Fatigue"

When you take the Recover action, you may choose to Exhaust this Gift. First, negate any Fatigue on yourself. Next, if you have the Sick status on yourself, you may choose to replace it with the Injured status.

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## Multiple

You may buy this Gift multiple times. Each Gift grants you one additional use of the Prayer for Temperance.

### Prayer for Zeal (Respite, Magic, Sacerdotal)



What there is to be weakened is first made strong. What will be thrown over is first raised up. A house that heaps evil upon evil cannot stand.

## Requires

Acolyte  
Cleric's Trappings  
Honor  
Language: Magniloquentia  
Literacy

## X (Respite)

### Action "recover to rally self"

When you take the Recover action, you may chose instead to Rally yourself. Roll your Will, Academics, and Presence (*instead of Will & Leadership*). Each success you score counts as one success to Rally.

This Rally is a Rally, for all intents and purposes. For example, if you have the Gift of Clerical Apprentice, you may heal yourself of the Hurt condition.

## Multiple

You may buy this Gift multiple times. Each Gift grants you one additional use of the Prayer for Zeal.

## Advanced Sacerdotal Spells

These spells require advanced understanding. Very few priests ever learn them ... mostly because their utility isn't necessary for daily affairs. All of them can be found in the original, un-translated text of *The Testaments of Helloise*, if one is pure of thought and deed.

### Charity (Battle, Holy, Magic, Sacerdotal)



Warn those who are idle, encourage the timid, help the weak, be patient with everyone.

## Requires

Acolyte  
Cleric's Trappings  
Language: Magniloquentia  
Literacy  
Ordainment: any s'Allumer faith  
Prayer for Generosity  
Team Player

## X (Battle)

### Action "guard and give someone else Focus"

Declare a guard action, then declare a friendly target within Short Range, then Exhaust this Gift.

That target gains Focus, if it's possible for the target to gain Focus. (Targets that are Reeling cannot gain Focus.)

### Conviction (Magic, Sacerdotal)



Hope that is seen is no hope at all. Who hopes for what one already has? We live by Faith, not by sight.

## Requires

Acolyte  
Cleric's Trappings  
Language: Magniloquentia  
Literacy  
Ordainment: any s'Allumer faith  
Prayer for Self-Control  
Research

## Trigger: option to Retreat to break a Tie

Whenever you are given the option to Retreat to break a tie, you may instead declare that you *won't* Retreat.

Instead, you may use your Conviction to claim a bonus d12. Roll this bonus die now. If you're lucky, you've now won the contest.

After rolling the bonus die, if you are still tied on the defense roll ... well, you didn't Retreat, so you suffer accordingly.



## Deflection (Battle, Holy, Magic, Sacerdotal)



Take up your sword so when the day of evil comes, you may stand your ground..

### Requires

Acolyte  
Cleric's Trappings  
Honor  
Language: Magniloquentia  
Literacy  
Ordainment: any s'Allumer faith  
Prayer for Zeal

### X (Battle)

#### Parry Magic with Calendar Sword

You must have a ready Calendar Sword to use this power.

When you must defend or resist a Magic attack, Exhaust this Gift. You may use your Parry defense with your Calendar Sword instead of the usual defense. (And yes, that means if you have Cover from a shield, and Cover adds to Parry, you get that, too.)

## Ecstasy of Rage (Special, Magic, Sacerdotal)



Let your passion consume you.

### Requires

Acolyte  
Cleric's Trappings  
Language: Magniloquentia  
Literacy  
Oratory  
Ordainment: any s'Allumer faith  
Prayer for Penance

### X (Special)

#### Trigger: when you take the Recover action

Whenever you take the Recover action, declare you will Exhaust this Gift. You immediately become *Enraged*. If you have a condition that would prevent you from becoming Enraged, you cannot use this Gift.

This Gift Refreshes whenever anyone inflicts 1 or more points of Damage on you.

## Fanaticism (Magic, Sacerdotal)



Let us pray: "Let me never be confounded. Deliver me in righteousness."

### Requires

Acolyte  
Cleric's Trappings  
Language: Magniloquentia  
Literacy  
Ordainment: any s'Allumer faith  
Piety: s'Allumer

### Bonus 2d8 with all Holy Attacks

You may claim a bonus 2d8 with all Holy Attacks. (There is no bonus for Counters, Parries, or Dodges.) Holy Attacks include the Calendar Sword and many White Magic spells.

## Guidance (Magic, Sacerdotal)



Let the wise hear and increase in learning, and a person of understanding will acquire wise counsel.

### Requires

Acolyte  
Bravery  
Cleric's Trappings  
Language: Magniloquentia  
Literacy  
Ordainment: any s'Allumer faith  
Prayer for Love

### Bonus d8 Cover when you Rally

Whenever you take the "Rally" action, you may claim d8 Cover until your next turn.

## Illumination (Special, Magic, Sacerdotal)



They will need not the light of a lamp, or a sun, or a star, and they shall reign Forever and ever.

### Requires

Acolyte  
Clear-Headed  
Cleric's Trappings  
Insider with Athanasians or Monophysites  
Language: Magniloquentia  
Literacy  
Ordainment: any s'Allumer faith  
Purgation  
Purity

# PRIESTHOOD

## X (Chapter)

### Trigger: beginning of your turn

At the beginning of your turn, declare you will Exhaust this Gift to enter an *Illuminated* state.

While Illuminated, you may claim the following benefits:

- ✦ In any roll that uses Mind Dice to resist, to defend, or to counter, you choose not to roll, but instead to *maximize* your dice.
- ✦ Cover and Concealment do not affect your observation or your attacks.
- ✦ No one may claim surprise bonuses against you. (This includes the extra d8 when you are Reeling.)
- ✦ No one may claim Tactics bonuses against you.

The Illuminated state lasts until the end of the scene (about five minutes). Yes, the state of Illumination may be stacked with Purgation and/or Purity.

The Athanasians have elaborate theories of the spell of “Unification,” the fourth and final step towards total enlightenment. To cast this spell would be to achieve apotheosis, to achieve oneness with all of pancreation,



and to call down miracles of White Magic that were heretofore only the capacity of Helloise the Most Beatific. The spell of “Unification” is as yet unknown.

### Mortification (Magic, Sacerdotal)



Through suffering, our bodies continue to share in death, so that life may also be seen in our bodies.

#### Requires

Acolyte  
Cleric's Trappings  
Language: Magniloquentia  
Literacy  
Low Profile  
Ordainment: any s'Allumer faith  
Prayer for Humility

### Trigger: Injured and Sick

Whenever you are Injured *and* Sick, you may claim the following benefits.

- ✦ When you are sent Reeling, you do not automatically fall down.
- ✦ Whenever you take the Recover action, you automatically claim *Focus*. (You must be able to claim Focus – you can't be Enraged, Afraid, etc.)

You must be both Injured and Sick to claim these benefits.

### Purgation (Respite, Magic, Sacerdotal)



Smelt away your dross as with lye, and remove all your alloy.

#### Requires

Acolyte  
Clear-Headed  
Cleric's Trappings  
Language: Magniloquentia  
Literacy  
Ordainment: any s'Allumer faith

## X (Chapter)

### Trigger: beginning of your turn

At the beginning of your turn, declare you will Exhaust this Gift to enter an *Purgation* state.

While in Purgation, you may claim the following benefits:

- ✦ In any roll that uses Body Dice to resist, you choose not to roll, but instead to *maximize* your dice. (This is only for resisting effects, not for attack, counter, or defense rolls.)

- ↔ When making a Soak Roll, may roll a bonus d6. If you *Retreat*, you may roll another bonus d6.

The Purgation state lasts until the end of the scene (about five minutes).

## Purification (Respite, Magic, Sacerdotal)



The divine has called upon us not for the purpose of impurity, but in sanctification.

### Requires

- Acolyte
- Clear-Headed
- Cleric's Trappings
- Insider: with any s'Allumer faith
- Language: Magniloquentia
- Literacy
- Ordainment: any s'Allumer faith
- Purgation

### X (Respite)

#### Trigger: beginning of your turn

At the beginning of your turn, declare you will Exhaust this Gift to enter a *Purified* state.

While Purified, you may claim the following benefits:

- ↔ In any roll that uses Will Dice to resist, you choose not to roll, but instead to *maximize* your dice. (This is only for resisting effects, not for Soak rolls.)
- ↔ Whenever you take the Guard action, you may remove the Hurt status from yourself.

The Purified state lasts until the end of the scene (about five minutes). Yes, the state of Purity may be stacked with Purgation.



## Sanctuary (Respite, Magic, Sacerdotal)



Forgive and act; deal with each according to all they do, since you know their heart as you know the hearts of all people.

### Requires

- Acolyte
- Cleric's Trappings
- Language: Magniloquentia
- Literacy
- Ordainment: any s'Allumer faith
- Prayer for Kindness

### X (Respite)

#### All claim d8 Cover; Unholy must pass test

Declare sanctuary, then Exhaust this Gift. For the rest of this Scene, all combatants, friend or foe, Near you (4m) may claim a d8 Cover vs. all attacks.

Any Unholy creature that attempts to get Near you must win a contest of their Body & Will vs. your Mind & Will. If the Unholy creature loses, they become Terrified. If they win, they are immune to your Sanctuary until you Refresh this Gift.

## Steganography (Respite, Magic, Sacerdotal)



Text written in Steganography looks, to the untrained observer, like some other manuscript usually dealing with obscure theological matters, such as "A Comprehensive Synthesis of Theories on Whether Insects Have Souls." Those who are aware that the manuscript contains a message hidden by Steganography may attempt to read it.

### Requires

- Acolyte
- Cleric's Trappings
- Language: Magniloquentia
- Literacy
- Mathematics
- Ordainment: any s'Allumer faith

### Write a hidden note in a larger manuscript

You have an advanced understanding of Steganography, the ability to conceal meanings within larger manuscripts.

Whenever you write something, you may declare you will write four times as many words and use Steganography. Roll your Mind, Academics, Deceit, and Supernatural vs. 3. Note the successes.

You may decide how complex your note is, from your lowest level of success (zero) to as high as your successes. This number is the *complexity*.

Any casual observer who reads your words will only notice the hidden words if they make a roll of Mind,



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Academics, Deceit, and Supernatural vs. 3 and if they score at least as many successes as the complexity. If they don't roll high enough, they won't be able to find the message.

Readers with the Gift of Steganography *always* notice hidden steganographic messages, regardless of the complexity. However, reading them is another matter.

Anyone else may attempt to decipher your note, rolling Mind, Academics, Deceit, and Steganography, and scoring successes equal to the complexity. The difficulty is 7 for most people ... but the difficulty is only 3 for readers who have the Gift of Steganography.

## True Measure (Magic, Sacerdotal)



The day-to-day affairs of the Church of S'Allumer involve much Fact-checking, verification, and other tediousness. As Penitents are seekers of truth, so can they use White Magic to precisely measure the world. This spell is used by the Ardentines du Sang in their investigations, and by Questors when they collect tithes.

### Requires

Acolyte  
Cleric's Trappings  
Language: Magniloquentia  
Literacy  
Mathematics  
Ordainment: any s'Allumer faith  
Research

### Stunt "know the true measure"

As a stunt, you may cast this spell to perform any one of the following feats:

- ↔ **Measure a distance.** You must hold a ruler in your good hand and point at some spot no more than 72 paces away from yourself. With a successful test of Academics & d12 vs. 3, you will know the exact distance to that point, as measured by the units on the ruler you hold.
- ↔ **Weigh goods.** You must hold a measuring weight in your good hand and an unknown weight in your off-hand. With a successful test of Academics & d12 vs. 3, you will measure precisely the weight of the unknown quantity using the unit you hold.
- ↔ **Compare two manuscripts.** You must hold a comparison manuscript or book (which cannot be more than 32,768 words long) in your good hand and an unknown manuscript in your off-hand. With a successful test of Academics & d12 vs. 3, you will know the exact differences in wording between the two manuscripts.

- ↔ **Count a quantity of like things.** You must place your index finger upon a pile of similar objects, such as a coins, grains of rice, buttons, blades of grass, etc., the quantity of which cannot be more than 32,768. With a successful test of Academics & d12 vs. 3, you will know the exact quantity of things (or "more than 32,768," as appropriate).

## Two-for-One March (Respite, Magic, Sacerdotal)



This spell is used by the Ardentines Factionnaire upon their mounts, so that they may enjoy speedy travel without undue wear on their mounts. Mendicants are also known to use this spell as they wander from place to place.

### Requires

Acolyte  
Cleric's Trappings  
Hiking  
Language: Magniloquentia  
Literacy  
Ordainment: any s'Allumer faith

### X (Respite)

#### Stunt "run at double speed"

Exhaust this Gift, and declare yourself or a target within Medium range of you. The target's Run distance is doubled. Also, their long distance speed is doubled, allowing them to travel over-land at twice normal speed.

The Two-For-One March effect lasts until the target takes a Respite.

## Vigor (Respite, Magic, Sacerdotal)



Banish anxiety from your heart, and put away pain from your body.

### Requires

Acolyte  
Cleric's Trappings  
Language: Magniloquentia  
Literacy  
Ordainment: any s'Allumer faith  
Prayer for Temperance

### X (Special)

#### Trigger: you make a Soak Roll

Before you make a Soak Roll, declare you will Exhaust this Gift. You may include your Academics dice as bonus Soak Dice.

You may refresh this gift after praying at the Office of Matins (midnight to 3 am).

# PRIESTHOOD CHARISMS

Charisms are supernatural powers, the ultimate expression of devotion to s'Allumer. Only characters with extreme piety to the Shining Light of All-Creation may manifest these. These effects are powered by the target's own faith, so characters who have these Gifts should be extra-ordinarily faithful to the tenets of their religion. Like all Plot Gifts, the Game Host may rule what these Gifts may or may not be used for ... and sometimes, the powers they grant may suddenly activate, pointing the character to some higher purpose. You should consider Charisms to be highly dependent on your ability to role-playing a religious character devoted to selflessness, saintliness, and love of all things before you take any of these Gifts.

## Aura of Luminescence (Major, Plot, Charism)



Your purity of soul manifests as a light that others can see.

### Requires

Clear-Headed  
Pacifist  
Piety: s'Allumer

### Aura grants bonus d12 vs. Magic, Unholy

You glow in the dark! You illuminate with poor lighting everything Close to you (1m).

You may claim a bonus d12 to defend or to resist any Magic attack.

You may claim a bonus d12 when defending against any Unholy creature or Unholy attack.

You may claim a bonus d12 when attacking an Unholy creature. (Yes, attacking does Exhaust your Gift of Pacifist.)

## Bilocation (Major, Plot, Charism)



You possess the miraculous ability to project another body at a distance.

### Requires

Geography  
Pacifist  
Piety: s'Allumer

### X (Chapter)

You can be in two places at the same time!

Projection does not require an action — you can project at any time, as a reaction. You can project even if you are Unconscious or Dying!

Where you start is your *original body*, and the duplicate that you create, in a faraway location, is your *projection*.

Exhaust this Gift, then roll your Will and 2d12 vs. 3 and count the successes.

- ↔ **No successes:** Nothing happens.
- ↔ **One success:** Your projection appears no *closer* than 8 leagues (44km), in a spot out of line of sight. (There is no maximum distance.)
- ↔ **Two successes:** Your projection appears no *closer* than 1 league (5.5km), in a spot out of line of sight.
- ↔ **Three successes or more:** Your projection appears no *closer* than Medium Range (36m), in a spot out of line of sight.

You are sensitive to when your friends are in trouble. If a friendly Major Character prays for sincere help, your Bilocation may suddenly activate, at the discretion of the Game Host. Your projection appears where it is most needed, to help the greater good.

In combat terms, both your original and your projection take their own turns.

If your projection is killed, your original becomes Sick.

If your original is killed, the projection keeps going until the Charism ends.

If your projection can't be seen by at least one other person for more than one minute, it will disappear and the Charism ends.

Your projection *and* your original *cannot* be seen by the same person at the same time. If that would happen, then the projection disappears and the Charism ends.

After 1 hour, your projection ends. People blink and the projection is just gone.

# PRIESTHOOD

## Exchange of Hearts (Major, Plot, Charism)



This Charism appears as a ridge of flesh upon your ring finger on your good hand. (You may not wear a ring on that hand.) This ring symbolizes that you have exchanged your heart with Helloise and the Ascended Forces in saintly marriage. Folks who manifest this Charism are often Hyperduliants.

### Requires

History  
Pacifist  
Piety: s'Allumer

### Dying? Asleep, Injured, Sick instead

You are immune to the Dying condition. Whenever you would become Dying, you become Asleep, Injured, and Sick, instead. You can still become Dead or Overkilled.

### X (Chapter)

#### Action “guard and remove abnormal status”

When you take the Guard action, you may declare you will Exhaust this Gift to call upon the Exchange of Hearts.

Right now, instead of the end of the round, is when you roll to remove all abnormal statuses. And don't roll – *maximize* your dice, instead.

## Inner Fire (Major, Plot, Charism)



The strength of your piety has transfigured your physical form. You constantly radiate body heat strong enough to be felt by others at close range.

### Requires

Pacifist  
Piety: s'Allumer  
Survival

### Immunity to cold weather; bonus d12 resistance

You are immune to the extreme cold in the environment. You will not freeze in cold weather. You may claim a bonus d12 to defend or to resist any effect with the “cold”, “ice”, or “water” descriptors.

### Bonus d12 on end-of-round tests, healing

Whenever you roll at the end of the round to remove a bad status, you may claim a bonus d12.

Whenever you roll for long-term healing, you may claim a bonus d12.



## Levitation (Major, Plot, Charism)

Your saintliness transcends earthly gravity.

### Requires

Hiking  
Pacifist  
Piety: s'Allumer

### Stunt “rise straight up”

As a stunt, you may rise off the ground. With one stunt, you may rise up to Reach distance (2m) from the ground. If you were already with Reach, you may rise to Near (4m). If you were already Near, you may rise up to Short (12m). You may not levitate higher than Short range.

You must use the Levitation stunt to say in the air. Any round that you don't, you descend to the ground.

As long as you can pray, you are immune to falling damage, as you fall slowly.



## Locutions (Major, Plot, Charism)



You can hear voices within your head that answer questions for you and that use you as a vessel for spreading the ways of Penitence. They are the voices of positive spirits, borne upon the light of Ascension that guides all souls to the glorious reward of a pious life.

### Requires

Cosmopolitan  
Pacifist  
Piety: s'Allumer

### X (Chapter)

#### 3d8 assist bonus

After rolling a Skill test, you may Exhaust this Gift to claim a 3d8 assist bonus, as the voices advise you on the best way to proceed. The locutions often know things other people cannot.

Remember that assist bonuses are for most Skill tests ... but *not* for attack rolls, defenses, or resistance.

## Odor of Sanctity (Major, Plot, Charism)



Your body emits a pleasant odor at all times. This odor is not unlike incense. Each person will interpret your odor differently (although always Favorably), depending upon what they find to be a pleasant smell.

### Requires

Mystic: White Magic  
Pacifist  
Piety: s'Allumer

### Bonus d8 with influence rolls

When making rolls to gossip with friendly people, to inquire about details with friendly people, or to negotiate for the benefit of others, you may claim a bonus d8. Your bonus may apply in other situations, as well, at the discretion of the Game Host.

### Penalty d8 to stealth

Other people have a bonus d8 to track you by your odor.

### Body does not corrupt

You may claim a bonus d8 when trying to survive a Lazarus Heart spell.

If you die, your body does not corrupt or decay. Your body will most likely be venerated in a shrine.



## Reading of Hearts (Major, Plot, Charism)

You have a spiritual ken of other people that is simply miraculous. You have the limited ability to read Folks' minds.

### Requires

Diplomacy  
Pacifist  
Piety: s'Allumer

### X (Chapter)

#### Action "read a target's mind"

Exhaust this Gift, then declare a target within Close Range of you. Roll your Mind, Inquiry, and d12 vs. the target's Mind, Deceit, and Presence. The target may include a bonus d12 if they have the Gift of Piety in a religion that's *not* s'Allumer.

- ↔ **No successes:** You read the target's surface thoughts. You know what the target is thinking, if they mean you harm or help, and if they are lying to you. This effect lasts until the end of the Scene (that is, for no more than five minutes).
- ↔ **One success:** You can reach into the target's memories. You know the truthfulness of anything the target says for the next five minutes, and you have a deep understanding of who the target is and where they came from. The game host will tell you all Influence Gifts, all Personality Gifts, and all Careers that the target possesses. In a single moment, you gain an hour's worth of truthful interrogation from the target. The Game

# PRIESTHOOD

Host may choose to move the game along for now, but should you have more questions, the Host will let you know what your character learned.

- ↔ **Two or more successes:** You may ken the target's deep, buried secrets. In addition to the information above, you will also learn of any Major Gifts the target has. Anything the target knows or experienced is available to you.

The target is always aware that you have used the Reading of Hearts upon them.

## Spiritual Guardian (Major, Plot, Charism)



Some holy Force From beyond comprehension shields you from harm.

### Requires

Danger Sense  
Pacifist  
Piety: s'Allumer

### Trigger: when Reeling or Helpless Cover bonus of d12

Whenever you are reeling or helpless, you also may claim cover, for a bonus of d12 to a Dodge defense. Those schooled in the Supernatural will realize their attacks are failing because of some unseen force; others may chalk it up to bad luck. You may claim this Cover even if this Gift is Exhausted.

### X (Chapter)

Re-roll defense or resistance

After rolling to defend or to resist a roll, you may declare that you will re-roll. Exhaust this Gift, and re-roll your defense or resistance dice. The new result stands.

## Stigmata (Major, Plot, Charism)



The most gruesome of the Charisms, by bleeding From the eyes, wrists, or chest, you can restore your Faithful power.

### Requires

Pacifist  
Piety: s'Allumer  
Toughness

### X (Chapter)

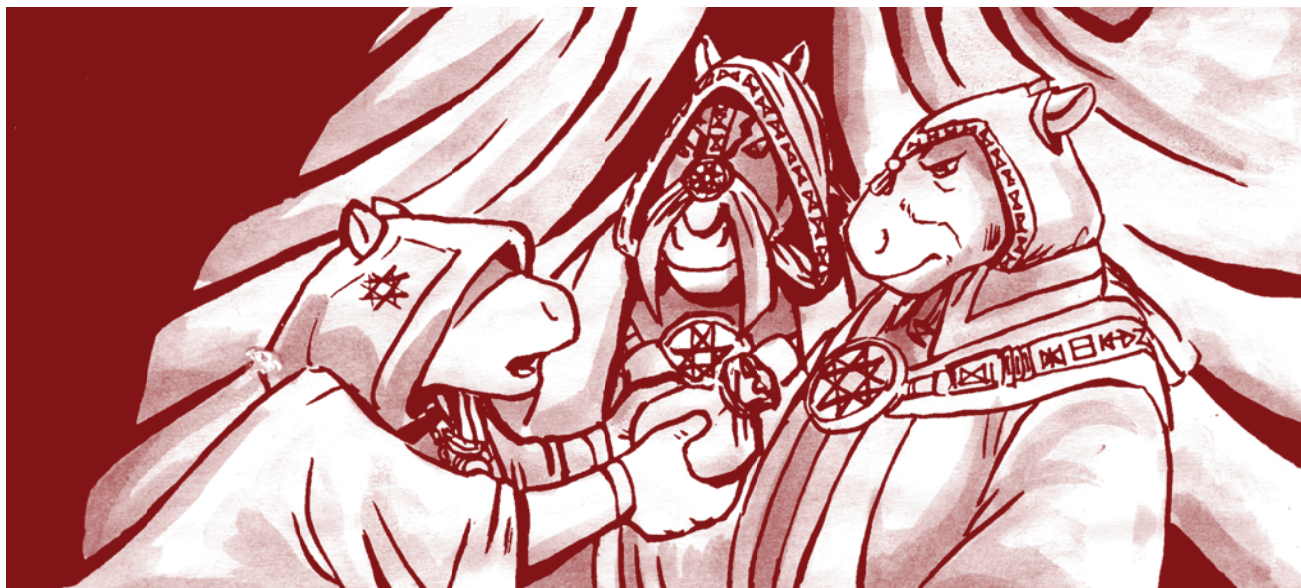
#### Reaction "become Stigmatic"

Exhaust this Gift, then declare you will become *Stigmatic*. You immediately become Injured as you bleed from your hands, face, and chest.

Every turn, you become *Focused*, if you are able to have Focus. Yes, that means that you can interrupt others, or take three actions on your turn instead of two.

All *Healing* effects and all *Unholy* effects do not work on you while you are in the Stigmatic state.

The Stigmatic state lasts until the end of the scene (about five minutes), but the Injury must be healed normally.







## BLESSED WAYS

Before there was an Order of Penitents, even before there was a city of Triskellian, there were those of the Old Faith. Exactly what the “Old Faith” is, is up for debate; today, many worship Lutara the World Goddess, but the traditions vary. Names get muddled, rituals follow different patterns, and in general the practice of “old” religion is a very personal thing.

What is known is that there are particular folk who have unusual ken with the spirit world. Sometimes, people are just born with the gift to talk to the plants, the animals, the spirits of the world. In some lands, they call these remarkable people the *Blessed*. In other places, such strange powers can be feared or shunned, and they call those who use them witches.

Among the Doloreaux, the worshippers of Lutara revere the Blessed, encouraging them to use their powers for good. In Bisclavret and Avoirdupois demesnes, the Blessed are feared, or shunned, or worse. In Triskellian, reactions are mixed, but usually not very favorable.

Blessed Magic is sometimes called “the power from without”. Unlike traditional Magic, where the wizard uses their knowledge of the workings of the universe to make their will become power, the Blessed use their connection to the spirits to ask (or to demand) that something happen. If they ask correctly, then it does. In theory, Blessed Magic is capable of anything. In practice, there’s what you ask for, there’s what you get, and what you *deserve* to get.



## Lutarism, the “Old Faith”

Before there was an Order of Penitents, even before there was a city of Triskellian, there were those of the “old faith”. Exactly what the “Old Faith” is up for debate; many modern worshippers hail to Lutara the World Goddess, but for each person the traditions appear to vary. Names get muddled, rituals follow different patterns, and in general the practice of “old” religion is a very personal thing.

What is known is that there are particular folk who have unusual ken with the spirit world. By oral tradition and not just a bit of improvisation, there are methods for calling forth supernatural power that are unknown to other folk. In these modern times, they are sometimes called the “Blessed.”

The worshippers of Lutara, in the Doloreaux lands, actively cultivate the talents within the Blessed when they can. The wise Blessed understand that to call down their “miracles” is not without great responsibility. The Doloreaux especially are very secretive of their methods; they worry that the Triskellians would document and over-analyze their methods, like has been done with general Magic among the wizards and Penitents. Asking the universe for a “favor” does not come without cost, and wide-spread, selfish use of such power could lead to dire consequences.

The core beliefs of Lutarism are:

- ✦ *Reincarnation.* Spirits are neither created nor destroyed. After death, one’s spirit freely roams the world until it can find another vessel to inhabit.
- ✦ *Animism.* Spirits exist in all things, and are stronger in living things than in dead ones. Some folk can talk to the spirits, persuading them to perform tasks or grant them special powers or abilities — these folk are called the Blessed, and they have special status in the Old Faith.
- ✦ *Polytheism.* Lutara is the Mother Goddess, but she is attended by other deities, such as: Brukes the Bloody-Tusked, Daga the patron of farmers, Lyrisica the patroness of marriage and festivals,



and Femort the patroness of death and reincarnation.

You can read more about Lutarism in the *Ironclaw Host’s Book*, pages 194-199.

## The Three-Fold Return: The Mixed Blessing of Walking the Paths

The Priestesses of Lutara say that anything that you do returns to you three-fold: physically, emotionally, and spiritually.

In game terms, all Blessed attacks are *Unholy* – when you call upon spirits to do dark and wrathful things ... you’re going to have to deal with dark and wrathful spirits. The risk of Unholy Magic applies -- count up all the sixes that are showing. Include the Blessed’s dice, the resisting party’s dice, any bonus or penalty dice on either side, etc. If three or more sixes are showing, something bad happens. See the *Ironclaw Host’s Book*, page 312, for more details.

A bad happening should be to the benefit of no one. Perhaps an unconscious combatant becomes possessed and Berserk. Or a dead combatant on the field rises as an Undead abomination, with thoughts of killing the caster. Or a blessing becomes a twisted parody of what was originally intended.

Note that all Blessed Gifts are *Plot Gifts*. As always, the Game Host must use their discretion as to whether a Blessed ability applies or not. And just like all Plot Gifts, the Game Host should feel free to add more complications to the story related to the Plot Gifts. Spirits and supernatural creatures will ask a Blessed character for help. (Some might even *demand* help.) If a place suffers from bad fortune, the Blessed character will experience three times as much bad luck until the problem is resolved.

From a role-playing perspective, the more selfish and wrathful the Blessed character is, then the more selfish and wrathful will be the spirits who answer their calls. A Blessed may experience bad luck, or their blessings might be perverted from their original intents. The devout Blessed live peaceful lives in humble poverty for a reason!

## Basic Blessed Magic

The most common way to know Blessed Magic is to simply be born with the Blessed Ways. The Lutarists of the Doloreaux believe in reincarnation – that those who were born once will be born again – and that a practitioner of Blessed Magic from yesterday may rise again today.

For someone to learn Blessed Magic is much rarer. There are stories of those who go on a quest, guided by spiritualists, ghosts, and monsters, who endure three (or more) great trials, and at the end, they are rewarded with great insight.

Blessed Characters are in constant communication with the unseen world, both consciously and unconsciously. If a Blessed is kind and generous, they attract good spirits; if a Blessed is wrathful and foul, they attract bad spirits. In particular, a Blessed who is at peace will attract invisible forces who will protect them from harm, but a Blessed who fights will attract angry ghosts and will have an air of antagonism around them. In game terms, all Blesseds have the Gift of Pacifist (*Ironclaw Player's Book*, page 52). They may claim a bonus d12 with all defenses ... but as soon as they attack, they must exhaust the Pacifist gift, and the bonus goes away.

While there is no penalty to a Blessed's attacks, note that any hostile use of Blessed Magic to harm another living creature is an *Unholy* attack, and thus has risks. (*Ironclaw Host's Book*, p. 312). Blessed Magic used to help people is not Unholy. When in doubt if the Blessed Magic is Unholy or not, consider the *intent* of the spell-caster first. You get what you give, and unholy desires bring forth unholy results.

## Blessed Spells as Magic Weapons

Name	Equip	Range	Attack Dice	Effect	Descriptors
<b>Alder's Calamity</b>	None	Short (Counters Magic)	Mind, Species, Weather Sense vs. 3	Resist with Mind, Weather Sense, d6 vs. 3 Damage +1 Penetrating & Weak Disarm	Magic, Blessed, Alder, Unholy
<b>Ash Mallet</b>	Good hand	Close (Counters Magic)	Body, Melee Combat vs. defense Bonus 2d8 Tactics	Damage +2 Critical, Push 1 Sweep Close	Magic, Blessed, Ash, Unholy
<b>Birch's Banishment</b>	None	Short (Counters Magic)	Mind, Species, Presence vs. 3	Resist with Speed, Will, Presence, Supernatural, d6 vs. 3 Damage +2, <i>Slaying vs. supernatural only</i> Afraid	Magic, Blessed, Birch, Staff, Unholy
<b>Elderberry's Smoke</b>	None	Short (Counters Magic)	Mind, Species, Weather Sense vs. 3	Explosion: Reach Resist with Body, Endurance, 2d6 (bonus d12 from Breath-Holding) vs. 3 Damage +0 Penetrating & Weak Blinded	Magic, Blessed, Elderberry, Air, Unholy
<b>Hawthorn's Brambles</b>	None	Short (Counters Magic)	Mind, Species, Presence vs. 3	Explosion: Close Resist with Speed, Dodge, Armor, d6 vs. 3 Damage +1 Penetrating, Grappled	Magic, Blessed, Hawthorn, Environmental, Unholy
<b>Hazel's Allure</b>	None	Short (Counters Magic)	Mind, Species, Negotiation (bonus d12 from Seduction) vs. 3	Resist with Body, Inquiry, d6 (bonus d12 from Seduction) vs. 3 Immobilized	Magic, Blessed, Hazel, Psychic, Unholy
<b>Holly Spear</b>	Good hand	Reach (Counters Magic)	Body, Melee Combat vs. defense Bonus 2d8 Tactics	Damage +2 Impaling Sweep Reach	Magic, Blessed, Holly, Spear, Unholy
<b>Ivy's Tangle</b>	None	Short (Counters Magic)	Mind, Species, Climbing vs. 3	Resist with Speed, Jumping, d6 (bonus d12 from Contortionist) vs. 3 Damage +0 Penetrating & Weak, Grappled	Magic, Blessed, Ivy, Psychic, Unholy
<b>Oak's Lightning</b>	None	Short (Counters Magic)	Mind, Species, Weather Sense vs. 3	Explosion: Reach Resist with Speed, Dodge, Weather Sense vs. 3 Damage +0 Penetrating	Magic, Blessed, Air, Oak, Unholy
<b>Reed Arrow</b>	In Bow	As bow	Speed, Ranged Combat vs. defense Bonus 2d8 Tactics	As bow, Push 1 <i>Damage is Slaying vs. supernatural creatures</i> <i>Damage ignores invulnerability of inanimate objects</i>	Magic, Blessed, Reed, Unholy
<b>Rowan Rod</b>	2 hands	Close (Counters Magic)	Body, Melee Combat vs. defense Parry d12; bonus 2d8 Tactics	Damage +2 Critical, Push 1 Sweep Close	Magic, Blessed, Rowan, Staff, Unholy
<b>Vine's Inebriation</b>	None	Short (Counters Magic)	Mind, Species, Endurance vs. 3	Resist with Body, Endurance, d6 (bonus d12 from Carousing) vs. 3 Damage +0 Penetrating & Weak, Confused	Magic, Blessed, Vine, Unholy
<b>Willow's Despair</b>	None	Short (Counters Magic)	Mind, Species, Swimming vs. 3	Resist with Will, Presence, d6 vs. 3 Confused, Afraid	Magic, Blessed, Willow, Unholy

## Blessed Ways (Respite, Keystone, Plot, Blessed)



You can talk to the spirits.

### Requires

Pacifist

### Bonus d8 when working with animals

When working with animals (natural creatures with no Mind Trait), you may claim a bonus d8 to all rolls.

### Bonus d8 when working with live plants

When identifying, growing, or nurturing live plants, you may claim a bonus d8 to all rolls. It is considered good practice to ask permission before cutting or reaping a live plant.

### Bonus d8 to talk with supernatural creatures

Your communion with the other worlds grants you the ability to talk to any supernatural creature: elemental, undead, shade, etc. When inquiring about their motives, negotiating their wants and desires, or imposing your presence upon them, you may claim a bonus d8.

However, not only is there no bonus to *deceive* a supernatural creature, you also have a d12 penalty. They *know* you.

## Alder Path (Battle, Plot, Blessed)



The Alder is a water-loving tree. Its timber is oily and water-resistant and therefore used extensively for underwater Foundations and bridges. It can be used to make three different dyes: red from its bark; green from its flowers; and brown from its twigs. Invokers of the Alder Tree will seek to wear dyed clothes and will thus be a colorful sight. One can invoke the power of the Alder Tree to better understand one's role in the universe, or other's roles, so this path is popular with the scholarly and the academic.

### Requires

Blessed Magic  
Pacifist

### X (Battle)

#### Action "attack with Alder's Calamity"

Exhaust this Gift, then use the Attack action to call forth the standard attack of the Alder Path, the *Alder's Calamity*.

Once used, the spell is spent and you must Refresh the Gift before you may use the Attack again.

Using this ability is an attack. Your Gift of Pacifist Exhausts immediately (if it's not already Exhausted).

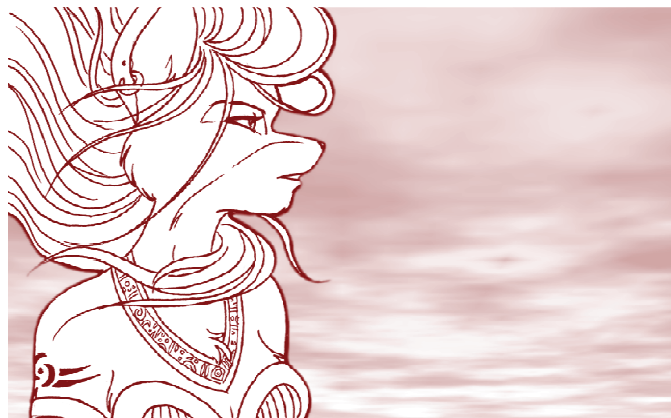
### X (Battle)

#### Stunt "call upon the Alder spirits"

You may call upon the Alder spirits for a specific blessing. Declare what it is you're looking for. Roll 2d6 vs. 3, and count the successes. (There are numerous Gifts that will grant you bonus dice.)

The more successes you score, the greater the boon you can request. Here are some suggestions:

- ↔ **No successes:** Nothing.
- ↔ **One success or more:** Know if any elementals are within Short Range.  
Or, grant a d8 assist bonus to a target's Academics dice, up to Medium Range.
- ↔ **Two successes or more:** Force an elemental to manifest, if one exists within Near range.  
Or, grant a d12 assist bonus to a target's Academics dice, if they are using the Research Gift's ability.  
Or, call forth a twig of alder.
- ↔ **Three successes or more:** Have tomorrow's weather in your current Landscape change slightly for the better.  
Or, if it's already thundering or raining, call down the lightning. A target who is outside or near a window, and within Short Range of you, is instantly struck for Damage 4 Penetrating. Include their Weather Sense with their Soak. (This assault Exhausts your Gift of Pacifist.)  
Or, permanently dye an inanimate object within Near range a vibrant red (alder dye).
- ↔ **Four successes or more:** Shift the weather in the current Landscape dramatically over the next few hours. Rain can become a torrent; snow can become a blizzard.
- ↔ **Five successes or more:** Shift the weather in the current Landscape dramatically *over the next three rounds*. Rain can become a torrent; snow can become a blizzard.





## Ash Path (Battle, Plot, Blessed)



The Ash has a tough, elastic wood, with a close grain. Sometimes called the "World Tree" or the "Tree of Life", there are those who believe that the world is held up by a giant Ash, its roots going penetrating to the underworld, its upper branches in the heavens above. Invoking the power of the Ash Tree is a curious business, fraught with uncertainty, and few pursue this path.

### Requires

Blessed Magic  
Pacifist

### X (Battle)

#### Action "ready an Ashen Mallet"

Exhaust this Gift, then use the Ready action to call forth a Ashen Mallet, that appears in your hand.

If the round ends, and the Mallet is no longer in your hand, it disappears. Otherwise, the Ashen Mallet lasts until the end of the Scene (about 5 minutes).

The Ashen Mallet is a supernatural weapon, with the ability to Counter any Magic. If you use the Mallet to attack or to counter, Exhaust your Gift of Pacifist. The Ashen Mallet also grants a 2d8 Tactics bonus

### X (Battle)

#### Stunt "call upon the Ash spirits"

You may call upon the Ash spirits for a specific blessing. Declare what it is you're looking for. Roll 2d6 vs. 3, and count the successes. (There are numerous Gifts that will grant you bonus dice.)

The more successes you score, the greater the boon you can request. Here are some suggestions:

- ↔ **No successes:** Nothing.
- ↔ **One success or more:** Dispel any Unreal effect on a target, up to Medium Range.

Or, grant a d8 assist bonus to a target's Deceit dice, up to Medium Range.

- ↔ **Two successes or more:** Remove the Confused condition from up to five targets, up to Medium Range.

Or, ask that your dreams tonight be prophetic, to give you some insight into your future.

Or, call forth an ashen twig, to appear in your hand.

- ↔ **Three successes or more:** Declare a target Near you. Before that target's next Respite, the next time they Fail or Botch a roll, they get one chance to call upon spirits and immediately claim a bonus 2d6. (There's a risk of unholy powers.)

Or, ask the spirits for some strategic advice on a great battle that will happen before the next sunset.

- ↔ **Four successes or more:** Declare a target Near you. *Until* that target's next Respite, *each* time they Fail or Botch a roll, they may call upon the spirits for a bonus 2d6. (There's a risk of Unholy powers.)

Or, declare a target. Until the next Chapter, that target may, once, call upon a bonus 6d6 to one Soak roll. (There's a risk of Unholy powers.)

- ↔ **Five successes or more:** Open a bridge past this world and into the realm of spirits. Such a journey is dangerous and not without consequence.

## Birch Path (Battle, Plot, Blessed)



The Birch is a woody perennial with a smooth, white bark, that can be stripped off in layers. They grow quickly, showing signs as soon as the seasons change. Birch trees are often used to make canoes. The white color is associated with purity, for cleansing and for banishing evil spirits.

### Requires

Blessed Magic  
Pacifist

### X (Battle)

#### Action "attack with Birch's Banishment"

Exhaust this Gift, then use the Attack action to call forth the standard attack of Birch Ways, the *Birch's Banishment*.

Once used, the spell is spent and you must Refresh the Gift before you may use the Attack again.

Using this ability is an attack. Your Gift of Pacifist Exhausts immediately (if it's not already Exhausted).

### X (Battle)

#### Stunt "call upon the Birch spirits"

You may call upon the Birch spirits for a specific blessing. Declare what it is you're looking for. Roll 2d6 vs. 3, and count the successes. (There are numerous Gifts that will grant you bonus dice.)

The more successes you score, the greater the boon you can request. Here are some suggestions:

- ↔ **No successes:** Nothing.
- ↔ **One success or more:** Know if any Unholy creatures are within Short Range.

Or, grant a d8 assist bonus to a target's Supernatural dice, up to Medium Range.

- ↔ **Two successes or more:** Banish a ghost that's Near you – the target Ghost suffers Damage 4 Penetrating & Holy.

Or, call forth a handful of birch bark.



- ↔ **Three successes or more:** For the rest of this Scene, you may freely walk across water as if it were solid ground. If you get Knocked Down, the spell ends and you fall into the water.  
Or, all Unholy creatures within Medium Range suffers Damage 4 Penetrating & Holy.  
Or, make a canoe appear in a river or other body of water.
- ↔ **Four successes or more:** Declare a target Near you; that target has a bonus 3d12 to resist the very next Magic effect that hits it, harmful or helpful.
- ↔ **Five successes or more:** All Unholy creatures within your current Landscape suffer Damage 4 Penetrating & Holy.

## Elderberry Path (Battle, Plot, Blessed)



The elderberry is a water-side tree or shrub with red or violet-black fruit and fragrant white or pink flowers that bloom at their peak in midsummer. It is also called the "pipe tree" because its pith can be easily removed to make pipes and flutes; thus, an invoker of Elderberry tree magic often smokes a pipe. In some places, folks kindle fires by blowing through hollowed elderberry branches. The inner bark and the flowers are used by herbalists for therapeutic medicines, although doses should be measured carefully as the elderberry is somewhat poisonous. Elderberry wine can be quite delicious.

### Requires

Blessed Magic  
Pacifist

### X (Battle)

#### Action "attack with Elderberry's Smoke"

Exhaust this Gift, then use the Attack action to call forth the standard attack of the Path, the *Elderberry's Smoke*.

Once used, the spell is spent and you must Refresh the Gift before you may use the Attack again.

Using this ability is an attack. Your Gift of Pacifist Exhausts immediately (if it's not already Exhausted).

### X (Battle)

#### Stunt "call upon the Elderberry spirits"

You may call upon the Elderberry spirits for a specific blessing. Declare what it is you're looking for. Roll 2d6 vs. 3, and count the successes. (There are numerous Gifts that will grant you bonus dice.)

The more successes you score, the greater the boon you can request. Here are some suggestions:

- ↔ **No successes:** Nothing.
- ↔ **One success or more:** Know what the speed and strength of all winds in this Landscape will be, up until the time of your next Respite.  
Or, grant a d8 assist bonus to a target's Weather Sense dice, up to Medium Range.  
Or, create a puff of smoke.
- ↔ **Two successes or more:** Declare a target Near you. That target may claim a bonus 3d6 on all defenses, but with Unholy Risk, for the rest of this Scene.  
Or, produce five elderberries, or one elder stick.

- ↔ **Three successes or more:** Declare a target within Near Range of you. That target becomes Fatigued and Confused. (This assault Exhausts your Gift of Pacifist.)

Or, declare a target Near you. That target immediately gains five points of Healing Quota.

Or, declare yourself or a target Near you. That target does not need to breathe, and is immune to suffocation, for the next five minutes. (If the target has the Gift of Breath-Holding, the effect lasts until their next Respite.)

Or, change the weather in the landscape by one step, from clear skies to cloudy to overcast to gloomy.

- ↔ **Four successes or more:** Declare all Unholy targets within Short Range of you. Those Near you suffer Damage 6, Penetrating. Those within Short Range of you suffer Damage 4, Penetrating. Any creature Overkilled by this effect disappears in a puff of smoke.

Or, declare a target Near you. That target immediately gains thirteen points of Healing Quota.

Or, declare a target Near you. That target becomes Sick. (This assault Exhausts your Gift of Pacifist.)

- ↔ **Five successes or more:** Declare that all ghosts and spirits within your current landscape manifest as visible, tangible smoke.

## Hawthorn Path (Battle, Plot, Blessed)



The hawthorn is a small tree with spines, fragrant flowers (white, pink, or red), and red berries. It grows all year round, into thick, thorny hedges, and many folk will make their fences out of hawthorn. It also has the dual purpose that it protects against magic. There is rumor that hawthorn burns hotter than any other wood. For many men, the hawthorn blossom has the strong scent of female sexuality.

### Requires

Blessed Magic  
Pacifist

### X (Battle)

#### Action “attack with Hawthorn’s Brambles”

Exhaust this Gift, then use the Attack action to call forth the standard attack of the Hawthorn Path, the *Hawthorn’s Brambles*.

Once used, the spell is spent and you must Refresh the Gift before you may use the Attack again.

Using this ability is an attack. Your Gift of Pacifist Exhausts immediately (if it’s not already Exhausted).



### X (Battle)

#### Stunt “call upon the Hawthorn spirits”

You may call upon the Hawthorn spirits for a specific blessing. Declare what it is you’re looking for. Roll 2d6 vs. 3, and count the successes. (There are numerous Gifts that will grant you bonus dice.)

The more successes you score, the greater the boon you can request. Here are some suggestions:

- ↔ **No successes:** Nothing.
- ↔ **One success or more:** Spark a torch, or snuff one, within Short Range.

Or, know any property lines or borders set by markers within the last 150 years, within Medium Range.

Or, grant a d8 assist bonus to a target’s Presence dice, up to Medium Range.

- ↔ **Two successes or more:** Spark a bonfire, or snuff one, within Medium Range. Yes, you can put someone out who is On Fire.

Or, grant a d12 assist bonus to a target’s Negotiation dice, if they are using the Seduction Gift’s ability, and if they are within Medium Range.

Or, call forth a handful of hawthorn berries or seven thorns, to appear in your hand.



- ↔ **Three successes or more:** Call forth a mantle of thorns, a hawthorn growth that covers your arms, back, and head. You gain the gift of Spines for the rest of this scene; attacks made with the mantle's Spines run Unholy risks and may claim a 2d8 Tactics bonus.

Or, declare a target within Medium Range. That target is now On Fire. (This assault Exhausts your Gift of Pacifist.)

Or, declare yourself or a target Near you. If that target is under any supernatural effects that last until the end of the Scene, Respite, or Chapter, remove any and all of those effects.

Or, declare yourself or a target within Medium Range. Until that target's next Respite, they may claim a bonus 6d6 to resist or to defend against any supernatural effect ... but they also have Unholy risks.

- ↔ **Four successes or more:** Cause all hawthorn in the Landscape to have one year's worth of hawthorn growth in a single minute. (That's about 30cm or 12").

Or, create a Fire Elemental. You must negotiate with the elemental normally.

- ↔ **Five successes or more:** In your current Landscape, cause twenty years worth of hawthorn growth in one minute. (That's about 6 meters or 25 feet.)

## Hazel Path (Battle, Plot, Blessed)



The Hazel tree produces nuts all year round, and thus is seen as sympathetic to Fertility. Its wood is unusually flexible, and a popular choice for dowsing rods. Since metals and spring waters are seen as expressions of the "fertility of the earth", it is only natural that the wood of the Hazel is good for dowsing. Dowsing is the practice of walking a line in contemplation, often using a "dowsing rod" or some other pointer, while looking for either rare metals or for personal items that may be found nearby. While dowsing, you walk slowly and carefully, sometimes several times over the same path, as you sense whether you are getting "warmer" or "colder"; if you have a dowsing rod, it will vibrate more strongly as you get closer. The Hazel tree blossoms early in the year. It is also traditionally associated with knowledge and initiation.

### Requires

Blessed Magic  
Pacifist

### X (Battle)

#### Action "attack with Hazel's Allure"

Exhaust this Gift, then use the Attack action to call forth the standard attack of the Path, the *Hazel's Allure*.

Once used, the spell is spent and you must Refresh the Gift before you may use the Attack again.

Using this ability is an attack. Your Gift of Pacifist Exhausts immediately (if it's not already Exhausted).

### X (Battle)

#### Stunt "call upon the Hazel spirits"

You may call upon the Path spirits for a specific blessing. Declare what it is you're looking for. Roll 2d6 vs. 3, and count the successes. (There are numerous Gifts that will grant you bonus dice.)

The more successes you score, the greater the boon you can request. Here are some suggestions:

- ↔ **No successes:** Nothing.
- ↔ **One success or more:** Use a wand or wooden stick as a dowsing rod to search for an item. This permits you to make a roll of Mind, Searching (and d12 from Tracking) to find an item, regardless of the length of time it's been lost or what weather there's been since then.  
Or, grant a d8 assist bonus to a target's Negotiation dice, up to Medium Range.
- ↔ **Two successes or more:** After talking to a target for five minutes, divine the cause of their sorrow, their hate, or their despondency.  
Or, grant a d12 assist bonus to a target's skill dice, if they are using the Tracking Gift's ability, and if they are within Medium Range.  
Or, produce a sprig of hazel, in your hand.
- ↔ **Three successes or more:** Bless a romantic couple Near you, that their next natural union made within 28 days will result in fertile offspring.  
Or, declare a target Near you (4m). Before the next Chapter, that target may call upon this blessing, once, to be Rallied with two successes.  
Or, remove a bad smell from the target, such as a skunk's spray.
- ↔ **Four successes or more:** Bless a target within Near Range to give them the mental fortitude to overcome some personal failing. (This blessing can be an excuse to remove a Flaw.)  
Or, declare a target Near you. That target becomes Mesmerized with two successes.
- ↔ **Five successes or more:** Remove a supernatural curse from the target.

## Holly Path (Battle, Plot, Blessed)



The Holly Tree has always been regarded as a potent life symbol, because of its year-long foliage and because it bears fruit even in winter. The wood of the Holly is a favorite for making spears. The Holly is seen as sympathetic to animals, and good for the gift of prophecy. Like the Oak, the Holly is considered masculine.

### Requires

Blessed Magic  
Pacifist

### X (Battle)

#### Action “ready a Holly Spear”

Exhaust this Gift, then use the Ready action to call forth a Holly Spear, that appears in your hand.

If the round ends, and the Spear is no longer in your hand, it disappears. Otherwise, the Holly Spear lasts until the end of the Scene (about 5 minutes).

The Holly Spear is a supernatural weapon, with the ability to Counter any Magic. If you use the Spear to attack or to counter, Exhaust your Gift of Pacifist. The Holly Spear also grants a 2d8 Tactics bonus

### X (Battle)

#### Stunt “call upon the Holly spirits”

You may call upon the Holly spirits for a specific blessing. Declare what it is you’re looking for. Roll 2d6 vs. 3, and count the successes. (There are numerous Gifts that will grant you bonus dice.)

The more successes you score, the greater the boon you can request. Here are some suggestions:

- ↔ **No successes:** Nothing.
- ↔ **One success or more:** Know the count and kind of all animals (living creatures without Mind) within Short Range.

Or, know the general history of health and disease of a living target Near you. The older the target, the fewer details you get.

Or, grant a d8 assist bonus to a target’s Throwing dice, up to Medium Range.

- ↔ **Two successes or more:** Major effect that could be done with tools or in five minutes.

Or, grant a d12 assist bonus to a target’s skill dice, if they are using the Animal Handling Gift’s ability, and if they are within Medium Range.

Or, declare a target Near you. That target gains a d12 bonus to their Dodge, but only vs. Thrown weapons, until the end of this scene.

Or, produce a holly twig.

- ↔ **Three successes or more:** Call forth a group of small animals, from within the Landscape. The animals show up and are friendly to you and are neutral towards everyone else. You will have to make any appropriate rolls to get them to help you. They’re more willing to gather things for you, or to break inanimate objects, than they are to fight for you.

Or, speak with one animal Near you. The animal temporarily gains Mind d6, and its speech is intelligible only to you, for the rest of this Scene. Animals always tell the truth but tend to be single-minded on their own interests.

Or, declare a target within Medium Range. That target gains a d12 bonus to their Dodge, but only vs. attacks made from further than Short Range, until the next Respite.

Or, show off and dramatically change the landscape.

- ↔ **Four successes or more:** From a clear sky, call forth a rain of holly spears. Treat this as a Group attack vs. targets outside or near a window. All targets are hit for Damage 5, but they may include Speed & Dodge with their Soak. (Yes, this Exhausts Pacifist.)

- ↔ **Five successes or more:** Declare a crowd of targets. All wooden weapons that the crowd carries become Holy weapons until the next Respite.

Or, call upon a vision of the future. This vision can tell you the main events of the next century in but an hour.

## Ivy Path (Battle, Plot, Blessed)



Ivy is often used as decoration, or to bind and fasten things. Like the Vine, it grows all year round and is sympathetic to life and resurrection; however, the Ivy also chokes and destroys other trees, and thus is also part of death and decay. The clinging nature also connotes attachment and dependence.

### Requires

Blessed Magic  
Pacifist

### X (Battle)

#### Action “attack with Ivy’s Tangle”

Exhaust this Gift, then use the Attack action to call forth the standard attack of the Path, the Ivy’s Tangle.

Once used, the spell is spent and you must Refresh the Gift before you may use the Attack again.

Using this ability is an attack. Your Gift of Pacifist Exhausts immediately (if it’s not already Exhausted).

## X (Battle)

### Stunt “call upon the Ivy spirits”

You may call upon the Ivy spirits for a specific blessing. Declare what it is you’re looking for. Roll 2d6 vs. 3, and count the successes. (There are numerous Gifts that will grant you bonus dice.)

The more successes you score, the greater the boon you can request. Here are some suggestions:

- ↔ **No successes:** Nothing.
- ↔ **One success or more:** Declare a target Near you. That target instantly breaks free of any Grapple or Half-Buried effect.  
Or, grant a d8 assist bonus to a target’s Climbing dice, up to Medium Range.
- ↔ **Two successes or more:** Tie up a Reeling target. You must have a rope, cord, or ivy Ready in hand, and the target must be Near you (4m). The target must be *Reeling* or helpless. There is no defense – the Reeling or helpless target automatically becomes bound. These knots cannot be undone by the target, nor can the target chew or cut through them on their own, as strong magic prevents them. Someone else must free them.

Or, grant a d12 assist bonus to a target’s skill dice, if they are using the Contortionist Gift’s ability.

Or, produce a sprig of ivy, in your hand.

- ↔ **Three successes or more:** After readying an item that has synecdoche to a target, you may use this blessing to find the exact direction to that target, and you will know the Range Band of their distance (Short, Medium, beyond the Horizon, etc.).

Or, declare a target Near you. You know the names of that target’s parents. Roll your Mind & Academics (d12 from History) vs. 3. For each success you score, you will know the names of one more generation back.

Or, declare any or all bindings within Short Range of you to become undone.

Or, declare a target Near you. Until their next Respite, that target may claim a d12 bonus with all attacks that have the Grapple effect.

- ↔ **Four successes or more:** Declare a spot within Short range, for an Explosion with Close, Reach, or Near area-of-effect. Everyone in that target is Grappled by ivy that springs up from the ground. The targets must roll Body, Strength, Melee Combat (and d12 from Contortionist) vs. 3d6 and score two successes to break free. They can also cut themselves free using Claws, Teeth, or a knife, as a stunt.

- ↔ **Five successes or more:** Destroy a small building within Short Range of you, as ivy springs up and pull the walls down, doing the work of three centuries’ worth of overgrowth in a mere minute. (If anyone is in the building, this assault Exhausts your Gift of Pacifist.)

### Oak Path (Battle, Plot, Blessed)



A nut-bearing tree, oaks trees grow very tall and very wide, and to many they are a symbol of strength, durability and power. Oak bark tans quite nicely, and it can also be used to make a red dye. In some traditions, the Oak is the “World Tree” that supports the world, instead of the Ash. There is a popular conceit that oak trees attract lightning more than any other sort of tree, and that that they can survive the experience and continue to grow only adds to their reputation of durability. The path of the Oak tree is preferred by more men than women.

### Requires

Blessed Magic  
Pacifist

## X (Battle)

### Action “attack with Oak’s Lightning”

Exhaust this Gift, then use the Attack action to call forth the standard attack of the Path, the Oak’s *Lightning*.





Once used, the spell is spent and you must Refresh the Gift before you may use the Attack again.

Using this ability is an attack. Your Gift of Pacifist Exhausts immediately (if it's not already Exhausted).

## X (Battle)

### Stunt "call upon the Oak spirits"

You may call upon the Oak spirits for a specific blessing. Declare what it is you're looking for. Roll 2d6 vs. 3, and count the successes. (There are numerous Gifts that will grant you bonus dice.)

The more successes you score, the greater the boon you can request. Here are some suggestions:

- ↔ **No successes:** Nothing.
- ↔ **One success or more:** Find the history of a tree Near you, for the last one hundred years.  
Or, find out the history of your current Landscape's forest's growth for the last three years, including major events like forest fires and deforestations.  
Or, grant a d8 assist bonus to a target's Endurance dice, up to Medium Range.
- ↔ **Two successes or more:** Remove rot and termites from up to twelve stone of fresh wood Near you (2m).  
Or, grant a d12 assist bonus to a target's Endurance skill dice, if they are using the Survival Gift's ability, and if they are within Medium Range.  
Or, produce an acorn in your hand, from thin air.
- ↔ **Three successes or more:** Call forth an Oaken Staff out of nothing. This is a normal staff in every way.  
Or, declare a target within Medium Range. That target may claim a bonus 2d6 on all Soak rolls until their next Respite *except* vs. an Air effect ... but every Soak has Unholy risks until then.  
Or, declare a target within Medium Range. That target suffers +1 Damage from all Damage effects until the next Respite.  
Or, remove the Fatigued condition from a target Near you.
- ↔ **Four successes or more:** Declare a target within Reach. Until the next Chapter, the target's successes on any Healing Tests count *double*.  
Or, create an Earth Elemental. You must negotiate with the elemental normally.  
Or, cause an acorn or Oak tree to experience one year's worth of growth in a minute.

- ↔ **Five successes or more:** Declare a target Near you. That target may claim a bonus 6d6 on all Soak rolls until their next Respite *except* vs. an Air effect ... but every Soak has Unholy risks until then, *and* any lightning or fulguration attack becomes *Slaying*.

## Reed Path (Battle, Plot, Blessed)



Reeds bend easily, and also break; as such, they symbolize flexibility but also fragility. Reeds are often used to make light arrows. The syrinx, or pandean, is a wind instrument made of reeds tied together, so a Blessed may take up the instrument to make Conditions more favorable to their invocations.

### Requires

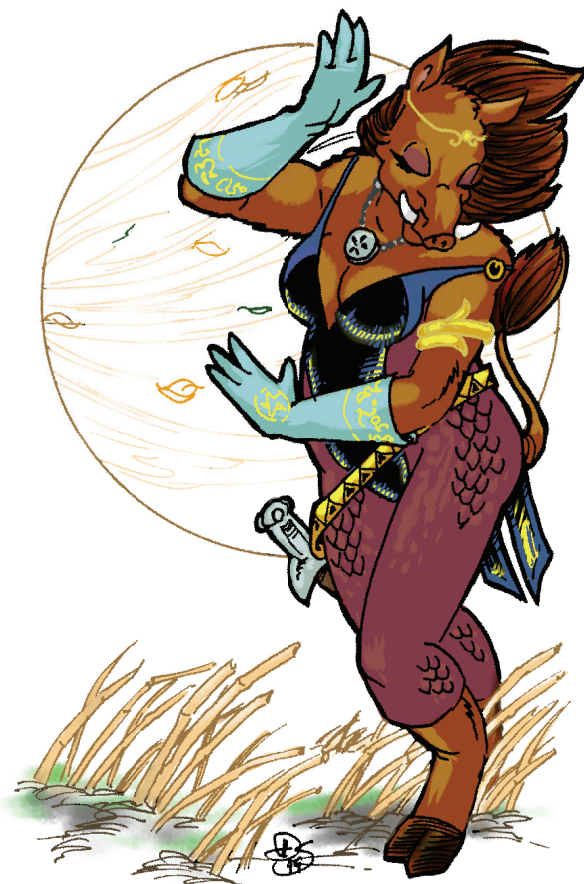
Blessed Magic  
Pacifist

## X (Battle)

### Action "reload bow with Reed Arrow"

Exhaust this Gift, then use the Reload action to load any bow with a Reed Arrow.

When the round ends, if the Arrow is no longer in your hand, it disappears.



The Reed Arrow is a supernatural weapon, with the ability to Counter any Magic. If you use the Arrow to attack or to counter, Exhaust your Gift of Pacifist. The Reed Arrow also grants a 2d8 Tactics bonus – that is, you will be able to claim a Tactics bonus to shoot any target threatened by an ally.

The Reed Arrow is an Unholy attack, and thus it has all the risks of Unholy effects.

## X (Battle)

### Stunt “call upon the Reed spirits”

You may call upon the Reed spirits for a specific blessing. Declare what it is you’re looking for. Roll 2d6 vs. 3, and count the successes. (There are numerous Gifts that will grant you bonus dice.)

The more successes you score, the greater the boon you can request. Here are some suggestions:

- ↔ **No successes:** Nothing.
- ↔ **One success or more:** Create a slight breeze, enough to ruffle the grass and to make candle-flame falter.

Or, grant a d8 assist bonus to a target’s Jumping dice, up to Medium Range.

- ↔ **Two successes or more:** Major effect that could be done with tools or in five minutes.

Or, declare a target within Near Range. That target may claim a bonus 3d6 with all defenses whenever they take the *Guard* action in a turn, but with Unholy risks. The effect lasts until the next Respite.

Or, grant a d12 assist bonus to a target’s skill dice, if they are using the Acrobat Gift’s ability.

Or, declare a target Near you. Remove the Afraid and Confused conditions from the target.

Or, produce a reed stick, or a reed flute.

- ↔ **Three successes or more:** Play a reed instrument as a Loud noise. *Declare one to five targets Near you.* Those targets immediately roll Mind & Will. If their Mind rolls the lowest, they are Confused; if their Will rolls the lowest, they are Afraid; if there’s a tie, they become Enraged.

Or, declare a target Near you. That target may claim a 2d12 Cover bonus vs. arrows and crossbow bolts until their next Respite ... with Unholy risks.

- ↔ **Four successes or more:** Play a reed instrument as a Loud noise. *All targets within Short Range of you* immediately roll Mind & Will. If their Mind rolls the lowest, they are Confused; if their Will rolls the lowest, they are Afraid; if there’s a tie, they become Enraged.

Or, call down a rain of arrows. Declare a up to 7 targets within Short Range of you, who must be outside or near a window. Those targets suffer Damage 4, but they may include their Speed & Dodge with their Soak. (This assault Exhausts your Gift of Pacifist.)

- ↔ **Five successes or more:** Call forth a howling wind that echoes throughout your current Landscape. Everyone in the Landscape, including you, becomes Afraid. You must then roll 7d6 and check for Unholy risks.

## Rowan Path (Battle, Plot, Blessed)



The Rowan is a shrub related to the apple tree, but it produces small red berries; these berries have a small pentagram on them where they join the stalk of the tree, so the number “Five” is considered lucky for this sort of magic. Rowan wood is popular for making staves, thus giving the plant the nickname of “witch-wand”. Another nickname is “quick-beam”, as rowan is seen good for healing (or “quickenning”) and good health. Invokers of a more warlike nature may burn a Fire of rowan branches to summon forth spirits for aid in battle.

### Requires

Blessed Magic  
Pacifist

## X (Battle)

### Action “ready a Rowan Rod”

Exhaust this Gift, then use the Ready action to call forth a Rowan Rod, that appears in your hand.

If the round ends, and the Staff is no longer in your hand, it disappears. Otherwise, the Rowan Rod lasts until the end of the Scene (about 5 minutes).

The Rowan Rod is a supernatural weapon, with the ability to Counter-Attack any Magic made against you if the attacker is within Reach (2m). (If you use the Staff to attack or to counter, Exhaust your Gift of Pacifist.) The Rowan Rod also grants a 2d8 Tactics bonus.

The Rowan Rod is a Magical rod, and thus can hold Magic Weapons. Any weapon loaded into the Rowan Rod gains the Unholy descriptor, with all associated risks.

## X (Battle)

### Stunt “call upon the Rowan spirits”

You may call upon the Rowan spirits for a specific blessing. Declare what it is you’re looking for. Roll 2d6

vs. 3, and count the successes. (There are numerous Gifts that will grant you bonus dice.)

The more successes you score, the greater the boon you can request. Here are some suggestions:

- ↔ **No successes:** Nothing.
- ↔ **One success or more:** Remove the Hurt condition from a target, up to Medium Range.  
Or, grant a d8 assist bonus to a target's Tactics dice, up to Medium Range.
- ↔ **Two successes or more:** Declare a target Near you. Remove the Hurt condition from the target *and* the target automatically overwhelmingly succeeds on *one* end-of-round maintenance roll (their choice), this round.  
Or, declare a target Near you; that target gains Focus. (The target must be able to have Focus.)  
Or, remove the Afraid condition from up to five targets, up to Medium Range.  
Or, call forth up to five rowan berries, appearing in your hand.
- ↔ **Three successes or more:** Remove the Hurt condition from one to five targets, up to Medium Range.  
Or, ask the spirits for some strategic advice on a great battle that will happen before the sun sets on the following day.
- ↔ **Four successes or more:** Grant the Focus condition to one to five targets, up to Medium Range.
- ↔ **Five successes or more:** Declare a target within Near range. That target is immune to the Dying and Death conditions until their next Respite. (They still suffer Overkilled results, as normal.)

## Vine Path (Battle, Plot, Blessed)



The Vine is not really a tree, but the grape vine. Grapes are thought to symbolize resurrection, since their strength can be preserved within wine. It is worth noting that the word "spirit" applies to both alcoholic beverages (such as wine) and to ghosts and other ethereal beings. One belief is that the "altered state" of intoxication can open one up to visions.

The less charitable see those who pursue this path as seeking an excuse to get drunk a lot.

### Requires

Blessed Magic  
Pacifist

### X (Battle)

#### Action "attack with Vine's Inebriation"

Exhaust this Gift, then use the Attack action to call forth the standard attack of the Vine Path, the *Vine's Inebriation*.

Once used, the spell is spent and you must Refresh the Gift before you may use the Attack again.

Using this ability is an attack. Your Gift of Pacifist Exhausts immediately (if it's not already Exhausted).

### X (Battle)

#### Stunt "call upon the Vine spirits"

You may call upon the Vine spirits for a specific blessing. Declare what it is you're looking for. Roll 2d6 vs. 3, and count the successes. (There are numerous Gifts that will grant you bonus dice.)

The more successes you score, the greater the boon you can request. Here are some suggestions:

- ↔ **No successes:** Nothing.
- ↔ **One success or more:** Judge the quality of all fermentation and fermentable ingredients Near you (4m).  
Or, declare yourself or another target that is intoxicated to the point of Confusion. That target





may claim a bonus 2d8 with all Supernatural dice until the intoxication wears off.

Or, grant a d8 assist bonus to a target's Gossip dice, up to Medium Range.

Or, postpone a corpse's rot. The corpse remains fully preserved until the next full moon.

- ↔ **Two successes or more:** Grant a d12 assist bonus to a target's skill dice, if they are using the Carousing Gift's ability, and if they are within Medium Range.

Or, declare all fermenting items within Short Range of you. Cause three months worth of fermentation to happen on those things, over the course of a single day.

Or, produce up to five grapes or a sprig of vine, in your hand.

- ↔ **Three successes or more:** Declare a target Near you, who is Dying. That target becomes Injured and Fatigued, instead.

Or, declare a target Near you, who just became Dead within the last five minutes. That target becomes Injured and Sick, instead.

Or, declare a target Near you. That target becomes intoxicated and Confused until the next Respite.

Or, declare yourself or a target Near you. Cure that target's hangover.

Or, declare a vine Near you. That vine experiences five years of growth in a single round.

- ↔ **Four successes or more:** Prevent a corpse Near you from ever decaying. If the soul hasn't reincarnated, it will become trapped in this world, and will become an angry ghost.

Or, declare all fermenting items within this Landscape. Cause a year's fermentation to happen on those things, over the course of one day.

- ↔ **Five successes or more:** Target a corpse within Near Range, and summon its soul. If the soul is still untethered, the body will be resurrected, Injured and Sick. If the soul has reincarnated, then the reincarnation appears before you, instantly, awake and Confused.

## Willow Path (Battle, Plot, Blessed)



There are various kinds of Willow trees, each with narrow leaves and long, flexible twigs. Another water-loving tree, the willow's branches often hang down into water, and they rise and fall with the tides, giving the Willow sympathy with the lunar cycles. This tree is also identified with weeping, sorrow, and general weakness, though some also say that it shows strength in adversity and times of weakness as well.

### Requires

Blessed Magic  
Pacifist

### X (Battle)

#### Action "attack with Willow's Despair"

Exhaust this Gift, then use the Attack action to call forth the standard attack of Willow Path, the *Willow's Despair*.

Once used, the spell is spent and you must Refresh the Gift before you may use the Attack again.

Using this ability is an attack. Your Gift of Pacifist Exhausts immediately (if it's not already Exhausted).



## X (Battle)

### Stunt “call upon the Willow spirits”

You may call upon the Willow spirits for a specific blessing. Declare what it is you’re looking for. Roll 2d6 vs. 3, and count the successes. (There are numerous Gifts that will grant you bonus dice.)

The more successes you score, the greater the boon you can request. Here are some suggestions:

- ↔ **No successes:** Nothing.
- ↔ **One success or more:** Know the quality of all the water within Short Range of you.  
Or, grant a d8 assist bonus to a target’s Swimming dice, up to Medium Range.
- ↔ **Two successes or more:** Declare a target Near you. Remove the Afraid condition. If the target is Dying, replace that condition with Asleep and Fatigued.  
Or, grant a d12 assist bonus to a target’s dice, if they are using the Research Gift’s ability.  
Or, call forth a branch of willow.

- ↔ **Three successes or more:** Part the waters Near you, in a path up to four paces wide, up to thirty-six paces deep, and up to one hundred paces long. The waters collapse after five minutes.
- ↔ **Four successes or more:** Inflict a great sorrow upon a target within Near Range. They lose confidence (and thus cannot Focus or Rally). Every Respite, they roll Will & 3d6 vs. 3; if they can score 3 successes, they recover from their sorrow. (This effect Exhausts your Pacifist.)  
Or, create a Water Elemental. You must negotiate with the elemental normally.
- ↔ **Five successes or more:** Change the lunar tides in the landscape to match your bidding, until your next Respite.  
Or, divorce yourself from the earthly cycle from a year and a day, during which you experience no aging or natural illness. (Note that repeated uses of this might incur Unholy risk.)

## Advanced Blessed Magic

The Hierarchs of Lutara teach that self-denial, self-sacrifice, and self-control can appeal to higher powers. These Gifts require a character to live a strict lifestyle away from most society. Most of these Gifts will not be useful to typical Player Characters, who socialize with a lot of people and get into all sorts of violent encounters.

### The Way of Delitescence (Special, Plot, Blessed)



You can better make the spirits understand you, if you are alone.

#### Requires

Blessed Magic  
Pacifist

## X (Special)

### Trigger: you are not alone

If four people are Near you (within 4m) who do not have the Gift of Piety: Lutarism, Exhaust this Gift immediately.

If twelve people are within Short Range of you (12m) who do not have the Gift of Piety: Lutarism, Exhaust this Gift immediately.

## X (Special)

### Claim 2d6 for any Blessed roll

After making any roll for a Blessed ability, you may Exhaust this Gift to claim a bonus 2d6 with the roll. These bonus dice may be the only way to achieve some of the greater Blessed effects.

### Refresh this Gift by being alone

You may only Refresh this Gift when you have spent 24 hours alone – that is, no people Near you, and no people in your line of sight.

### The Way of Dispensation (Special, Plot, Blessed)



You can better make the spirits understand you, if you bring the right plant.

#### Requires

Blessed Magic  
Pacifist

## X (Respite)

### Claim d6 for any Blessed Roll

You must have used the Ready action, or a Stunt, to have a sample of the appropriate plant in your off hand.

After making any roll for a Blessed ability, you may Exhaust this Gift to claim a bonus d6 with the roll. This bonus die may be the only way to achieve some of the greater Blessed effects.

After claiming the bonus die, the plant disappears, whisked away by the spirits for unknown purposes. You will have to get another plant.

## The Way of Longanimity (Special, Plot, Blessed)



You can better make the spirits understand you, if you make your request at the right time.

### Requires

Blessed Magic  
Pacifist

### X (Special)

#### Claim 2d6 for any Blessed roll

After making any roll for a Blessed ability, you may Exhaust this Gift to claim a bonus 2d6 with the roll. These bonus dice may be the only way to achieve some of the greater Blessed effects.

### X (Special)

#### Claim 3d6 for any Blessed Roll, if it's currently the same Lunation as the Path

If the date is the same lunation as the Path you are calling, then you may claim another die (up to 3d6).

### Refresh this Gift at the dawn of the lunation

Make a note of the Path you just called upon. This Gift will Refresh on the first dawn of the first day of that lunation.

## The Way of Rustication (Special, Plot, Blessed)



You can better make the spirits understand you, if you are out of the city.

### Requires

Blessed Magic  
Pacifist

### X (Special)

#### Trigger: you enter town

If you enter an urban area (a place with man-made buildings that has a population of more than 49 persons), Exhaust this Gift immediately.

### X (Special)

#### Claim 2d6 for any Blessed roll

After making any roll for a Blessed ability, you may Exhaust this Gift to claim a bonus 2d6 with the roll. These bonus dice may be the only way to achieve some of the greater Blessed effects.

### Refresh this Gift by being out of the city

You may only Refresh this Gift when you have spent 24 hours outside of town. Staying in a Sacred Grove of Lutara or a Temple of Palingénésie does count as being "outside of town".

## The Way of Tranquility (Special, Plot, Blessed)



You can better make the spirits understand you, if you remain still.

### Requires

Blessed Magic  
Pacifist

### X (Special)

#### Trigger: you attack or defend

If you declare an attack action, Exhaust this Gift immediately.

If you make a defense roll, such as a Counter, Parry, or Dodge, Exhaust this Gift immediately.

### X (Special)

#### Claim 2d6 for any Blessed roll

After making any roll for a Blessed ability, you may Exhaust this Gift to claim a bonus 2d6 with the roll. These bonus dice may be the only way to achieve some of the greater Blessed effects.

### Refresh this Gift with a Stunt

You may only Refresh this Gift by praying for tranquility, which is a *stunt*. If you make defense rolls at all during this stunt, Exhaust the Gift again.





## KYNDRANIGAR'S VIRTUES



The legends say that after Kyndranigar the Shadow-Magus wrote the School of Thaumaturgy, he was still disappointed that his many students failed to embrace his ideal of what the Ultimate Wizard should be. To this end, he wrote seven spell lists, often called the “Lists of Virtues”, each of which contained seven spells.

### Interdiction spells are better for Countering than Attacking

Note that the seven Interdictions, when used as attacks, have very large defense dice they must defeat, starting at 2d12 and going up from there. While the Interdictions can be used as attacks, they’re really bad at it.

What the Interdictions are best at are *Countering*. When you use a spell to Counter, you roll against the attacker’s dice, not the typical defense dice listed after “versus” ... and in most cases, the attacker’s dice will be much less.

Also unlike common spells, Interdictions don’t have to be readied first – they can be used at a moment’s notice. They also need not be loaded into a Rod to Counter – they may Counter any attacker who is at Short Range (12m) or less. (Masters of the Secrets of Virtues will be even better at Countering – see below.)

Each Interdiction requires a different Gift.

Name	Equip	Range	Attack Dice	Effect	Descriptors
<b>Culture's Interdiction</b>	None, Rod, or Wand	Medium Counter Short	Mind, Academics	Vs. Mind, Academics, 2d12 Damage +0 Penetrating Target Hurt? Choose one skill, apply d8 penalty	Magic, Virtue, Interdiction, Culture, Mystic
<b>Discipline's Interdiction</b>	None, Rod, or Wand	Medium Counter Short	Mind, Endurance	Vs. Mind, Endurance, 2d12 Damage +0 Penetrating Target Hurt? Target is Slowed, too	Magic, Virtue, Interdiction, Discipline, Mystic
<b>Enigma's Interdiction</b>	None, Rod, or Wand	Medium Counter Short	Mind, Stealth	Vs. Mind, Stealth, 2d12 Damage +0 Penetrating Target Hurt? You gain concealment	Magic, Virtue, Interdiction, Enigma, Mystic
<b>Harmony's Interdiction</b>	None, Rod, or Wand	Medium Counter Short	Mind, Negotiation	Vs. Mind, Negotiation, 2d12 Damage +0 Penetrating Target Hurt? Target is Enraged, too	Magic, Virtue, Interdiction, Harmony, Mystic
<b>Intuition's Interdiction</b>	None, Rod, or Wand	Medium Counter Short	Mind, Observation	Vs. Mind, Observation, 2d12 Damage +0 Penetrating Target Hurt? You are now Guarding	Magic, Virtue, Interdiction, Intuition, Mystic
<b>Ken's Interdiction</b>	None, Rod, or Wand	Medium Counter Short	Mind, Inquiry	Vs. Mind, Inquiry, 2d12 Damage +0 Penetrating Target Hurt? Learn about target's Magic	Magic, Virtue, Interdiction, Ken, Mystic
<b>Transcendence's Interdiction</b>	None, Rod, or Wand	Medium Counter Short	Mind, Supernatural	Vs. Mind, Supernatural, 2d12 Damage +0 Penetrating Target Hurt? You gain synecdoche	Magic, Virtue, Interdiction, Transcendence, Mystic





## Basic Virtues



### Kyndranigar's Trappings (Plot, Trappings)



Legends speak of a wizard's duel at Giramfiel, a name which means nothing to modern map-makers, where Kyndranigar the Shadow-Magus was bathing in the river, only to be ambushed by seven jealous spell-casters as he bathed. Denied his magical tools, Kyndranigar is said to have improvised using stones from the river-bed.

#### Belongings

You begin the game with:

- ↔ one Fuliginous Robe
- ↔ one Varza Wand
- ↔ one Sceptral Rod
- ↔ one Talisman: a Giramfiel Stone

#### X (Special)

If you are parted from your items, ask the Game Host for a plot twist to return or to replace them.

Once exhausted, you cannot recover this Gift until the next game session.

### Secrets of Virtue Magic (Magic, Virtue)



You have learned to replenish your reserves of Virtue Magic faster, but only if you style yourself in the appropriate manner.

#### Requires:

- Kyndranigar's Trappings
- Literacy
- Research

### Interdiction Spells Equipped within a Varza Wand threaten up to Medium Range with no penalty

If you have an Interdiction spell readied within your Varza Wand, you now threaten with that spell up to Medium Range. You may Counter-Attack any attack made against you from an attacker up to Medium Range (36m) away.

Only Interdiction spells loaded into Varza Wands threaten up to Medium Range. Other spells work normally (that is, no range penalty).

### Bonus 2d8 when Countering with Interdiction Spells Equipped within a Sceptral Rod

If you Counter an attack using an Interdiction spell readied within your Sceptral Rod, you may claim a

bonus 2d8. There is no bonus to attack, nor are there any bonuses for spells loaded into other kinds of Rods.

Only Interdiction spells loaded into Sceptral Rods claim the 2d8 Counter bonus. Other spells work normally (that is, threaten up to Near range, with no Counter bonus).

### Trigger: While wearing a Fuliginous Robe Extra action "Refresh Virtue Magic Gift"

While wearing a Fuliginous Robe, you may take an extra action every round: an extra "Refresh" action, but only to refresh a gift that has all the "Battle", "Magic", and "Virtue" descriptors.

### Kyndranigar's Clout (Chapter, Magic, Clout)



You have an advanced understanding of the power of magic.

#### Requires:

- Kyndranigar's Trappings
- Literacy
- Research

#### X (Chapter)

### Bonus d12 with one magic spell

After making any roll with any magic spell, you may exhaust this Gift to claim a bonus d12.

### Kyndranigar's Replay (Chapter, Magic, Clout)



You have an advanced understanding of the effects of magic.

#### Requires:

- Kyndranigar's Trappings
- Literacy
- Research

#### X (Chapter)

### Replay one Magic Contest

After you and your target roll your dice to play out a contest, where either of you have used Magic, you may declare you will Exhaust this Gift. Both you and your opponent re-roll your dice. The second result stands, even if it's worse for you.





## The Way of Culture

### Virtue of Culture (Battle, Magic, Mystic, Virtue)



A wizard learns not just from their own experience but also from the experience of others.

#### Requires

Cosmopolitan  
Kyndranigar's Trappings  
Literacy

#### Belongings

You begin the game with a copy of a book, *On The Virtue Of Culture*, by Kyndranigar the Shadow-Magus.

#### X (Battle)

##### Action "attack with Culture's Interdiction"

##### Reaction "Counter with Culture's Interdiction"

Exhaust this Gift, then use the "attack" action to attack the target with a mystic spell, the *Interdiction of Culture*. This spell is far more effective as a Counter than as an attack.

Interdiction spells need not be readied before use. They can be used to Counter-Attack at Near range, at any time.

If your Culture's Interdiction inflicts a Hurt or Injured result on the target, then you may declare one skill. The target suffers a d8 penalty to all uses of that skill until they are no longer Hurt and no longer Injured. Only one Culture's Interdiction may affect the target at a time – a new effect (and penalty) replaces an old one.

#### Assist someone? Your roll gains Favor

If you assist someone on a roll, your roll is automatically *Favored* – you may re-roll one 1.

### Measure of One's Mettle (Special, Magic, Mystic, Virtue, Plot)



You charge someone with performing a task ... and the better they are, the harder it is for them to resist!

#### Requires

Cosmopolitan  
Kyndranigar's Trappings  
Literacy  
Virtue of Culture

#### Stunt "Scare target"

Declare a "Scare" stunt, then declare a target, and then make a demand of the target. The demand must be one sentence, and it should be a measureable,

definable solution. Sample demands include, "You must walk from one side of Calabria to the other!", "You must defeat three people in honorable combat!", or "You must stitch a garment worthy of the High King himself!" Demands that have no clear or reasonable ending, such as "kill everyone you meet", will simply Exhaust the Gift and ruin the spell. As always, the Game Host must use their judgment on what should work and what shouldn't.

If the demand is reasonable, then Exhaust the Gift, and play out a contest. The Game Host must choose one skill that would be appropriate for the task. For example, walking could be Endurance, honorable battle could be Melee Combat, and tailoring could be Craft.

The Game Host rolls your attack dice for you, in secret. The Game Host rolls your Mind dice and the target's Skill Dice as the attack roll. For example, if your Mind is d10 and the target's Craft dice are d8, d6, then the attack dice to demand that the target make a garment are d10, d8, d6.

The target resists with their Mind & Will dice.

If the target successfully resists, nothing happens. The Gift is Exhausted; you may refresh it at the next Respite.

If the target ties or worse, then the target becomes cursed! The following rules apply:

- ↔ Any time the target applies themselves to complete the demand, they may claim an assist bonus of d8, and their rolls are *Favored* (that is, they may re-roll one 1).
- ↔ Any time the target does something that is not appropriate to the demand, they suffer a *penalty* of d12, and they *cannot* claim Favor.

The curse lasts until the task is done. It could take day, month, year, or the rest of their life, but the curse remains until the demand is done. You, the caster, may not refresh this Gift until the demand is done.

The curse *might not end* if the target dies. If the target is brought back from the dead, or if their soul reincarnate into a new body, or if they rise as an undead abomination, the curse continues. This spell is powerful magic and should not be undertaken lightly.

The final judge of whether it's done or not is the Game Host, *not* you, so choose your demands carefully.

Once the demand is done, the curse is lifted, and both you and the target are instantly aware that the spell has expired. You may then refresh this gift at the next Respite.



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A target may have only one curse of the Measure of One's Mettle at a time. Any attempt to impose another demand upon them automatically fails.

## Multiple

You may buy this Gift multiple times. Each Gift gives you another use of the Measure of One's Mettle, to use on a different target.

You cannot use the Measure of One's Mettle on a target already cursed by this spell. Any new attempts will fail automatically.

## Office of Another (Special, Magic, Mystic, Virtue, Plot)



By means of this spell, you may steal a skill from another target.

## Requires

Kyndranigar's Trappings  
Literacy  
Cosmopolitan  
Virtue of Culture  
Measure of One's Mettle  
Knack for Academics

## Stunt "Scare the target"

Declare a "Scare" stunt, then declare a target, and then declare a skill of target.

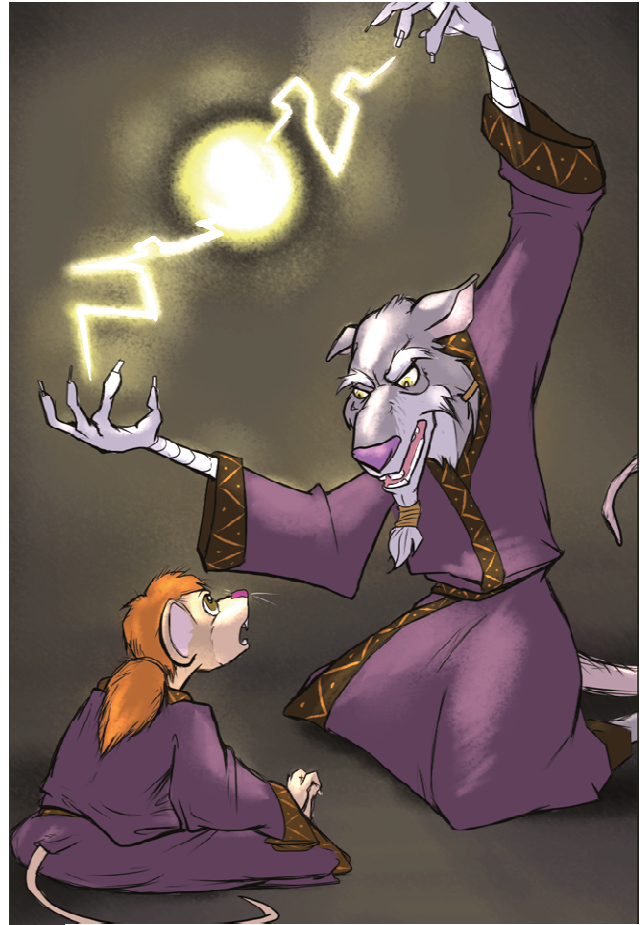
Roll your Mind and Academics dice (instead of Presence).

The target resists with *all* their Skill Dice: dice from Species, Career, Marks, etc.

If the target wins or ties, the spell fails and the Gift is Exhausted. You may refresh it at the next Respite.

If the target fails to resist, you have cursed the target! The degree of your curse depends on your successes.

- ✦ **No successes:** no effect (As we said before, if the target wins or ties, the spell fails.)
- ✦ **One success:** The target suffers a d8 penalty whenever they use the skill.
- ✦ **Two successes:** The target suffers a d12 penalty whenever they use the skill. You may claim a d8 assist bonus for all uses of the skill.
- ✦ **Three successes or more:** The target loses all use of the skill. (They have no Skill dice, and must rely only on their basic Traits of Body, Speed, Mind, and Will to accomplish tasks.) The target may not use any specialty Gifts, either. For example, if you steal the Endurance skill, the character may not use Hiking's bonus d12 to help with an Endurance roll. In addition, the target suffers a d12 penalty whenever they need use the Skill dice!



You, on the other hand, may now claim all of the target's Skill dice (from Traits, Marks, what have you) as bonus dice on your own rolls. If the target has a specialty Gift (such as Administration, Hiking, etc.) that applies to your skill roll, you may roll that die, instead. You may also claim another d8 assist bonus, as the target's alternative perspective helps enrich you.

After your next Respite, you may refresh the Gift. If you refresh the Gift, the curse ends. Killing you does *not* necessarily relieve the curse! If your soul reincarnates, or you rise again as an undead, or something else beyond the pale, then the curse remains. The Game Host should feel free to explore the possibilities for exciting stories.



## The Way of Discipline

### Virtue of Discipline (Battle, Magic, Mystic, Virtue)



A wizard is unmoved by material concerns and is unwavering in purpose.

#### Requires

Kyndranigar's Trappings  
Literacy  
Resolve

#### Belongings

You begin the game with a copy of a book, *On The Virtue Of Discipline*, by Kyndranigar the Shadow-Magus.

#### X (Battle)

##### Action "attack with Discipline's Interdiction"

##### Reaction "Counter with Discipline's Interdiction"

Exhaust this Gift, then use the "attack" action to attack the target with a mystic spell, the *Interdiction of Discipline*. This spell is far more effective as a Counter than as an attack.

Interdiction spells need not be readied before use. They can be used to Counter-Attack at Near range, at any time.

If your Discipline's Interdiction inflicts a Hurt result on the target, then the target becomes *Slowed*, as well. The Slowed condition lasts as long as the target is Hurt.

### Sense of Purpose (Chapter, Magic, Mystic, Virtue)



A wizard works for the sake of a job well done.

#### Requires

Kyndranigar's Trappings  
Literacy  
Resolve  
Virtue of Discipline

#### X (Chapter)

##### Trigger: Roll involving Will Dice

With any roll involving your Will dice, you may Exhaust this Gift to claim a bonus d12.

#### X (Chapter)

##### Trigger: Another character uses Will dice

When another character within Medium range (36m) of you rolls their Will dice, for any reason, you may Exhaust this Gift to let the target claim a bonus 2d8.

### Amor Fati (Chapter, Magic, Mystic, Virtue)



A wizard has the right to determine all Force, efficiently and univocally.

#### Requires

Knack for Endurance  
Kyndranigar's Trappings  
Literacy  
Resolve  
Sense of Purpose  
Virtue of Discipline

#### X (Chapter)

##### Action "recover"

Declare a "recover" action, then exhaust this Gift. For the rest of this scene (5 minutes), you enjoy the following benefits:

- ↔ You are immune to Fatigue. If you have the Fatigue condition, remove it.
- ↔ If you have the Sick condition, you do not suffer the normal side effect of being knocked down when you are sent Reeling.
- ↔ You are immune to the Afraid and Terrified conditions.
- ↔ If you would become Dying, you become Confused instead. (There is no immunity to Death or Overkill).
- ↔ Every time you take the "recover" action, you may also one "refresh" action. (Remember: you may not take the same action twice on the same turn.)

You may refresh this Gift at the next Chapter.



## The Way of Enigma



### The Virtue of Enigma (Battle, Virtue)



A wizard keeps their secrets from the uninitiated, the unready, and the undeserving.

#### Requires

Kyndranigar's Trappings  
Literacy  
Low Profile

#### Belongings

You begin the game with a copy of a book, *On The Virtue Of Enigma*, by Kyndranigar the Shadow-Magus.

#### X (Battle)

##### Action "attack with Enigma's Interdiction"

##### Reaction "Counter with Enigma's Interdiction"

Exhaust this Gift, then use the "attack" action to attack the target with a mystic spell, the *Interdiction of Enigma*. This spell is far more effective as a Counter than as an attack.

Interdiction spells need not be readied before use. They can be used to Counter-Attack at Near range, at any time.

If the Enigma's Interdiction inflicts the *Hurt* result on the target, you may claim full concealment against the target. (The target has a penalty 2d12 to attack you, you may claim a bonus d8 to attack the target, and the target may not Counter your attacks, etc.)



The concealment goes away when the target is no longer Hurt.

#### When Sneaking, you may also Refresh Magic

Whenever you perform a "Sneak" stunt, you may also perform an extra Refresh action, but only to refresh a Battle Magic gift. The standard rule of "never the same action twice in the same turn" still applies.

### Lethe (Respite, Chapter, Magic, Mystic, Virtue, Plot)



If you do your tasks right, it will be as if you were never there at all.

#### Requires

Kyndranigar's Trappings  
Literacy  
Low Profile  
Virtue of Enigma

#### X (Chapter)

##### Action "attack with Lethe"

Declare a Crowd of targets. Roll your Mind & Stealth vs. 3 and count the successes. The targets resist with Mind, Species, and Supernatural vs. 3.

Those that fail to resist suffer:

- ✦ **One success against:** Become Reeling and forget everything that happens in this round.
- ✦ **Two successes against:** Become Confused and forget everything that happens in this round, and in the last five minutes.
- ✦ **Three successes against, or more:** Become Confused and forget everything that happens in this Scene, period. Each round, the character must act as if they had no idea what happened last round. This effect lasts for the whole Scene (about five minutes).

Any character who Botches their resistance against the Lethe suffers total amnesia – *they forget everything that ever happened before the battle*. They don't know who they are, what their name is, where they came from, anything. They still have all their Skills and Gifts. Some Gifts, such as Flight, will be immediately obvious. Others, like Resolve, will have to be discovered. And some, such as Nobility, might never be realized if the character never learns who they are, again. From such amnesia, great comedies and tragedies are born.





The Lethe is a form of mind control that forces the subject to *consciously* forget what happened, but their subconscious remembers. Thought-Reading, Mesmerism, and other effects that tap into the brain will reveal what happened. (And yes, a Mesmerized target can be ordered to remember everything they forgot from the Lethe.) Other kinds of assistance can help the characters remember things, as well – the Game Host should see amnesia as an opportunity for role-playing.

## Subtlety and Quickness (Chapter, Magic, Mystic, Virtue, Plot)



A fair wizard makes their will known. A great wizard makes their will unknowable.

### Requires

Knack for Stealth  
Kyndranigar's Trappings  
Lethe  
Literacy  
Low Profile  
Virtue of Enigma

### X (Chapter)

At any time, declare you will exhaust this spell. For the rest of this Scene (about 5 minutes), the following rules apply to you:

## The Way of Harmony



## The Virtue of Harmony (Battle, Magic, Mystic, Virtue)



A wizard should not struggle against the forces around him, but move as one with them.

### Requires

Kyndranigar's Trappings  
Literacy  
Team Player

### Belongings

You begin the game with a copy of a book, *On The Virtue Of Harmony*, by Kyndranigar the Shadow-Magus.

### X (Battle)

#### Action "attack with Harmony's Interdiction"

#### Reaction "Counter with Harmony's Interdiction"

Exhaust this Gift, then use the "attack" action to attack the target with a mystic spell, the *Interdiction of Harmony*. This spell is far more effective as a Counter than as an attack.

Interdiction spells need not be readied before use. They can be used to Counter-Attack at Near range, at any time.

If the Harmony's Interdiction inflicts the *Hurt* result on the target, then the target becomes *Enraged*, as well. This Enraged condition lasts until removed, as normal.

If the Harmony's Interdiction inflicts the *Afraid* result on the target, then the target becomes *Enraged*, instead.

If the Harmony's Interdiction inflicts the *Injured* result on the target, then the target becomes *Berserk*,

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(instead of Enraged). This Berserk condition can be removed normally.

If the Harmony's Interdiction inflicts the *Dying*, *Dead*, or *Overkilled* conditions on the target, there is no Enraged – the target suffers normally.

## Assist someone? Their roll gains Favor

If you assist someone on a roll, their roll is automatically *Favored* – they may re-roll one 1.

## Imprest (Special, Magic, Mystic, Virtue, Plot)



A wizard knows that to take something know means that one must pay it back, later.

### Requires

Kyndranigar's Trappings  
Literacy  
Team Player  
Virtue of Harmony

### X (Special)

At any time, declare a target – either you, or another character within Medium Range (36m). Exhaust this Gift.

Remove any and all Afraid, Asleep, Berserk, Blinded, Confused, Controlled, Enraged, Fatigued, Hurt, Immobilized, Injured, Marionette, Mesmerized, On Fire, Reeling, Silenced, Slowed, Terrified, and Unconscious conditions from the target. (At the discretion of the Game Host, you may be able to remove other conditions from the target, as well.)

*Make a note of which conditions have been removed.*

### Action: "attack with exhausted Imprest"

After your Imprest has been exhausted, on a later round, attack a target within Medium Range (36m). Roll your Mind, Will & Negotiation vs. the target's Body, Mind, Will, Presence, & Supernatural.

If you succeed, the target suffers whatever conditions you had removed with your Imprest, earlier. For example, if you had removed Reeling, Hurt, and Afraid, that target now becomes Reeling, Hurt, and Afraid.

Once you have used the Imprest to attack in this way, you may not use it to attack until you have refreshed it. And you may not Refresh it until the next Chapter.

## Equilibrium (Chapter, Magic, Mystic, Virtue, Synecdoche, Telepathic, Plot)



A wizard may balance two forces.

### Requires

Imprest  
Knack for Negotiation  
Kyndranigar's Trappings  
Literacy  
Team Player  
Virtue of Harmony

### X (Special)

At any time, declare a target that you have a synecdoche link with, or that is within Medium Range (36m).

Exhaust this Gift. The target may immediately Refresh one Battle Gift, one Respite Gift, or one Chapter Gift.

You and the target may now negotiate about *other* Gifts that you will exhaust. There are no limits to how many Gifts you can exhaust. You may exchange exhausts and refreshes as follows:

You may exhaust one of your Battle Gifts to refresh one of the target's Battle Gifts. Also, the target may exhaust one Battle Gift to refresh one of your Battle Gifts.

You may exhaust one of your Respite Gifts to refresh one of the target's Battle or Respite Gifts. Also, the target may exhaust a Respite Gift to refresh one of your Battle or Respite Gifts.

You may exhaust one of your Chapter Gifts to refresh one of the target's Battle, Respite, or Chapter Gifts. Also, the target may exhaust one Chapter Gift to refresh one of your Battle, Respite, or Chapter Gifts.

You may exhaust one of your Influence Gifts to refresh one of the target's Influence Gifts, and vice versa. (The universe finds some way to make bad things happen to embarrass of you and good things happen to enrich one of you. How this works cannot be explained to someone who doesn't understand the virtue of harmony.)

Special Gifts are beyond the scope of this spell.

You may not Refresh this Gift before the start of the next Chapter. At the start of the next Chapter, the target of your Equilibrium must give you express permission to Refresh it. If they cannot, then you cannot Refresh the Gift.

## The Way of Intuition



### Virtue of Intuition (Battle, Magic, Mystic, Virtue)



A wizard sees not only what is there, but the portents of what will be.

#### Requires

Gambling  
Kyndranigar's Trappings  
Literacy

#### Belongings

You begin the game with a copy of a book, *On The Virtue Of Intuition*, by Kyndranigar the Shadow-Magus.

#### X (Battle)

##### Action "attack with Intuition's Interdiction"

##### Reaction "Counter with Intuition's Interdiction"

Exhaust this Gift, then use the "attack" action to attack the target with a mystic spell, the *Interdiction of Intuition*. This spell is far more effective as a Counter than as an attack.

Interdiction spells need not be readied before use. They can be used to Counter-Attack at Near range, at any time.

If the Intuition's Interdiction inflicts the *Hurt* result on the target, then you are instantly *Guarding*. (Guarding provides a d8 bonus to your defenses.)

#### Roll of pure chance? You may re-roll it.

Sometimes, you or the Game Host may make a roll based on pure chance, such as to determine the outcome of a coin toss, a lottery, or a gambling game. (A roll of pure chance is one that doesn't use any Skill dice, Trait Dice, or another abilities to modify it. It's just a random roll.)

Any time a roll of pure chance is made that involves you, you may declare it to be re-rolled. The second roll stands, even if it's worse.

### Ounce of Prevention (Chapter, Magic, Mystic, Virtue, Plot)



To predict what will happen in a hundred years? Any sage could do that. To predict what will happen in the next six seconds? That takes true understanding.

#### Requires

Gambling  
Kyndranigar's Trappings  
Literacy  
Virtue of Intuition

#### X (Chapter)

##### Trigger: Guarding

Whenever you are Guarding, you may Exhaust this Gift. You immediately gain *Focus*. If there is a condition preventing *Focus* (such as *Afraid*, *Enraged*, etc., negate any and all of those conditions and gain *Focus* anyway.

### Knowledge of Things to Come (Chapter, Magic, Mystic, Virtue, Plot)



You gain *Foresight* into *Forthcoming* effects that is simply miraculous.

#### Requires

Foreordination  
Gambling  
Knack for Observation  
Kyndranigar's Trappings  
Literacy

#### X (Chapter)

##### Trigger: before you make a roll

Before you make a die roll for *any* reason, declare you will Exhaust this Gift. Then, make the roll. (Resolve any dice vs. dice contests, as normal.)

The Game Host must then tell you the results of that roll. For simple things, like a combat action, it's easy to find out the effects you would inflict on a target – play out any Soak Rolls, Saving Gifts, etc. For other, long-reaching effects, such as gossiping, diplomacy, crafting, etc. it might be a little more difficult. A failed roll now might result in a breakdown later. The Game Host should use their discretion.

In role-playing terms, what your character sees is a portent of the future, of the way things might become. You may not always see the immediate result, but rather the most *momentous* result. Perhaps building this tower might result in a small child falling off the



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parapet some day to their tragic, early death. Maybe this attack that kills the target slays the grandfather of the hero who would save the realm, but would now never be born.

In any case, after seeing how the roll *would* play out, you know have a choice – either keep the sequence of events as presented, or declare you will do something different. Choose not to attack, or to strike a different target. Choose not to gossip, or to speak with different people. Build the tower at a different

location, or at a different height, etc. If you do something different, you do *not* get a vision of how it would play out, you have to keep playing as normal. No one knows exactly how it will play out ... just like normal life.

This spell gives you a vision of the future. Only other magic that also predicts the future may intervene with its results. There are lots of story possibilities here, so you and your Game Host should have fun with it.

You may refresh this Gift at the next Chapter.

## The Way of Ken



### The Virtue of Ken (Battle, Virtue)



A wizard knows how to perceive with a sense uncommon.

#### Requires

Danger Sense  
Kyndranigar's Trappings  
Literacy

#### Belongings

You begin the game with a copy of a book, *On The Virtue Of Ken*, by Kyndranigar the Shadow-Magus.

#### X (Battle)

##### Action “attack with Ken’s Interdiction”

##### Reaction “Counter with Ken’s Interdiction

Exhaust this Gift, then use the “attack” action to attack the target with a mystic spell, the *Interdiction of Ken*. This spell is far more effective as a Counter than as an attack.

Interdiction spells need not be readied before use. They can be used to Counter-Attack at Near range, at any time.

If the Ken’s Interdiction inflicts the *Hurt* result on the target, then you instantly identify all the target’s Battle Magic. (That is, you know what Gifts the target has, that have both the “Battle” and “Magic” descriptors.

If the Ken’s Interdiction inflicts the *Afraid* result on the target, then you instantly identify all the target’s Battle Magic and Respite Magic. (That is, you know what Gifts the target has, that have either both the “Battle” and “Magic” descriptors ... or both the “Battle” and “Respite” descriptors.)

If the Ken’s Interdiction inflicts the *Dying* result on the target, then you instantly identify all the target’s

Magic. (That is, you know what Gifts the target has that have the “Magic” descriptor, period.)

If the Ken’s Interdiction inflicts either the *Dead* or *Overkill* results on the target, then you learn nothing.

#### Initiative rolls are Favored

Your Initiative rolls are Favored. You may re-roll one 1.

### Perspicacity (Chapter, Magic, Mystic, Virtue)



A wizard has a clarity of vision which provides a deep understanding.

#### Requires

Danger Sense  
Kyndranigar’s Trappings  
Literacy  
Virtue of Ken

#### X (Chapter)

##### Trigger: Roll involving Mind Dice

With any roll involving your Mind dice, you may Exhaust this Gift to claim a bonus d12.

#### X (Chapter)

##### Trigger: Another character uses Mind dice

When another character within Medium range (36m) of you rolls their Mind dice, for any reason, you may Exhaust this Gift to let the target claim a bonus 2d8.

## Contemperanousness (Chapter, Magic, Mystic, Virtue)



A wizard knows that there is no past and no future, the only time that has meaning is the now.

### Requires

Danger Sense  
Knack for Inquiry  
Kyndranigar's Trappings  
Literacy  
Perspicacity  
Virtue of Ken

## The Way of Transcendence



## The Virtue of Transcendence (Battle, Virtue)



"A wizard is of the court of the super-natural and strives to go beyond the material concerns."

### Requires

Clear-Headed  
Kyndranigar's Trappings  
Literacy

### Belongings

You begin the game with a copy of a book, *On The Virtue Of Transcendence*, by Kyndranigar the Shadow-Magus.

### X (Battle)

#### Action "attack with Transcendence's Interdiction"

#### Reaction "Counter with Transcendence's Interdiction"

Exhaust this Gift, then use the "attack" action to attack the target with a mystic spell, the *Interdiction of Transcendence*. This spell is far more effective as a Counter than as an attack.

Interdiction spells need not be readied before use. They can be used to Counter-Attack at Near range, at any time.

If the Transcendence's Interdiction inflicts the *Hurt* or *Injured* results on the target, then you instantly have a synecdoche link to the target. You may use any synecdoche spells upon the target. This link lasts

until the Hurt or Injured conditions that you inflicted are removed.

### X (Chapter)

#### Immunities; bonus d12 to defenses

At any time, declare you will Exhaust this Gift. For the remainder of this scene (about 5 minutes), you may claim the following benefits:

- ↔ You may not become Asleep, Confused, Mesmerized, or otherwise lose control of your mental state. You may still be knocked Unconscious (as a physical trauma, or from Dying). The Game Host may have to rule whether this Gift protects you or not.
- ↔ You may claim a bonus d12 with all your defenses (Counter, Parry, and Dodge).
- ↔ Concealment penalties do not apply to your attacks.

### You may speak with any supernatural creature

The speech of supernatural creatures, such as elementals, shades, and the undead, makes sense to you. You may speak freely with supernatural creatures and be understood.

## Supernatural Indenture (Chapter, Magic, Mystic, Virtue, Plot)



A wizard may bind a supernatural creature into a item.

### Requires

Clear-Headed  
Kyndranigar's Trappings  
Literacy  
Virtue of Transcendence

### X (Special)

#### Stunt "Binding vs. supernatural creature"

You may strongly present a weapon, armor, or other item, and then declare a binding against a supernatural creature. Exhaust this Gift.

This spell has absolutely no effect on creatures that are not supernatural.

Roll your Mind, Will, and Supernatural dice vs. 3. If the target is threatened, you may also claim Tactics dice.

# VIRTUE MAGIC

The target resists with Body, Mind, Will, Presence, and Supernatural dice vs. 3. (The target may choose to Counter-Attack, instead.) Compare the successes.

If you tie or fail the contest, the spell is Exhausted. You may refresh it at the next Respite.

If you succeed, the target is sent Reeling. *Both* the creature *and* your binding object take Damage +1 Penetrating. (If the item is Extravagant jewelry, the item takes half damage, rounded down.)

If the damage caused is enough to destroy your object, the spell fails, and the Gift is Exhausted. You may not refresh the Gift until your next Respite.

If the object survives, the find out how much damage the creature suffered, after Soak and other dice have been applied:

- ✦ If the target becomes Dead or Overkilled, the spell fails.
- ✦ If the target becomes Dying, then your spell is successful, and the target becomes bound. (See below.)
- ✦ If the target becomes Injured, Afraid, or Hurt, no immediate effect happens. However, you may refresh this Gift using the “Refresh” action on a later round.
- ✦ If the target suffers no Damage effect, the Gift immediately Refreshes automatically.

Once bound, the supernatural creature becomes sealed within the object. Its physical form, if any, disappears from the real world. The object that the creature is bound inside becomes a synecdoche link to you, as long as your magic holds the creature there.

Unlike a simple elemental binding, this spell allows the caster to bind the supernatural creature into almost any physical object. The popular choices are weapons, armor, and precious jewelry.

If the item is broken or destroyed, the creature immediately manifests again, in a dramatic fashion that also sends it Reeling.

Otherwise, the creature remains bound as long as the Gift is Exhausted. At the next Respite, you may Refresh the Gift. If you do so, the creature may immediately test its Body, Mind, Will, Presence, and Supernatural vs. 3. Apply any successes as Damage +0 to the object it is bound in. If it can destroy the object, it is free. If it fails, the creature may test again once every Chapter.

If the caster of Supernatural Indenture dies without ever Refreshing the Gift, the creature is bound forever. Supernatural creatures hate it when that happens.

## Supernatural Bond (Special, Magic, Trappings, Plot)



You have a magic item that has become bonded with you. This Gift represents the transcendent experience you have spent to Forge this bond. While Kyndranigar the Shadow-Mage describes the best method for achieving this bond in his book *On the Virtue of Transcendence*, others have been known to achieve this level of understanding between the worldly and the other-worldly.

### Requires

- Mind of d8 or better
- Will of d8 or better
- A bound supernatural creature (such as one affected by Supernatural Indenture)

### Supernatural item

You have bonded with a supernatural item. The most common bonding happens when you spend several days training with an item empowered by Supernatural Indenture. In rare cases, a supernatural creature may have voluntarily entered into the bond, such as an elemental which has sworn to uphold some great cause, a shade which obsessively helps anyone who indulge its mania, or an undead which delights in spreading chaos and misery among the living.

The bonded creature uses your senses to perceive the world, but its attentions might be focused on other things.

The bonded creature communicates with you telepathically, as a non-player character controlled by the Game Host. The bonded creature has its own interests, desires, wants, and needs.

While you have the supernatural item ready, you may be able to claim certain benefits, depending on the type of item:

**Weapon:** A supernatural weapon bond grants the user a d8 bonus with all Attacks, Counters, and Parries using the bonded weapon, as the creature directs your movements to better effect.

**Armor:** A creature bonded into armor provides a d8 bonus to Soak, as the creature attempts to shield you from harm.

**Jewelry:** A creature bonded into a precious item allows the creature to communicate with you telepathically. The creature may now assist all your rolls, using its own Traits and Skills, as per the standard rules. (Note that assisting does not work in combat). In addition, the item provides a d8 bonus to Observation and to initiative.



If you abuse the supernatural creature, you may lose the bond, and you may have to re-train the Gift. If the item is destroyed, the bond is also broken.

## Trigger: Recover action or helpless

Whenever you take the Recover action, the supernatural creature automatically attempts to Rally you, rolling a d8. This Rally happens too late to help you with the Reeling, but it might still work to remove the Afraid status, etc.

Whenever you are helpless, the bonded creature will attempt to Rally you, when your turn would come up in the sequence, rolling a d8. This Rally might work to save you from some bad effects (like Asleep or Mesmerized) but it won't work at all on others (like Unconscious).

The standard range rules apply ... so the bonded creature can only Rally you if it's within Medium Range (36m), and this works best if the bonded creature is Near you. The bond works even if the bonded item is not equipped.

## Stunt "call upon the supernatural bond"

As a Stunt, you may call upon the supernatural creature to perform a single action for you. For example, you may ask the creature to perform one of its own supernatural attacks. (Yes, since this calling is a stunt, you may Attack, then perform this Stunt, thus claiming two assaults in a single round.)

You may only call upon this stunt if the creature is properly equipped. A weapon must be in hand, the armor must be worn, or the jewelry must be strongly presented.

The bonded creature cannot use any of its special abilities of its own will. You must use this Stunt to invoke them.

## X (Special)

If you are parted from the item that holds your Supernatural Bond, Exhaust this Gift, then ask the Game Host for a plot twist to return the item.

Once exhausted, you cannot recover this Gift until the next game session.

At the discretion of the Game Host, you may also Exhaust this Gift to claim some boon by breaking the bond with the supernatural creature within, or something even greater by the creature sacrificing itself for some greater cause. The details of such an epic event are left to the Game Host.

## Transubstantiation (Chapter, Magic, Mystic, Virtue, Plot)



Becoming the perfect expression of physical matter is one thing. Being able to live with yourself when you become imperfect again is another.

## Requires

Clear-Headed  
Knack for Supernatural  
Kyndranigar's Trappings  
Literacy  
Virtue of Transcendence

## X (Chapter)

At any time, declare you will exhaust this spell. For the rest of this Scene (about 5 minutes), the following rules apply to you:

- ↔ Your body looks as if it were made of solid gold.
- ↔ You gain 1 point of Invulnerability. (You may negate one point of damage, from any source.)
- ↔ You are immune to the Confused, Half-Buried, On Fire, and Push effects.
- ↔ You are immune to hunger, thirst, and suffocation. (You will still need to breathe to speak, however.)
- ↔ You may not roll any dice that are d4s or d6s. They are simply too imperfect. Remove any d4s or d6s from your dice pool. If this leaves you with no dice to roll, you cannot attempt the roll. You will automatically fail, and you will curse the imperfections of your being that led to your failure.

When the spell ends, you immediately fall back into an imperfect state. You become Fatigued and Confused.

You may refresh this Gift at the next Chapter.

The following vignettes are short ideas for adventures that a Game Host can use for further *Ironclaw* adventures.

## Ghosts of Broken Tusk Ridge

The mine at Broken Tusk Ridge has been effectively shut down in recent days by a series of fatal and near fatal accidents. The miners refuse to return to work, saying that the mine is haunted. The owners of the mine offer a reward of 10 aureals to anyone who can prove that the mine is safe, or failing that, deal with whatever malevolent force is afflicting the miners. Alternately, the players might be ordered to investigate the matter by the noble who owns the land.

The miners are correct about the haunting, to some degree. While following a seam, they broke into a series of tiny caves inhabited by weird insects and the like. They continued on, unaware that they had opened up a den of *Koblynau*, evil humanoid creatures created as magical soldiers long ago. These foul creatures have spread out into the mine and claimed it as their own. The players will have to kill them to ensure the mine is safe. This adventure is likely to be combat heavy, but clever players might be able to lure the *Koblynau* into a trap, or seal them into a chamber. The spiteful little goblins are unable to tunnel through stone, and would be trapped once again.

In addition to the reward offered by the mine owners, the host might wish to allow the players to find a few minor items of treasure in the *Koblynau* cave.

## A Multitude Bound in Darkness

Wherever scofflaws gather to boast of their narrow escapes from the law, many tall tales and unlikely yarns are spun. A traveler may hear stories of daring leaps from thousand-foot parapets, or tunnels dug through a mile of stone with spoons. However, even in the society of the most outrageous liars and hardened felons, one will never hear tell of an escape from Sousolnoir. It is a place spoken of in fearful whispers, an old copper mine where spies and foreign criminals are left to rot. That of many of its inmates are criminals simply by virtue of being foreign is no secret.

The master of the prison is one Baron Malvoisin, a proud and sadistic minor noble. Although advanced in years, his gnarled body and soul contain a strength akin to that of an aged oak. Malvoisin once made a modest fortune from the single mine that was his possession. For thirty years he drove slaves to bring up more and more of the semi-precious copper. And then,

fifteen years ago, there was nothing left to mine. In a fit of rage, Malvoisin sealed off his mine and cut the rations of his slaves, refusing to let them eat until more metal was produced. None was forthcoming, and the mine became their tomb. In time, the cruel Baron discovered a use for his empty mine ... that of a dungeon. The Duke pays him an annual stipend to take care of those felons that are too important to execute, or too dangerous to make into martyrs. These people simply disappear into the black pit that is the old mine at Sousolnoir.

Sousolnoir is located in the low and rolling foot-hills of the Rothos, about two leagues south-west of Bruges. There is little to herald its proximity. One minute, a traveler is cresting a pleasant, green hill, the next, he is descending into a barren ravine. In this ravine is the well-guarded mine head, some rotting equipment, and a stone manor house, where Malvoisin spends his days brooding.

There are several ways for the players to end up in Sousolnoir, and several adventures involving this unpleasant place suggest themselves. First, and most obvious, they can be arrested for a crime that warrants a life-time of imprisonment. Commoners are rarely found guilty of such crimes, but a disgraced noble may well find himself on the way to Sousolnoir. Second, they might be hired on as guards, or even as spies to make sure the prisoners don't revolt. Last, they might be led to attempt the unthinkable; breaking someone very important out of this dismal pit.

Currently, the pit of Sousolnoir is home to a fairly prominent young Avoirdupois, Sir Andalusia. He was captured during a border raid. According to the official Doloreaux story, he was killed in the raid. However, the Avoirdupois are fairly sure that he is being held as a future bargaining chip. They are right, of course. Sir Andalusia is trying to organize the prisoners into a mass break by overpowering the guards who make the weekly drop of food, water, and firewood to the mine. Such attempts have been tried before, and invariably failed. If the players end up as prisoners, Andalusia will try to recruit them into his cause. He offers a reward of 30 acres of his own land to whoever escapes with him to the Avoirdupois holdings.

If the players are guards, they will of course be responsible for putting down this uprising. In course of this fight, Malvoisin's cruel nature will become apparent as he seals the guards in with the prisoners

to avoid a prison break! This should convince them to side with Andalusia.

Lastly, the players might be hired by the Avoirdupois to free Andalusia from the outside. There are several ways to do this...posing as guards, tunneling into the lower levels of the prison, or even fighting through the guards. If they success, Andalusia will reward them with land as above.

No maps are needed of Sousolnoir. It is a terrible, lightless place. Not even Malvoisin knows how many prisoners are there, but it may be as high as 200. Wise inmates stick to the upper levels, where one or two small fires are maintained, and where sunlight filters down through grated vents. Below this, there is no light at all, and few prisoners would waste wood on a torch. These levels are inhabited by pitiful mad men and women of every species. They live off the natural moisture that collects in the bottom levels, and the strange mushrooms and pale insects that inhabit some of the old chambers.

The top level of the mine is much better lit, and serves as home to some 20 Doloreaux guards. Once a week, 6 of them will descend to the second level and drop a few sacks of roots, a cord of wood, and fill a copper tub with brackish water. The inmates must survive on this...no attempt is made to distribute the goods. They are simply dumped. The strong take what they want, and the weak get weaker. In recent days Andalusia has been able to set up a basic rationing system.

---

## The Raiders of the Muire

The wealth of the world flows along the Via Salutis, a mighty road carved through the Muire woods by the Rinaldi at the height of their power. The Bisclavret now maintains it for much of its length, and it represents a definite northern border to their lands. It connects their principal settlements of Thanon and Harrowgate. Aside from a few well-fortified villages next to the road, the road is a long and treacherous stretch used primarily by merchant caravans who cannot afford the cost of sea transport.

A local Phelan chieftain has heard word that a Bisclavret slave caravan will be making its way down the road at some point in the next week. Normally the Phelan ignore slavers, but this one contains a number of Fianna prisoners captured in a recent skirmish. A number of Phelan groups decide to take part in the rescue attempt, and invite volunteers to join the raiding party. The players can either be asked to join by their chieftain, or offer their services.

Whatever the case, they will find themselves assigned to advance shadow the caravan as it approaches the ambush point, midway between Thanon and Harrowgate. If the group is small or has little in the way of combat skills, have a few NPC warriors along for support.

The slave caravan consists of a few supply wagons, a small column of mercenaries, and a row of about thirty hobbled slaves, trudging miserably through the dust. The scarlet and black banner of the Bisclavret Duke flaps in the breeze above the lead wagon. The sight should be enough to rouse any Phelan to rage.

The adventure will likely be very straightforward, and probably combat heavy. Clever players might be able to free the slaves through clever use of magic, or by waiting for the caravan to stop for the night.

This adventure could form the start of a limited campaign, where the players act as brigand captains preying upon Bisclavret caravans. As their success and notoriety grows, the Bisclavret authorities will intervene. The players will find the caravans are suddenly better defended, or discover that wagons that appear laden with goods actually hide well-armed militia.

---

## Hellene the Penitent

Missionaries of S'allumer have a divine quest to cast the gentle light of their faith into the darkest parts of the world. Their divine fervor brings them to every corner of Calabria, and even other lands. However, despite their dedication the Phelan lands are mostly closed to them. There maintain a few monasteries in the larger settlements, and lone missionaries will occasionally disappear into dark woods. Largely, however, the Phelan live without having heard the good news of S'allumer.

Acting on faith alone, one young cleric from Triskellian has decided to change that. The cleric, a fox woman named Hellene, is putting together a holy expedition into the darkest heart of the Phelan lands. She intends to construct a church and monastery in the wilderness.

Hellene's expedition has the full support of the church, and a small group of friars and scholars will accompany her. They will welcome anyone who wishes to join them, but can offer nothing beyond food and traveling expenses. They will especially welcome skilled scouts and artisans.

Hellene will likely travel to Harrowgate first, then north to Cathair Nefenhir. Alternately, she may just head north along the Ruther to its end. Once there, her party will head out into the woods in a randomly



chosen direction. They will try to hire local guides along the way with food and small trade goods.

Once they arrive, the party will build a few small wooden buildings and spend their days in prayer and work. They will wait for the local Phelan to approach them. The missionaries are not fanatics, nor will they be very aggressive in their conversion attempts. They will treat the local Phelan with an unusual degree of respect, while at the same time taking every advantage to tell them about S'allumer.

This adventure can also be run from the viewpoint of the Phelan. How will they respond to the sudden appearance of a large party of outsiders, and to the construction of a foreign church? S'allumer faith is inextricably linked in their minds with the treacherous Bisclavret. They may very well end up chasing the peaceful clerics back to Triskellian.

---

## The Tale of the Recurring Vision

While far away from Phelan demesne, a Player-Character, perhaps one with mystical leanings, has a dream where they see a purple sunset against a thick green canopy of trees, with a small mound of earth marked by five standing-stones. (This vision could persist during an unrelated adventure, thus providing a segue-way from one plot to the next.) These visions should continue until the PC consults with a seer or other mystic who can interpret dreams. The seer will tell the PC that this dream is obviously a place of importance in the PC's life, and they would be advised to visit it at once. But where is it?

The Player-Character will have to learn some way to describe the dream to others, which may be difficult if they do not have good social skills. Eventually, they will come across a scholar who will recognize their dream as the Shenn Charnane, one of the oldest and most secret of Phelan holy-places. Before these dreams will end, advises the scholar, the PC must find this place and what otherworldly force guides them to it.

An expedition to Shenn Charnane is not without trepidation. It is not clear which is more difficult: finding someone who claims to know how to get there ... or finding someone who is not a cheat and really *does* know how to get there. Also, if the PC's quest becomes known, they will attract other fortune-hunters who will want to find the place for one reason or another.

So why does the PC have these visions? Perhaps, in a Past Life (see page **Error! Bookmark not defined.**), they were a custodian of the Shenn Charnane and have left unfinished business there. Maybe some supernatural force is calling them to free them from imprisonment, but for good or for ill is not

clear. It could also be a ruse by a Green & Purple Mage, who is manipulating the PC's dreams for their own ends: if the PC finds the Shenn Charnane, so does the mage; if the PC fails, there are always more heroes out there.

This adventure makes a good sequel to the Rescue of Miranda Devoisier. Who better to lead an expedition than the greatest Calabrese expert on Phelan lore?

---

## The Tale of the Lost Tribes

An obvious, by dress, outlander and rather short Avoirdupois comes to the players asking their help through a thick accent. By his account, his family and their retinue were waylaid in the mountains on their way to Chalon-sur-Sauldre. It appears at the outset to be the work of bandits, a simple case of recovering property and punishing kidnappers.

Unknown to the players, this is a member of one of the Lost Tribes, lost in the first years of the arrival of the Avoirdupois, and returning now to claim their ancestral land. Or so he will say, if pressed or coerced. He will claim that the bandits have the proof: a familial weaving, supposedly up to date, and a map showing where they buried their markers of claim. (Markers of claim were old methods of establishing borders — marked by the parties involved and buried by a third party. Only by finding the map left by the third party can either original party to the border recover the markers of claim.) The problem is, if this is one of the concerned parties, how did they come upon the map supposedly held by the third? Anyone reading this person for truth will detect subterfuge.

It turns out this is a member of the lost tribes, acting as intermediary for another lost tribe, a currently rather wealthy House that doesn't want the land claim made. This lost tribe has faked the pedigree of the other party to the contract and map that they hold, but still hold their own pedigree. What house is their intermediary is another mystery altogether.

Are the kidnappers agents of the wealthy House, simply bandits, or members of a third interested party? What, if any, legitimate claim can this lost tribe make to any of the current Avoirdupois holdings? What ancient records or tales do the current members of this lost and secluded tribe carry with them? Do they have any of the records of the other five tribes lost in the first year or know where they may be found?

---

## The Mystery of Ascétique

The only reliable record of the construction is found in the Diary of Brother Kendrick, which found its way into the hands of the Dunwasser Academy of

Triskellian. Among the mischief inflicted on the crew and the hostility of the Marteau, Kendrick's record includes another observation:

A great excavation was prepared so that the privies might be dug outside of the refectory. The shale stone collapsed, revealing a cavern beneath the plateau [where the monastery was being built]. Brother Haley and I gathered up lanterns and picks and went to investigate, lest we discover that the Foundation beneath our monastery was unstable.

What we saw was too orderly to have been the work of Nature. These were clearly tunnels carved by some measured hand. Brother Haley and I have made maps as best as we are able, for the poor lighting and constant dripping of water has made using our tools difficult.

---

## The Lost Treasures of Anu

At the time of the ascendancy of S'allumer, the high priests of Anu foresaw the coming tribulation and secreted their treasure and artifacts in preparation. No current enclave of Anu holds the secret of this treasure's location — it is legend that each holds a small part of the solution in their altar stones, carved from the mighty altar stone that used to stand near Chalon-sur-Sauldre. How these parcels of information are encoded in the stones, or what formula was used to encode the information, is unknown. The underground status of Heliodomancy prevents an accurate count of their enclave number, so also unknown is in how many parts this information is secreted. The nature of this treasure is that it is now more than five hundred years old and rumored to be most of the wealth of a nation's faith. In five hundred years, who knows how much remains or is still in condition to be used.

---

## The Tale of the Barrows-Beasts

Much of Saith Colann is unknown and is, in the opinion of many, better left that way. Tales have come out of the surrounding communities of a monstrosity that walks by night, a beast more solid than any ghost. Descriptions are as varied as the days of the year, all pointing to the undead, but no one able to say with certainty what it resembled. What new developments are there in the Necromancy practiced in this desolate place?

Are the necromancers developing new spells by experimentation? Have they received some dark knowledge from a faraway source? Or has their delving into the forbidding hills of Saith Colann brought to light new levels of dark knowledge? Or awakened something contained therein?

One possibility is the animation of undead monsters, made from parts of the undead found in the Barrows, or parts of the freshly dead, all intermingled into deadly combinations. Another is that they have awakened monsters similar to the Morrignai. With such knowledge and power, what could stop the machinations of the Éteignoirs... or save them?

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## The Tale of Enclume and Artifice

The sword-craft of the Enclume is driven by demand for their quality and skill. Still, they are merely one among many good sword-makers. They desire to be the best, the most skilled, and to that end they wish one thing: to make swords worthy of the Autarchs. They have researched weapon-craft and legend of all Calabria, and have come upon the tale of the Phelan and their deal with the Morrignai, particularly the five swords surrendered to the elders of the Phelan tribes. Their research has uncovered the location and disposition of one of the swords as belonging to a lord of the Bisclavret. It only remains for them to obtain it and duplicate its construction.

---

## Death on the Moors

The land between the foothills of the Lochlan Peaks and the Skirfane River is a lonely and beautiful place of rolling green hills and boggy moors. Though the hills seem verdant, the soil is too thin to support anything but grass, which is closely nibbled by large herds of cumalaí and other domestic animals.

Tiny villages of herdsmen huddle in the narrow valleys between these lonely hills. The inhabitants care little about the larger schemes of the nobles that rule them, thinking only of their pastoral lives and labors. Of late, however, their quiet lifestyle has been shattered by horrible murders. Travelers and herdsmen making their way across the moors at night have been dead in the morning, their bodies broken and battered. The villagers send a message to their local lord, asking for help. He makes it known that adventurers who solve the mystery will be rewarded.

What monster haunts the hills and valleys? Perhaps it is a man-eating animal, or even some wretched lunatic, striking out at his neighbors for reasons of his own. The villagers disdain such prosaic explanations, and prefer to spin yarns about bloodthirsty ghosts, or the monstrous creations of dark wizards.

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# POWER, TRUTH, AND UNDERSTANDING

Sometimes even the mindless lichen know when something unspeakable lurks nearby. The *Book of Mysteries* introduces new options and adventures to make your *IRONCLAW* game even more mysterious.



**Druid Magic**, the spells of the judges and the spiritual advisors of the Phelan. This magic calls down death from a clear blue sky, can curse or heal the land, and can give unusual insight into time and space. The Druids are both makers and destroyers and are not to be taken lightly.



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