



RESOLUTION MECHANICS

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INTRODUCTION

OVERVIEW

- § BIND¹ was an attempt to fix D&D which got out of control.
- § BIND is yet another fantasy RPG about killing ogres for gold pieces.
- § BIND mechanics force a fast real-world resolution to every encounter.
- § BIND is an ‘adult game’, meaning we all have jobs and such, so our games should demand as little homework as possible.
- § BIND has no house-rules, and never will. Everyone has complete access to the files so you can just change the rules, and re-print the PDF.

CONTEXT

This is a reference book for the BIND RPG. So have a quick peak at all the sections in the table of contents, then go and get another book.

For players, the *Book of Stories* has everything required to make a character. It also has all the information that players typically ask about, like gaining XP, or creating new spells.

The Judge should print off a mission module, such as *Escape from the Horde*, or print a copy of *The Book of Judgement* in order to roll up their own patch of Fenestra, and read about the five main predators which stalk people who roam above the ground.

Every mission modules also contains its own price-lists in the form of handouts, so players can just take the page they want, on its own. This stops my table’s problem of players persistently figuring out how to buy weapons in the core rules (‘is it under “equipment”, or “combat”, where the weapon tables are?’). Perhaps it solves the same problem at your table.

SPECIAL THANKS . . .

TO THE ARTISTS

Neil McDonnell for the basic photograph which became the Polymorph image on page 32,

Roch Hercka for the many wonderful pencil sketches (pages 16, 12, 18, 21, 23, 25, 32, 32). Find him at art-station.com/hertz.

AND TO THE PLAYTESTERS Marri Russell, Ross Oliver, Reiss McGee, David Smith, Michael Dyson, Ryan Trotter, Maggie Anderson, Dónal Emerson, Christopher Taylor, June Strang, Necro (Bojan), Jigzo, Nibbly, Reavy, Aleksej, Mihailo, and Proxy, Matija, Michael, Milijana, Niki, Nina, Ogień, and Ross.

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LICENCE

BIND is open source, and available under the GNU General Public License 3 or (at your option) any later version.

You have full access to all the source files, including art, and the right to change anything and share those changes with others.



Found an issue? Send it here.

¹‘BIND’ stands for ‘BIND is not D&D’.



INDUCTION



I THE BODIES OF GIANTS



Intro by Irina

In every RPG you kill monsters. It's a staple of the genre. But why would you kill monsters? An actual reason, not just the video game logic of "kill enemy = number go up". What would be the point?

Because monsters are fuel, and always have been fuel. Humanity runs on monsters. The gears of industrial revolution were lubricated by whale-oil.

You can call me Ishmail, because I'm gonna tell you about whales.

Whaling has always existed, for as long as humans could hold a spear, but it was the boom in whaling in the North Sea that partially facilitated the industrial revolution. A single whale carcass provides a lot of resources, all ripe to be utilized by numerous scientific discoveries of the time.

In the early days, whaling was a brutal, dirty job, done by the dregs of society (remember "Moby Dick"?). You had a sailing ship, a row boat, a harpoon and your two hands. And once a whale was harpooned, you had to tug it along to your ship, and quickly extract it before it sinks.² Peel its skin like an orange, carve out blubber to be rendered... For sperm whales,³ crack its skull and extract the liquid within (for sperm-oil), for baleen whales,⁴ snap off the curtain-like

teeth.

Imagine every time you wanted to fill up your gas tank, someone else had to fist-fight a dragon for it.

Whale by-products were truly in everything. You lit your house with whale-oil gas lamps and candles, put it on bread (as margarine), washed yourself with whale-oil soap, lubricated your watch, loom, sewing machine, wore ambergris⁵ perfume, perhaps ate it as a delicacy, wore whalebone⁶ in your corset or bustle, and carried it as an umbrella or a basket. And you most certainly used things made with newfangled industrial processes, all of which used sperm-oil as fuel and lubricant.

Whale persisted as a resource until the 70s, long after the discovery of petroleum. At this point, whaling was a much easier process, with steam and diesel-powered ships, harpoon cannons tipped with explosives, and air-pumps to keep the carcass afloat. No longer a gruelling fight of man against monster, now merely an impersonal industrial mining process.

But Fenestra has no industry, whaling or otherwise. So it's on you to find a weapon, enter the forest, and slay a basilisk without damaging the hide.



²Whales, especially big ones, sink pretty quickly once dead. It's actually kind of a big deal for the ocean floor and its dwellers, and it's called 'whale fall'.

³Sperm whales – like *Moby Dick*, or *Pearl* from *Sponge Bob*. If you snicker at the name, some might protest that its name doesn't actually mean sperm. Which is true, its named after the thick waxy liquid sloshing inside its angular head – spermaceti. Which in turn means 'whale sperm'. Funny how that works. It is in fact not sperm, it's probably something related to buoyancy and diving, but we cannot confirm because sperm whales are smart and also hate us now.

⁴Whales are broadly divided into 'toothed whales' and 'filter-feeding baleen whales' (like the whale that swallowed Pinocchio and probably Jonah of Biblical fame). Baleen comes from Latin *balaena*, related to Greek *phalaina*, all of which mean 'whale', which makes 'baleen whale' the 'whale whale'. The Platonic ideal of whale.

⁵Ambergris – fossilized bowel secretions of a whale, probably a reaction to irritation (again, we can't study this because whales hate us now). Highly valued ingredient of perfumes and sometimes food. Valuable enough that some guy lied about the Bahamas being the mother lode of ambergris and got it colonized by the British. Technically not a by-product of whaling, but nonetheless illegal in order to discourage the usage of whale by-products. Still illegally used worldwide nonetheless.

⁶Whalebone – in fact not a bone, but the sort-of-teeth of a baleen whale. Closer to hair or nails in structure than to bone.

II SHIFTING THE EYE-LINE

At first glance, Fenestra might seem like a paradise. A world without disease, hunger or war; all of its land lush with forests of every kind, each teeming with animals to hunt and fruit to pick. Yet, families still swell and shrink, like European peasants of old.

With the abundance of food, many beasts of the forest grew to enormous sizes and appetites. Instead of plagues and famines, the population of Fenestra is ravaged by monsters. Griffins swoop in from the sky, mouthdiggers burst from the ground, chitincrawlers drop from the canopies, basilisks shoot out from their dens, woodspies hide in plain sight, nowhere is truly safe.

To immerse yourself in this world, you must forget about our gentle Mother Nature. Fenestra eats its young. On Earth, the humble, docile cow used to be the auroch – a prehistoric beast with an large muscular frame and even larger horns. We tamed it, bred the wild out of it, just like we tamed most of the land and everything on it. On Fenestra, aurochs still roam.

Humans survive by carving out space for baileys, burning and slashing away the woods into a large clearing, with a walled settlement placed in the middle like a nipple. With the wilderness continually trying to heal the festering wound that is civilisation, the bailey must always hold the line.

Archers defend from inside the bailey walls, while the night guard must remain, or in the bailey's broch. As the most downtrodden, poor, criminal, stupid, the night guard act as a first line of defence, a human shield. They are tasked with maintaining the forest perimeter with fire, and slaying any beast that crosses the treeline.

But most importantly, the night guard must venture into wild, and mine it for essential resources – mushrooms and herbs, auroch meat, basilisk hide, griffin's feathers, and so much more.

A poor boy, taking odd jobs to get by, is scrubbing chamber pots. He is interrupted by a sharply-dressed man forcing a shovel in his hands.

"Time to dig a grave, errand boy!"

The town has no dedicated grave-digger. Most people don't leave a corpse.

At small hours of the night, the local pub is still packed and loud. Over the crowd, an important debate led by two inebriated gentlemen is heard:

"... can't see shit with a helmet on! By the time you see its tentacle, it's scooping out your face like a cantaloupe!"

"Aaaaand that's how you get an arrow to the face, bone-head! Don't come crying to me when those bandits take your eye and your horse!"

"Fuck the horse, fuck the money, fuck everything! You can't bribe a beast!"

"What money you going to bribe with?! You don't have a bucket to piss in. No wonder you have no helmet! Who would ambush a bum?"

"Yeah, they'll ambush you instead cuz you can't see shit!"

Fists start flying, and the pub breaks out in an all-out brawl. The helmet debate continues.

A new recruit arrives to the Temple of Beasts, heavily pregnant. After enrollment, uniform, tour, and far too much paperwork, it's finally her turn to receive a weapon from the night guard jotter.

The jotter sighs, thinking "we try to be gentlemen, really, despite our rotten reputation. As much as our ladies are just as nasty as the men, it just seems wrong to send an expecting mother outside the walls".

"But then we gave them plenty of rest and comfy indoor busywork, and what did that get us? All boys on the field, and all the god-damn good-for-nothing lazy harlots all laughing and doing fuck-all, carrying little hellions in their bellies."

The jotter feels his fury bubbling to the surface all over again. The little shits, who grew up to be the hardest bastards in Fenestra, remain a thorn in his side to this day.

The new recruit shuffles awkwardly on her swollen feet.

"Usually new recruits get short swords and bows. Here's a spear, you could use something to lean on while keeping guard."

Relief washes over her face, and the jotter's fury dissipates. Maybe he can afford gentlemanly behaviour after all.

Every shepherd loves their flock. And how could you not? Sheep are oh-so-soft and oh-so-dumb, following your every step, peering up at you with utmost devotion.

Perhaps it doesn't seem so from the outside, when you have to pick out a sheep to make lame. Most shepherds take no pleasure in the crippling, but even if they did, nothing can break a flock's single-minded adoration. In a sheep's eyes, you're their whole world, even as you break their limbs.

After all, sheep spend hours, every day, grazing outside a bailey's walls. And sooner or later, something is bound to go wrong. Perhaps an archer's aim is off that day, or the shepherd was busy thinking of dinner, or the guard-child was dozing off. Before you know it, some hungry forest creature is careening towards the herd. The lame sheep is a sacrifice, an offering to the forest so others are left unharmed. It's for the good of the flock. A good shepherd takes care of their flock.

Shepherds whisper these thoughts to themselves as they break a sheep's leg, to make a replacement cripple.



I've never looked at a beast and wondered what goes on inside its head. Like any other sane person, my thoughts are 'run' and 'don't soil yourself'. Then a griffin decided to make its home in the outskirts closest to my cabin. I tried shooin it away by banging pots and pans, pelting it with rocks, siccing my dog Rolf on it, shooting it with arrows. And the damn creature would just sit there, unfazed.

I even burned down its nest. And the damned thing just perched on the smoking tree trunk!

There was not a slightest hint of upset from the griffin, despite my best efforts. Nothing behind its eyes. It doesn't know past, it doesn't know future, it barely knows its alive, only thing it knows is 'hunt'.

I've seen it with my own eyes, a figure swooping down from the canopy, grabbing some unfortunate small animal

with horrific accuracy, and disappearing back into the forest, all in a moment.

Somehow I got used to all that, over time, and thought we achieved some kind of tentative neighbourly peace. Once Rolf stopped cowering every time we went out, we started going hunting again.

In my foolishness, I imagined it took a liking to me. Instead of mimicking other forest dwellers, as griffins usually do, it imitated me – sounds of me playing the flute, chopping wood, calling for Rolf.

You can probably tell where this is going. My beloved Rolf is gone, down the damn bird's gullet. And as punishment for my hubris, the woods echo with Rolf's whimpers and cries every night. I think I will join Rolf soon.



III So It Goes

Three players have arrived for a game of BIND. Each PC is a member of the night guard in the Temple of Beasts – the organization which takes in the scum, layabouts, robbers, and political-agitators, and pushes them to the Edge, where they push back the beasts of the forest, so that farmers can produce food for the towns.

This snippet contains a couple of the usual cycles – ‘decisions, resolve, march’, and repeat. The players make deci-

sions for their characters and roll dice. The Judge or player then interprets the results, depending on the type of roll.

The session always begins with a recap, where any night guard recaps their last exploits to a jotter (who work as administrators for the night guard). The jotter then gives low-rank night guards a mission, which should keep them away from civilization (such as towns), and stop them wandering off on any Side Quests. This never entirely succeeds.

Judge: *Fenestra is currently experiencing the freezing season of Sables, when the trees shed their leaves, letting sunlight shine on roads which are slowly turning white, with little specks of snow.*

Player 1: *(Laiquon) Wasn't it raining last time? Are we jumping time again?*

Judge: *Yes – thirty days passes every session. And as usual – we'll start in a broch – one of the night guard towers which sit between baileys. Mark off any rations or Ingredients from last session – if your character hasn't eaten them then they've gone rotten.*

Scheduling becomes much easier when you just run a game with anyone who's there. So BIND has a little ‘restart’ between sessions where characters live their lives.

Every sixty days, Fenestra endures a wrath, then the weather changes as a new cycle begins. And it marches on regardless of who's at the table – even if nobody's there, Fenestra keeps moving.

This helps keep the table open, so Player 3 – a new player – can jump right in.

Judge: *You'll start in a broch, as usual. The Jotter wants a report from last week.*


What did you do?

Player 2: *(Grogfen) Well, Grogfen helped a trader getting to town... (but I don't want to tell her about entering a town, or the silver pieces she paid us).*

Judge: *So how will you explain how long the mission took? Remember, she has a record of when Grogfen left the jotter who gave her the mission.*

Player 2: *With lies...? Can I just roll this one? I'll still tell her about the strange markings on all the trees.*

Judge: *Sure. You just need to keep it consistent with what she knows. Roll Intelligence + Deceit at TN 8.*

Player 2:  Okay, that's an '8', so...

Judge: *That's a tie, I'm afraid. You got what you wanted (the money), but jotter Cartpike thinks you're lying. The two of you end up in an argument, but she doesn't have any evidence for her accusations.*

Whenever the characters try to accomplish something with a little danger, the player rolls:

$$2D6 + \text{Attribute} + \text{Skill} \text{ vs TN}$$

When players roll above the TN, their character succeeds. When they roll below, the character fails, and the danger occurs. When they roll a tie, then both occur – or neither.

Sometimes this depends on what makes sense. If both make sense then the player can choose to accept the danger and their goal, or neither.

In this case, Grogfen has a -1 Penalty to Intelligence, and +2 Deceit. So in total, the roll is:

$$2D6 + 1 \text{ vs } 8$$

Sometimes a piece of equipment or a social contact can add to the roll, so the total Bonus can become very high. A TN of 14 is not unreasonable in some situations. In full, the formula is:

$$2D6 + \text{Attribute} + \text{Skill} + \text{Equipment} \text{ vs TN}$$



Player 3: *Do I get a character?*

Judge: *You sure do. Take the Book of Stories and roll 2D6 on these charts.*

Player 3: *Okay, I'm a human...called... 'Sootfilch'. What's with the name?*

Judge: *People in Fenestra believe that the gods takes the best in life, so it's bad luck to name their children after good things.*

Roll the Attributes next.

Character creation's fast, so don't worry about PCs dying. Most will begin as members of the night guard – the place they put society's unwanted; the useless miscreants, bastards, and political agitators.

The character creation rules are in the *Book of Stories*, page 1. This book focusses on resolution mechanics, details of Traits, and spells.

Judge: *Low Dexterity and high Intelligence, so we'll look up what that says.*

Player 3: *It says I'm a 'Loner'.*


Judge: *That makes sense. Family and social ties are vital in Fenestra, so people can end up in the night guard just because they don't have anyone arranging a safe position for them.*

Player 3: *This equipment looks a bit rubbish. Can't I get something better? At least some proper armour?*

Starting equipment and beliefs all come wrapped together with the core concept in character creation. This helps new people get up and running quickly.

Most players end up making more interesting characters with some random input, but if players really want to decide every facet of their character, they can use the 'point-buy' character creation system.

Judge: *Sure – you're in a broch, so you can ask jotter Cartpike. Roll 2D6, then add your Charisma + Empathy.*

Player 3: ...that's an '11' in total? Do I pass?

Judge: *Sure, but how would a loner ask for equipment? What would they do?*

Player 3: *He'd probably ask her when she's alone. Knock politely, and just explain he's doesn't have the tools he needs to survive.*

Some people like to 'roll for Charisma', because they want their characters to succeed, rather than make a performance. Instead of asking for acting talent, I've found it's best to have people roll, then interpret that roll. This lets players plan for their characters abilities (as usual), and opens the field for failures with justification – often some of the most interesting results.

Instead of PC blunders happening because 'it's what my character would do', they happen because of the dice. This stops other players feeling like someone is ruining the game; they're not, they're just interpreting the result they rolled.^a

^aFor more on this, see the discussion on page 43.



Judge: *Jotter Cartpike agrees to give you the armour, as long as you head out on the new mission, immediately. Sootfilch, Grogfen and Mossboke will journey out to two neighbouring baileys – that means a ‘walled village’ – and cut around the perimeter.*

Player 1: *We’re bush-whacking?*

Judge: *Yes. If the forest grows too dense, and approaches a bailey, it means predators can get close, and attack the farmers there. Sinkwall lies ten miles North, and they say that the swamp hag lives nearby. Soumarch takes fourteen miles march South, but has a bothy half way along.*

Jotter Cartpike gives everyone two days’ rations (hardened cheese and mutton pies), and lets you pick your destination.

The Judge forgot to prepare anything for the session, but that’s okay. He’s already determined the season, so he flips to the encounter charts and rolls 3D6. The result is: ‘4 trader caravans, and biting winds, on the first day’... which is now.

For the mission, he rolls 3D6 again, and finds the troupe must go to two nearby baileys and cut away at the perimeter.

Finally, he rolls up both baileys while two players explain how armour works to Player 3.

Bailey 1 has bear-traps along the perimeter, and rumours about the local swamp-hag occasionally eating people. It’s near a swamp, so he names it ‘Sinkwall’.

Bailey 2 has poisoned meat-on-sticks around its perimeter, to kill any wandering predators. It’s a march South, so he thinks ‘South March’, then names it ‘Soumarch’.

Player 1: *May as well do the distant one first.*

Player 2: *I want to meet that hag. Can we walk ten miles in an afternoon?*

Judge: *10 miles in an afternoon is pushing it, especially in the cold. You can push it, or just travel 5 miles, then go for another 5 in the evening.*

Player 1: *Laiquon’s an elf, so he can ignore the cold.*

Judge: *Oh yea... the jotter will have warm clothes for everyone else, but you humans two will have to take 1 Exhaustion Point from the freezing weather.*

Each day has four Intervals – morning, afternoon, evening, and night. Characters can walk 5 miles in an Interval without exertion, so they usually go 10 miles a day, or 15 with good supplies and no distractions.

If they find a time-sensitive mission, they can always endure the weight of a few Exhaustion Points in order to get there faster.

◐	○	◑	●
Prepara- tion.	March 5 miles	Marching 5 more.	Sleep at the bailey.

Judge: *So everyone heads North to Sinkwall. By the time you’ve gone two miles, a caravan of traders approach, hail you, and try to sell you torch pitch and rope for 100 cp each.*

Player 1: *Nah we’re... actually, that’d be really handy. I’ll take both.*

Judge: *Roll Wits + Crafts to determine the quality of the goods (TN 9).*

Player 1:  *Is an ‘8’ good?*

Judge: *Laiquon thinks the rope and pitch are serviceable. We’ll see later...*

Purchases can get tricky, as tricksters are everywhere. A bad roll can leave the buyer holding useless goods, or buying services from a chancer. Most of the ‘secondary skills’ (like Crafts and Survival) can come in useful for trades.

The Judge could have broken the ‘encounter’ with traders into a back-and-forth series of ‘hail, good traveller’, but skipping to the decision-points gives the game a faster pace.



Judge: *Snow's started to fall, thicker than before. By evening, the road is white, but you can see Sinkwall's high wooden walls ahead, and an archer waves at you from his perch.*

Player 1: *Time to rest.*

Judge: *Wait a minute... just checking for encounters.*

Player 1: *Crap...*

Judge: *Who's in the lead? Grogfen has the highest Speed, so I think she would be. Can you roll Wits + Vigilance (TN 13)?*

Player 2: *Crap...*

When two people (or creatures) act against each other, the player rolls at TN 7, plus their opponent's score.

Wits -1 + Vigilance 0 vs Dexterity 2 + Stealth 3

$$2D6 + \underbrace{-1 + 0}_{-1} \text{ vs } 7 + \underbrace{2 + 3}_{5}$$

$$2D6 + \underbrace{-1}_{-1} \text{ vs } 7 + \underbrace{5}_{5}$$

$$2D6 - 1 \text{ vs } 13$$

The creature's total Bonus is +5, so at TN 12 Grogfen fails before Player 2 rolls.

Player 2: *I can't make the roll, so what happens to me?*

Judge: *A bleach-white tentacle grabs you by the neck, another around your left leg, then the great woodspy rises.*

Player 3: *The what?*

Judge: *"Woodspy" – a great land-octopus, with a load of tentacles, able to camouflage. It grabs her and starts to slither away, yanking its way through the trees while holding Grogfen tight above its head.*

Player 3: *What do we do? Run after it?*

Judge: *If you want to, spend an AP. You can roll Speed + Athletics at TN 11.*

Player 3: *Okay, 🎲... sorry, Grogfen...*

Everyone starts combat with 3 AP (Action Points) plus their Speed Bonus. Having more AP lets you act before others, and do more.

When someone attacks you, it forces you to spend AP to resist. This can push your AP below 0, and every step down inflicts a penalty to all actions.

For example, a character on -2 AP would take a -2 penalty to all actions (and could only act in response to something acting against them).

Using AP means you don't need to be too precious about which order people act in – every character receives the actions they're due by the end of the round.

Player 1: *Wait, Earth magic covers snow, doesn't it? Can I make the snow solid around the woodspy's tentacles to stop it getting away?*

Judge: *Yes – it's still TN 11, but you can roll your Charisma + Earth to cast.*

Player 1: 🎲 Got it!

Judge: *What does he say?*

Player 1: *'Solid frost, make a woodspy tomb'?*

Judge: *Well the snow responds, freezing solid, and holding a couple of tentacles tight.*

Player 3 – one Wits + Vigilance roll, please (TN 11).

Characters cast spells with Charisma plus an elemental Skill, as they literally speak to the elements.

Spells work like any other roll, including when making a Resisted roll – the spellcaster uses their Bonus to resist the opponent, or players roll their PC's Bonus against the NPC's.

Charisma 2 + Earth 1 vs Speed 2 + Athletics 2

$$2D6 + \underbrace{2 + 1}_{3} \text{ vs } 7 + \underbrace{2 + 2}_{4}$$

$$2D6 + \underbrace{3}_{3} \text{ vs } 7 + \underbrace{4}_{4}$$

$$2D6 + 3 \text{ vs } 11$$

Player 2: *I'm rolling to attack!*

Judge: *Roll Dexterity + Brawl, TN 13.*

Player 2: ☰☰ Tie Number what? This is hopeless...

Judge: *Yes, but then again, you and the woodspy both spend an AP when you struggle.*

Player 2: *Okay, I spend every AP I have.* ☰☰ All of them.
☰☰

Everyone starts combat with 3 AP plus their Speed Bonus. Having more AP lets you act before others, and do more.

Most combat actions resist an opponent, so most involve both combatants spending an AP at the same time. Characters can even go into the negative, but having -2 AP means a -2 Penalty to all rolls.

Player 3: ☰☰ Does a '5' pass?

Judge: *A bear trap, hidden in the snow, leaps up dealing... ☰ 6 Damage. You can remove your 5 FP.*

Player 3: *And the last Damage? Does my armour get it?*

Judge: *Not with a bear-trap I'm afraid. Remove an HP.
However, since the woodspy couldn't move, you're standing in front of it, with one leg bleeding from the frozen, iron jaws.*

FP (Fate Points) measure a character's distance from death and (in some sense) their courage. Once they run out, all further damage makes a real wound – Sootfilch might carry this damage for the remainder of the session. However, after an Interval the troupe will regenerate FP, so the wounds won't leave them near-death for the entire session – they can persevere while wounded, and rely on their luck.

BIND doesn't have much in the way of healing magic, but it has plenty of Fate spells.

Player 3: *I'll stab the woodspy.*

Judge: *Okay – spend an AP to take out your sword.*

Player 3: *Spent. I'll stab the woodspy!*

Player 2: ☰☰ I'm free, but out of AP.

Player 1: *I'll go for another binding spell, can I make it trapped so Sootfilch can stab it easier?*

Judge: *Sure, and it's at TN 10 this time.*

Player 3: *Can I not stab the woodspy?!*

Judge: *Snow freezes around its every grounded tentacle, while Grogfen pulls away. Roll Dexterity + Melee at TN 7.*

Player 3: ☰☰ That's 8, how do I Damage?

Player 1: 1D6!

Player 3: ☰ that's an 8 in total, with the shortsword.

Judge: *The shortsword enters, and its snow-white skin splits, blue blood runs down the wound and the skin writhes, turning red, black, then mottled-brown.*

The woodspy would usually flee at this point, but ice has trapped its lower tentacles, so the troupe will destroy it in a moment. Once it dies, Laiquon will pull its beak out, to create a Talisman for a Water spell, then the troupe can sell the rest of the body to the farmers in the bailey for some silver and a couple of favours, such as a nice place to rest.

The Judge hasn't introduced the real hooks yet – the Side Quest Segments. Last session involved small plot-Segments which provided foreshadowing for the swamp-hag's plans. The next Segment in the forests will be the reckoning, but if the players decide to stick to their mission, on the roads, the Judge will have to start a new Side Quest to throw at them.

Running multiple Side Quests isn't a problem. The old plot can wait, and new night guards will hear about the important background from the jotters' records.

IV GLOSSARY

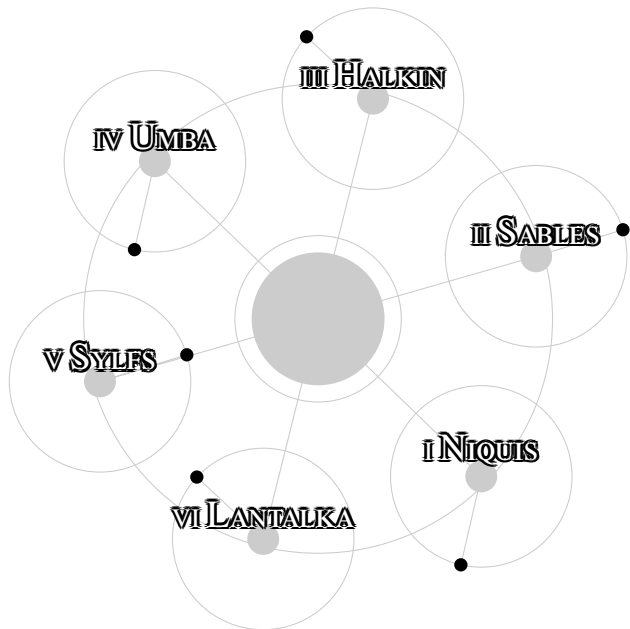
From the safety of a town, this medieval world looks familiar, but people rarely go to war, and nobody has heard of a plague. Nobody goes hungry outside of a town, as all forests bloom with roots, fruits, and monsters.

And the monsters wander through a generous forest.

Cosmology

Every year, the Ainumar orbits the Sun, and every cycle, we orbit the Ainumar.

Cycles last for sixty days, after which Fenestra has travelled around the Ainumar. Each cycle begins and ends with a violent wrath, which marks a change in temperature for the next cycle.



After six cycles, the Ainumar completes a revolution around the Sun, and a new year begins.

Niquis is the first cycle, and start with mild weather, and after three days an eclipse blots out the Ainumar.

At the end, an unusually warm wrath allows any cold-blooded monster one last opportunity to gorge before the temperature drops rapidly.

Sables begins the second cycle with a warm wrath, then immediately after brings cold snow, then more each day.

At the half-way point – day thirty – a fifteen-hour eclipse plummets Fenestra into the black, frozen abyss of space. People say the eclipse represent's Sable's attempt

to destroy Fenestra.

Lantalka begins the last cycle with an eclipse and a sudden temperature drop. The next day returns to feeling warm, but never quite as warm as in Sylfs.

Over the next sixty days, the temperature slowly falls, until Niquis begins a new year.

Grummel's Wrath (☄) brings the face of the Ainumar up close at the end of each cycle. As the face of the gods looks a dozen-times larger than usual, the ground quakes, lightning strikes, the wind rips houses apart, and tidal waves thrash at every shore. During this time, underground people venture deeper underground, while land-dwelling people often leave their houses in search of an empty space.

Any structure not built to withstand the quakes has a 1 in 6 chance of toppling, and travel speeds reduce to half.

No sane creature lives by the sea in Fenestra – the tidal waves remove all civilization from every shore.

The Ainumar shines brightly, in our sky. At the end of each cycle, it grows, massive, and you can see a storm raging across its face. Many think that the gods live there, planning how to kill people, and take their souls up to their houses.

Each god holds domain over a different death.

Abderian (☄) is the goddess of poison and rot. When she kills someone, she brings them to her banquet of pain, to see how long they can resist eating her rancid food.

Sable (✖) releases cold into the world to watch people lay down and die in the snow, then takes them to his frigid realm, to place their frozen spirits there like an ornament.

Sylf (☿) has griffin-wings, with a writhing woodspy's head, an arachnid thorax, and human belly; both chambers are painfully bloated from pregnancy. She gives birth to monsters endlessly, and they eat someone, she uses their soul to birth a new creature.

The Divine Guilds

Each temple exists to protect people from a god, by selling goods or services. Each temple functions as a guild, with a divine monopoly on their protection.

The Temple of Beasts (𐐇) The highest and lowest of all temples absorbs feckless drunks, dickheads, scum, and people with progressive political ideas. All of them become heroes, and forest-feed.

Night Guards are the sorry lot who have nothing better to do than wander into the darkness and get eaten. They exist to either thwart, or feed, Sylf, depending on whom one asks.

Fodder are the lowest rung of the night guard. Most who enter as fodder arrived as criminals, vagrants, or political idealists. About half of these new recruits will survive and gain the next rank.

Each of these criminals begins with a 100 sp debt to repay to their temple.

Rangers travel fast, often on horseback, to provide reinforcements to any bailey in immediate trouble. They travel twice as fast if anyone kills a forest monster without giving the blessings of the Temple of Beasts.

Jotters do paperwork for the night guard, and control everything that their seniors don't care to manage.

BROCHS are grand towers which surround civilization. The night guard stay in them, playing loud pipes, and lighting fires to attract monsters. A ring of flat earth surrounds each broch, giving archers a clear shot at anything which emerges from the Edge. The noise echoes up to five miles around, and by dusk, the archers stand ready.

Sometimes a monster dies, most flee – still alive, but with a painful lesson about approaching the sound of people, pipes, and song. Each predator which comes to a broch means one less attack upon some inner bailey, or on the lonely road.

Each broch takes charge of a food-producing bailey or two, which sustains the night guard.

The Temple of Curiosity (♣) People who go searching for answers often don't come back. This temple keeps an official log of all curiosities so that people don't have to go anywhere dangerous to learn – they can just read. Anyone not content

to stay inside and read eventually goes to write a travel-book.

Seekers travel to deliver messages, and gather information for the Paper Guild.

The Temple of Justice (●) Left to their own paranoia, people form mobs, and mob-justice prevails. This temple thwarts the worst plans of the god Paik by providing impartial, official, justice.

Keepers bear the heavy burden of enforcing laws, and maintaining the Pit of Justice. Every bailey with a couple of hundred souls has a keeper to keep them right, and collect payments for the vital service they provide.

Sun Guards are the upstanding soldiers who protect the city from all the unwashed masses, while wearing shiny-white tabards.

Wardens make the laws and decide fitting punishments for criminals in their Pit of Justice.

THE PIT OF JUSTICE is where a town's warden resolves legal disputes, and decides on the correct punishment for criminals. All trials must be on display, to warn the people about the consequences of crime, so they can learn that justice always prevails. And all trials must be entertaining, or nobody will pay the entry fee of 1 cp.*

The Temple of Sickness (☉) People only like one god. They all want Eldren to take them, rather than any alternatives, so anyone who has a little to spare puts it towards this temple, and hopes to see a bed inside one day, and die peacefully.

Helpers tend to the sick and dying, on behalf of the Healers' Guilds. The temple only takes on new people from those with a disability of some kind, so the grounds are maximally accessible to everyone. The night guard who endure permanent injuries often retire as helpers.

HEALERS' GUILDS take in the sick, disabled, or dying of Fenestra, where they tend to each other. Long-term staff always have some long-term disability, such as missing limbs. Many of the night guard start a new career here.

Fenestra

This land, where elves, gnolls, and humans look up at trees, like ants moving through blades of grass. Predators larger than a horse hunt deer and people in the same way, so everyone travels together, and well-armed.



BAILEYS are walled villages, which stand beyond the protection of any towns, and endure attacks by wandering monsters. They mark the Edge of civilization, as nothing lies beyond them except the wild forest.

A standard bailey's walls stretch at least 50 steps in diameter. Beyond that, the farmland stretches out another 100 steps; for a minimum diameter of 250 steps. The outer perimeter pushes the forest back another 50 steps, with more for a healthy bailey, and a smaller safety zone in less well-tended baileys.

If the people living in the bailey lack the strength and skill to keep the forest back, the safety perimeter grows smaller as bushes creep towards the farmland, providing cover for monsters, and diminishing the time archers have to shoot at creatures.

THE EDGE lies one footstep off the lonely road, and surrounds every outer bailey. Beyond this point, only dark forests, empty tundra, and hungry beasts wait. When people travel off-road, they have gone beyond the Edge.

THE LONELY ROAD means any road between settlements. Going from one town to the next means a long journey through untamed territory.

BOTHIES are small half-way houses on long roads, built so that travellers can sleep safely after Sundown. Some

have a single fireplace, and enough room for a half a dozen people and a donkey.

Monsters (𐐇) wander slowly, looking for deer, auroch, or anything they can eat. When they hear people, the noises and lights excite them, and they instinctively begin to stalk.

They have no natural cries, so people call them 'the voiceless'.

Basilisks have snake-like bodies, with six arms. Some grow to the size of a caravan.

They move slowly, always conserving energy for the hunt. But when hunting, they can charge, and let out a cloud of disgusting breath, making their prey wretch.

Chitincrawlers are arachnids about the size of a horse. Some say the face looks like a wolf's, others say it looks almost human. Either way, the apparent smile is just a shape, as they have no ability to feel or think, they only have hunger, and sharp claws at the end of the front legs.

Woodspies are a kind of land-octopus which can camouflage itself perfectly, changing the colour and texture of their skin. They are highly intelligent, but do not understand communication beyond what they need to mate.

CHAPTER I

MEASUREMENTS

Three kinds of Traits describe every character in the game: *Attributes* show general aptitude, *Skills* show training, and *Knacks* show exceptional ability within a narrow focus. All other Traits – HP, combat abilities, movement rates – come from combinations of these three.

I ATTRIBUTES

Each character's Attributes range from -3 to +3, although most people have a Bonus of '0', in most Attributes. Since these Attribute Bonuses adjust nearly every roll a character makes, they will determine the success or failure of a multitude of plans.

These averages vary by race. Elves have a +1 penalty to Wits, so their 'normal', is the equivalent of being notably sharp among other peoples. Meanwhile, humans (being the tallest of races) have a standard +1 Bonus to Strength, so what they call 'normal', others call 'giant'.

Fenestra's monsters often have Attributes higher than this – there are no hard limits!

TRAIT	Description
-3	Abysmal – a total liability.
-2	Useless and pathetic.
-1	Poor, clumsy, and a constant irritation.
+0	Mediocre and unremarkable.
+1	Notable and worthy.
+2	Outstanding.
+3	Peak performance... and often strange.

DEXTERITY (GRACE, COÖRDINATION, BALANCE) Dexterity represents someone's hand-eye coordination and natural grace. It's used to attack, parry, block and also to aim projectile weapons. It is slightly less visible than the other Body Attributes, but others can still see the control over movement, especially when movement becomes difficult, as when hopping across challenging and changeable terrain.

SPEED (VELOCITY, TENDONS, VIM) Speed represents a character's movement, how fast they attack, how often they can attack and how quickly they can run. Since it allows characters to flee dangerous situations, the slowest member of a group will hold the rest back.

A low Speed Bonus in a weak person might simply represent small muscles, while a low Speed Bonus in someone with an excellent Strength Bonus might mean the character is particularly fat. Players can roll Speed in situations where a character's muscle-to-weight ratio are important, such as when climbing up a cliff or holding onto a ledge for a prolonged period of time.

BODY ATTRIBUTES

STRENGTH (MUSCLE, BRAWN, TOUGHNESS, HEIGHT) Strength represents a character's muscles – their ability to endure, to take damage, lift heavy objects, march for long distances and to wield heavy weapons without penalty.

MIND ATTRIBUTES

INTELLIGENCE (MEMORY, LOGIC, TENACITY, CUNNING) Intelligent characters understand ideas, remember well, and always come prepared. They find their own way home and pick up new languages fluidly. Intelligence also covers artistic endeavours and a multitude of craftsmanship, whether composing songs or forging armour, picturing the finished product ahead of time will take brains.

WITS (ALACRITY, LEVITY, ATTENTION, ACUMEN) Where intelligence represents how well a character thinks, Wits just tells you how fast they think. The character's ability to observe, to tell enemy from friend, to spot people hiding in the bushes, to notice an off taste in that poisoned casserole or to just spot the perfect joke for the occasion are all covered under Wits. Wits is also the primary Attribute for resisting magical enchantments and spotting illusions.

Wits is the only Mind Attribute available to animals.

CHARISMA (MAGNETISM, GRAVITAS, GLAMOUR, FRIENDLINESS, SYMMETRY) Finally, a character's ability to speak with people, make friends, speak convincingly, lead a group or barter for cheaper goods are all covered under Charisma. Charisma also covers characters' luck, and therefore some measure of their ability to avoid Damaged, because the gods seem to love a chancer.

II SKILLS

A character's Skills tell you what they do with most of their time. A high Survival rating means they talk about wild plants, and probably hunt or fish, and a high Academics score means they read a lot, and communicate with other Academics.

Dors	Meaning
1	A novice, who makes occasional use of the Skill
2	A trained professional, who has spent years in these activities.
3	A master of the art, who spends weeks focussing on the minutiae of every aspect of the Skill.

Each Skill pairs up with different Attributes to show a multitude of different tasks. A craftsman with great Dexterity may create beautiful and intricate items, but won't always craft with Speed, and if their Intelligence is poor, they may not be able to create new moulds well.

Have a look at this talented member of the night guard:

♀ GROGFEN					
Strength	1	Dexterity	0	Speed	1
Intelligence	-1	Wits	-1	Charisma	1
Skills	Brawl 1, Deceit 3, Empathy 2, Larceny 1,				
Equipment	Shortsword, 50' rope, goat cheese.				
AP 4, ATT 2D6+1, DAM 1D6+2, HP 7,					

Each Skill determines a wealth of different abilities.

Strength + Deceit allows her to intimidate with +4 to the roll.

Dexterity + Empathy gives her +2 to dancing.

Dexterity + Larceny gives her +1 to picking pockets.

Speed + Larceny shows +2 to snatch-and-run attempts.

Intelligence + Deceit gives +2 to planning a plausible lie.

Intelligence + Empathy means a 0 penalty to negotiations.

Intelligence + Larceny has her at +0 to plan a heist.

Wits + Deceit gives her +2 to pull out a plausible lie on the spot.

Wits + Empathy gives her +1 to see when someone lies to her.

Charisma + Deceit gives her +4 to confidently sell someone on an idea.

Charisma + Empathy gives her +3 when ingratiating herself with a new crowd.

Many pairings of an Attribute plus Skill will not come up often, but you should think of each likely pairing as an individual talent. For example, a character with a Bonus to Academics and Vigilance has individual task Bonuses for *forgery*, *recall*, *resisting enchantments*, *storytelling*, *keeping watch*, *investigation*, and *spotting illusions*. It's only two Skills on the sheet, but that's seven different ratings the character has.

See the table on the next page for examples of how to view Skills in multiple ways.

OTHER SKILLS can be added if the default Skills don't cover something. Just run them by the Judge and discuss what kinds of tasks they cover. When thinking up a new Skill, try to think about how it would work with each Attribute.

PROFESSIONALS usually take the *Specialist Knack*, which gives them a +2 Bonus within that narrow field.¹

As a result, PCs will rarely match the abilities of a NPC who performs the same task daily. A shepherd, for example, will gain a +2 Bonus for herding sheep, so even when their Intelligence + Cultivation only amount to a +2 Bonus, they will have a +4 Bonus in total to herding sheep.

¹See page 26 for the Specialist Knack.

* SKILL TABLE *

	Strength	Dexterity	Speed	Intelligence	Wits	Charisma
Academics	Orating to a massive crowd	Forgery	Courier Runs	Recalling facts	Resisting an enchantment spell	Storytelling
Athletics	Lifting heavy loads	Climbing	Sprinting	Finding the easiest route to climb	Identifying optimal climbing conditions	Stage acrobatics
Deceit	Intimidation	Feigning an injury	Spreading a rumour across an entire town	Crafting a plausible lie	Making a quick excuse	Implausible lies
Stealth	Hiding in a hay bail	Moving quietly	Escaping into a crowd	Identifying the best hiding spot	Quickly hiding	Slipping into a party uninvited
Survival	Wrestling a boar	Moving through dense undergrowth	Fleeing a stampede	Planning a new, hidden trail	Foraging for a quick meal	Selling information about the woods
Vigilance	Keeping watch all night	Feeling for an exit in the dark	Searching a full forest for a particular tree	Investigating a crime scene	Spotting an illusion spell	Finding the best con target at a banquet

ACADEMICS

The Academics Skill covers a love of learning facts, some of which may one day prove useful. Academics study history, architecture, local politics, literature, and how to study more. This ‘study of study’, can involve reading, mnemonics, and teaching.

Strength + Academics covers oration, as speaking to a large crowd requires strong lungs.

A full auditorium can grant a +2 Bonus to the roll due to good acoustics, or a big hat could grant a +1 Bonus for drawing everyone’s attention.

Dexterity + Academics covers forgery, as the work needs a steady hand, along with an understanding of the meaning of every material and symbol upon coins, signet rings, and letters.

To perform well, forgers need a large variety of materials, in order to select something which precisely mimics their target.

Intelligence + Academics lets characters recall facts about an area’s history.

Libraries grant a bonus to the roll.

Wits + Academics lets people resist spells of the Mind Sphere. Some think this protection comes from so years of thinking in terms of abstraction, while others say that reading too much twists the mind, making it less intelligible to anyone who hasn’t gained the same books, and therefore hasn’t gained the same world-view.

Charisma + Academics covers storytelling.

Travelling a little can grant a bonus, as people always like hearing new stories. Travelling a lot gives a penalty, as anyone too far removed from the storyteller struggles to understand the people, places, and even the values the story rests on.

The jotter’s purple veins throbbed, from his ears to his eyeballs.

“Third time. First, you wouldn’t help a bailey, second you were too good to clean up a bothy, and now you’ve come back from the Edge of Civilization without a single basilisk egg.

Everyone’s demoted. You are now considered ‘Fodder’, and you can leave the swords for the new recruits. You can go hunt bandits with sticks for all I care, and leave the armour too!”

Hunting bandits without weapons effectively meant a death sentence. Luckily, Minkrash had been following the recent rulings in the Pit of Justice.

Minkrash sighed – “Could do... or we could ask the warden if he wants to eat his words”.

“The fuck are you talking about?! You think the warden wants to listen to you?”

“Not exactly, but she’ll listen to herself. Last month a jotter sent out a bunch of new recruits, armed only with daggers. When they didn’t return, the family summoned that jotter to the Pit of Justice, and warden Carnyx agreed that he’d been negligent. He’s still in the oubliette. It’s a tiny room, barely enough room to turn around, and he never lies down. They say you can learn to sleep standing up after a couple of weeks, but then the spine never really recovers.”

The jotter’s pulsing veins changed direction, and he resolved to kill each of these miscreants one way or another.

TN	QUESTION
7	SIMPLE
10	STANDARD
13	OBSURE
15	SECRET
17	DANGEROUS

But at least they'd be well armed. . .

the openings in the bronze grate, and a saw to cut through the rotten window-latch. After that, everyone would follow up the rope without issue.

ATHLETICS

This covers all manner of fancy movements, from somersaults and rolling to climbing and circus skills.

Strength + Athletics covers lifting and throwing heavy objects.

Rope will help with some items, as does a good place to grab onto something.

Dexterity + Athletics covers climbing. Rope is sometimes a requirement, but that does not make it a bonus.

Climbers can gain a bonus from a solid plan – many mountain faces are simply impossible without knowing the best route up.

Speed + Athletics covers sprinting. Almost all of the night guard can sprint well, as the slowest members of any group tend to become something's lunch.

Open roads may help someone fleeing pursuit, but only when the pursuer does not run on the same road (otherwise both have a bonus, and they cancel each other out).

Intelligence + Athletics lets someone identify the best climbing route before they begin, which lets gain a bonus to actually climbing later.

Charisma + Athletics covers stage tumbling and circus acrobatics.

Climbing the mansion's ivy-straddled walls wouldn't challenge any child of the streets, but getting the crew up required real understanding. Coalgrit looked at the ivy climbing two stories up towards the rotten shutters. It wouldn't hold his first companion (a bulky gnome), never mind the mad thug who'd joined the night guard voluntarily (apparently just to crack bandit skulls). He ascended carefully, and found an impenetrable window.

It was bronze mesh, filled with glass, hard set into the wall with deep nails. Nothing could get in, except Sunlight. He took out his chisel, rested his elbows on the window's sill, rummaged his foot along the ivy to find the best place to steady his body, then pulled a hammer from his tool-belt.

A 'clank' went out as he punctured a glass piece at the base of the bronze-meshed window. He looped the hammer's claw round to puncture another bit of glass from the inside, and let it land below.

With his work done, Coalgrit dropped the tools, letting them land in the soft earth below with a timid 'thunk', and spread his weight across different ivy strands once more. He climbed down the building's floors with a plan in mind.

Collecting his tools and a single shared of glass from the ground, Coalgrit began walking home, and thought over the equipment for that night – one knotted rope to tie through

CAVING

Navigation, foraging, building basic structures, and plants, all need to be relearned ten steps into a cave. Just as most humans understand some basic Cultivation, almost all dwarves and gnomes know a little of the Caving Skill.

Strength + Caving covers throwing stone out of the way to form a path. With a good pickaxe, cavers can mine out new paths.

Of course, mining out paths becomes easier with the right kind of fire-starting equipment. Sufficiently hot rock-faces may become weak, or even shatter.

Dexterity + Caving covers climbing across caverns, or navigating dangerous routes.

Intelligence + Caving covers remembering all the twists and turns on a long journey, and remembering to bring the right supplies. It also helps one avoid foolish mistakes, such as lighting a fire underground.

Of course, one can always coordinate easier with a map, or at least something to take notes on.

Wits + Caving covers spotting dangerous areas, or keeping track of one's altitude.

"And where do you think you're going, wearing that elf-getup?"

"It's not elvish, it's my Summer wardrobe", said the seeker. "I don't like armour – it makes me all sweaty."

"And will this 'wardrobe' protect you from the cold down there? And what the hell are you wearing?"

"Full plate armour", he smiled proudly. "I thought dwarves invented plate armour".

"Correct, but we invented it to protect perimeters, not to invade warrens. Can you fit through a goblin-sized tunnel in that? Will it make a noise when we try to creep up on any sentries? Will you be able to see the ceiling at all times? And what the hell are you carrying?"

"You don't use torches underground? I don't know about dwarves, but humans need light to see."

"And do you need air? Because if we light two of those in a narrow passage and don't get out within five minutes, we'll be rolling around, giggling like a bunch of juvenile princesses."

They all laughed. Apparently hypoxia was some kind of joke to these idiots. The dwarf just sighed, and regretted every decision that led him into the night guard.

CRAFT

The Craft Skill allows PCs to make, fix, and occasionally break things. Exactly what the character can craft depends on their other Skills.

* CRAFT REQUIREMENTS *

Academics	Books, scrolls, and bookcases.
Caving	Rope, carts, pulleys, and alcohol lanterns.
Combat	Making swords, armour, scabbards, maces, and polearms.
Cultivation	Fences, rope, houses, blankets, practical clothing and saddles.
Empathy	Jewellery, fancy clothing, and paints.
Deceit	Disguises.
Medicine	Bandages, casts, and fake eyes.
Performance	Instruments, auditoriums, and theatres.
Projectiles	Bows, crossbows, arrows, quivers, and bolts.
Seafaring	Boats, sails, rope, and anchors.

Strength + Crafts lets characters kick down a door. Muscle can help, but it won't help that much when kicking the wrong spot on the door.

And of course, a heavy-duty battering ram can grant a +2 bonus.

Dexterity + Crafts covers making any item the character can use. The character must have at least one level in the Skill they want to use for crafting. Crafting arrows requires Projectiles, and making backpacks requires Cultivation.

All craftsmen require tools to work. Better tools, good schematics, and quality moulds can grant bonuses, while shoddy equipment can inflict penalties.

Intelligence + Crafts lets characters make good moulds and plans, for themselves or others.

The little contingent of night guards woke to find the bailey mourning their fletcher. A woodspy had unlocked his door with a clever tentacle, and entered his home. Nobody could loose an arrow at it, firstly because it had entered a house, and secondly because they had run out of arrows while defending their bailey.

"Shame", one said. "We'll miss his arrows, especially this far out".

The night guards knew their duty – they would have to enter the house, and kill it, so they entered slowly, with swords out, and carefully stabbed at every bed, cushion, shelf, or any other medium-sized object they could stab.

"Real shame", one of them said with a long sigh.

"Nobody knows that we cleared the road out of here, so the traders won't come up here until we return down that road, and tell them they can come up here safely. If we don't return, they'll assume we died, because of the same thing that killed everyone else coming up here."

By the time they'd finished stabbing at everything in the house, they realized that the woodspy had long-since left, unnoticed, after eating the fletcher and his child. And with the morning entirely spent, they would have to return back along the lonely road quickly, if it wasn't too late already.

Of course, that would leave the bailey without any arrows, at night, which would mean that if anything approached, they would have to repel it with their weapons: two spears, a plough, and several flails.

They night guards stared at the fletcher's equipment, and thought of trying their hand at make-shift arrows, and whether the farmers would be better off with loosely-fitted arrow-heads and false-hope than they would be without.

"Damned shame", they started to realize that the bailey could fall before they returned with reinforcements, all for the want of their fletcher.

CULTIVATION

This Skill means civilization. It combines every practice where one handles the wilderness to make it into a tool.

Strength + Cultivation to erect wooden walls.

Dexterity + Cultivation to weave clothes or rope.

Speed + Cultivation to skin a corpse before rot sets in.

Intelligence + Cultivation to predict and remember Fenestra's strange cycles, from Niquis to Lantalka.

"It was three years ago, just by the next bailey, ten brigands came out of the snow, all carrying hunting bows. We were wounded from a basilisk which we had fought just earlier that day, but we did not let our wounds show, and demanded that the brigands..."

"During a snowstorm?", one of the farmers asked.

"No, it wasn't a snowstorm, but the cold was bad, and so I said to them..."

"It was a snowstorm", the farmer insisted.

"Just after the eclipse, you said it was. Three days of snowstorm. Nobody was going anywhere, certainly not these 'brigands', and the basilisk you fought should have been hibernating."

"Well", the young night guard said with less gusto. "Maybe it had trouble sleeping..."

DECEIT

Someone proficient at deception can make others see white as black by sheer confidence.

Strength + Deceit covers intimidation.

Weapons can help with this endeavour just as well as they do with Mêlée, so an axe which grants +3 to hit in combat will also give +3 to intimidation attempts.

Dexterity + Deceit covers fake spell-casting. People fear fake curses just as much as real ones!

Intelligence + Deceit covers elaborate lies and ruses.

Wits + Deceit covers on-the-spot lies, for when you just need to explain your presence in a rush.

Charisma + Deceit means selling something – an idea, a plan, an item, or a road. With enough confidence and gravitas, characters can sell anything.

Of course having quality ideas and goods helps a lot, so they can add a bonus (or penalty) to the roll.

Vanwë returned to the broch with that creepy elven scowl that looks half-way between solving a puzzle, and getting ready to stab someone. Jotter Coriolis began hopefully, before reorganizing her attitude.

“So what did you find in the city? How much gold can I put in the... where are the others?”

The scowl didn’t move. “At the tavern, in town, all drinking.”

“Vanwë”, she said, trying to sound like an authority. “You know that you can’t go into towns. It’s forbidden for the night guard to...”

“Three days we searched. The place looks a century old. Not a bit of wood remains. It’s pretty obvious that the place must have been raided ten times over by now, but we trusted you when you said it had valuables.

We searched through the ruins for two days, and found nothing but acidic creatures, slowly inching towards us. And we could out-run them, but had nowhere to sleep. Did you send us out to die?”

The jotter’s attitude had finally turned full circle. She’d have to mark the abandoned city off her to-do list and her map if it really was that old and ravaged.

“I had no idea. I am sorry. Listen, I’ll write you all a note, stating some business in town. Why don’t you join the others, and you can all have a few nights in town to relax after the dangerous journey?”

Vanwë held her vicious gaze silently, then took the note of permission, and went to town. And on the way, she nipped into the forest, to pick up the little bag of golden rings, rubies, and ancient alchemical books they’d found in the abandoned city.



EMPATHY

The art of understanding people is practised by kind souls as well as malicious.

Dexterity + Empathy covers dancing, and the minstrels add a bonus or penalty.

Intelligence + Empathy covers negotiating skills and puzzling out someone’s likely motivations.

Bonuses and penalties depend on leverage and information.

Wits + Empathy helps spotting lies and judging someone’s abilities.

Charisma + Empathy covers making new allies.

Nine or ten young men. Eleven or twelve eligible young ladies. One elf, polymorphed into a young noble.

The seeker requested a dance, and complemented the young lady’s style. It wasn’t her. She was strong, but hid her strength well.

The second was clumsy – she didn’t know the dance. She repeatedly looked up at him with a little flecks of embarrassment.

The third seemed disinterested, but still tried to lead the dance. Her fragile arms hadn’t the muscle to properly telegraph her movements, and the dance soon became awkward. Bingo.



LARCENY

Theft, looting and arson all benefit from experience. Of course the night guard have no use for any of those horrible things, but since most night guards begin as criminals, most groups have a pick-pocket, cut-throat, or brigand, ready to employ their abilities if they find half a chance.

Dexterity + Larceny covers picking pockets.

Speed + Larceny covers snatch-and-run jobs, which is what usually happens to a failed attempt to pick someone’s pockets.

Intelligence + Larceny covers picking locks, as someone has to understand the mechanism, without seeing it.

Picking locks always requires equipment, but someone can always attempt to make materials out of items they have to-hand, if they don’t mind a sharp penalty to the roll.

A tie generally indicates that the lock opens, but also breaks, leaving the entry obvious.

Charisma + Larceny helps to create a distraction.



“This is fucking ridiculous. The painting alone should be worth fifty gold pieces. And we can’t buy a sword, crossbow, or even a fucking bed with a back-pack full of treasures.”

Gritsnatch slumped by the fire, and dumped the oversized canvas backpack full of more valuables than he could buy in a hundred lifetimes with a night guard’s wage.

“We need a fence”, Vanwë told him.

“Nah, a hedge won’t hide it. Besides, the water will get in eventually. We need to sell it, but there’s nobody – I’ve asked all over town.”

The rest moaned, hands on faces, but Vanwë continued her glass-eyed stare.

“A fence is a type of human who buys valuable things without regard to the laws of the other humans.”

“Oh, you mean a ‘fence’? Like I said, the town has none. I’ve asked.”

“You asked to sell. We should try to buy instead. We should ask to purchase art to decorate a small mansion.”

“Why in the blue fuck would I want to buy art when I have art, and have no fucking money and no kind of mansion?”

Vanwë swivelled her stare to the other humans, which indicated that she had started to count how long until they figured something out. This ranked among her top-three most annoying habits, but everyone started pondering anyway.

MEDICINE

Medicine is a primitive but effective art, regrettably full of nonsense and superstition, but mandatory when it comes to keeping someone with a serious wound alive.

Dexterity + Medicine lets someone fix a twisted bone or nose. If someone has only 1 HP of Damage, a medic can heal it, leaving them with only 1 EP instead. A failed roll inflicts an additional HP of Damage instead.

Intelligence + Medicine covers making poisons, and figuring out which poison has affected someone. Find the systems for poisons on page 38.

Wits + Medicine covers stopping someone bleeding out. See page 15 for more on this.

“Blood-letting doesn’t work on gnomes”, he protested. “We need all our blood to work”.

“Not the bad blood”, she smiled. “If you get an injury and fill up with ‘angry blood’ when the second moon is above those three stars you’ll catch a fever, now sit still...”

PERFORMANCE

This Skill covers acting, instruments, crowd control, and storytelling. Those with Performance will pick up at least one instrument per level.

Strength + Performance covers long sessions performing. Minstrels with limited stamina never last long.

The bonus depends on the quality of the instruments, with a standard range of -1 to +1.

Dexterity + Performance covers lively performances, playing challenging pieces with a string-instrument, mime-acting and being understood by a whole crowd.

Intelligence + Performance covers crafting new creations, such as plays or songs.

Creators can gain a bonus if they have an unlimited supply of paper, ink and candles. When used responsibly, this ability can also provide a Bonus to spreading information.

Wits + Performance to come up with an insulting rhyme.

The elf looked sad. He had played for three hours, and he thought he had sung well. The notes were crystal-clear, his fingers delicately pulled twelve notes every breath he took. His songs had made the nobles who hosted the troupe cry, but here in the market the crowd remained three beggars and a dog.

Fensoak smiled at her companion’s incompetence. He still didn’t really understand humans.

Fensoak pulled all the thick smells of the marketplace into her lungs and began.

“Hoo-rah, up she rises!”,

(she beckoned the elf to strum along)

“Hoo-rah, up she rises!”,

(she mimed to the elf to thrash the strings harder)

“Hoo-RAH, up she rises!”,

And half the market – already her crowd – sang the next line in response.

SEAFARING

Sailors don’t just sail, they typically know how to fish, coordinate reefs, work with others on larger boats, mend masts, sails and nets, and generally do a lot of sewing.

Strength + Seafaring holding the boom against a strong wind.

Dexterity + Seafaring mending a sail in a storm.

Intelligence + Seafaring navigating the open oceans.

Wits + Seafaring noting a sudden storm brewing.

"Everyone wants to sail, nobody wants to build a boat". Keelvore muttered the old phrase, as if cursing an enemy. Nobody could reliably cart stone from another land with two-man boats, and nobody could build a larger boat – Grummel's wrath destroys everything at every coast at the end of each cycle.

"It's impossible!", he shouted at his own schematics.

"What's 'impossible'?", a little voice asked, somewhere under table-height. She hopped up to stand on a stool, and examining the maps, and oversized boat-designs. Keelvore couldn't tell if she wanted to see the problem, or simply did not understand this one word. Either way, she was hooked.

"My cousin lives in a grotto, here", she fingered a map. "If you could take the boat's mast down, it could live safely inside, even if it were twenty steps long".

"Could little people really build such a boat?", Keelvore tried to sound non-insulting.

"Would big people really want to sail a boat made with little hands? I couldn't build it, but I could orchestrate the building. How many humans do you have for labour? What shall I call you?"

"Maybe twenty?"

"Then we can do it – 'Maybetwen' – stop drinking, we must plan with sober heads."

Keelvore suddenly had doubts, but it seemed somehow too late to back out, even if nothing had begun.



STEALTH

Stealthy movements can begin with pranking siblings, or abusive parents, and then most lose the knack as they grow up. But a little practice and aptitude can let someone wander like a ghost. In most cases, opponents resist with Wits + Vigilance to spot the character or spot the ruse.

While sneaking, players can say anything about what their character does, but any remotely in-character speech directed at another PC means their character has communicated, someone spots them, and they lose an AP.

Strength + Stealth to pull open a bale of hay, and hide inside.

Dexterity + Stealth to move silently across squelching mud.

Intelligence + Stealth to find the perfect spot to listen, without being noticed.

Wits + Stealth to jump into hiding as someone unexpected walks up the stairs.

Snow changes travel, but with enough cosy clothes, some pies, and a little gumption, jotters can still order the night guard to go anywhere, as if it were the height of Summer.

Grogfen cursed the jotter for the tenth time that journey.

"I hope she lies down with Sable until her fingers turn black and rot away."

"Not all bad though", she mused. "The frost brings some safety, since the basilisks and chitincrawlers hibernate. I hear the basilisks go underground. What do you think happens to the chitincrawlers, Sootfilch?"

"Is that one there?"

"Nah, Soot. They're hibernating. But where do you think they hibernate?"

"Right here", she said again. "That's the mouth-bits, sticking out. That's them in those snow-mounds, and the black bits at the top are the mouth-bits, so we should..."

"Sylf-crap, stop making that noise when you move." "We're all making noise when we walk. That's one of the back legs sticking out – is it moving? Do you think they laid webs under the snow?"

Grogfen stopped moving. Don't be stupid, webs can't be in snow... can they? "Wait", Grogfen held up her hand as three long, black, legs slowly came out of the first snow pile. "We don't have to move back. We can move forwards. They haven't woken yet, so we could just... maybe..."



SURVIVAL

This skill covers everything from the initial forays into the wilderness, to tracking, and understanding forest predators. A survivalist can navigate, forage, and hunt.

Strength + Survival to stay steady in a storm.

Dexterity + Survival to move through thorny undergrowth unharmed.

Intelligence + Survival covers navigating a shorter route between two known locations.

Wits + Survival to note rare and valuable plants in the wilderness.

Mildrain slumped with her companions, while they complained about her fire. She needed a rest before completing the shelter.

"The forest will see us, Mildrain. We can't afford a fight, put out the fire."

They said this while shivering, and huddling next to the little fire-pit. Dug into the ground, it didn't give off much light, but the rain-sodden branches hissed and cracked like a whip. Then more crackles came from the edge of the clearing. A chitincrawler announced itself, unashamed, walking as casually as a sheep coming its morning feed.

"Stand up. Stand-the-fuck-up", she told her companions, while grabbing two bushy branches from the shelter, destroying it. And warriors stood, using their swords like walking-sticks to hold themselves up, shaking from cold and hunger.

Then she held the branches out, like the wings of some ridiculous bird, and screamed as loud as she could, inching slowly forwards towards the face at the edge of the fire. Her companions joined the choir, trying to shout in a way that didn't sound like a wounded animal.

On more step, and eyes pulled back, then fled through the wet woods.



“The thing to remember about chitincrawlers,” Mildrain informed her companions, “is that they’re stupid”.

VIGILANCE

Everyone in the night guard practices paranoia daily. When the new fodder enter, they see their superiors flinching at every noise and staying awake all night with their backs to the fire, staring into the darkness wide-eyed, for hours; and they think ‘maybe that could be me one day’.

Strength + Vigilance lets one keep watch over a camp, despite a long day’s march and a quiet fire.

Staying up all night can keep a troupe safe throughout dangerous nights outside, but inflict 2 EP. The players can divide these points among their characters as they wish, so one PC may receive EP, or two PCs could take one each.

Dexterity + Vigilance to feel out the right route in a lightless labyrinth.

Intelligence + Vigilance to collect clues in a crime-scene.

Wits + Vigilance to notice imminent danger.

Charisma + Vigilance investigating a rumour.

Goutfrak had raided a local tomb, but found it already ransacked, and was down to her last gold piece. She examined the change from the bar. The silver pieces came from the time of Rex Dalyus – making them at least two centuries old – but they looked nearly new.

It had to be the tomb raiders who had cleared out the nearby grave before she arrived.

She hopped back to the bar for another pint.

“Another gold piece!”, the barman exclaimed.

“I can’t keep giving you change for this massive coinage!”.

“Sorry”, she shrugged, as the barman handed over yet another shiny coin with the Rex’s.

They were in here somewhere...

CHAPTER

II

ESTABLISHED WAYS

I RESOLUTION

BASIC ACTIONS

When PCs attempt something dangerous and difficult, the Judge states the Tie Number (TN), and the players try to beat it by rolling 2D6 plus any bonuses. The more difficult the action, the higher the TN.

Players add one of their character's Attributes and Skills to the roll, and sometimes a bonus for equipment.

☞ If the player rolls above the TN, they succeed!

☞ If they roll below, they fail, and the danger occurs.

☞ If they roll equal to the TN, the Judge can give them the choice to succeed, as long as they accept the danger.

TN	TASK
2	AUTOMATIC
4	TRIVIAL
6	EASY
8	SERIOUS
10	TRICKY
12	PROFESSIONAL
14	SPECIALIST
16	EXTREME
18	LEGENDARY
20	IMPLAUSIBLE

Hugi listens carefully at the keyhole, trying to figure out what the elves on the other side are plotting. The TN is 10, and he matches it exactly.

"One of the elves sounds like he's wandering closer to the door, but you think you almost heard a familiar word", the Judge says.

"I'll stay and listen", Hugi's player says.

"They use your name, though you can't understand the elvish – just your name – then one opens the door, saying 'well here he sits, or stands, I can never tell with dwarves'. The other elves stand up quickly."

Assume all actions have a TN of 7 unless your Judge states otherwise. Don't ask – just roll!¹

These standard rules should cover any situation, with the right interpretation. However, for suggested interpretations with more detail, see Advanced Mechanisms, page 38.

ONE ROLL ONLY

Players only make one Natural Roll per action. If a player wants to re-try an action, the result remains the same unless circumstances change.

When many characters are trying to do the same task, one player rolls, and all players consult the same results.

☞ *Everyone wants to kick in the door, the TN is 10, and the roll uses Strength + Crafts.*

☞ *Pikerudd's player rolls the dice. Her Strength + Crafts Bonus is 0, so she fails.*

☞ *Snowblight's Strength + Crafts total is +2, so his total is 9, and he also fails.*

☞ *Chatrik's Strength + Crafts total is +4, so her total is 11 – she succeeds.*

☞ *These look like the famous Catacombs from the national anthem, but how do the words go? Did the hero take two lefts and a right, or two rights and a left?*

☞ *Water is filling the area, so time will be lost if they get muddled.*

☞ *Everyone rolls, and the highest result is Dzo's – but he only equals the TN.*

☞ *Dzo's player decides to guess left, rather let his companions think about the song for another moment. They fail, but avoid wasting time.*

¹Judges never forget to state the TN, so if you're told to roll, but don't hear any TN, then the TN *must* be 7. This is legally binding.

If the troupe are all attempting the same action, then they only make one roll, while adding different attributes to obtain their individual result.

RESTING ACTIONS

Difficult, but safe actions allow players to repeat the same task until they get it right or give up. In these cases, the player sets one die to a '6', and rolls only the other die.

- ☞ *The troupe really need a favour from a local warden, but he has no time to meet with night guard fodder.*
 - ☞ *The Judge disallows this as a Resting Action.*
 - ☞ *After the first failure, the noble tells his servants not to pay them any more attention – they can no longer succeed via the official channels.*
- ☞ *The group want to sneak into a noble's house, and have plenty of time to plan the heist. The Judge says they can wander past without suspicion, but it will take a week to plan and gather all the information they need. The roll is Intelligence + Stealth at TN 12.*
 - ☞ *The players accept, and roll: 8.*
 - ☞ *With 8 8 on the table, the dice show '10', and the total is '13' – a narrow success.*

RESISTED ACTIONS

When a PC and an NPC act in opposition to each other, the player adds their characters Attribute + Skill Bonuses as usual, and the TN equals TN 7 plus the NPC's Attribute + Skill.²

- ☞ *A local cutthroat wants to sneak up on a PC while they go shopping for armour, and corner them alone. Her Intelligence + Stealth gives her a +3 Bonus, so the Judge asks for a Wits + Vigilance roll at TN 10.*
- ☞ *The troupe need to convince the locals not to trust a particular psychotic, lying, bastard. Despite him not being present, the Judge notes that he has Charisma + Empathy grants a +5 Bonus, so he states the TN is 12.*

- ☞ *A witch begins a curse against a member of the night guard, so he decides to stab her. Her Charisma + Fate total is +2, so the TN is (7 + 2) 9.*

The guard uses his Dexterity + Melee to resist the curse, so if he wins, he will inflict Damage (covered in chapter 3). But if the witch's spell works, the night guard will fumble his attack, and lose some FP.

BANDING ACTIONS

Some tasks lend themselves to working with others. Others can be difficult or impossible to do with companions. When the troupe want to work together to get a broken cart down a hill safely, track down a thief, or spot danger, they can benefit from a Banding Action. But when sneaking through an area, navigating, or understanding history, Banding together will not help.

When characters can work together, one person rolls with their Bonus, then adds half the second Bonus, a quarter of the next Bonus, and so on.³

Convincing the townsfolk that they need to rebel against a warden, the troupe work together on a Charisma + Combat roll. Pikerudd has the highest Bonus, so he adds the full Bonus, then Snowblight adds half of his, and Chatrik, a quarter.

	PIKERUDD	SNOWBLIGHT	CHATRIK
Charisma + Combat	+4	+2	+2
Multiplier	1	$\frac{1}{2}$	$\frac{1}{4}$
Value:	4	1	$\frac{1}{2}$
Running Total:	4	5	$5 + \frac{1}{2}$
Grand Total:	6		

GENERALIZED BANDING ACTIONS means all accumulated Bonuses work the same way. If two people are pushing with Strength +2, they count as having a total Strength of +3. You'll find a few different rules are just the Banding Action rule applied to a different area (for example, Banding DR, on page 18).

MARGINS

If you ever need detail on how well an action went, look at how many points above the TN the dice show. With a TN of 12, rolling 14 means a margin of 2.

²In general, only players roll for actions.

³Always round up on half, so $4 + \frac{1}{2} = 5$, but $5 + \frac{1}{4} = 5$.

The Judge might use a Margin for some variable, for example a bard attempting to charm a crowd into giving him money might gain $2D6$ copper pieces plus the Margin, so if the Margin is 3 then he would get $2D6 + 3$ copper pieces. Margins might also be used to gain bonuses on later rolls. Someone attempting to impress a noble court might roll Charisma with the Combat Skill; the bigger the Margin the more troops they will be trusted with.

WHAT THE DICE MEAN

You might think of the dice as representing random chance in the environment. Just how irritated is that person you're trying to question, and how creative is that craftsman feeling today? Dice are never re-rolled for different results on the same action because once the dice have told you what the situation is, the situation stays put.

Such a do-over still suggests initial failure; it just means that the character is trying over and over again until they obtain a better result. Characters cannot roll dice for a different result unless the situation has changed notably, and generally not during the same day.

II WEIGHT

Everything in the game has a Weight Rating, and when characters carry more than they should, ever point in excess inflicts a Penalty to all actions.



ON THE BACK characters can hold a total Weight equal to their current HP without Penalty. After that, every spare shortsword, quiver, and cheese-wheel increases the Penalty by its own Weight.

Skidvein has an impressive +3 Strength Bonus, and the Knack 'Unstoppable', giving him 11 HP in total. He decided to wear complete leather armour (Weight 2), take a longsword (3), then stuff his backpack with three days' worth of food (3), and a small tent (1).

His companions decided he could add their larger tent (3), medical supplies (1), and bagpipes (2). The Weight of 15 puts him well over his 11 HP, so the penalty is -4.

However, if a fight breaks out, he could just remove the backpack by spending an AP, and rolling Dexterity + Survival (TN 10).

All creatures have a Weight equal to their total HP,⁴ so if a gnomish companion receives a serious injury, the troupe may be able to lift them up once the danger has passed, and march them back to civilization from beyond the Edge. If a large human receives a serious injury, their companions may have a serious question on their hands.

IN THE ARMS characters can carry a total Weight equal to half their HP in their arms. Someone with 8 HP who picks up a bronze statue, with Weight 12 would receive a -8 Penalty to all actions. Mounting it on their back reduces the Penalty to -4.

TO HAND means using only one hand, and puts the limit to a quarter of their HP. If a PC with 6 HP lifts a poleaxe with Weight 4, they would receive a -2 Penalty to attack. If the character actually hits, the Damage works as usual, so sometimes people find that picking up a weapon twice their height feels like the best option they have.

CREATURE FEATURES such as natural DR, wings, a web-spinning thorax, or any other natural ability which add a sizeable feature to an animal's body will have a Weight. So if you see a basilisk statblock with a notable Weight, it does not necessarily indicate items carried.

⁴If PCs try to use goblins as a throwing weapon, remember that improvised weapons receive penalties because goblins are actually not made for throwing.

EXHAUSTION POINTS

EP (Exhaustion Points) are a Weight you cannot drop. They build up slowly as characters exert themselves, threatening quietly, then suddenly present an unfair choice — should the PC drop the last of their food (risking more EP later), stay and rest (in a forest full of curious monsters) or endure (and listen to their croaking lungs degrade)?

Everything from combat, to swimming through freezing water, or climbing a cliff, should add an EP, but only once the character has stopped, and the adrenaline has worn off. While mid-combat, characters should only gain EP from spells, not from the fight itself.

Fate Points cannot mitigate EP. Characters with enough luck to avoid arrows and dragon-fire can still collapse after a long run.

SPECIAL CATEGORIES of EP will not disappear with an Interval's rest. Starvation and sleep deprivation inflict EP which only return with food and sleep. Likewise, poison and some wicked diseases accrue EP until healed with an Ingredient from the correct Sphere.

The character sheet holds a special place for a stack of coins to represent EP, below the space for HP coins. Using different coins to represent different kinds of Weight and EP helps to track all the changes — you can feel the weight pinning the character sheet down, as the character's burden increases.

III TIME & SPACE

TIME

ROUNDS start when everyone wants to speak at once. The Judge goes round the table clockwise as players commit to actions by spending AP.

INTERVALS divide the day into four parts — morning (☐), afternoon (○), evening (◐), and night (●). After each Interval, each PC regenerates:

- ☞ Resting characters remove 1 EP.
- ☞ The Judge rolls 1D6 — everyone gains that many FP.
- ☞ The wind brings MP, and each point goes towards whoever has the most empty MP.

Location	MP	Cover	MP
Underground	1	Partial armour	-1
Indoors	2	Complete armour	-2
Outdoors	3	Submerged	-3
Storm	4	Entombed	-4

Each day, everyone must eat and sleep, or take two EP.

A central pool of coins makes giving and tracking FP and MP faster than writing and unwriting over the same scuffed square on the character sheet. Players have a space on their character sheets to track FP, just below the HP area.

DOWNTIME covers the time between scenes and sessions, letting characters train, heal, and drink. Characters heal a number of HP each week equal to half their current total (minimum 1), along with all MP and FP. So a weekly session leaves the players with no more than three weeks for the PCs to rest, train, and plan. Find suggested Downtime actions on page 38.

When a PC has been reduced to 1 HP, the player should consider taking a different character for the rest of the session, from their Character Pool if possible.

The wounded PC can go to rest in the nearest Healers' Guilds.

SPACE

STEPS are yards if you like yards, or metres if you like metres. Or just steps.

LONGER DISTANCES use these standard approximations, to save the Judge from having to say '250 metres North'. In order, they are:

- | | |
|------------------------|-----------------------|
| 1— 'greeting distance' | 4— 'walking distance' |
| 2— 'yelling distance' | 5— 'the horizon' |
| 3— 'an arrow's reach' | |

CHAPTER

III

MELEE

I RAW MELEE

ATTACKING

Characters generally fight with a Resisted Dexterity + Melee roll, but any kind of Resisted roll works, as long as it makes sense.

STANDARD ATTACKS use Dexterity + Melee, plus any weapon Bonus. An NPC adds their Bonuses to TN 7, then the player attempts to beat it with a standard roll.

Consider the following goblins:

♂ 4 GOBLINS					
Strength	-2	Dexterity	1	Speed	1
Intelligence	-1	Wits	-3	Charisma	-1
Skills	Melee 1, Brawl 1, Caving 2, Stealth 1,				
Equipment	Dagger, rock (TN 8, 1D6-1, AP 2), tobacco pipe.				
AP 4, Att 9, DAM 1D6, HP 4,					CR 1

The goblin's Dexterity + Melee totals TN 9. We add the weapon's Bonus for a total of TN 9.

♂ **KEELVORE**

Strength	2	Dexterity	0	Speed	2
Intelligence	0	Wits	-1	Charisma	0

Skills	Projectiles 1, Melee 2, Crafts 2, Survival 2,
Equipment	Glaive, partial chain, rye bread, 3D6cp.

AP 5 (AP Cost: 3), ATT 2D6+5,
DAM 2D6, DR 4 (3!), HP 8, WEIGHT HELD 5,

When Keelvore attacks, the player rolls 2D6 + 5.

Beating the TN means dealing Damage to a goblin.

Rolling under the TN means taking Damage from the goblins.

Rolling just on the TN means the player chooses – both Damage, or neither.

OTHER MANOEUVRES include running away with Speed + Athletics, or casting a spell to make someone slip on mud with Charisma + Earth, or anything else a player can think of.

As long as an action resists the attack, it works.¹

DAMAGE

If you hit, roll 1D6 plus your Strength Bonus to determine Damage. The Damage is then taken off the enemy's HP. When characters reach 0 HP, they fall over.

STACKING DAMAGE means Damage Bonuses cannot extend forever. Replace every +4 Damage Bonus by an additional D6. It continues through all Damage Bonuses, so 1D6 + 9 Damage becomes 3D6 + 1 Damage after conversion.

HEALTH POINTS are equal to 6 plus a character's Strength Bonus. Small gnomes typically have 4 HP while big, strong humans typically have 7. Losing even a single HP means the character has suffered serious Damage. A long fall might have broken the character's bone. A dagger could have slashed veins open. Characters do not have many HP so losing even one is a serious matter.

Players have a space on their character sheets to track HP using coins. Having a physical representation of waning health lets the other players see their injuries at a glance.

¹The kind of flow present in BIND may feel strange to people who have played other RPGs. There is nothing like an 'attack of opportunity', because every time someone passes, you might attack... and they can roll to resist with their ability to sprint, or they could stop to attack. In all cases, both parties spend AP.



DAMAGE BONUS	-3	...	0	...	+3	+4	...	+7	+8	...	+10
DAMAGE ROLL	1D6-3	...	1D6	...	1D6+3	2D6	...	2D6+3	3D6	...	3D6+2

DEATH comes for characters at 0 HP. Anyone can attempt to save them by bandaging up their wounds, or staving off a concussion, with a Wits + Medicine roll. The TN is 7 plus the number of HP the character has fallen below 0, so someone at -3 HP would need a roll at TN 10 to save.

A **successful check** means that the character is unconscious for the remainder of the Interval, but still alive. At this point, the rest of the troupe will have to carry their fallen comrade back to safety – if they can.²

If the healer rolls the TN exactly, the character has survived, but with a permanent wound. The players must select one Attribute, and give it a penalty equal to 1D6. If the Attribute falls below -5, the character dies.

A Charisma penalty might suggest a partly broken jaw, leading to a permanent speech impediment. An Intelligence penalty might represent a brain-injury.

Night guards who cannot fight any longer usually go to work as a helper in the Healers' Guilds.

If the healer fails the roll, the character dies. The player then decides which god will take the character's soul, and writes the cause of death on the character sheet.

ACTION POINTS & INITIATIVE

Everyone begins each Combat round with a number of AP (Action Points) equal to their Speed + 3; then they spend AP for each action.³

NEGATIVE ACTION POINTS inflict a Penalty to all Actions. Once someone reaches 0 AP, they cannot initiate any actions, but they must engage in a Response Action if an NPC attacks them – resistance is mandatory.

Kosh loves using massive, human weapons, like the Greatsword – a sharp slab of metal so heavy he can slice the guts out of a basilisk. However, he really struggles with goblins...

As four goblins attack, Kosh starts the round with 4 AP (his Speed Bonus is +1). His weapon's Bonus of +3 means he destroys the first goblin easily, but each swing of the hefty Greatsword also costs him 3 AP.

The player shifts the AP-tracker on her character sheet to 1, and a second goblin attacks, which pushes the AP-tracker down to -2. When the third goblin attacks, he has a -2 Penalty to attack – he swings the weighty sword again, decapitating the maggoty-gremlin, then spends another 3 AP.

As the last goblin attacks, he tries to resist, but his -5 Penalty stops him pulling the sword back in time, and the goblin stabs the massive gnoll in the gut with a javelin, inflicting 4 Damage.

INITIATIVE ORDER starts by going round the table, clockwise, but anyone can interrupt if they have enough AP.

By default, the Judge asks each player what they want to do in order, then resolves NPC actions. As this repeats, the Judge misses out characters without any more AP, then the round ends when nobody has AP to spend.

Both PCs and NPCs can interrupt this order to take an Action immediately. However, if more than one character wants to go first, use this order:

- 1– Whoever currently has the most AP.
- 2– Whoever is spending the *least* AP.
- 3– Whoever has the highest Speed Bonus.
- 4– Whoever has the highest Wits Bonus.
- 5– Dice roll! (1D6 each)

Guarding allows any character to move up to 1 step, position themselves in front of another player, and receive all attacks from their front. Anyone attacking a guarded character must first make a standard combat roll against the guardian, and if that attack succeeds they deal no Damage, but have the option to make a second attack, as a Response Action, against the guarded character.

If a guarded character moves, they lose the benefits of their guardian.

Moving lets the character travel up to 3 steps plus their Athletics Skill.

Speaking requires 1 AP if any player tells another to act, stop, or guard them. During combat, everyone should focus on the task at hand, and communicate sparingly, only when they need to say something vital.

FATE POINTS

The PCs have a limited supply of luck – often enough to prevent an injury, nearly always enough to hold back death. The first tooth, axe, or claw, are a lesson; the rest probably death.

²See page 12 for Weight.

³Anyone with a Speed Bonus of -3 can act on Initiative 0, but only after everyone else has reached Initiative 0. Those with a lower Speed Bonus must wait one cumulative round extra, before acting.



THE MECHANIC simply lets players spend an FP instead of losing an HP. PCs can store a number of FP equal to their total Experience Points (XP), divided by 10, plus their Charisma Bonus. 1D6 return after an Interval.

$$FP = \frac{Total\ XP}{10} + Charisma$$

Fate Points never stop Exhaustion Points. Character who can survive a dozen archers through luck can still become exhausted, or poisoned. Some spells of the Death Sphere can also bypass FP, and remove HP directly.

Most NPCs begin without any FP, but every NPC with a name gains FP at the end of each Interval, just like the PCs.

NPCs can store a number of FP equal to their Charisma + 5.

NARRATIVE FLOW often adjusts to FP, as the troupe will often retreat when their luck runs low, and become fiercer after an Interval or two of rest. However, FP are not a 'meta-currency' – they are diegetic. Witches can detect someone's FP with spells, and people have a vague sense of their own FP as a feeling of courage. The players will likely feel the same as a lot of 'courage points' lets the character charge into battle, while running low means 'run'.

Losing FP can mean any number of things. A PC might stumble slip and catch themselves just in time, causing an arrow to narrowly miss their head; or the enemy might swing their sword and strike a stray tree-branch.

II EQUIPMENT

WEAPONS

Weapons are a great way of inflicting additional Damage, and an equally excellent way of defending oneself. Having

a longsword to keep scary opponents at bay is always better than trying to nimbly dodge about. Longer weapons grant an Attack Bonus, allowing someone to hit the enemy before the enemy hits them, and heavy weapons tend to deal more Damage. However, both of these come at the cost of extra *heft*; they take more time to swing, and so cost more AP to

use.

Each weapon has the following properties:

- 🔪 **The Attack Bonus:** adds to the Attack roll, representing reach and manoeuvrability.
- 🔪 **The Damage Bonus:** adds to the Damage of a successful Attack roll. This might represent sharpness in a dagger, or just sheer weight in the case of a war hammer.
- 🔪 **The AP Cost:** shows how many AP the player spends after engaging in an Attack roll (whether attacking or being attacked). It represents a weapon's inertia (and hence difficulty in pulling it back from a swing), and allows enemies with lighter weapons to 'close the gap'.
- 🔪 **The Weight Rating:** means that your character must have at least double this number of HP, or they will struggle to use the weapon.

WEAPON	ATTACK BONUS	DAMAGE BONUS	AP COST	WEIGHT
DAGGER	+0	+2	1	1
GLAIVE	+3	+2	3	3
GREAT AXE	+2	+3	3	3
GREATSWORD	+3	+3	3	4
JAVELIN	+2	+1	2	2
LONGSWORD	+2	+2	2	2
MAUL	+1	+3	2	2
POLEAXE	+3	+3	3	4
QUARTERSTAFF	+3	+0	2	3
SHORTSWORD	+1	+1	1	1
SPEAR	+3	+1	2	3

SHIELDS are weapons. The wide size means a big 'Attack' Bonus, helps avoid Damage. The wide size does not help with Damage, but a PC can still hurt their opponent with a shield-strike.

Having a shield and a weapon lets character choose which one to use for each attack.

Bucklers pair well with rapiers, but demand a full hand to hold – the wielder must use the shield, not simply strap it to an arm.

Round Shields can strap onto an arm, which allows two free hands to direct a weapon. They pair well with short-swords and mauls.

Kite Shields stand nearly as tall as the wielder. They don't move as quickly, or easily as other shields, but still work well with a longsword or maul.

SHIELD	DEFENCE BONUS	DAMAGE BONUS	AP COST	WEIGHT
BUCKLER	+2	-2	1	1
ROUND SHIELD	+2	+0	1	2
KITE SHIELD	+3	+0	2	3

ARMOUR

When armour works, its DR (Damage Resistances) reduces incoming Damage. It applies before FP, so DR and FP make a powerful and steady combination.

VITALS SHOTS work when armour doesn't. Chain strips fixed with leather straps won't cover everything, so when you roll high enough to exceed your opponent's Covering you hit them between the armoured bits. And likewise, if you miss an Attack roll by more than your armour's Covering, the DR does nothing.

We call this 'a Vitals Shot', because it's vital to make it happen, but not to let it happen.

Creatures with a naturally tough hide (or chitin, or carapace) usually have a Covering of 5, but the same principle applies. If you hit 5 over the Attack target, you can bust an eye, spinneret, mandible, or some other unidentifiable part. Anything squishy makes a good target.

ARMOUR	DR	COVERING	WEIGHT
ELVISH CERAMIC ARMOUR	2	3	1
PADDED ARMOUR	3	3	3
PARTIAL LEATHER	3	3	2
COMPLETE LEATHER	3	5	3
PARTIAL CHAIN	4	3	2
COMPLETE CHAIN	4	5	3
PARTIAL PLATE	5	3	3
COMPLETE PLATE	5	5	3

ARMOUR TYPES

Padded pieces of fabric on top of other fabric, and eventually, you can slow down a blade a little. Of course it stinks, and weighs a tonne, so best leave it until the most desperate of times.

Leather armour is made by boiling leather for a long time, until it becomes extremely tough. While anyone can pick up leather cheaply, few have the skill to make this armour.

Chain mail is a covering of chain links, placed over some other protection. It might be placed over hardened leather, or just some thick padding. The chain itself only protects against a weapon's blade, not the weight, while the under-layer protects against heavy weapons, such as hammers or mauls.

Plate armour involves adding all of the above into one armour, with sheets of metal on top. Allowing someone to move within this pile of metal requires rare artisans.

Natural Armour means tough skin (or scales, or chitin...) thick enough to push back blades. Natural armour always has a Covering of 5 unless otherwise specified, because it covers almost all of the body, but still leaves weak spots open such as the eyes or the kneecaps.

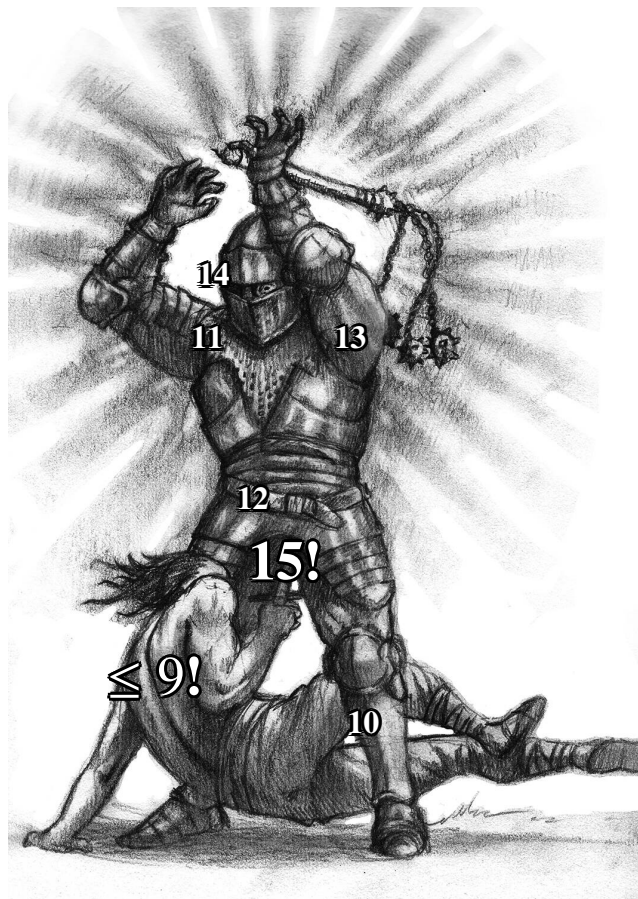
A sun guard stands with a flail, and a cocky attitude. His basic Attack Score is 10, so rolling a 10 means a tie. His full plate armour has a Covering of 5 and DR 5.

To inflict a Vitals Shot, a PC needs to roll at TN $10 + 5 = 15$.

Rolling 9 or less means the PC is hit, unarmoured.

ROLL	Result	MARGIN
≤ 9	PC is hit, taking full Damage!	-1!
10	Draw (DR applies)	0
11	NPC is hit, but DR applies	1
12	NPC is hit, but DR applies	2
13	NPC is hit, but DR applies	3
14	NPC is hit, but DR applies	4
≥ 15	Vitals Shot! – full Damage to NPC	5!

You might think of each potential number you can roll as a location on the body, with armour adding Covering to certain numbers. In this case, the PC rolls a 15, so he hits for 6 Damage, and the knight loses 6 HP.



BANDING DR together won't work by just layering lots of armour, so the PCs cannot usually attempt Banding with DR. But undead creatures have a DR to represent their complete corporeal apathy; this could combine with armour's DR for even less corporeal concerns.

As with any other Banding action,⁴ the highest DR applies, then the second. So a ghast with chain armour (DR 5) and their undead resistance (DR 2), gains a total DR of 6.

Stacked armour can consist of different levels of Covering, meaning a roll could bypass one set of armour by rolling 3 over the creature's TN, while another type of armour (with a Covering of 4) still applies.

Consider this convoluted example: a basilisk with its natural DR of 4 dies, and then an over-curious seeker raises it from the dead. The undead naturally have a DR of 2, so this secondary source of damage would count for half, giving it a total DR of 5. If the seeker fashioned plate armour to the basilisk the total DR would be...

$$5 + 4\frac{1}{2} + 2\frac{1}{4} = 7.5$$

... or '8' (after rounding up).

If the plate armour had a Covering of only 3 then rolling 3 over the creature's TN would leave it with a DR of only 5.

⁴See page 11.

III PROJECTILE

Projectiles have their own Combat Skill, which covers everything from javelins to bows. These rolls use Dexterity + Projectiles, and targets resist with Speed + Vigilance. Every 5 steps' distance adds +1 to the TN. When PCs hit the TN precisely, they miss their first target, but hit another target behind (if any).

A successful evasion allows someone to move – usually behind cover, or towards the archer. However, unlike toe-to-toe combat, those on the receiving end cannot reflexively dodge; they must have at least 1 AP to spend in order to dodge with their Speed + Vigilance.

* PROJECTILES COVER *

+1	Large bushes
+2	Tower shield
+3	Murder hole

Just as with weapon combat, a high enough roll means a Vitals Shot.⁵

All projectiles suffer from the need to reload. As with picking up any other item, characters must spend least 1 AP to take out and use arrows.

HUNTING BOWS demands a lot of Strength to just pull back. To use a hunting bow, the archer must have a Strength Bonus at least as high as the bow's Damage. So if a hunting bow deals 1D6 + 2 Damage, the archer will need at least a Strength of +2 to draw the arrow properly (or at all). Having a Strength of 3 will not increase the Damage, but it can decrease the firing time.

To pull back the heavy load on a long bow requires 2 AP, plus the bow's Damage bonus, so a bow which deals +3 Damage requires 5 AP to fire.⁶

Hunting bows can be fired for hundreds of yards – the maximum range is generally more determined by the archer's ability to aim rather than the bow.

SHORT BOW or 'trick bow', is a smaller, lighter thing which can be used by anyone. What it lacks in punch it makes up for in quick draw time. As usual, for every five steps beyond the first two the archer suffers a -1

penalty to hit. A short bow takes an AP to reload, and an AP to fire an arrow, so archers can loose an arrow or two each round.

Shortbows have a maximum range of 20 steps, and deal 1D6 – 1 Damage. They often bring down prey with multiple arrows rather than a single, deep-penetrating arrow.

CROSSBOWS only need 1 AP to fire. They grant a Bonus to hit equal to 4 -Weight and deal Damage equal to their Weight -2, doubled.

Reloading a crossbow requires 5 rounds, plus the weapon's Damage, and the user must have a Strength Bonus at least as high as the weapon's Weight can pierce plate armour, but cannot be reloaded without a thirty-minute lecture about leverage and torque. They have a standard Damage of 2D6, though different crossbows vary in quality. Crossbows requires only 1 AP to fire, but require 5 rounds, minus the user's Strength Bonus, to reload. Reloading always takes a minimum of 1 round.

THROWN WEAPONS such as knives, spears or others are typically not great at killing enemies, but they can certainly wound them. They work just as short bows, but their Damage is the normal weapon Damage minus 2. Javelins deal 1D6+1 Damage when used in combat, but only 1D6-1 when thrown.

IMPROMPTU THROWN WEAPONS are available only to the rich, as sensible people don't throw swords, axes, knives, or cups away.

But if a player insists on ballistic financial decisions, they can inflict cuts, bruises, and serious headaches on enemies; the weapon receives a -2 penalty to hit and -2 Damage, and another -1 penalty per step thrown. Longswords don't make great projectiles, but they deal 1D6+2 Damage when used in combat, so they can inflict 1D6 when thrown.

PROJECTILE	AP	DAMAGE	WEIGHT	RELOAD TIME
LIGHT CROSSBOW	1	1D6	2	1 ROUNDS
STANDARD CROSSBOW	1	2D6	4	2 ROUNDS
HEAVY CROSSBOW	1	2D6+2	5	2 ROUNDS
SHORTBOW	1	1D6-1	1	1 AP
HUNTING BOW	3	1D6+1	1	4 - EXTRA STR AP
Longbow	5	1D6+3	1	4 - EXTRA STR AP
THROWING KNIVES	2	1D6-1	1/10	1 AP

⁵As covered on page 17.

⁶If this seems harsh, note that pulling back a big longbow is the equivalent of lifting up a human by their foot.

IV COMPLICATIONS

CIRCUMSTANCES

These rules cover things that happen to characters. You can refer back to them when necessary with the list on page 49.

BLINDNESS in a battle requires responding to all attacks by spending an AP and rolling Wits + Vigilance. Failure you receive Damage, but success achieves nothing. The same applies to initiating an attack, or moving anywhere. Loud noises (such as battle-cries) can easily increase this TN to 12.

While fighting blind, if the dice make a Natural Roll roll equal to the number of nearby people on the character's side (including themselves) then they hit a companion accidentally. So if a troupe of 5 people become blinded, each of them would hit a companion on the Natural Roll of 5 or less, if they tried to attack anything, whether as a response or not.

DARKNESS or deep twilight, can give a distinct advantage to those with sharper senses. However, when both sides suffer from the darkness, the battle hardly changes. Neither side can hit accurately, but then neither side can dodge or parry well either.

When fighting in total darkness characters Attribute bonuses cannot go beyond the character's Wits + Vigilance.

For example, a human guard has caught a room full of elves with stolen goods. Thinking quickly, one of the elves douses the room's only lantern. The human has a Wits Bonus of -1 and no Vigilance Skill, so his maximum roll has a -1 penalty. The elves have a total Wits + Vigilance of +3, so their Dexterity + Melee has only a +3 cap.



Fighting in minimal light (such as a moonless night) only gives a -1 penalty to characters with a Wits + Vigilance lower than their roll.

ENCLOSED SPACES cause serious problems for people wielding longswords, battle axes, and other large weapons. Daggers and shortwords often have an easier time in these locations.

When a character has no space to swing a weapon – either vertically or horizontally – their Attack gains a penalty equal to the weapon's Attack Bonus.

HOLDING THE BREATH during combat allows one to stay silent, and not breath any nasty gasses in. While doing so, the character gains 1 EP each round (these EP are tracked separately, and vanish soon after combat).

If the character every falls below 0 AP, then their stamina and focus has run out, and they breathe in immediately.

THE HIGHER GROUND means gravity helps on the down-swing, while the opponent must bring their head a little bit closer. This position grants a +1 Bonus to attack.

TRAPPED, ENTANGLED, OR PRONE characters may be caught in mud, shackled to a pillar, or caught in a web. They take a penalty to Speed (the default is -2), which reduces their AP.

MANOEUVRES

These additional actions cover different ways to engage with enemies. Anyone can use them at any point, if they use the right weapons.

AMBUSHES grant one extra AP for each Margin rolled while planning. The roll is Intelligence + Combat, against the opponent's Wits + Combat

If a player has a plan, they describe it, and make a roll. On a success, the scene plays out as planned. On a failure, the Judge describes how this plan goes wrong.

CLOSE MAGIC happens when someone tries to stab a witch. This works like any other Resisted Action – if the witch rolls higher, the spell works, but if the opponent rolls higher, the spell fails and the caster receives Damage.

Of course, one must use a spell which could plausibly impede the attack. Summoning a small cyclone in someone's face, or cursing their sword-arm with bad luck could both repel an attack, but a spell to make someone forget that it is Tuesday would not.

Spells retain their original TN when used up close, so people can resist Mind spells with their Wits + Academics at the same time as Dexterity + Melee. These actions use the same Natural Roll.

If the Dexterity + Melee resistance succeeds, the witch's spell automatically fails, because their focus collapses. In this case, no MP are spent.

DISARMING someone usually involves striking their hand, or the butt of their weapon, making them drop the weapon. The manoeuvre uses a standard Dexterity + Melee Resisted Action with a -2 Penalty, and can only be performed while when the target has fewer AP.

If successful, the opponent's weapon flies a number of steps equal to the first attack die, towards the next acting character (determined by Initiative Order, on page 15), who can try to avoid the missile as usual, at TN 12.

DRAWING A WEAPON from a scabbard simply costs an AP. Drawing a weapon from a *rucksack*, however, could cost a couple of rounds.

DROPPING A WEAPON costs no AP, though they will be defenceless unless they do this while picking up another weapon.



FLANKING grants a +2 Attack Bonus. Up to 6 opponents can attack a lone character, but only half can flank, and any available walls reduce this number.

GRABBING uses Dexterity + Brawl to attack – success means either one can make a Grapple attack. Some animals, with *Teeth*, can grab and deal Damage, but most humanoids need to grab first, and *then* deal Damage with a grapple.

While grappling, the characters count as carrying each other's Weight. So if a night guard with 9 HP picked up a goblin with 5 HP, then the night guard would count as carrying a Weight of 5, while the goblin would count as carrying a Weight of 9!

GRAPPLING with an opponent might consist in bites, headbutts, twisted bones, or strangulation-by-tentacle. However it goes, no weapons can be used while grappling if they have a Weight above 1.

GUARDING someone just requires standing in front of them. All attacks redirect to you after that point. This includes missile attacks only if you could otherwise evade them.

If someone else tries to attack your charge, you will have to move to protect them, with a normal movement action.

RAMMING into someone with a should or shield can push them back half your standard movement. You spend 1 AP for the movement, and another for the push. The standard Weapon Bonus from any shield gives a Bonus to this roll (page 17).

If the opponent resists with Strength + Brawl (and possibly a shield), then success allows you to push them back as you advanced.

If they try jump out of the way with Speed + Athletics, then failure implies that they fall *Prone*.

SNEAK ATTACKS can use different Attributes, depending on the situation – Dexterity helps when moving behind someone silently, while Intelligence helps moving to somewhere unremarkable and just letting the target approach.

Sneak attacks do nothing when people have their guard up, so they should not be used during a fight, outside of exceptional circumstances, and even then should incur heavy penalties (at the Judge's discretion).

Heavy weapons do not help much with surprise attacks, as one needs to swing them up into position. Sneak attacks work better with smaller weapons, while longer weapons can signal an attack before hit happens. Therefore, every weapon's attack Bonus becomes a Penalty when attempting a sneak attack.

If successful, the sneak attack deals standard Damage with a +2 Bonus, and provides an automatic Vitals Shot.

V CHASES

CHASE CHART

Total	Result
>10	The characters escape their pursuers after travelling through an Area.
9	Both run through 1 Area, then the characters select a new Skill, and both roll again.
8	Both run through 2 Areas, then the characters select a new Skill, and both roll again.
7	Both run through 3 Areas then roll again.
6	Both run through 2 Areas, then the pursuers select a new Skill, and both roll again.
5	Both run through 1 Area, then the pursuers select a new Skill, and both roll again.
<4	The characters escape their pursuers after running through an Area.

FLEEING

Running from a fight means a character rolls Speed + Athletics against the opponent's usual TN, usually their Dexterity + Melee. On success, the character starts to flee, and on failure, the character receives Damage. A tie implies both.

Once a chase has begun, both sides make a Resisted Roll of Speed + Athletics. A success Margin of 3 means the characters flee far and fast enough to escape their pursuers, but gain an EP for the distance run.

SWITCHING TRAITS represents changing tactics when the first attempt to flee fails. The troupe do not escape their pursuers, but can determine where the direction of the chase, leading their pursuers exactly where they want, changing the nature of the chase with a newfound Area. Changing an Area can change the Traits involved, so the characters can decide to hide, replacing Dexterity + Athletics with Dexterity + Stealth. Or they might head straight into an Area of harsh bushes which demand strong limbs to move aside; this changes the roll to Strength + Athletics.

Players can only select a Trait which makes sense in the current context. A PC might use Speed + Empathy when hurriedly asking a farmer to hide them, but they can't use

Academics just because they're in a library.

Whenever the troupe run together, each has an individual roll, so the troupe can either accept the result of the character with the lowest roll, or split up. The same applies when switching Traits – one character may climb up a challenging wall (switching the roll to Dexterity + Athletics), while another ducks behind a wide tree (switching the roll to Speed + Stealth).

THE FAILURE MARGIN works the same way, but in reverse. A single Failure Margin means the pursuers chase the troupe through 2 Areas, herding them right where they want them, and switching to another Trait.

A Failure Margin of 3 or more means the pursuers chase the characters through an Area before catching them.

HUNTING

Running after prey follows exactly the same rules, but in reverse. The players roll so the PCs can catch their prey. As per the previous chart, a near-failure can be worse than a total failure.

HUNT CHART

Total	Result
>10	The characters capture their quarry after travelling through an Area.
9	Both run through 1 Area, then the characters select a new Skill, and both roll again.
8	Both run through 2 Areas, then the characters select a new Skill, and both roll again.
7	Both run through 3 Areas then roll again.
6	Both run through 2 Areas, then the quarry selects a new Skill, and both roll again.
5	Both run through 1 Area, then the quarry selects a new Skill, and both roll again.
<4	The quarry escapes the characters after running through an Area.

VI FURTHER DANGERS

FALLING DAMAGE equals half the steps fallen, plus the characters Strength.⁷ The Damage then converts to a dice roll as usual.⁸

If the PCs all fall off a building, 3 steps high, they would start with 2 Damage. Smaller creatures have less body to fall, so a gnome, with Strength -2 would take no Damage from this fall; while a dwarf with Strength +0 would take 2 Damage (which converts to 1D6-2). Larger creatures feel their own weight crushing down on them, so a gnoll with Strength +4 would suffer 6 Damage (which converts to 1D6+2).

Characters who fell in a downward-arc can attempt to

break their fall with a roll (in both senses), and avoid all Damage, with Speed + Athletics. The TN is 7 plus the height of the fall. However, when falling straight downwards, the TN is 7 plus *double* the height in steps.

⁷"You can drop a mouse down a thousand-yard mine shaft and, on arriving at the bottom, it gets a slight shock and walks away. A rat is killed, a man is broken, a horse splashes." – J.B.S. Haldane, biologist.

⁸See 'Stacking Damage' on page 14.

STRENGTH	HEIGHT	DAMAGE	TN
-2	6 STEPS	1D6-3	8 / 14
0	3 STEPS	1D6-2	9 / 12
0	6 STEPS	1D6-1	10 / 16
3	1 STEP	1D6	11 / 12
3	3 STEPS	1D6+1	12 / 15
3	6 STEPS	1D6+2	13 / 19

ANIMAL FEATURES

Some animal features have a Weight, especially when the feature comes as a magical augmentation, rather than a natural feature.

CLAWS inflict +1 Damage during Brawl-based attacks.

FANGS allow animals to grapple and damage with the same attack. So when an attack is successful, the target both receives Damage and counts as *grappled*.⁹

FLIGHT demands delicate proportions. The sheer size of the wings mean their Weight equals half the creature's HP.

- ☞ Creatures with a higher Weight than their own Speed Bonus cannot fly from the ground – they must climb something high, and take off from a jump.
- ☞ Creatures with a Weight equal to their Speed Bonus can fly after sprinting for a full round.
- ☞ Finally, those with a Weight below their Speed Bonus can simply jump into flight, from the ground.

Creatures with the Air Sphere can spend an MP to add their Air Sphere to Speed for the purposes of taking off.

Creatures with any amount of encumbrance cannot take off.

SWARMS are myriad tiny creatures, acting as one. They crawl over characters, and into gaps in armour.

Swarms can cover a number of steps equal to their HP, or bunch up together, with 3 HP per step.

Attacking swarms is easy when there are so many targets. The TN to attack always reduces by 1 per HP in the swarm, so when a swarm is listed with 'Att 12 - 8 HP', the TN would be only 4; but if the swarm had only 1 HP left, hitting it would require a roll at TN 11. However, swarms only take 1 Damage each per attack.

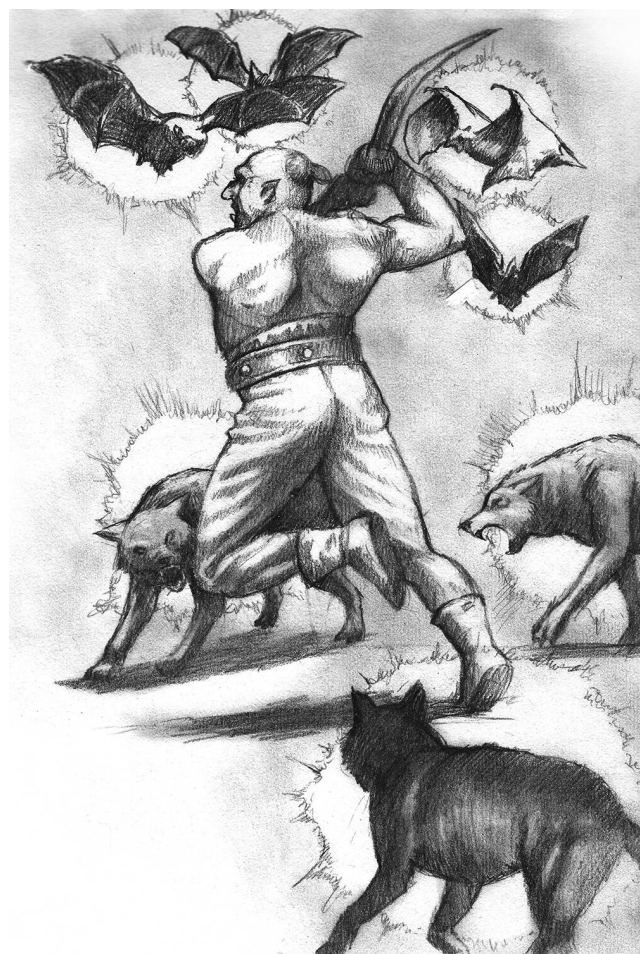
Swarms can split into smaller parts as a normal movement action. Each part inflicts 1 Damage each round to anyone on the same step, as long as the swarm's HP total comes to more than the target's Covering

¥ RATS		
AP: 6	Att: 12 - HP	Dam: 1
HP: ○○○		CR 2

The rats above have only 3 HP, so their Attack Bonus is 9.

A character with a massive axe, dealing top-Damage, would not fare well against the swarm; no matter how much Damage they would deal to a person, the swarm only loses 1 HP.

A character with a dagger would do much better, but once only a single HP-worth of rats remained, they would struggle to hit the last of them.



WEBS made by big creatures can become extremely strong.

Pulling away from a web requires a Strength + Athletics roll, with a TN equal to the spinner's Strength + 8.

Spotting a web demands a Banding Action of Wits + Vigilance. The TN starts at 6, with heavy modifiers for lighting, or characters moving quickly.

Webs degrade slowly. Each Interval the TN to break them decreases by 1.

TN	Situation
+2	Twilight ►
+4	Darkness ●
+2	Foliage
+2	Running

⁹Find them on page 21.

CHAPTER

IV

KNACKS

Knacks represent some extra talent with an extremely narrow focus. Characters can pick up a couple of Knacks easily, but further Knacks become progressively less intuitive.

I COMBAT KNACKS

ADRENALINE SURGE When a player activates Adrenaline Surge, their character gains +1 Strength for a single action.

Characters can only activate Adrenaline Surge a number of times equal to the number of Knacks they have, and never more than once per round. This limit resets at the end of each Interval.

BERSERKER The character can enter a bloodthirsty rage when in battle. On the second round, they gain a +1 Bonus to AP. On the third round, they gain a +1 Bonus to Damage.

They lose the Bonuses if they spend a round without attacking.

BRAWLER The character's gains +2 to Brawl attacks, grabs, shoves, and anything else unarmed.

CUTTING SWING The character can cut through more than one opponent at a time, or slice open multiple skulls with a single arc of metal. Any time the character reduces an opponent to 0 HP, the attack continues through the next opponent, using the same Natural Roll. The character does not need to spend any AP for these further attacks, as they are part of the same swing, but opponents must spend AP for a Response Action, as usual.

If the attack succeeds then Damage is rolled again, and if the next opponent dies, then the process continues, until an opponent is not reduced to 0 HP, or until no more living opponents remain within range.

This Knack can only be used with Projectiles if enemies are standing in a direct line. It cannot help with spells.

DISARM The character is an expert at disarming opponents (covered on page 20), and can attempt to disarm anyone who has fewer AP than them. Unlike a standard disarm, they receive no Penalty for the manoeuvre.

Characters with this Knack can attempt to disarm with any Skill, which makes sense, including Brawl or witchcraft.

If the character also has the Knack Cutting Swing, then they can use the same Natural Roll to disarm multiple opponents, but must spend AP for each one.

DODGER The character is an expert at dodging long-ranged attacks and gains a +1 Bonus for each Knack they have at all times.

This Knack grants immunity to all Sneak Attacks from Ranged weapons, such as bows or throwing knives, just as long as the user knows an attack might be coming.

FAST CHARGE When the character makes an uninterrupted movement of at least 4 steps, they gain a +1 Bonus to Strength and Dexterity for their next Action.

The character can spend multiple AP to move in order to build up momentum.

GUARDIAN The character can guard others at a cost of 0 AP, and gains a +1 Bonus when defending someone from attack (but only when someone attempts to hit the target – not when they try to hit the defending character).

As usual, the character can only guard allies within a step. Full details for the manoeuvre are on page 21.

LAST STAND Any time the character loses HP they immediately gain 2 AP plus one per Knack the character has.

The character also gains a number of MP equal to the number of Knacks they have.

Characters can only use this Knack when there is a legitimate grievance. The character does not gain the Bonus when they have harmed themselves.

LUCKY The character has an additional 4 FP.

MIGHTY DRAW The character can ready a Projectile at lightning speed. They reduce the AP cost by a number equal to half the Knacks they have (rounded up).

Those with a crossbow can reload it one round faster than normal, but the minimum is 1 round.¹

PERFECT SNEAK ATTACK Any Sneak Attacks the character completes inflicts an additional +1 Damage for each Knack they have. Normally, Sneak Attacks inflict +2 Damage, so someone with 3 Knacks would inflict +5 Damage.

PRECISE STRIKE The character requires 1 less to achieve a Vitals Shot (see page 17).

For example, when targeting an opponent with an Attack score of +2 and Partial armour, someone would normally require a score of 9 to hit and a score of 12 to make a Vitals Shot which ignores all armour. With this Knack they still require a score of 9 to hit but only a score of 11 to make a Vitals Shot.

Characters with this Knack can also bypass Perfect armour by rolling 6 points above the opponent's TN.

PSYCHO This one doesn't fuck about, and it shows. Sentient enemies receive a -2 Penalty when taking Morale Checks.²

SNAP DRAW The character pays 0 AP to nock an arrow or draw a weapon.

STUNNING STRIKE The character can declare that they are attempting to stun an opponent. They then take a -1 Penalty to Attack, and must have more AP than the opponent. If they successfully hit, the opponent takes standard Damage, and loses a number of AP equal to the Knacks the character has.

UNSTOPPABLE The character is particularly tough and gains +2 HP and immunity to the Knack: Stunning Strike.

All Medicine rolls to save the character from death receive a bonus equal to half the number of Knacks the character has, rounded up.

WEAPON MASTER The character has trained long and hard with a particular weapon, such as a longsword, spear, shortbow, or rocks. They gain +1 to their Attack Bonus when using that weapon.

II SPELLCASTING KNACKS



AUTOPHAGE The caster can draw magic from their own blood, even when they have MP available to draw from. Every MP stolen in this way inflicts an EP.

These spells always look obvious, as they make the caster's nose bleed, or eyes turn pale.

These EP heal at the normal rate, allowing the caster to regenerate their magical potential in two ways at once.

EMPHATIC This witch weaves some words and phrases in the language of magic much better than others. The caster selects a spell Action and Descriptor as their focus, and those spells cost 1 MP less.

For example, the spell 'Carrier Crow' (page 36) has the invocation 'Detailed, Distant, Warp Water & Fate'. It costs 3 MP, but casters with an emphasis on 'Detailed Warp' spells could cast it for 2 MP, or cast 'Phantasm' for 1 MP.

You can check spell Invocations in the spell summaries (page 51).

RITUAL CASTER Casters can use this Knack to cast a spell as a Resting Action.³ They use Intelligence as the action's Attribute (rather than the standard, Charisma), and must take one hour per MP spent to cast the spell.

Ritual spells can employ two Concoctions, rather than the

¹This would normally be 6 rounds minus the character's Strength score. Find Crossbows on page 19.

²See the book of *Judgement*, page 16 — Morale Checks: When a creature's Health Points fall below 2D6, it flees.

³See page 11.

usual limit of one. This lets them bolster their spell-casting limitations beyond any other caster.

Any spell the caster knows can be used as a ritual. Dwarves often embellish these spells by a grand rune-carving ceremony (which results in chiselled letters on a stone surface) or long, slow, chants; humans use rituals that resemble theatre; and elves use meditation or song.

SNAP CASTER The character can cast spells with movements, rather than speech. They can ignore any parts of a spell which demand the caster speak, and instead focus on movement.

Spellcasters using this Knack use Wits, rather than Charisma, as the Attribute to roll with spells. All spells cast this way cost 1 AP less.

A lot of spellcasters rely solely on this type of magic to cast spells, focussing on their insight into grabbing the world's hidden flows, rather than trying to sweet-talk the

elements.

VENGEFUL The caster fuels their spells through hatred and bile. If the character has 0 FP and loses a single HP then they gain a +2 Bonus to casting. If they have lost half their HP then they instead gain a Bonus equal to the number of Knacks they have.

This Knack can only be used when there is a legitimate grievance. The witch does not gain the bonus when they have harmed themselves. It lasts only until the end of the Interval and can reactivate only once the witch has lost further HP.

The Knack might also be used when a PC or member of a Character Pool has been killed.

WILD CASTER The caster can create spells on-the-fly, with no need for the usual Downtime preparation (covered on page 38). The Judge should feel comfortable with the spell creation system before allowing this Knack (see the *Book of Stories*, page 28).

III OTHER KNACKS

CHOSEN ENEMY The character has a burning hatred and fascination for a particular type of creature. The character gains a -2 penalty when interacting socially with such creatures and a +1 when performing actions such as tracking them, attacking them or intimidating them.

For each Knack the player has, they may select a new chosen enemy, so those with a total of 3 Knacks may select 3 chosen enemies. Those enemies may be chosen at any time, including long after a new Knack has been bought.

Possible enemies include: forest beasts, bandits, underground creatures, undead, goblinoids, keepers, and witches.

The character must have witnessed this creature in combat multiple times, although this can be justified by spending a Story Point.⁴

Chosen enemies never 'stack', so an undead forest creature only counts as one chosen enemy.

FAST HEALER The character regenerates unusually fast. Any Interval which they spend resting allows them to heal an additional EP or MP (player's choice). Armour blocks this MP regeneration, as usual.

SPECIALIST Specialists are those who work a particular job all day, and gain exceptional proficiency with that single narrow task, and plenty of competence in their general profession.

When using their specialization, characters can add a +2 Bonus. They also gain +1 to related rolls.

For example, ambush specialists could focus on nocturnal guerilla raids, awaiting at a nest, or surrounding a campfire.

This Knack would grant a +2 Bonus when using one of these exact specializations, or a +1 Bonus when attempt-

ing any kind of ambush, relating the history of ambushes, drawing an ambush, or writing poetry about ambushes.

While a focus on 'ambushes' naturally lends itself to the Combat Skill more than others, specializations can cut across Skill-boundaries, adding to any roll.

Suggested specializations include:

Auroch experts might focus on their stampedes, their migration patterns, or their mating cycles.

History specializations might consist of knowing about particular battles, or knowing everything about a particular set of magical items.

Metallurgy specializations include brass locks, horse-shoes, donkey-shoes, longwords, and gemstone insets.

These specializations cannot grant Bonuses to martial Skills, such as Brawl, or the Air Sphere.

Even if a particular skill inspired a specialization, it still applies to any skill. Someone with a specialization in aurochs can use that bonus for tracking them (with Survival), using their hide to make armour (assuming they can make armour), and healing them (if they have the Medicine Skill).

A good deal of professionals have this specialization – in fact you can almost assume that any blacksmith has Crafts, but knows metallurgy better than anything else, and that any serious academic will have some 'special interest' in a narrow field.

Bonuses from multiple specializations never stack with each other.

⁴See the book of *Stories*, page 21 — House of Stories.

MAGIC

Magic can do any number of things, but like anything else, it has standards. These standards are ‘spells’.

Castings start by spending one MP per spell level. The witch then commands the target Sphere, rolling Charisma + the lowest Skill required.

When ‘overspending’ on the Invocation, the debt is paid in EP.

TNs depend on how malleable the target is. Earth spells can affect ice far more easily than rocks, and Air spells can whip up a gale easier when outdoors.

When used in combat, spells cost a number of AP equal to the MP-cost + 1.

Spells have a mind of their own. Once cast, they endure until they burn through themselves, or something destroys them. To stop a Fire spell, someone must put the fire out, and if an angry witch makes antlers grow on someone’s head, the only way to ‘dispel’ them is with a boning knife.

Spells with a Distant range cannot be reigned in; if the range is ‘an arrow’s reach’, the spell will find the nearest target at that distance.

Casters only select a spell’s first target. The spell forks through the others like lightning, and may ‘arc’ across any distances up to its original range. Water spells which hit a river will spread through the river, but a curse with an ‘area’ of 4 will have to jump until it has found four people to inflict itself on.

THE ELEMENTAL SPHERES are Combat Skills, just like Projectiles and Melee. To cast a spell, check the ‘Requirements’; if it says ‘Air 2’, then the character needs the ‘Air’ Skill at level 2 to learn and cast it.

THE HIGH SPHERES are a mix of the lower. Fire and Air make ‘Light’, Fire and Earth make ‘Force’. Characters don’t have to learn anything extra to learn these High Spheres – they only need the two elemental Skills.

High Spheres show their requirements as their base elements, so when you look up a ‘Death 2’ spell, it will show the requirements as ‘Air 2, Fate 2’. As long as you have both of those at level 2 or above, you can cast the spell.

I ELEMENTAL SPHERES

AIR

WIND CHILL

REQUIREMENTS: Air 1

RESISTED BY: Strength + Athletics

RANGE: 20 steps

As the caster shouts ‘back’, a blast of air pushes the target back, and they lose 3 AP minus their Strength Bonus.

BUBBLE

REQUIREMENTS: Air 1

RESISTED BY: the density of the liquid

RANGE: 20 steps

A small air-bubble surrounds the target as the caster whispers small oaths about reliability. The bubble protects them from foul gasses and allows them to go underwater. While mostly

invisible, the bubble is real, and will go nowhere, resisting all but the strongest winds.

Casters often use this to protect themselves from Noxious Fog spells.

NOXIOUS FOG

REQUIREMENTS: Air 1

RESISTED BY: the wind speed

RANGE: 20 steps

With a torrent of viscous swear-words, a pocket of foul air forms and inflicts 3 EP to anyone who inhales it. The fog only covers a step – enough for a doorway, or small tunnel. It dissipates after a couple of turns, or less if wind is present.

Casting the spell outdoors raises the TN by 1, casting it on a windy day raises it by 3, and casting the spell in a storm raises the TN by 5.

SLEEP FOG

REQUIREMENTS: Air 2
RESISTED BY: ventilation
RANGE: 16 steps
ONSET TIME: 1 Interval

With a memory of a bad night's sleep, the caster thinks about suffocating air. Within one Interval, the air in the room turns rancid, inflicting 4 EP over the course of a few hours. Anyone inside rolls Strength + Vigilance (TN 10) to wake up each time they take another EP.

WIND BLAST

REQUIREMENTS: Air 2
RESISTED BY: Strength + Athletics
RANGE: 16 steps
AREA: 4

Targets lose 4 AP and get pushed back 4 steps minus their Strength Bonus. Targets with their back to the wind lose only 2 AP.

**CLAWING
WISPS**

REQUIREMENTS: Air 3
RESISTED BY: wind speed
RANGE: 12 steps
AREA: 27

The caster gives a battle-cry, and cloud-lined spirits, appearing like small copies of the caster, push any enemies (but not allies) back, reducing their AP by 4.

WHISP HANDS

REQUIREMENTS: Air 3
RESISTED BY: Strength + Athletics
RANGE: 12 steps
AREA: 27

The caster shouts 'get out', and 27 targets find themselves pushed back by wispy hands made of wind, stripping 5 AP minus the targets' Strength. The hands avoid affecting the caster's allies.

**PUTRID
VISAGE**

REQUIREMENTS: Air 3
RESISTED BY: Strength + Athletics
RANGE: 12 steps
AREA: 27

As the caster belches, they release a stinking cloud (in the shape of the caster's face) covers an area of 27 steps, inflicting 5 EP to anyone in the area who breathes it in. The spell suffers from wind speed, as it dissipates the gas within a round or two.

SAFE PASSAGE

REQUIREMENTS: Air 4
RESISTED BY: wind or tide's potency
RANGE: an arrow's reach
AREA: 256

The caster calls for safe passage, and a path appears at an arrow's reach, surrounded by clouds, 256 steps long, which repels anything which might harm those who walk it. Projectiles receive a minus 6 penalty, and close-range attackers receive minus 6 AP.

FIRE**DOUSE**

REQUIREMENTS: Fire 1
RESISTED BY: size of the flame
RANGE: 20 steps

The caster yawns, and one target fire flickers, then goes out. Candles are TN 6, torches TN 7, hearths TN 8, and bonfires demand TN 9 or more.

**FURIOUS
FLAME**

REQUIREMENTS: Fire 1
RESISTED BY: Wits + Athletics
RANGE: 20 steps

With a word of encouragement, a fire flares, inflicting 1D6-1 Damage on anyone next to it.

Someone carrying a torch would receive just 1D6-1 Damage, candle would inflict less Damage, and a target standing next to a bonfire could receive 1D6 Damage.

The caster cannot specify a target – the fire flares wherever it can. Anyone not taken by surprise can attempt to dodge, resisting with their Speed + Vigilance like any other missile weapon.

**SINISTER
FLAME**

REQUIREMENTS: Fire 2
RESISTED BY: Wits + Athletics
RANGE: 16 steps

A fire-source turns into a long arm with claws, and rakes anyone next to it for 1D6 Damage.

**TOOTHLESS
FIRE**

REQUIREMENTS: Fire 2
RESISTED BY: intensity of the flame
RANGE: 16 steps
AREA: 4

This spell changes the basic nature of a fire, so it can no longer burn a certain type of material. Casters generally use this to stop a fire damaging people, but it could just as easily stop a fire spreading to clothing.

The fire will not stop feeding on whatever allows it to currently burn, so a wood fire will continue burning its wood.

**BRILLIANT
BULL**

REQUIREMENTS: Fire 3
RESISTED BY: Speed + Athletics
RANGE: 12 steps
AREA: 27

Fires all around flare up, and take on the form of a fiery bull. Anyone 'trampled' by the flames receives 1D6+1 Damage. After this, the flames recede to their regular size, but with much less fuel than they started with. Furnaces burn through their wood, and candles often burn down to a stump within that long second the spell lasts.

**TRAITEROUS
CAMP**

REQUIREMENTS: Fire 3
RESISTED BY: Wits + Survival
RANGE: yelling distance
ONSET TIME: 1 day

The caster gives a jealous stare at a fire at yelling distance. After two Intervals, the fire gains some weight, and starts to burn low, and look strange. After a full day, the fire collapses on top of the nearest person, inflicting 1D6+1 Damage.

NAKED FIRE

REQUIREMENTS: Fire 3
RESISTED BY: size of fire
RANGE: yelling distance
AREA: 27

After instructing all the fire around on proper etiquette, fires with a total area up to 27 steps at yelling distance turn blue, and stop burning flesh. They continue to act upon wood, hair, and clothing as normal. Large fires are more difficult to affect, as they're too busy eating to listen.

**FESTIVAL OF
FIRE**

REQUIREMENTS: Fire 4
RESISTED BY: Dexterity + Vigilance
RANGE: an arrow's reach
AREA: 256

The caster sings the Festival of Fire song – an ancient elvish incantation about not being invited to a gathering. Nearby fires transform into dancing humanoids. Anyone hit by the flames takes 1D6+2 Damage.

WATER

COLD STEAM

REQUIREMENTS: Water 1
RESISTED BY: ambient temperature
RANGE: 20 steps

Some body of liquid – up to a barrel's worth – instantly turns to mist, then quickly coalesces, soaking anything in the area. Torches struggle to keep aflame as an entire room can become soaked. When cast on a mostly-liquid creature, such as oozes, this spell deals 1D6-1 Damage.

ACID BATH

REQUIREMENTS: Water 2
RESISTED BY: water's speed
RANGE: 16 steps
AREA: 4

'Disgusting', the caster shouts, and 4 barrels' worth of water become acidic (4 Damage per round of total submersion). Armour or clothing of any type can remove an amount of Damage equal to its Covering rating, but if the Damage equals the armour's DR then the armour degrades and begins to fall apart within 2 rounds as leather straps and string degrade.

Casting this spell in a slow-moving stream can be deadly to a single target. However, fast rivers, or casting on a wider area, each reduce the Damage by -1 or more.

**DETECT
WATER**

REQUIREMENTS: Water 2
RESISTED BY: smallness
RANGE: greeting distance

The caster detects liquid at greeting distance. They cannot tell the type of liquid – it could be a raging river, a tankard of ale, or a magma stream

**DESERT
GHOSTS**

REQUIREMENTS: Water 3
RESISTED BY: low temperature
RANGE: 12 steps
AREA: 27

The caster banishes the water with a 'begone', and 27 barrels' worth of liquid evaporates, and turn into ghastly apparitions with distorted features. Ranged attacks firing through the vapour take a -5 penalty, as do most Vigilance checks. When cast on acidic creatures (such as oozes), the spell inflicts 1D6+1 Damage.

LEMON HAIL

REQUIREMENTS: Water 3
RESISTED BY: temperature
RANGE: yelling distance
AREA: 27

The caster starts a fight with a rain-cloud, insulting its meagre abilities. The rain then turns to hail, and up to 27 hailstones grow to the size of a lemon, inflicting 1D6+1 Damage on anyone they hit. These stones hit one intended target, and the rest tend to hit anyone within a 5 step diameter.

FLOODING

REQUIREMENTS: Water 4
RESISTED BY: Strength + Athletics
RANGE: an arrow's reach
AREA: 256

The caster calls to water spirits to grab any enemies around. Demonic arms and tentacles reach up and push targets around, then drag them *down*. Each target loses 6 AP.

FATE

**LITTLE
BLESSING**

REQUIREMENTS: Fate 1
RESISTED BY: Strength + Brawl
RANGE: 20 steps

With a short pep-talk for an underdog, and a pun about size, the target gains 1D6-1 FP.

CURSE

REQUIREMENTS: Fate 1
RESISTED BY: Charisma + Athletics
RANGE: 20 steps

The caster wishes for the target's shoes to fill up with rocks, or some other small irritation. The target then loses 1D6-1 FP.

TWISTED FATE

REQUIREMENTS: Fate 1
RESISTED BY: Charisma + Cultivation
RANGE: 20 steps

The caster hexes the target with death on the road, hoping they will not meet their destination. Within 1D6 Intervals, the target meets with a monstrous encounter. NPCs targeted by this spell will survive if only their CR value is greater than the monster they would encounter. Otherwise, they meet a gruesome fate on the road.

FATHOM

REQUIREMENTS: Fate 1
RESISTED BY: Charisma + Deceit
RANGE: 20 steps

With a short interaction, and some questions about family, the caster discerns if the target has any special fate. The spell produces only 'yes' (if the target carries FP), or 'no' (if they do not), without further details.

**MASS
BLESSING**

REQUIREMENTS: Fate 2
RESISTED BY: current FP
RANGE: 16 steps
AREA: 4

The mage blesses the targets with high hopes for their future, bestowing 1D6 FP immediately. Those who already have FP receive the blessing after those with more, and are in general more difficult to give further blessings to.

HATEFUL CRY

REQUIREMENTS: Fate 2
RESISTED BY: Charisma + Survival
RANGE: greeting distance

With a fast insult ('oi, *spiderchow*'), one target at greeting distance loses 1D6 FP.

MASS CURSE

REQUIREMENTS: Fate 2
RESISTED BY: Charisma + Survival
RANGE: 16 steps
AREA: 4

The caster mentions the worst possible future for the targets – the most unpleasant thing which seems reasonably likely. They then loses 1D6 FP.

BLESSED ARMY

REQUIREMENTS: Fate 3
RESISTED BY: targets' Charisma (inverted)
RANGE: yelling distance
AREA: 27

The caster gives good wishes to a troupe, and 27 targets receive 1D6+1 FP. The spell targets those with the highest Charisma before others.

**ITCHING
CORNEA**

REQUIREMENTS: Fate 3
RESISTED BY: Charisma + the Skill
RANGE: 12 steps
AREA: 27

The caster cries a weirdly-specific doom, like 'may your feet grow fungus', or 'I hope your spells come out backwards', which lays a curse on one of the targets' Skills. The next 5 times the targets uses that Skill, they receive a -1 Penalty.

If used during combat, the curse can cancel an attack if it targets the Skill used to attack the caster. For example, if someone aims their bow at the caster, the caster might curse their Projectiles Skill; a miss would imply that they fumbled the arrow and dropped it, and then receive a penalty to their next 4 rolls which employ Projectiles.

**WHEEL OF
FATE**

REQUIREMENTS: Fate 3
RESISTED BY: Charisma + Survival
RANGE: 12 steps
AREA: 27
ONSET TIME: 1 day

The caster wonders what the future holds, and the nearest 27 targets become locked into the same encounter, on repeat. It begins half way through the day, then repeats again, until it has gone through 5 iterations.

Of course, the encounter cannot contain the same creatures or people each time, but whatever the Judge rolled for the encounter will repeat. This might result in three griffins looking at troupe, then three griffins attacking, then three griffins nesting, and so on. Each of these encounters will come in addition to the standard encounters.

**HIGHEST
BLESSING**

REQUIREMENTS: Fate 4
RESISTED BY: ambient noise
RANGE: an arrow's reach
AREA: 256

The caster extends their best wishes to a crowd, and anyone an arrow's reach away but still listening gains 1D6+2 FP (or at least up to 256 people). Noisier crowds can present a challenge, and raise the TN significantly.

DIVERGENT**BARREL BLAST**

REQUIREMENTS: Air, Water 2
RESISTED BY: Speed + Cultivation
RANGE: 16 steps

As the caster spits, 4 barrels of water (or equivalent) turn to vapour and rush around a target. If the target breathes in, they gain 4 EP. The water should be clearly visible, such as a stream or an actual barrel of water.

**DOCK
HICKORY**

REQUIREMENTS: Fire, Water 2
RESISTED BY: Speed + Athletics
RANGE: 16 steps

As the caster sings a song in reverse, nearby fire falls from its wood and flows across the floor like water, while water gathers in place and swirls like flame. The fire only deals 1D6, spread evenly across the nearest four steps; it dissipates at the end of the round, unless it has fuel spread about the ground. The water-flame remains upright until the wind eats through its peripheral 'sparks'.

DARK DOOM

REQUIREMENTS: Fate, Fire 2
RESISTED BY: Charisma + Survival
RANGE: 16 steps

As the caster bids farewell to someone, they lose 1D6 FP, while the fire closest to the target dies. The spell can destroy any fire up to those large enough to deal 1D6 Damage, and larger fires grow dim.

RIVER SMOG

REQUIREMENTS: Air, Water 3
RESISTED BY: Speed + Athletics
RANGE: 12 steps
AREA: 27

The caster spits prophecies of surreal catastrophe, and 27 worth of water turn into a putrid vapour. Anyone who breathes it in receives 5 EP. The water should be clearly visible, such as a stream or an actual barrel of water.

NIGHT TERRORS

REQUIREMENTS: Fate, Fire 3
RESISTED BY: Charisma + Survival
RANGE: yelling distance

The caster calls the first line of a dirge from the darkness, then a fire at yelling distance goes out. Whoever held it loses 1D6+1 FP.

RAGING BURN

REQUIREMENTS: Fire, Water 3
RESISTED BY: activity of the target elements
RANGE: 12 steps
AREA: 27

Water and fire rage together. First the fire deals 1D6+1 Damage, then the water leaps. Any free-flowing water nearby throws or drags anyone by it, moving them 5 steps, minus their Strength Bonus.

NIGHT'S TEETH

REQUIREMENTS: Fire, Fate 4
RESISTED BY: Wits + Vigilance
RANGE: 8 steps
AREA: 256

The caster pledges aliance to the night, then lanterns, torches, and any other fire snuffs out, and a deep fear sinks in as nearby targets lose 1D6+2 FP.

DEATH MIST

REQUIREMENTS: Air, Water 4
RESISTED BY: Charisma + Vigilance
RANGE: 8 steps
AREA: 256

The caster laughs like a spoilt child who's done something awful. All nearby water evaporates into a fetid mist in the form of Sylf, mother of monsters, and envelops 256 targets. Anyone breathing in receives 1D6+2 EP.

II HIGH SPHERES

LIGHT

area lifts from its source, and wanders free. Most of these floating lights wander in circles, but others leave to seek out their own goals. Their reasons and aims remain a mystery.

LITTLE BIG

REQUIREMENTS: Fire, Air 1
RESISTED BY: Wits + Vigilance
RANGE: 20 steps

The caster mixes a malaphor, and the target's apparent size contorts like a fun-house mirror, inflicting a -2 Penalty to ranged attacks against them. A gnome seen from ten steps might appear to be the size of a human, or a human may appear the size of a gnome. The closer one approaches the target, the more normal it appears.

SPARKLE

REQUIREMENTS: Fire, Air 1
RESISTED BY: surrounding darkness
RANGE: 20 steps

The caster speaks encouragingly to a flame, and it blooms enough to light a banquet hall.

WERE LIGHT

REQUIREMENTS: Fire, Air 1
RESISTED BY: surrounding darkness
RANGE: 20 steps

The caster laughs in the face of darkness, and one light in the

SHADOW

REQUIREMENTS: Fire, Air 1
RESISTED BY: Wits + Vigilance
RANGE: 20 steps

As the caster whispers, a single patch of darkness, the length of a step, forms anywhere within range. It can obscure a candle's light, and diminish a torch's light to the strength of a candle.

The patch of shadow joins to a target. If cast on a person, the shadow remains attached to them, inflicting a -2 penalty to noticing things (and becomes quickly irritating).

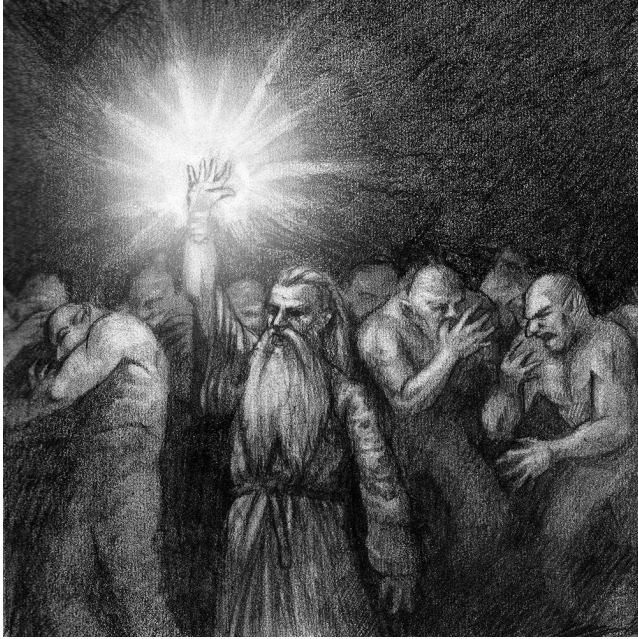
The shadow fades once sunlight touches it for an Interval.

SUN FLARE

REQUIREMENTS: Fire, Air 2
RESISTED BY: Wits + Vigilance
RANGE: 16 steps
AREA: 4

The caster shouts, suddenly. Nearby lights flash. If cast in darkness, everyone within 16 steps of an affected light source blinks in confusion, and takes a -3 penalty to anything involving vision, for the rest of the round. The spell only works

once, as eyes adjust quickly to the shock.



PHANTASM

REQUIREMENTS: Fire, Air 2
RESISTED BY: Wits + Vigilance
RANGE: 16 steps

The caster makes an incredibly dubious claim, and nearby light gathers into an illusion of whatever the caster spoke about. The illusion will not hold up against close inspection, but from even a few steps away, it can look like anything roughly the size of a person.

The illusion vanishes upon touch, or even in a strong wind. In combat, these illusions provide worth by wasting enemy's AP, since attacking them requires attention and movement.

SHADOW PUPPET

REQUIREMENTS: Fire, Air 2
RESISTED BY: Wits + Vigilance
RANGE: 16 steps

One target shadow forms a detailed silhouette, and may even stand up and away from the ground. During the daylight, it simply looks weird; but at night these shadow puppets can easily fool someone into thinking a monster, or even a particular person lies waiting, in the distance.

The shadows disappear once bright light hits them.

QUIET CAMPFIRE

REQUIREMENTS: Fire, Air 2
RESISTED BY: size of fire
RANGE: 16 steps
ONSET TIME: 1 Interval

The caster stares at a fire, and thinks dark thoughts. After a couple of hours, the fire's light dims, though the noise and heat continue. The spell lasts one Interval, so the light returns during the night. Travellers sometimes use this spell to hide their fire when camping beyond the Edge, as it removes at last one chance of an encounter from the fire's light

PUPPET SHOW

REQUIREMENTS: Fire, Air 3
RESISTED BY: Wits + Vigilance
RANGE: 12 steps
AREA: 27

Shadows covering 27 steps animate and stand, then form any shape the caster can clearly imagine.

ETERNAL NIGHT

REQUIREMENTS: Fire, Air 3
RESISTED BY: Intelligence + Survival
RANGE: 12 steps
AREA: 27
ONSET TIME: 1 day

The caster pulls on a memory of seeing darkness at the bottom of a clear loch, and the darkness comes. After two Intervals, a patch of darkness forms, 5 steps across. Within four Intervals, all vision suffers a -4 Penalty. Witches commonly use this spell to make anyone in a bothy or other sleeping-space miss the day. They awaken late, in darkness, and generally assume they simply cannot sleep. After all, they can see darkness, so it must be night, not day.

By the time people start to question their sanity, and light a fire, the next night may have already come.



REINFORCEMENTS

REQUIREMENTS: Fire, Air 4
RESISTED BY: Wits + Vigilance
RANGE: an arrow's reach
AREA: 256

The caster sings encouraging songs to one side of a distant fight, and one side receives chimerical copies of themselves. The copies split from their real selves like dough being torn apart, so anyone watching this process will find it very difficult to tell which of the enemies they can see presents a real danger.

FORCE

BOLT

REQUIREMENTS: Earth, Fire 1
RESISTED BY: carried items' total Weight
RANGE: 20 steps

The caster shakes their head emphatically, and the target gain a +2 Bonus to running. They feel suddenly lighter, as if being carried. However, this spell does not help with carrying heavy items.

FRIENDLY BOLT

REQUIREMENTS: Earth, Fire 2
RESISTED BY: Weight carried
RANGE: 16 steps
AREA: 4

The caster shouts 'let's go', and two targets gain a plus 3 bonus to running. They feel suddenly lighter, as if being carried. However, this spell does not help with carrying heavy items.

MIGRATING BUTTERFLY

REQUIREMENTS: Earth, Fire 2
RESISTED BY: Weight carried
RANGE: 16 steps

The caster outright denies how heavy something is, despite obvious heft, and its Weight reduces by 3 when facing towards the direction the caster looks. Items which fall below Weight 0 will float like a seed on the wind

TRAVELLER'S CURSE

REQUIREMENTS: Earth, Fire 2
RESISTED BY: Speed + Athletics
RANGE: greeting distance

The caster wishes the target a bad journey, and they immediately feel heavier. For the next 3 Intervals, the target counts as carrying something with a Weight of 3. The curse wears off once the target has marched enough, but any Intervals the target spends stationary do not count towards the spell's duration.

HIDDEN POCKET

REQUIREMENTS: Earth, Fire 2
RESISTED BY: Strength + Athletics
RANGE: 16 steps
AREA: 4

A small magical doorway covers a passage, doorway or other opening, connecting two spaces. Creatures with a Weight of 4 or less can fit through before it collapses. While it may seem that the spell has two targets, in fact it has one, because the two spaces become one at the point of casting.

SLOW FALL

REQUIREMENTS: Earth, Fire 2
RESISTED BY: caster's Strength
RANGE: 16 steps
AREA: 4

As the caster covers their eyes, they begin to fall slower and slower. Any Damage from falling reduces by 3.

HUNTING ARROW

REQUIREMENTS: Earth, Fire 3
RESISTED BY: Speed + Vigilance
RANGE: yelling distance

The caster guides and enhances any attack at yelling distance – usually an arrow – granting a + 4 Bonus to hit and Damage. The caster must throw the spell while they hold exactly the same number of AP as whoever looses the arrow (or swings the sword). The caster cannot use this spell on their own arrows, as they cannot use a bow at the same time as casting.

CHILDREN SIT

REQUIREMENTS: Earth, Fire 4
RESISTED BY: Strength + Athletics
RANGE: an arrow's reach
AREA: 256

The caster shouts to some group in the distance to sit down, and their bodies begin to feel so heavy they cannot lift themselves. The targets take an immediate 5 AP penalty. However, they can try to wriggle free of the warping effects of their own weight, by spending an AP, or more. Each AP spent reduces their penalty by 1, so someone with 5 AP spare could ignore the effects immediately.

LIFE

BRAWLFORM

REQUIREMENTS: Earth, Water 1
RESISTED BY: current HP + DR
RANGE: 20 steps

The caster encourages the target to fight, and the target gains a +2 Strength Bonus. This stacks as usual, so the highest Bonus counts in full (their regular Bonus, or the spell's), and the lowest add only half. Each added Strength point demands an extra meal every day, and inflicts a -2 Charisma penalty due to ugly distortions (along with the loss of an equal number of maximum FP). Each point of DR from armour inflicts 1 Damage. If the target ever fails to eat their required meals, they return to their normal state. This makes the spell rather dangerous for warriors, as people will often adjust their weapons and armour to their size, so a spell which wears off at the wrong time may leave them with all the wrong equipment. This spell is non-cumulative with others of the Life sphere.

Tiny creatures (such as mice or house spiders) count as having Strength -6, so this spell could raise them to Strength -4.

FOREST CROWN

REQUIREMENTS: Earth, Water 1
RESISTED BY: Strength + Athletics
RANGE: 20 steps

The target hears how good they would look with antlers, and antlers start to grow. They grant +1 to Damage while using the Brawl Skill. The antlers will stop the target wearing a helmet, so they cannot wear Complete armour. The antlers shed over any cold season, or can be removed with a bone-knife.

SLASHERS

REQUIREMENTS: Earth, Water 1
RESISTED BY: Strength + Athletics
RANGE: 20 steps

The caster makes accusations of vile language, and the target grows needle-sharp claws. They grant +1 Damage when using Brawl, but inflict a -1 penalty to using weapons or other tools. The claws grow out naturally, or can be cut off at any time.

TWEAK

REQUIREMENTS: Earth, Water 1
RESISTED BY: target's HP
RANGE: 20 steps

The caster lists how the target looks like a different race, and their features begin to shift to match. The target must have Attributes within the racial maximums and minimums of the target race, so a human with Strength +1 could become an elf, but Strength +3 would stop them looking remotely elf-like.

The spell lasts until the target makes use of any characteristic of their own race. For humans, this means their ability to walk long-distances, and for gnomes it means trying to focus on anything.

REGENERATION

REQUIREMENTS: Earth, Water 2
RESISTED BY: current lost HP + 7
RANGE: 16 steps

The caster gathers tiny gifts for the target, and they begin to regenerate Damage faster, recuperating an extra 3 HP each week. During this time, the target's appetite grows substantially, demanding an extra 2 meals every day to keep the spell going.

ATROPHY

REQUIREMENTS: Earth, Water 2
RESISTED BY: current HP
RANGE: 16 steps
AREA: 4

The caster insults the targets' diminutive build (even if they happen to be tall and strong), and they begin to wither, becoming unevenly thin. The targets take a -3 penalty to the lowest of their Strength or Speed. If Strength suffers the Penalty, the target may find that they cannot properly carry the weight of their own armour, or weapons.

The Attribute penalty returns at the same rate as lost HP.

SCENT IN THE AIR

REQUIREMENTS: Earth, Water 2
RESISTED BY: target's strangeness
RANGE: greeting distance

Focussing on the air, and sniffing the wind, the caster asks politely if it will say whether or not some creature sits at greeting distance in a particular direction. Other humanoid are TN 7 to detect, beasts are TN 9, and stranger creatures present a greater challenge.

CROWDED LIMBS

REQUIREMENTS: Earth, Water 3
RESISTED BY: remaining HP
RANGE: 12 steps
AREA: 27

The caster demands the targets steal, grab, and snatch, and

their hands deform into 4 tentacles. The tentacles grant +4 to grabbing attacks, but inflict a -4 penalty to using tools. The spell must target a creature with a Weight of 4 or more, or it will fail. The tentacles have a Weight 4. If they ever receive 4 Damage or more, they begin to revert to normal limbs over the course of an Interval.

HERD PROTECTION

REQUIREMENTS: Earth, Water 3
RESISTED BY: current HP
RANGE: yelling distance
AREA: 27

The caster yells warnings, and the targets gain DR 4 as their skin becomes thick. Unfortunately, the tough hide feels heavy, and effectively counts as an item with a Weight of 4. The hide usually comes with fur, and protects against the cold as well as Damage.

When the spell combines with others, to boost the target's Strength and grant claws, they eventually look just like a regular bear.

The strange skin fades to normal once the target takes Damage and heals.

PIGLET FARM

REQUIREMENTS: Earth, Water 3
RESISTED BY: HP
RANGE: 12 steps
AREA: 27

The caster cries 'Pigs', and the first 27 targets within 12 steps shrink, taking a -4 Strength Penalty. This penalty stacks as usual, so targets who already have a basic Strength Penalty of -2 would take this penalty, and then half of their regular Strength penalty, for a total of -5.

VILLAGE OF BEASTS

REQUIREMENTS: Earth, Water 4
RESISTED BY: current HP
RANGE: an arrow's reach
AREA: 256

All 256 targets drop whatever they are holding as their hands extend into hooves. They become quadrupeds, which allows them to double their movement, but inflicts a -5 Penalty to using items in hant.

MIND**CONFUSION**

REQUIREMENTS: Fate, Water 1
RESISTED BY: Wits + Academics
RANGE: 20 steps

The caster addresses the target as the wrong name, and they lose their train of thought. They take a -2 Penalty to Mental Attributes.

FASCINATION

REQUIREMENTS: Fate, Water 1
RESISTED BY: Wits + Academics
RANGE: 20 steps

The casters gives a compliment, and the target becomes enam-

oured with their current action, finding it hard to stop. The task always takes the form of a single verb – ‘blacksmithing’, ‘walking’, ‘singing’ – never something convoluted like ‘the mission to kidnap the warden’, or ‘finding the right paints for the colour of a Sunrise’.

NPCs targeted by the spell can make a Wits + Academics roll, TN 8, to break away from the task. PCs afflicted by the spell cannot gain any further XP for the a full day (four Intervals), unless they complete the current Interval without wavering from their task.

Anyone sleeping almost certainly remains asleep, and any rolls to wake up suffer a -2 penalty.

SHADOW CHECK

REQUIREMENTS: Fate, Water 1
RESISTED BY: quiet thoughts
RANGE: 20 steps

This spell tells the caster if any particular patch (and it has to be a specific patch) contains anything which has a mind. Shadows, statues, or suspicious bushes can all hide all manner of things.

The spell will not say what kind of mind this is – whether animal or person. It reports only ‘yes/ no’, and often has false positives due to mice or insects (1/6 chance in daylight, 2/6 chance at night).

AWAKEN

REQUIREMENTS: Water, Fate 2
RESISTED BY: spell’s level
RANGE: 16 steps

The caster explains a plan to a spell, and the spell gains an Intelligence Bonus of +3 and begins enacting the plan. All spells have a small spark of sentience, endowed by their creator, so this spell exploits that fact to make a spell behave more intelligently.

The spell begins with all of the caster’s knowledge, although anything beyond general knowledge generally ends up as a tangled mess of half-memories. Without any interest in socializing, any social memories will simply not make sense. The spell has all of the caster’s Skills which do not depend on any social intuition¹, with a -1 penalty. However, if given a Charisma Bonus, with the Social Spell (on this page), the spell will have full access to the caster’s Skills (again, with a -1 penalty to each of them).

The spell grants no Charisma Bonus, and the resulting mind has no interest in anyone, or anything, except as instruments for *the plan*. It operates methodically, and sometimes behaves in strange, and alien ways, given its single-pointed value system.²

FEAR

REQUIREMENTS: Water, Fate 2
RESISTED BY: Wits + Academics
RANGE: 16 steps

The caster explains to the target their imminent death. If the target ever finds themselves facing the danger the caster described, they take a -3 penalty to Mind Attributes. The spell lasts until the character gains an XP for following their Code.

OATH

REQUIREMENTS: Water, Fate 2
RESISTED BY: Wits + Academics
RANGE: 16 steps

The caster asks the target to swear an oath, and they become obsessed with fulfilling it. The target receives a +3 Bonus to Mind-based Resting Actions to fulfill their oaths, and a -3 Penalty to all Mind actions which do not directly help fulfil the oath. The spell lasts until they complete their oath, or the character gains an XP for following their Code.

CHAOS

REQUIREMENTS: Water, Fate 2
RESISTED BY: Wits + Academics
RANGE: 16 steps
AREA: 4

Targets become confused about what their own plans, and suffer a -3 to Mind Attributes. The spell lasts until the character gains an XP for following their Code.



SOCIAL SPELL

REQUIREMENTS: Water, Fate 2
RESISTED BY: spell’s level
RANGE: 16 steps

The caster speaks to a spell like a dog, which awakens an instinct to socialize, and grants it a +3 Charisma Bonus (but no Intelligence). Casters might use this spell to let an illusion interact semi-realistically with people (it will smile and listen, but cannot speak).

The newly created mind gains all of the caster’s Skills which rely primarily on social graces (Deceit, Empathy, and Performance), with a -1 penalty to each. It also gains their spell Spheres with a -1 penalty, but does not need an audible voice to use them.

The spell typically tries to attack the caster’s enemies, and then interact with the caster and their friends.

¹The spell gains none of the caster’s magic Spheres

²Look up ‘the paperclip maximizer’ for an explanation of how this kind of spell can easily go horribly wrong.

WISHFINDER

REQUIREMENTS: Water, Fate 2
RESISTED BY: Wits + Academics
RANGE: 16 steps

The witch commands the target to state their ‘truest desires’, while locking eyes. The spell confirms whether or not the target’s statement conforms to their Code. The desire must be something which would *directly* grant at least one XP.³

CARRIER CROW

REQUIREMENTS: Water, Fate 3
RESISTED BY: Wits + Brawl
RANGE: yelling distance

Whistling to a distant animal, the caster instils an instinct to enact a single plan. The animal gains Intelligence +4, used only to complete the plan. The spell is most often used to have birds deliver short messages, written on small slivers of paper, but could imbue enough intelligence for any number of missions.

The target animal gains all of the caster’s Skills which do not rely on understanding social graces (so it cannot use any magical Spheres).

Less cohesive animals, such as a bee-hive or swarm of stirges⁴ add +4 to the TN.

DELICATE AUDIENCE

REQUIREMENTS: Water, Fate 3
RESISTED BY: ambient noise
RANGE: 12 steps
ONSET TIME: 1 day

With a gentle touch or wave, the caster begins to guess at the target’s loudest thoughts, and receives an answer to three yes/no questions, each more detailed than the last. The spell lies dormant for an Interval, then provides one more answer each interval after that. For example, the caster could ask if someone has hostile intentions, then if they have hostile intentions towards a warden, and finally, if the hostile intentions are personal.

The caster always has to select the next question immediately, but only the next. However, they must also remain close to the target for the majority of each Interval, or the spell ends.

Many use this spell to communicate with sentient spells, such as Artefacts.

MIND’S CHATTER

REQUIREMENTS: Water, Fate 3
RESISTED BY: Wits + Academics
RANGE: 12 steps
AREA: 27

With an intense stare, the caster suggests various thoughts to 27 targets. The targets may not believe these thoughts, but it lets the caster communicate easily. The targets suffer a -4 Penalty to focussing on anything while the caster bestows these new thoughts. The spell lasts for 3 Intervals.

STRANGER DANGER

REQUIREMENTS: Water, Fate 3
RESISTED BY: Wits + Academics
RANGE: yelling distance
AREA: 27

The caster waves to people in the distance and calls out a confusing greeting. It makes no sense, and confusion begins to take hold. The targets become disoriented, and suffer a -4 penalty to all actions based on Mental Attributes. The spell lasts until the character gains an XP for following their Code.

KEENING

REQUIREMENTS: Water, Fate 4
RESISTED BY: Wits + Academics
RANGE: an arrow’s reach
AREA: 256

The caster shouts to the targets about their imminent death (perhaps mentioning horses, long journeys, or poison slipped into their food). The target becomes intensely paranoid about that topic, taking a -5 penalty to all Mind Attributes when interacting with their new phobia. The penalty persists until the target has gained 4 XP for following their Code.

DEATH**CARE LESS**

REQUIREMENTS: Fate, Air 1
RESISTED BY: target’s EP penalty
RANGE: 20 steps

The caster’s strange stare moves the target into a state of semi-life. This grants DR 1. The target no longer bleeds or feels much irritation from pain. The spell wears off after 2 Intervals.

SLOTH

REQUIREMENTS: Fate, Air 1
RESISTED BY: Target’s EP penalty
RANGE: 20 steps

Target ignores 2 EP penalties for an Interval. The spell preserves someone’s natural bodily functions in the face of decay, tiredness, or poison. However, they still accumulate EP as normal, and cannot heal any through rest, or other means.

BOKE

REQUIREMENTS: Fate, Air 1
RESISTED BY: Strength + Athletics
RANGE: 20 steps

The caster makes uncomfortable statements about the target’s organs, who then feels sickly and possibly retches. The target gains 2 EP.

INSENSITIVITY

REQUIREMENTS: Fate, Air 2
RESISTED BY: target’s current EP penalty
RANGE: 16 steps

The caster bids a farewell to one type of pain – marching fatigue, poison, venom, or anything else they can think of.

³See the book of *Stories*, page 24 — The Soldier’s Code.

⁴As Terry Pratchett once said, a bee is not an animal – the hive is the animal, it simply has more mobile cells than most.

The target can ignore up to 3 EP penalties from that source for 2 Intervals.

SOUL SPECKS

REQUIREMENTS: Fate, Air 2
RESISTED BY: Strength + Vigilance
RANGE: 16 steps

With a description of the grey world beyond, the caster pushes the target into a state of semi-death. They gain DR 2, ignore all EP penalties, and see as the dead see, for 2 Intervals. The target can make limited use of their normal vision, but mostly feels aware of the penetrating light given off by every soul. Animals emit a feint light. Those with a higher Charisma score tend to emanate a little more.

The vision becomes indistinct beyond 16 steps – the target understands nothing more than ‘something might live over there’, and any life around them quickly distorts that limited vision.

For as long as the spell remains active, the target cannot regenerate EP, MP, or HP. While the spell diminishes a little with every movement, but targets who remain still retain the spell’s effects. If another spell from the Mind sphere puts the target in a permanent state of sleep, they remain that way, neither growing, nor aging, until some external force moves them.

CHOKER

REQUIREMENTS: Fate, Air 2
RESISTED BY: current HP
RANGE: 16 steps

The caster curses one of the target’s vital organs, and they lose 3 HP. This spell ignores DR, FP, and anything else which might otherwise protect someone.

CORPSE STENCH

REQUIREMENTS: Fate, Air 2
RESISTED BY: time since death
RANGE: greeting distance

Sniffing at the wind, the caster identifies any corpses at greeting distance. Most use this trick to double-check if an immobile and wounded person might still have a chance of life.

INFECTIOUS MIGRAINE

REQUIREMENTS: Fate, Air 2
RESISTED BY: Strength + Athletics
RANGE: 16 steps
AREA: 4

As the caster roars, a deathly feeling flows over the targets,

who gain 3 EP.

PRESERVATION

REQUIREMENTS: Fate, Air 2
RESISTED BY: existing rot
RANGE: 16 steps

The caster paints a picture – with words or brush – of food, a shirt, or a human corpse. The target ceases all rotting when not in use. Rain or snow may fall upon it, but it will not degrade. Without this spell, any undead creatures would rot ever faster than a corpse in the ground.

The spell degrades when the target begins moving, and fails within 3 Intervals. Therefore, undead spellcasters, such as liches, must continuously cast this spell upon themselves.

If cast immediately, upon death, it can arrest the effects of *rigor mortis* before they begin.

DEATH SIGHT

REQUIREMENTS: Fate, Air 3
RESISTED BY: current EP penalty
RANGE: yelling distance

The caster keens, and the distant target gains DR 2, ignores all EP Penalties, and sees as the dead see. However, they cannot rest. Or rather, they do not recover HP, EP, or MP while resting.

The spell dissipates after 3 Intervals of movement.

STENCH SORT

REQUIREMENTS: Fate, Air 3
RESISTED BY: time since death
RANGE: yelling distance

Detect the location of any corpse of a named species at yelling distance. Sniffing at the wind, the caster identifies any corpses from a particular species at yelling distance. Possible types include ‘elves’, ‘woodspies’, or ‘bats’.

SUDDEN DIRGE

REQUIREMENTS: Fate, Air 4
RESISTED BY: current HP
RANGE: an arrow’s reach
AREA: 256

The caster chants a dirge, and 256 targets at an arrow’s reach lose 1D6+1 HP. DR and FP do nothing to offset this Damage.

ADVANCED MECHANISMS

I ACTIVITIES

DOWNTIME ACTIVITIES

BREWING A POISON *Intelligence + Medicine, TN 4.*

Basic poisons inflict 2 EP over the course of an Interval, then stop. People can notice a poison by smell or taste before they drink it, by rolling Wits + Vigilance (TN 7). Poisons lose their potency over time – the EP loss suffered reduces by to half of what it was each week.

The standard roll begins at TN 7. The caster can add any of the following boons to the poison. However, each boon increases the TN by 1.

- ☞ Inflict an EP more per an Interval.
- ☞ Increase the number of Intervals the poison will work for.
- ☞ Increase the TN to notice the poison.
- ☞ Increase the shelf-life of the poison by a week.

A poison worthy of Abderian might inflict 4 EP each Interval, for 3 Intervals, and require a Wits + Vigilance roll at TN 10 but this would raise the TN from 7 to 14.

A tie indicates that the poison loses the first boon its creator gave it, and each Failure Margin takes another. When no boons are left, the poison does nothing but smell bad.

CRAFTING A SWORD *Strength + Crafts, TN 15.*

This requires equipment, such as moulds, and a long night. It also requires a single level of the Melee Skill.

A tie indicates a completed sword, but a shattered mould.

CREATING A WEAPON MOULD *Intelligence + Crafts, TN 11.* A weapon mould grants a +2 Bonus to weapon-crafting rolls. Most metallurgists cannot form weapons without one.

CREATING SILENT PLATE ARMOUR *Intelligence + Crafts, TN 16.*

Creating silent plate requires planning from the outset – existing armour cannot be properly modified. The parts cost an additional 50%, and the crafter must have both the Melee and Stealth Skills at level 1.

Every margin on the roll reduces the armour's penalty by 1, to a minimum of -1.

COMPOSING A NEW SONG *Intelligence + Performance, TN 10.* This won't let the character perform the song – just compose, and possibly explain it.

Songs can boost or tarnish reputations, granting a Bonus or Penalty to social interactions, equal to half the roll's Margin.

TAMING A HORSE *Intelligence + Cultivation, TN depends on Horse's Wits + Brawl.* Wild horses still run wild in Fenestra, but catching one without injuring it is difficult, and getting it comfortable with people takes upwards of months. But if you have more time than money, then it's time well spent.

COMPOSING A SPELL *Intelligence + Sphere, TN 10 plus Level.* Crafting new spells requires one week per level of the spell. Players can look over the process in the *Book of Stories*, page 28. If the roll fails, then the Judge will swap one Action or Descriptor for another, and then work through the results, however horrifying. The caster cannot use this botched spell – it only works for that one occasion, by accident. On a tie, the research fails to no effect, or the player can choose to have the spell fail and have their character learn the spell. The player should not know how the spell will fail beforehand – the Judge decides in secret.

If a spell fails, then the next session should probably open with the aftermath of that failure, and a run-through of all that it entails.

JOURNEYS PAST THE EDGE

BUILDING A SHELTER *Strength + Cultivation, TN 11.*

Each point on the Margin allows an additional person to sleep inside the shelter. A tie indicates that the shelter holds for an Interval, then collapses.

CLIMBING *Speed + Athletics, TN varies greatly.*

Rolling a tie indicates that the climber knows they cannot make the climb, or at least fails on the first few holds. Failure with a Margin of 1 gives the worst possible result – the climber fails while near the top, while a larger failure Margin means they travelled less far before falling.

DRAGGING BODIES uses the standard Weight rules, but the character cannot drag anything while they have a Penalty above -4. This Penalty may come from carrying something too heavy, or from wounds; any Penalty above the limit will stop them dragging anything heavy about.

Rope or other equipment might grant +1 to the effective Strength of the character for the purposes of pulling a massive item or beast. And many characters can work together, each adding any amount to their total Weight carried.

FIELD DRESSING *Dexterity + Cultivation, TN 12.* lets the night guard keep slain monsters in good condition, until they can sell them. A knife cuts from arse to throat, organs are harvested, Ingredients extracted, and the meat hung to dry.

The TN raises by +2 in the hot seasons, and reduces by -2 while snow rests on the ground. On a success, the process takes an Interval. On a failure, any Ingredients in the monster's body spoil, and the rest halves in value.

FORDING A RAPID RIVER *Strength + Seafaring, TN 9.*

Success gets you to the other side, and failure gets you washed downstream. A tie gets you a bit of both.

FORAGING can provide verdant supplies, easily, with just one Interval of foraging. The player rolls Intelligence + Survival at TN 12 (+2 Bonus during Sylfs, -2 Penalty over Sables, and a -4 Penalty at night). Success means enough basic ingredients for 1D6 meals.

However, preparing the meals requires an Intelligence + Cultivation roll at TN 10

Using a Banding Action won't do much good unless the group is willing to split up a little (within earshot). However, if a group can split up entirely, going to different areas, they can each make a separate foraging roll, and gather far more resources.

Once an area has been foraged, it cannot be foraged again during the same season.

NAVIGATING LAND *Intelligence + Survival, TN by terrain type, Failure Margin adds 2 miles.*

🌀 Mountains are TN 8.

🌀 Forests are TN 11.

🌀 Marshes are TN 12.

Each Failure Margin adds 2 miles to the journey time, so when trying to find a particular house somewhere in a forest, 10 miles away, the TN would be 12. If the roll is an 8, the actual journey would be 18 miles.

SCOUTING FOR AN ENEMY CAMP *Speed + Vigilance, TN 9 plus the enemy's Wits + Vigilance.* A tie indicates someone spotted you before you got away. Failure indicates not getting away.

STARTING A FIRE *Intelligence + Survival, TN 10.* A little tinder-box will grant a +2 Bonus, and heavier boxes will allow reuse. During the cold of Sables, fire is a necessity to remove EP.

TRACKING *Wits + Survival, TN 12.* Excessive snow or rain means the TN decreases by 2 due to mud or snow remembering every step. However, it also increases the TN by 2 each Interval.

Both the hunter and the hunted determine their own rate of travel. The hunter continues making rolls until they catch their quarry or lose them.

WHITTILING WOOD *Dexterity + Crafts, TN 10.* Characters can fashion anything with a cost of less than 10 cp in less than a day, with only basic wood-working tools.

JOURNEYS BY ROAD & BAILEY

AREA KNOWLEDGE *Intelligence + Academics, TN set by area.* Cities are TN 7, Towns are 9, and baileys are 13. A successful roll indicates a working knowledge of the place.

MAKE CAMP *Intelligence + Vigilance, TN 8.* starts with a safety check of the area, during daylight. That secures enough space for people to wander a short distance to take a piss in the bushes, or just relax for a bit.

Once night falls, most bed in a bothy. If the bothy hasn't the space for the mounts, some traders make space for a horse or two inside their wagons. Others carry a 'hardened half-yurt' – a large covering, made of leather and wooden latices, which they affix to a bothy's side, to make space for a couple of horses.

Forest Rambling reduces travel by 1 mile due to the thickets, ditches, and patches of marshland

Humans can endure a hard-march better than most. Despite their slow gait, they can out-pace almost anything in the long-term.¹

¹See the book of *Stories*, page 20 — Marching Legs: every EP spent to march adds 2 miles.

JOURNEYS ON WATER

The coast is a barren border between land and death. The sea looks calm, but every wrath brings waves taller than castles.

Humans begin all sea-voyages by hauling a boat from inland, into the sea, so all boats must be small. Meanwhile, gnomes maintain ships inside grottos, which gives them time to build larger vessels.

MENDING A SAIL *Dexterity + Seafaring, TN 10.*

NAVIGATION OPEN OCEANS *Intelligence + Seafaring, TN 12.* Each Failure Margin puts the boat off course by 10 miles. A tie indicates that the navigator knows to remain for a day, and make further observations, rather than push towards an uncertain direction.

SWIMMING *Speed + Seafaring, TN set by water's speed.*
Large rivers might have TN 8, while an open sea in a storm might be TN 12.

Characters can swim 1 step per AP spent. If they do nothing but swimming, they can add their Athletics Skill to the total at the end of the round.

JOURNEYS IN THE LABYRINTH

Caving means coördinating the Labyrinth, where long caverns spread like veins, the logistics of travel twist and invert, and the dangers change.

The players decides how many miles to cover, then roll *Dexterity + Caving*. The TN starts at 6, and each mile raises it by +2.

MILES	TN	EP
0	6	0/ 1
1	8	1/ 2
2	10	2/ 3
3	12	3/ 4

On a tie, the entire group takes an extra EP from skuffs and scrapes, and if the roll fails, the character walking at the front takes 1D6 Damage from bashing their head, twisting their ankle, or falling down some hole.

BLACK WALKING means walking in the darkness. It adds +2 to the TN to travel, so even travelling a short distance becomes dangerous.

GAGING THE CAVERN tells you the chance of nearby water, of cave-ins, and may even indicate precious metals. The player rolls *Wits + Caving* (TN 10) to avoid misunderstanding the signs in the dark or (TN 9) to spot potential cave-ins. Appropriate tools include chisels and light.

ECHOING works like bat-sonar. Gnomes imitated these cries, and added claps, whistles, and different ways of craning the neck while waiting for a response. With practice (and a *Wits + Caving* roll), a caver can guess the size (TN 10) or shape (TN 12) of a tunnel, or even guess how a cavern develops over the next hundred metres (TN 14).

HYPOXIA means that air has grown thin, which makes people tired in a way they don't always notice. This happens in deep, narrow caverns, and becomes worse as more people breathe the same air, and much worse if any of them carry a flame.

Anyone affected has the TN for all actions increased (and the player should not be told), and will start to hallucinate (if the players theorize about something that might happen, they begin to hallucinate the exact thing they spoke about). Soon after, all fires go out, as the dead air suffocates them.

UNDERGROUND FIRES demand a complete understanding of convection, air-pressure, and the type of fuel being used. The player rolls *Intelligence + Caving* (TN 12), to avoid filling the room with smoke. Inhaling the smoke inflicts 1 EP each time.

RUNNING IN THE DARK *Wits + Caving, TN 12.* A bright torch adds a +3 Bonus. A tie means the character comes to a sudden halt, without Damage. Failure means 1D6 Damage, plus the character's Speed (running faster means more Damage).

NEWS & INFORMATION

FINDING RUMOURS *Charisma + Empathy, TN 3.* See also, verifying rumours, on the next page.

IDENTIFYING A TALISMAN *Intelligence + Academics, TN 12, then 14.* Magical items do not darken people's doors often, but once they do, you had best get some educated advice. The initial roll tells someone how to activate a talisman (a one-use alchemical item), and which Spheres created it (ties only tell the Spheres). A second roll, at TN 14, is required to know what the Talisman does (ties indicate something about what it does), but not the full picture.

FINDING A HIDDEN MESSAGE IN A BOOK *Intelligence + Vigilance, TN 7.* The message-hider can set any TN they please.

LETTER SEALING *Dexterity + Academics, TN 9.* Proper seals have more than a blob of wax to keep them safe. Ultra secret letters have parts of the paper cut, then pierce the middle, and loop back around the outside. While anyone can open these letters, opening them without breaking the seal (so the letter does not appear to have been read) is nearly impossible. Failure indicates that the letter's seal breaks moments later, as the paper has been cut too thin. A tie indicates nothing special – but of course opening the letter won't be quite the challenge it could be.

Opening such a letter and resealing it properly requires an *Intelligence + Academics* roll, at TN 14, plus the margin of whoever sealed the letter originally.



VERIFYING RUMOURS *Intelligence + Empathy, TN 13.* Rumours are bad, but someone trying to verify them is worse. A failure on this roll means that people around have been alerted to the investigation (whether the rumour was true or not).

If the investigator doesn't care about alerting anyone, they can take this as a Resting Action during Downtime.

TOWN ACTIVITIES

BREAKING IN A DOOR *Strength + Crafts, TN 10.* A tie could indicate that the door has a massive hole in the middle, allowing a sufficiently small person to squeeze through; or it might indicate that the door caves in after multiple, noisy strikes.

JUDGING SERVICES *Wits + Empathy, TN 9.* It's never easy knowing whom to hire. Every time someone hires someone as part of a service, they should make a roll.

Humans are notoriously bad at this, and are known for hiring the first person they meet in a bar.

Failing the roll means that the PC has hired someone useless. Perhaps they want to work with you because they have no idea how bad they are at their job, or perhaps they simply want to rip you off by taking a guess at the best route and hoping for the best. The Failure Margin should indicate just how bad the henchman is, so the Judge should make the roll in secret.

A tie generally indicates noticing a serious problem with purchased services... just after the purchase completes.

Given the stakes, people try to hire others based on previous experience. Others hope for a nearby bard of some kind – not just any old minstrel, but someone who has a solid grasp on the reputation of everyone around, from multiple sources, and keeps up to date with all local markets of any size. The successes and failures of everyone in a marketplace – from the over-ripe tomatoes they sold, to the sword-smith who makes exceptionally reliable blades – often become the contents of songs; so anyone listening to a nearby bard can gain a Bonus to their ability to discern reliable services from useless ones.

No Skill could cover this ability. The bard simply has to exchange gossip at the markets for some months.

PICKING A POCKET *Dexterity + Larceny, TN 12.* Stealing in larger, more populated areas, affords more opportunities, while small baileys, where everyone is aware of everyone in their personal space, and rarely carry larger sums of money, raises the TN significantly.

A tie means the character gets the item, but the victim immediately notices the crime.

* LARCENY ROLL *

Bailey	Town	City	Result
17	15	14	2D6 × 20 cp from a noble's servant.
16	14	13	2D6 × 15 cp from a traveller.
15	13	12	2D6 × 10 cp from a trader.
14	12	11	2D6 × 5 cp from an old lady.
13	11	10	No good targets found
12	10	9	Caught red handed! – roll a 'snatch and run'.
11	9	8	Caught red handed and surrounded!

HIRING CRIMINALS *Charisma + Empathy, TN depends on location.* Thieves, brigands, and illegal adventurers cannot work with just anyone who wanders up to ask for 'one assassination job, my good man'. Dangerous jobs require a level of trust. Charismatic characters who show care and tact stand a much better chance of hiring help.

Any attempt to hire services which put someone in danger should require a roll. This includes murder, crafting poisons, selling illegal items, et c.

LOCATION	BASE TN
CITY	9
TOWN	11
BAILEY	14

Working well with someone means that someone can gain a good local reputation (perhaps just among mercenaries, dodgy apothecaries, or librarians), while returning from a job with a missing man means a mark on the PC's reputation.

WALKING THROUGH TOWN *Wits + Empathy, TN depends on area, bonus for rank.* The night guard should guard against the forest, not hide (nor drink) in towns.

Of course people make exceptions for higher-ranking night guard, and plenty of the guard manage to sneak into town regularly.

Night guard characters can add any rank they have earned to any rolls. 'Fodder' add nothing, while 'Diggers' can add +1 to the roll.

TN	LOCATION
5	HEALERS' GUILDS
6	FRIEND'S HOME
8	SLUMS
9	TAVERN
9	RICH NEIGHBOURHOOD
10	MARKET
12	SUN GUARD STATION

Entering a town requires an Intelligence + Larceny group roll (TN 7). Night guards who cannot find alternative clothing to their standard, dark, uniforms, take a -4 penalty to this roll.

A tie indicates that someone has caught the character (see below). Remaining in town requires a Wits + Empathy roll to go undetected. Rolling over the TN by 1 allows an extra day, then 2 days, then 4, 8, and so on.

Getting caught demands an immediate Wits + Deceit roll (TN 10). Failure means a trip to the Pit of Justice. Characters who flee will find their name known across the land, especially to the sun guard, and will find the warden taking the failure to appear in their Pit of Justice a personal insult.

II STANDARDS

PATTERNS IN THE RULES

Noticing patterns in the rules can help you to remember them. Make the following principles a habit, and you'll find your role becomes a lot easier. And speaking of rolls, let's start with dice stats, and why '7' is the magic number.

ROLL	COMBINATIONS	CHANCE	OR GREATER
2	1 1	2.78%	100%
3	1 2 2 1 3	5.56%	97.22%
4	1 3 3 2 2 4	8.33%	91.67%
5	1 4 4 3 3 2 5	11.11%	83.33%
6	1 5 5 4 4 3 2 6	13.89%	72.22%
7	1 6 6 5 5 4 3 2 7	16.67%	58.33%
8	2 6 6 5 5 4 3 2 7	13.89%	41.67%
9	2 7 7 6 6 5 4 3 2 8	11.11%	27.78%
10	3 7 7 6 6 5 4 3 2 8	8.33%	16.67%
11	3 8 8 7 7 6 5 4 3 2 9	5.56%	8.33%
12	4 8 8 7 7 6 5 4 3 2 9	2.78%	2.78%

Always round half up – whether someone is helping another character with half their Bonus, or combat calls for half Damage, or just any time someone divides a number, they round up at 0.5. One quarter of a +1 bonus is still 0, but half of a +3 bonus is always +2. Every rule in BIND holds to this pattern, so you will never have to wonder about which results should round up, and which down. You always round up.

Dangerous actions are not Resting Actions so if someone has to get this spell just right the first time, or judge the chances of a cave-in and commit to a particular tunnel, they do not get a resting action, even if they have a couple of moments (or months) to spare.

If a task must succeed first time, it's not a resting action!

It's only a Banding Action when experts usually work together. People don't usually build ships alone – it's far better to divide that work between many people. On the other

hand, poets usually work alone. Having everyone add another verse is quite possible, but it won't make a poem faster, or better.

When in doubt, set the TN high! TN 7 may seem like an standard, but it functions more like a basic number to add to. A professional NPC would normally have a Skill at +2, and some relevant Attribute at +1 (at least), along with the Specialist Knack,² which grants a +2 bonus. That leaves professionals with at least a +5 Bonus to do their job. And if they can take a Resting Action to do their job, they will roll at least 12 every time. Therefore, TN 12 isn't monstrously high – it represents a starting figure for basic professionals doing what professionals do. And if the *average* professional would struggle with a task, then a TN of 14 or more fits fine!

The dice tell the story, but only with interpretation. A crappy roll to open a door suggests the massive door has wedged properly shut. A fantastic roll to talk to the local lord might indicate he has family in that character's home bailey. Explaining dice results can come easier than making up a situation whole-cloth.

Fenestra runs on deterministic mechanics – nothing occurs because of 'luck'. Traits represent reliable elements of the world (such as a character's Strength), while the dice represent unknown elements, such as the wind or the movements of animals.

If you interpret the dice rolls as just how well a character has performed that day, a lot of the system will stop making sense; when one PC 'just fails' to convince a warden to fund their mission, another might step in to 'try their luck' (with the dice). But if the first player to roll understands that the town warden's raging toothache has put him in a foul mood, the rest should understand that the result (or at least the roll) will remain no matter who tries to speak with him. This leaves room for some other PC, with better stats, to succeed in the endeavour (by using the same roll), but does not encourage a ring of players rolling dice like a bunch of bored gamblers.

Speed + Athletics: +3 vs TN 9	FAIL	FAIL	FAIL	FAIL	DRAW	WIN	WIN	WIN	WIN	WIN	WIN
	1 1	1 2	1 3	2 2	2 3	3 3	3 4	4 4	4 5	5 5	5 6
Dexterity + Projectiles: +2 vs TN 10	FAIL	FAIL	FAIL	FAIL	FAIL	FAIL	DRAW	WIN	WIN	WIN	WIN
	1 1	1 2	1 3	2 2	2 3	3 3	3 4	4 4	4 5	5 5	5 6

EVERYTHING IS A MIRROR *The ranger sprints towards the archer, dodging his arrows. With Speed +1 and Athletics +2, she has a +3 bonus. The Judge gives a TN of '9'.*

Here, the player can roll a total of 6 numbers which show a win, and 4 which result in failure.

Now if we assume the PC in this scenario is the archer, shooting at the ranger, we can look at the same scenario from

²See page 26.



the other side.

The archer looses another arrow towards the ranger. With Dexterity +0 and Projectiles +2, he has a +2 bonus. The player rolls against a TN of '7' plus the ranger's Bonuses, for a total TN of '10'.

This might look different at a glance, but of course the archer wins on the top 4 numbers, and loses on the lower 6. Mechanically, the same roll has occurred in each instance, and the dice don't care who rolls.



III ROLLING FOR THE ROLE



It's hard to play 'the social character'. You put all your XP into a high Charisma score because you want to build alliances and understand people, then the Judge asks you to roleplay such an encounter and your natural stutter and slow wit replace the social graces your character should have.

It's also hard playing a non-social character. You have been lumped with a character with a Charisma Penalty of -4 and by all the gods you intend to roleplay them, so it's time to ask the warden which lady he stole his robe from and then wipe your mouth with the tablecloth. But the other players are not impressed; all they can see is someone intentionally ruining the encounter rather than your fun-loving improvisations.

Consider the following solution: when players want their character to speak, the Judge tells them to roll Charisma + Empathy or Wits + Whatever, then sets the TN for the encounter. The dice determine the results, but the player *interprets* the dice.

INTERPRETATION OVER PERFORMANCE means players set the scene based on the dice. They may take it as an opportunity for a grand speech, or may prefer to simply describe loosely how the event goes, and leave it at that.

Asking for 'roleplaying' in order to make an encounter go smoothly tells players never to interpret failures, which is a great loss.

*Rolling a total of '1' won't get you into the keep.
What exactly does Corbelch say to the guards?*

This method of players rolling before roleplaying to indicate their roll gives value to the social characters' Traits and legitimacy to the antics of more socially clumsy players saying all the wrong things. The roll of the dice also acts as a way of saying 'I am about to speak', so people can pace conversation without interruption.



THE RIGHT TO IMPROVE

This book has problems, and that's fine. I've put this under a share-alike licence,³ so anyone can grab a copy of the basic L^AT_EX document it's written in and make improvements. This isn't the Open Gaming Licence of D20 where they magnanimously allow you to use their word for a mechanic and let you publish things for their products – this is a publicly owned book.

No longer do imaginative Games Masters have to scribble their inspired house rules onto the back of an old banking statement and Sellotape it to the last page of the core book. Instead, you have the complete source documents, and can modify it as you please, creating a cohesive book. If you spot an error, you can correct it. If you want to add a couple of

spells, it's no problem. Just copy the source files, download a L^AT_EX editor, and make the changes you want. Once you're happy with your changes, you might even send it off to a printing shop for a copy of your own version.

And if you happen to make some useful additions, or even deletions, be sure to add them to another git project, where others can benefit from your genius.

With a little work, we could get a real community-based RPG. Something that's always free, something that gets a new edition as and when people want, with just the changes that people want – a continuously evolving work.

This particular version was last revised on October 6, 2024.


³GNU General Public License 3 or (at your option) any later version.

APPENDIX

I MECHANICS

Now for a quick recap of the last 45 pages...

ACTIONS


When players want their PC to attempt something risky, they roll 2D6 plus Attribute, plus Skill. 


TN means the number players need to roll on the dice to achieve a *tie* with the task. Rolling higher indicates they have their prize, rolling lower means some nasty outcome is upon them, and rolling a tie means both (or neither).

TN	Difficulty
6	Easy – just ask the barmaid what you want.
7	Basic – find firewood in the forest.
10	Tricky – find a good price in the market.
12	Professional – fix the cart by Sundown.
14	Specialist – Plan a three-storey stone building.


page 10


RESISTED ACTIONS start at TN 7, then add the NPC's Bonuses. For example, a player declares their PC wants to demand a new sword, but the Judge thinks the jotter will just reflexively lie about supplies running low.

The jotter's Wits + Deceit come to +2 in total, so the TN is (7 + 2 =) 9.  page 20

BANDING ACTIONS means characters perform better by working together. The first character adds their Bonus, the second adds half, the third, a quarter, et c. and we round halves up at the end.  page 11

NATURAL ROLLS represent the situation, and stay where they are; later rolls need to use the same result.

If someone tries to figure out how to find their way out of the forest, and back to a road, the player could roll '☐☐'. With a +3 Bonus, the total is '7'. The next character has a +2 Bonus, so their total is '6'. With the TN set at '10', the group cannot find their way back without changing their approach.  page 10

RESTING ACTIONS apply when you can repeat something, without danger. Set the darker die to '☐☐' and roll the other. If this roll fails, it fails forever.  page 11

Traits define every character's limits. page 1

Attributes describe the body and mind.

Strength: muscle, brawn, toughness, height

Dexterity: finesse, coördination, balance

Speed: velocity, tendons, vim

Intelligence: memory, logic, tenacity, cunning


Wits: alacrity, levity, attention, acumen

Charisma: gravitas, glamour, confidence, symmetry


page 1

Skills each help with many different tasks, depending on the Attribute paired with. Intelligence + Larceny lets the character open a door, while Dexterity + Larceny lets them pick a pocket. page 1

COMBAT


It does not matter who initiates combat – each character enters the standard Resisted Action. The PC rolls Dexterity + Melee, and the TN equals 7 + the NPC's Dexterity + Melee. The winner deals 1D6+ Damage + Strength Bonus, and every +4 Damage converts to 1D6. 

Action Points (AP) measure how many actions someone can take in a round, based on how fast they can move and react. Start with 3 AP, plus your Speed; put that many coins on your character sheet, and spend them each time you take an action. page 8

A RESPONSE ACTION means the character must resist some Resisted Action. If the AP loss push them below 0, then every negative becomes a penalty to all action.  page 15


Steps provide a rough measure of space. We can imagine it about a metre long, or as wide as the step on your gaming board, or any other length. page 8

Armour protects characters by reducing Damage.

COVERING means how much armour covers the body. Armour with 'Covering 3' protects the torso and may have a helmet, while armour with 'Covering 5' protects almost the entire body.  page 18

DR (Damage Resistance) reduces incoming Damage, before a single FP is spent. It usually represents armour. page 12


VITALS SHOTS are attacks which equal a target's TN plus their armour's Covering; this lets the attack ignore the armour's DR, and deal direct Damage.

If a player needs to roll at TN 10 to hit an opponent with 'Covering 3', then they need to roll '13' to make a Vitals Shot. This applies symmetrically; if the PC's armour has 'Covering 5', and they miss by 5, then their opponent scores a Vitals Shot, and their armour counts for nothing, providing no DR.  page 18

Creature Ratings (CR) give a rough estimate of a creature's combat abilities, and the value of any monster's corpse. page 30

Fate Points (FP) (▽) measure how much luck the character has left. Spend them to avoid Damage. Your maximum $FP = \frac{Total\ XP}{10} + Charisma$. page 11

Health Points (HP) (○) provide a linear measure of a character's health or injuries. page 1

PROJECTILES rolls use Dexterity + Projectiles, and targets resist with Speed + Vigilance. Every 5 steps' distance adds +1 to the TN. When PCs hit the TN precisely, they miss their first target, but hit another target behind (if any).  page 24

Hunting Bows deal any amount of Damage, depending on the bow, but cannot be pulled back by someone with a Strength Bonus lower than the Damage. The AP cost to pull one back equals 2 plus its Damage.

The hunting bow gives a Bonus to hit equal to its Damage, if the archer has time to draw properly (i.e. they still have at least 1 AP after firing). Flustered archers, take the weapon's Bonus as a penalty if they would not be able to fire in time. page 19

Rounds start when everyone wants to speak at once. The Judge goes round the table clockwise as players commit to actions by spending AP. page 15

Statblocks for NPCs have the standard combat stats already worked out at the bottom. This leaves you free to make use of unique Attribute + Skill combinations, or rely on the defaults. The Att number shows the TN players need to roll above in combat. Any number listed beside the DR shows the number required for Vitals Shots.

♣ 11 SOLDIERS					
Strength	1	Dexterity	0	Speed	-1
Intelligence	0	Wits	-1	Charisma	0
Skills	Melee 1, Vigilance 2,				
Equipment	Longsword, complete leather, smoked ham, 14 cp.				
AP 2 (AP Cost: 2), ATT 10,					
DAM 1D6+3, DR 3 (15!),					


○○○○○○○/ ○○○○○○/ ○○○○○○/ ○○○○○○/

Each creature has tick-boxes to track HP, with some marked the current Weight carried. This NPC can take 1 more Weight before penalties begin. page 12

SWARMS (♣) are myriad tiny creatures, acting as one. They crawl over characters, and into gaps in armour.

Swarms can cover a number of steps equal to their HP, or bunch up together, with 3 HP per step.

Attacking swarms is easy when there are so many targets. The TN to attack always reduces by 1 per HP in the swarm, so when a swarm is listed with 'Att 12 - 8 HP', the TN would be only 4; but if the swarm had only 1 HP left, hitting it would require a roll at TN 11. However, swarms only take 1 Damage each per attack.


Swarms can split into smaller parts as a normal movement action. Each part inflicts 1 Damage each round to anyone on the same step, as long as the swarm's HP total comes to more than the target's Covering.  page 23

Weapons add to Attack and Damage.

NAME	ATT BONUS	DAM BONUS	AP COST	WEIGHT
DAGGER	+0	+2	1	1
JAVELIN	+2	+1	2	2
SHORTSWORD	+1	+1	1	1
ROUND SHIELD	+2	+0	1	2

Smaller weapons only cost 1 AP to use, while larger weapons cost more, but also have bigger Bonuses. page 16


EQUIPMENT

Items can be held in a hand, or in a backpack. By default, each provides a Bonus equal to its Weight, but various items buck the trend one way or another. 


Weight Rating (☉) Characters can carry items with a total Weight Rating equal to their HP total. Each point beyond inflicts a -1 Penalty to all actions. Creatures have a Weight equal to their own HP. page 12

Exhaustion Points (EP) measure how tired, hungry, and fed-up characters feel. Each EP has a Weight of 1. page 13

TRAVEL

Journeys by road allow people to move 5 miles per Interval. Each extra mile a character travels inflicts 1 EP. 

VIGILS keep a troupe safe throughout dangerous nights outside, but inflict 2 EP. The players can divide these points

among their characters as they wish.  page 9


Witchcraft


Some speak their spell, others construct it from monster bodies. In any case, the results are the same – unpredictable.


Alchemy (☿) is the practice of turning a raw magical Ingredient into something useful. It requires no Sphere Skill to use – just a recipe.

Alchemical items have a default Weight of 1.

Artefacts happen, often by accident, when someone imbues sentience into an unused Talisman, then leaves it to contemplate its existence for a century. spells given sentience, and function as long-term magical items. They frequently go awry, as they have a mind of their own, and their own wishes and values. page 36


Concoctions are liquids or powders which, when thrown in the air, hyper-charge the use of a single magic Sphere, for anyone present next to the burst. For example, a concoction to boost the Air Sphere would mean a caster with Air 2 could cast a single spell as if they had Air 3. Using one in combat requires at least one AP to grab it, and another to disperse it into the air.  page 25

Ingredients are the basic materials used to make any Concoction, or Talisman, and for lots of medicines. Each has an elemental affinity, so a Fire Ingredient can only make a Fire Concoction.  page 13

Talismans are spells, locked in an item, along with some activation condition. A talisman could open a magical gateway once it reaches a certain location, or bless the first person it sees with good luck. Many will strike the nearest, available target once activated, which makes them dangerous in the wrong hands.  page 40


INVOCATIONS are the basic sentence-formulae which define spells. They consist of one to five ‘Descriptors’, one action, and a target.

DESCRIPTORS	ACTION	TARGET	Result
—	WAX	FIRE	Candle Grows Bright
DETAILED	WARP	WATER	Water turns into an ice statue.
DISTANT, DUPLICATED	WANE	FATE, AIR	Targets at a distance ignore EP Penalties.

If a mechanical effect needs a number, that number is 2 plus the cost when using an elemental Sphere, and 1 plus the cost when using a high Sphere. Each descriptor raises the MP cost by 1.  page 25

DESCRIPTORS are fiddly. Each one raises a spell’s cost, and boosts one aspect. But every time a spell’s level increases, all Descriptors get a boost, which can lead to complications. Distant spells cannot target anything nearby. Duplicated spells continue finding targets until they have enough. Devious spells wait for a long time, then the effects grow slowly.


Lv.	DISTANT	DUPLICATED	DEVIOUS
2	GREETING DISTANCE	4 TARGETS	1 INTERVAL
3	YELLING DISTANCE	27 TARGETS	1 DAY
4	AN ARROW’S REACH	256 TARGETS	1 WEEK
5	WALKING DISTANCE	3125 TARGETS	1 SEASON
6	THE HORIZON	46656 TARGETS	1 CYCLE

Divergent spells use an opposing element, with exactly the same Invocation. Detailed spells let the caster create precise instructions for a spell, but higher-level Detailed spells must show only something the caster has intimate knowledge of, so most come to resemble the caster's family, or past-times.  page 25

Mana Points (MP) (□) grant every witch their power. When they run out, they gain one EP for every point they cannot spend. page 13

SPELLS have a mind of their own. Once cast, they endure until they burn through themselves, or something destroys them. To stop a Fire spell, someone must put the fire out, and if an angry witch makes antlers grow on someone's head, the only way to 'dispel' them is with a boning knife.

Spells with a Distant range cannot be reigned in; if the range is 'an arrow's reach', the spell will find the nearest target at that distance.

Casters only select a spell's first target. The spell forks through the others like lightning, and may 'arc' across any distances up to its original range. Water spells which hit a river will spread through the river, but a curse with an 'area' of 4 will have to jump until it has found four people to inflict itself on.  page 16

Spheres divide the world into meaningful parts. The five elemental Spheres are Fire, Air, Fate, Water, and Earth. Each one can join with two neighbours to make one of the high Spheres; Light, Death, Mind, Life, and Force.


If a caster can think of a way to use any Sphere to stop an attack, they can enter combat as usual with their Charisma + Sphere, rolling at TN 7 plus the NPC's Dexterity + Melee. A battle-ready witch might encourage a warrior's torch to burn his own face off, or make him forget what he wanted to do a moment before his sword comes down. page 13

Witch simply means anyone who can natural speak to an elemental Sphere using their inner MP store. These people have no special uniform, and often hide their talents. page 11

CASTINGS start by spending one MP per spell level. The witch then commands the target Sphere, rolling Charisma + the lowest Skill required.

When 'overspending' on the Invocation, the debt is paid in EP.

TNs depend on how malleable the target is. Earth spells can affect ice far more easily than rocks, and Air spells can whip up a gale easier when outdoors.

When used in combat, spells cost a number of AP equal to the MP-cost + 1.  page 26

Chronicles

The Chronicle is the game and the players, it tells the story of the troupe, but not of any particular PC. Each week which passes in our world, about four weeks pass in Fenestra. During the game, the Judge and players set the pace of any scene, but the session never covers more than thirty days.




PC (Player Character) – one of the characters run by the people playing the game. page 2

The Judge rolls encounters, interprets the rules, and forgets to bring enough pencils. page 2

NPC (Non-Player Character) – anyone in the world played by the Judge rather than a player. page 2

Downtime covers the time between scenes and sessions, letting characters train, heal, and drink. Characters heal a number of HP each week equal to half their current total (minimum 1), along with all MP and FP. page 13

Intervals divide the day into four parts – morning (☐), afternoon (○), evening (◐), and night (●). After each Interval, each PC regenerates:


-  Resting characters remove 1 EP.
-  The Judge rolls 1D6 – everyone gains that many FP.
-  The wind brings MP, and each point goes towards whoever has the most empty MP.

Location	MP	Cover	MP
Underground	1	Partial armour	-1
Indoors	2	Complete armour	-2
Outdoors	3	Submerged	-3
Storm	4	Entombed	-4

Each day, everyone must eat and sleep, or take two EP. page 13

Story Points allow players to declare that some part of their backstory arrives on scene to help the situation. This could be knowing an ally, an obscure fact, or another language.

Spending a Story Point grants 5 Experience Points. page 26

CHARACTER POOL is the collection of allies the player has introduced. Once the PC dies, the player takes their next PC from the pool.  page 13

Experience Points (XP) come from each character's Code. Spend XP to raise any Trait.

TRAIT	Remove Penalty	FIRST	SECOND	THIRD
SKILL	—	5	10	15
KNACK	—	5	10	15
COMBAT SKILL	—	10	20	30
ATTRIBUTE	5	10	20	40

II MELEE TABLES

CHASE CHART

Total	Result
>10	The characters escape their pursuers after travelling through an Area.
9	Both run through 1 Area, then the characters select a new Skill, and both roll again.
8	Both run through 2 Areas, then the characters select a new Skill, and both roll again.
7	Both run through 3 Areas then roll again.
6	Both run through 2 Areas, then the pursuers select a new Skill, and both roll again.
5	Both run through 1 Area, then the pursuers select a new Skill, and both roll again.
<4	The characters escape their pursuers after running through an Area.

ARMOUR	DR	COVERING	WEIGHT
ELVISH CERAMIC ARMOUR	2	3	1
PADDED ARMOUR	3	3	3
PARTIAL LEATHER	3	3	2
COMPLETE LEATHER	3	5	3
PARTIAL CHAIN	4	3	2
COMPLETE CHAIN	4	5	3
PARTIAL PLATE	5	3	3
COMPLETE PLATE	5	5	3

SHIELD	DEFENCE BONUS	DAMAGE BONUS	AP COST	WEIGHT
BUCKLER	+2	-2	1	1
ROUND SHIELD	+2	+0	1	2
KITE SHIELD	+3	+0	2	3

HUNT CHART

Total	Result
>10	The characters capture their quarry after travelling through an Area.
9	Both run through 1 Area, then the characters select a new Skill, and both roll again.
8	Both run through 2 Areas, then the characters select a new Skill, and both roll again.
7	Both run through 3 Areas then roll again.
6	Both run through 2 Areas, then the quarry selects a new Skill, and both roll again.
5	Both run through 1 Area, then the quarry selects a new Skill, and both roll again.
<4	The quarry escapes the characters after running through an Area.

WEAPONS

IMPROVISED WEAPON	ATTACK BONUS	DAMAGE BONUS	AP COST	WEIGHT
BOULDER	-3	+5	5	5
CHAIR	+1	+1	2	2
CLUB	+1	+0	1	1
CUDGEL	+0	-1	1	1
FIREPOKER	+1	+0	1	1
FRYING PAN	+1	+2	3	1
KNIFE	+0	+1	1	1
LOG	+1	-3	1	1
SCYTHE	-2	+2	2	2
STICK	+1	+0	1	1
WOOD AXE	+1	+2	3	1

WEAPON	ATTACK BONUS	DAMAGE BONUS	AP COST	WEIGHT
DAGGER	+0	+2	1	1
GLAIVE	+3	+2	3	3
GREAT AXE	+2	+3	3	3
GREATSWORD	+3	+3	3	4
JAVELIN	+2	+1	2	2
LONGSWORD	+2	+2	2	2
MAUL	+1	+3	2	2
POLEAXE	+3	+3	3	4
QUARTERSTAFF	+3	+0	2	3
SHORTSWORD	+1	+1	1	1
SPEAR	+3	+1	2	3

ESOTERIC WEAPONS	ATTACK BONUS	DAMAGE BONUS	AP COST	WEIGHT
GREAT CLUB	+3	+3	4	5
GIANT SWORD	+4	+3	4	5
RAPIER	+1	+1	1	1
WARHAMMER	+1	+4	3	3
WHIP	+2	-1	2	2

COMPLICATIONS & MANOEUVRES

Circumstances	20
Blindness: spend 1 AP and make a Wits + Vigilance before any other action	20
Darkness: maximum Bonus equals Wits + Vigilance	20
Fighting in minimal light	20
Enclosed Spaces: penalty equals weapon's Attack Bonus	20
Holding the Breath: +1 EP per round, must breath in at -1 AP	20
The Higher Ground: +1 Bonus	20
Trapped, Entangled, or Prone: -2 AP Penalty	20
Manoeuvres	20
Ambushes	20
Close Magic: roll vs enemy's Attack as usual	20
Disarming: make a normal attack with a -2 Penalty against an opponent with fewer AP	20
Drawing a Weapon: spend 1 AP	21
Dropping a Weapon: costs 0 AP	21
Flanking: grants a +2 Attack Bonus	21
Grabbing: attack with Brawl, both can grapple, and count as carrying the other's Weight	21
Grappling: Resisted Strength + Brawl roll to deal Damage	21
Guarding: redirect attacks against one person to yourself. Cost: 1 AP	21
Ramming: Force an enemy back with Strength + Brawl: 2 AP	21
Sneak Attacks: Dexterity + Stealth, roll Damage at +2	21



III SPELL SUMMARIES

These are all the spells from chapter 5, ordered by name, and provided with their Invocations, to aid analysis and creation.

Acid Bath (Duplicated, Warp Water) *Cost: 2, Range: 16 steps, Area: 4, Resisted by: water's speed.* 'Disgusting', the caster shouts, and 4 barrels' worth of water become acidic (4 Damage per round of total submersion), ~ p. 29

Atrophy (Duplicated, Wane Earth, Water) *Cost: 2, Range: 16 steps, Area: 4, Resisted by: current HP.* The caster insults the targets' diminutive build (even if they happen to be tall and strong), and they begin to wither, becoming unevenly thin. The targets take a -3 penalty to the lowest of their Strength or Speed, ~ p. 34

Awaken (Detailed, Wax Water, Fate) *Cost: 2, Range: 16 steps, Resisted by: spell's level.* The caster explains a plan to a spell, and the spell gains an Intelligence Bonus of +3 and begins enacting the plan, ~ p. 35

Barrel Blast (Divergent, Wane Air, Water) *Cost: 2, Range: 16 steps, Resisted by: Speed + Cultivation.* As the caster spits, 4 barrels of water (or equivalent) turn to vapour and rush around a target. If the target breathes in, they gain 4 EP, ~ p. 30

Blessed Army (Duplicated, Distant, Wax Fate) *Cost: 3, Range: yelling distance, Area: 27, Resisted by: targets' Charisma (inverted).* The caster gives

good wishes to a troupe, and 27 targets receive 1D6+1 FP, ~ p. 30

Boke (Wax Fate, Air) *Cost: 1, Range: 20 steps, Resisted by: Strength + Athletics.* The caster makes uncomfortable statements about the target's organs, who then feels sickly and possibly retches. The target gains 2 EP, ~ p. 36

Bolt (Wane Earth, Fire) *Cost: 1, Range: 20 steps, Resisted by: carried items' total Weight.* The caster shakes their head emphatically, and the target gain a +2 Bonus to running, ~ p. 33

Brawlform (Wax Earth, Water) *Cost: 1, Range: 20 steps, Resisted by: current HP + DR.* The caster encourages the target to fight, and the target gains a +2 Strength Bonus. This stacks as usual, so the highest Bonus counts in full (their regular Bonus, or the spell's), and the lowest add only half. Each added Strength point demands an extra meal every day, and inflicts a -2 Charisma penalty due to ugly distortions (along with the loss of an equal number of maximum FP). Each point of DR from armour inflicts 1 Damage, ~ p. 33

Brilliant Bull (Detailed, Duplicated, Wax Fire) *Cost: 3, Range: 12 steps, Area: 27, Resisted by: Speed + Athletics.* Fires all around flare up, and take on the form of a fiery bull. Anyone

- 'trampled' by the flames receives 1D6+1 Damage, ~ p. 28
- Bubble** (Warp Air) *Cost: 1, Range: 20 steps, Resisted by: the density of the liquid.* A small air-bubble surrounds the target as the caster whispers small oaths about reliability. The bubble protects them from foul gasses and allows them to go underwater, ~ p. 27
- Care Less** (Warp Fate, Air) *Cost: 1, Range: 20 steps, Resisted by: target's EP penalty.* The caster's strange stare moves the target into a state of semi-life. This grants DR 1, ~ p. 36
- Carrier Crow** (Detailed, Distant, Warp Water, Fate) *Cost: 3, Range: yelling distance, Resisted by: Wits + Brawl.* Whistling to a distant animal, the caster instils an instinct to enact a single plan. The animal gains Intelligence +4, used only to complete the plan, ~ p. 36
- Chaos** (Duplicated, Wane Water, Fate) *Cost: 2, Range: 16 steps, Area: 4, Resisted by: Wits + Academics.* Targets become confused about what their own plans, and suffer a -3 to Mind Attributes, ~ p. 35
- Children Sit** (Detailed, Distant, Duplicated, Wane Earth, Fire) *Cost: 4, Range: an arrow's reach, Area: 256, Resisted by: Strength + Athletics.* The caster shouts to some group in the distance to sit down, and their bodies begin to feel so heavy they cannot lift themselves. The targets take an immediate 5 AP penalty. However, they can try to wriggle free of the warping effects of their own weight, by spending an AP, or more. Each AP spent reduces their penalty by 1, so someone with 5 AP spare could ignore the effects immediately, ~ p. 33
- Choke** (Detailed, Wax Fate, Air) *Cost: 2, Range: 16 steps, Resisted by: current HP.* The caster curses one of the target's vital organs, and they lose 3 HP, ~ p. 37
- Clawing Wisps** (Detailed, Duplicated, Wax Air) *Cost: 3, Range: 12 steps, Area: 27, Resisted by: wind speed.* The caster gives a battle-cry, and cloud-lined spirits, appearing like small copies of the caster, push any enemies (but not allies) back, reducing their AP by 4, ~ p. 28
- Cold Steam** (Wane Water) *Cost: 1, Range: 20 steps, Resisted by: ambient temperature.* Some body of liquid – up to a barrel's worth – instantly turns to mist, then quickly coalesces, soaking anything in the area, ~ p. 29
- Confusion** (Wane Fate, Water) *Cost: 1, Range: 20 steps, Resisted by: Wits + Academics.* The caster addresses the target as the wrong name, and they lose their train of thought. They take a -2 Penalty to Mental Attributes, ~ p. 34
- Corpse Stench** (Distant, Witness Fate, Air) *Cost: 2, Range: greeting distance, Resisted by: time since death.* Sniffing at the wind, the caster identifies any corpses at greeting distance, ~ p. 37
- Crowded Limbs** (Duplicated, Detailed, Warp Earth, Water) *Cost: 3, Range: 12 steps, Area: 27, Resisted by: remaining HP.* The caster demands the targets steal, grab, and snatch, and their hands deform into 4 tentacles. The tentacles grant +4 to grabbing attacks, but inflict a -4 penalty to using tools, ~ p. 34
- Curse** (Wane Fate) *Cost: 1, Range: 20 steps, Resisted by: Charisma + Athletics.* The caster wishes for the target's shoes to fill up with rocks, or some other small irritation. The target then loses 1D6-1 FP, ~ p. 29
- Dark Doom** (Divergent, Wane Fate, Fire) *Cost: 2, Range: 16 steps, Resisted by: Charisma + Survival.* As the caster bids farewell to someone, they lose 1D6 FP, while the fire closest to the target dies, ~ p. 30
- Death Mist** (Duplicated, Detailed, Divergent, Wane Air, Water) *Cost: 4, Range: 8 steps, Area: 256, Resisted by: Charisma + Vigilance.* The caster laughs like a spoilt child who's done something awful. All nearby water evaporates into a fetid mist in the form of Sylf, mother of monsters, and envelops 256 targets. Anyone breathing in receives 1D6+2 EP, ~ p. 31
- Death Sight** (Distant, Detailed, Warp Fate, Air) *Cost: 3, Range: yelling distance, Resisted by: current EP penalty.* The caster keens, and the distant target gains DR 2, ignores all EP Penalties, and sees as the dead see. However, they cannot rest, ~ p. 37
- Delicate Audience** (Detailed, Devious, Witness Water, Fate) *Cost: 3, Range: 12 steps, Onset: 1 day, Resisted by: ambient noise.* With a gentle touch or wave, the caster begins to guess at the target's loudest thoughts, and receives an answer to three yes/ no questions, each more detailed than the last. The spell lies dormant for an Interval, then provides one more answer each interval after that, ~ p. 36
- Desert Ghosts** (Duplicated, Detailed, Wane Water) *Cost: 3, Range: 12 steps, Area: 27, Resisted by: low temperature.* The caster banishes the water with a 'begone', and 27 barrels' worth of liquid evaporates, and turn into ghastly apparitions with distorted features. Ranged attacks firing through the vapour take a -5 penalty, as do most Vigilance checks, ~ p. 29
- Detect Water** (Distant, Witness Water) *Cost: 2, Range: greeting distance, Resisted by: smallness.* The caster detects liquid at greeting distance, ~ p. 29
- Dock Hickory** (Divergent, Warp Fire, Water) *Cost: 2, Range: 16 steps, Resisted by: Speed + Athletics.* As the caster sings a song in reverse, nearby fire falls from its wood and flows across the floor like water, while water gathers in place and swirls like flame, ~ p. 30
- Douse** (Wane Fire) *Cost: 1, Range: 20 steps, Resisted by: size of the flame.* The caster yawns, and one target fire flickers, then goes out, ~ p. 28
- Eternal Night** (Devious, Duplicated, Wane Fire, Air) *Cost: 3, Range: 12 steps, Area: 27, Onset: 1 day, Resisted by: Intelligence + Survival.* The caster

pulls on a memory of seeing darkness at the bottom of a clear loch, and the darkness comes. After two Intervals, a patch of darkness forms, 5 steps across. Within four Intervals, all vision suffers a -4 Penalty, ~ p. 32

Fascination (Wax Fate, Water) *Cost: 1, Range: 20 steps, Resisted by: Wits + Academics.* The caster gives a compliment, and the target becomes enamoured with their current action, finding it hard to stop, ~ p. 34

Fathom (Witness Fate) *Cost: 1, Range: 20 steps, Resisted by: Charisma + Deceit.* With a short interaction, and some questions about family, the caster discerns if the target has any special fate, ~ p. 30

Fear (Detailed, Wane Water, Fate) *Cost: 2, Range: 16 steps, Resisted by: Wits + Academics.* The caster explains to the target their imminent death. If the target ever finds themselves facing the danger the caster described, they take a -3 penalty to Mind Attributes, ~ p. 35

Festival of Fire (Detailed, Duplicated, Distant, Wax Fire) *Cost: 4, Range: an arrow's reach, Area: 256, Resisted by: Dexterity + Vigilance.* The caster sings the Festival of Fire song – an ancient elvish incantation about not being invited to a gathering. Nearby fires transform into dancing humanoids. Anyone hit by the flames takes 1D6+2 Damage, ~ p. 29

Flooding (Distant, Duplicated, Detailed, Wax Water) *Cost: 4, Range: an arrow's reach, Area: 256, Resisted by: Strength + Athletics.* The caster calls to water spirits to grab any enemies around. Demonic arms and tentacles reach up and push targets around, then drag them down. Each target loses 6 AP, ~ p. 29

Forest Crown (Warp Earth, Water) *Cost: 1, Range: 20 steps, Resisted by: Strength + Athletics.* The target hears how good they would look with antlers, and antlers start to grow. They grant +1 to Damage while using the Brawl Skill, ~ p. 33

Friendly Bolt (Duplicated, Wane Earth, Fire) *Cost: 2, Range: 16 steps, Area: 4, Resisted by: Weight carried.* The caster shouts 'let's go', and two targets gain a plus 3 bonus to running, ~ p. 33

Furious Flame (Wax Fire) *Cost: 1, Range: 20 steps, Resisted by: Wits + Athletics.* With a word of encouragement, a fire flares, inflicting 1D6-1 Damage on anyone next to it, ~ p. 28

Hateful Cry (Distant, Wane Fate) *Cost: 2, Range: greeting distance, Resisted by: Charisma + Survival.* With a fast insult ('oi, spiderchow'), one target at greeting distance loses 1D6 FP, ~ p. 30

Herd Protection (Duplicated, Distant, Warp Earth, Water) *Cost: 3, Range: yelling distance, Area: 27, Resisted by: current HP.* The caster yells warnings, and the targets gain DR 4 as their skin becomes thick, ~ p. 34

Hidden Pocket (Duplicated, Warp Earth, Fire) *Cost: 2, Range: 16 steps, Area: 4, Resisted by:*

Strength + Athletics. A small magical doorway covers a passage, doorway or other opening, connecting two spaces. Creatures with a Weight of 4 or less can fit through before it collapses, ~ p. 33

Highest Blessing (Duplicated, Detailed, Distant, Wax Fate) *Cost: 4, Range: an arrow's reach, Area: 256, Resisted by: ambient noise.* The caster extends their best wishes to a crowd, and anyone an arrow's reach away but still listening gains 1D6+2 FP (or at least up to 256 people), ~ p. 30

Hunting Arrow (Detailed, Distant, Wax Earth, Fire) *Cost: 3, Range: yelling distance, Resisted by: Speed + Vigilance.* The caster guides and enhances any attack at yelling distance – usually an arrow – granting a +4 Bonus to hit and Damage. The caster must throw the spell while they hold exactly the same number of AP as whoever looses the arrow (or swings the sword), ~ p. 33

Infectious Migraine (Duplicated, Wax Fate, Air) *Cost: 2, Range: 16 steps, Area: 4, Resisted by: Strength + Athletics.* As the caster roars, a deathly feeling flows over the targets, who gain 3 EP, ~ p. 37

Insensitivity (Detailed, Wane Fate, Air) *Cost: 2, Range: 16 steps, Resisted by: target's current EP penalty.* The caster bids a farewell to one type of pain – marching fatigue, poison, venom, or anything else they can think of. The target can ignore up to 3 EP penalties from that source for 2 Intervals, ~ p. 36

Itching Cornea (Duplicated, Detailed, Wane Fate) *Cost: 3, Range: 12 steps, Area: 27, Resisted by: Charisma + the Skill.* The caster cries a weirdly-specific doom, like 'may your feet grow fungus', or 'I hope your spells come out backwards', which lays a curse on one of the targets' Skills. The next 5 times the targets uses that Skill, they receive a -1 Penalty, ~ p. 30

Keening (Distant, Detailed, Duplicated, Wane Water, Fate) *Cost: 4, Range: an arrow's reach, Area: 256, Resisted by: Wits + Academics.* The caster shouts to the targets about their imminent death (perhaps mentioning horses, long journeys, or poison slipped into their food). The target becomes intensely paranoid about that topic, taking a -5 penalty to all Mind Attributes when interacting with their new phobia, ~ p. 36

Lemon Hail (Distant, Duplicated, Warp Water) *Cost: 3, Range: yelling distance, Area: 27, Resisted by: temperature.* The caster starts a fight with a rain-cloud, insulting its meagre abilities. The rain then turns to hail, and up to 27 hailstones grow to the size of a lemon, inflicting 1D6+1 Damage on anyone they hit, ~ p. 29

Little Big (Warp Fire, Air) *Cost: 1, Range: 20 steps, Resisted by: Wits + Vigilance.* The caster mixes a malaphor, and the target's apparent size contorts like a fun-house mirror, inflicting a -2 Penalty to ranged attacks against them, ~ p. 31

Little Blessing (Wax Fate) *Cost: 1, Range: 20 steps, Resisted by: Strength + Brawl.* With a short pep-talk for an underdog, and a pun about size, the target gains 1D6-1 FP, ~ p. 29

Mass Blessing (Duplicated, Wax Fate) *Cost: 2, Range: 16 steps, Area: 4, Resisted by: current FP.* The mage blesses the targets with high hopes for their future, bestowing 1D6 FP immediately, ~ p. 30

Mass Curse (Duplicated, Wane Fate) *Cost: 2, Range: 16 steps, Area: 4, Resisted by: Charisma + Survival.* The caster mentions the worst possible future for the targets – the most unpleasant thing which seems reasonably likely. They then loses 1D6 FP, ~ p. 30

Migrating Butterfly (Detailed, Wane Earth, Fire) *Cost: 2, Range: 16 steps, Resisted by: Weight carried.* The caster outright denies how heavy something is, despite obvious heft, and its Weight reduces by 3 when facing towards the direction the caster looks, ~ p. 33

Mind's Chatter (Detailed, Duplicated, Warp Water, Fate) *Cost: 3, Range: 12 steps, Area: 27, Resisted by: Wits + Academics.* With an intense stare, the caster suggests various thoughts to 27 targets. The targets may not believe these thoughts, but it lets the caster communicate easily, ~ p. 36

Naked Fire (Duplicated, Distant, Warp Fire) *Cost: 3, Range: yelling distance, Area: 27, Resisted by: size of fire.* After instructing all the fire around on proper etiquette, fires with a total area up to 27 steps at yelling distance turn blue, and stop burning flesh. They continue to act upon wood, hair, and clothing as normal, ~ p. 29

Night Terrors (Distant, Divergent, Wane Fate, Fire) *Cost: 3, Range: yelling distance, Resisted by: Charisma + Survival.* The caster calls the first line of a dirge from the darkness, then a fire at yelling distance goes out. Whoever held it loses 1D6+1 FP, ~ p. 31

Night's Teeth (Detailed, Duplicated, Divergent, Wane Fire, Fate) *Cost: 4, Range: 8 steps, Area: 256, Resisted by: Wits + Vigilance.* The caster pledges aliance to the night, then lanterns, torches, and any other fire snuffs out, and a deep fear sinks in as nearby targets lose 1D6+2 FP, ~ p. 31

Noxious Fog (Wane Air) *Cost: 1, Range: 20 steps, Resisted by: the wind speed.* With a torrent of viscous swear-words, a pocket of foul air forms and inflicts 3 EP to anyone who inhales it, ~ p. 27

Oath (Detailed, Wax Water, Fate) *Cost: 2, Range: 16 steps, Resisted by: Wits + Academics.* The caster asks the target to swear an oath, and they become obsessed with fulfilling it. The target receives a +3 Bonus to Mind-based Resting Actions to fulfill their oaths, and a -3 Penalty to all Mind actions which do not directly help fulfil the oath, ~ p. 35

Phantasm (Detailed, Warp Fire, Air) *Cost: 2,*

Range: 16 steps, Resisted by: Wits + Vigilance. The caster makes an incredibly dubious claim, and nearby light gathers into an illusion of whatever the caster spoke about, ~ p. 32

Piglet Farm (Duplicated, Detailed, Wane Earth, Water) *Cost: 3, Range: 12 steps, Area: 27, Resisted by: HP.* The caster cries 'Pigs', and the first 27 targets within 12 steps shrink, taking a -4 Strength Penalty, ~ p. 34

Preservation (Detailed, Wane Fate, Air) *Cost: 2, Range: 16 steps, Resisted by: existing rot.* The caster paints a picture – with words or brush – of food, a shirt, or a human corpse. The target ceases all rotting when not in use. Rain or snow may fall upon it, but it will not degrade, ~ p. 37

Puppet Show (Detailed, Duplicated, Wane Fire, Air) *Cost: 3, Range: 12 steps, Area: 27, Resisted by: Wits + Vigilance.* Shadows covering 27 steps animate and stand, then form any shape the caster can clearly imagine, ~ p. 32

Putrid Visage (Detailed, Duplicated, Wane Air) *Cost: 3, Range: 12 steps, Area: 27, Resisted by: Strength + Athletics.* As the caster belches, they release a stinking cloud (in the shape of the caster's face) covers an area of 27 steps, inflicting 5 EP to anyone in the area who breathes it in, ~ p. 28

Quiet Campfire (Devious, Wane Fire, Air) *Cost: 2, Range: 16 steps, Onset: 1 Interval, Resisted by: size of fire.* The caster stares at a fire, and thinks dark thoughts. After a couple of hours, the fire's light dims, though the noise and heat continue. The spell lasts one Interval, so the light returns during the night, ~ p. 32

Raging Burn (Divergent, Duplicated, Wax Fire, Water) *Cost: 3, Range: 12 steps, Area: 27, Resisted by: activity of the target elements.* Water and fire rage together. First the fire deals 1D6+1 Damage, then the water leaps. Any free-flowing water nearby throws or drags anyone by it, moving them 5 steps, minus their Strength Bonus, ~ p. 31

Regeneration (Detailed, Wax Earth, Water) *Cost: 2, Range: 16 steps, Resisted by: current lost HP + 7.* The caster gathers tiny gifts for the target, and they begin to regenerate Damage faster, recuperating an extra 3 HP each week, ~ p. 34

Reinforcements (Detailed, Duplicated, Distant, Warp Fire, Air) *Cost: 4, Range: an arrow's reach, Area: 256, Resisted by: Wits + Vigilance.* The caster sings encouraging songs to one side of a distant fight, and one side receives chimerical copies of themselves, ~ p. 32

River Smog (Divergent, Duplicated, Wane Air, Water) *Cost: 3, Range: 12 steps, Area: 27, Resisted by: Speed + Athletics.* The caster spits prophecies of surreal catastrophe, and 27 worth of water turn into a putrid vapour. Anyone who breathes it in receives 5 EP, ~ p. 31

Safe Passage (Detailed, Distant, Duplicated, Warp Air) *Cost: 4, Range: an arrow's reach, Area: 256,*

Resisted by: wind or tide's potency. The caster calls for safe passage, and a path appears at an arrow's reach, surrounded by clouds, 256 steps long, which repels anything which might harm those who walk it. Projectiles receive a minus 6 penalty, and close-range attackers receive minus 6 AP, ~ p. 28

Scent in the Air (Distant, Witness Earth, Water) *Cost: 2, Range: greeting distance, Resisted by: target's strangeness.* Focussing on the air, and sniffing the wind, the caster asks politely if it will say whether or not some creature sits at greeting distance in a particular direction, ~ p. 34

Shadow Check (Witness Fate, Water) *Cost: 1, Range: 20 steps, Resisted by: quiet thoughts.* This spell tells the caster if any particular patch (and it has to be a specific patch) contains anything which has a mind, ~ p. 35

Shadow Puppet (Detailed, Wane Fire, Air) *Cost: 2, Range: 16 steps, Resisted by: Wits + Vigilance.* One target shadow forms a detailed silhouette, and may even stand up and away from the ground, ~ p. 32

Shadow (Wane Fire, Air) *Cost: 1, Range: 20 steps, Resisted by: Wits + Vigilance.* As the caster whispers, a single patch of darkness, the length of a step, forms anywhere within range, ~ p. 31

Sinister Flame (Detailed, Wax Fire) *Cost: 2, Range: 16 steps, Resisted by: Wits + Athletics.* A fire-source turns into a long arm with claws, and rakes anyone next to it for 1D6 Damage, ~ p. 28

Slashers (Warp Earth, Water) *Cost: 1, Range: 20 steps, Resisted by: Strength + Athletics.* The caster makes accusations of vile language, and the target grows needle-sharp claws. They grant +1 Damage when using Brawl, but inflict a -1 penalty to using weapons or other tools, ~ p. 33

Sleep Fog (Devious, Wane Air) *Cost: 2, Range: 16 steps, Onset: 1 Interval, Resisted by: ventilation.* With a memory of a bad night's sleep, the caster thinks about suffocating air. Within one Interval, the air in the room turns rancid, inflicting 4 EP over the course of a few hours, ~ p. 27

Sloth (Wane Fate, Air) *Cost: 1, Range: 20 steps, Resisted by: Target's EP penalty.* Target ignores 2 EP penalties for an Interval, ~ p. 36

Slow Fall (Duplicated, Wane Earth, Fire) *Cost: 2, Range: 16 steps, Area: 4, Resisted by: caster's Strength.* As the caster covers their eyes, they begin to fall slower and slower. Any Damage from falling reduces by 3, ~ p. 33

Social Spell (Detailed, Warp Water, Fate) *Cost: 2, Range: 16 steps, Resisted by: spell's level.* The caster speaks to a spell like a dog, which awakens an instinct to socialize, and grants it a +3 Charisma Bonus (but no Intelligence), ~ p. 35

Soul Specks (Detailed, Warp Fate, Air) *Cost: 2, Range: 16 steps, Resisted by:*

Strength + Vigilance. With a description of the grey world beyond, the caster pushes the target into a state of semi-death. They gain DR 2, ignore all EP penalties, and see as the dead see, for 2 Intervals, ~ p. 37

Sparkle (Wax Fire, Air) *Cost: 1, Range: 20 steps, Resisted by: surrounding darkness.* The caster speaks encouragingly to a flame, and it blooms enough to light a banquet hall, ~ p. 31

Stench Sort (Distant, Detailed, Witness Fate, Air) *Cost: 3, Range: yelling distance, Resisted by: time since death.* Detect the location of any corpse of a named species at yelling distance, ~ p. 37

Stranger Danger (Distant, Duplicated, Wane Water, Fate) *Cost: 3, Range: yelling distance, Area: 27, Resisted by: Wits + Academics.* The caster waves to people in the distance and calls out a confusing greeting. It makes no sense, and confusion begins to take hold. The targets become disoriented, and suffer a -4 penalty to all actions based on Mental Attributes, ~ p. 36

Sudden Dirge (Distant, Duplicated, Detailed, Wax Fate, Air) *Cost: 4, Range: an arrow's reach, Area: 256, Resisted by: current HP.* The caster chants a dirge, and 256 targets at an arrow's reach lose 1D6+1 HP, ~ p. 37

Sun Flare (Duplicated, Wax Fire, Air) *Cost: 2, Range: 16 steps, Area: 4, Resisted by: Wits + Vigilance.* The caster shouts, suddenly. Nearby lights flash. If cast in darkness, everyone within 16 steps of an affected light source blinks in confusion, and takes a -3 penalty to anything involving vision, for the rest of the round, ~ p. 31

Toothless Fire (Duplicated, Warp Fire) *Cost: 2, Range: 16 steps, Area: 4, Resisted by: intensity of the flame.* This spell changes the basic nature of a fire, so it can no longer burn a certain type of material, ~ p. 28

Traiterous Camp (Devious, Distant, Warp Fire) *Cost: 3, Range: yelling distance, Onset: 1 day, Resisted by: Wits + Survival.* The caster gives a jealous stare at a fire at yelling distance. After two Intervals, the fire gains some weight, and starts to burn low, and look strange. After a full day, the fire collapses on top of the nearest person, inflicting 1D6+1 Damage, ~ p. 28

Traveller's Curse (Distant, Wax Earth, Fire) *Cost: 2, Range: greeting distance, Resisted by: Speed + Athletics.* The caster wishes the target a bad journey, and they immediately feel heavier. For the next 3 Intervals, the target counts as carrying something with a Weight of 3, ~ p. 33

Tweak (Warp Earth, Water) *Cost: 1, Range: 20 steps, Resisted by: target's HP.* The caster lists how the target looks like a different race, and their features begin to shift to match, ~ p. 34

Twisted Fate (Warp Fate) *Cost: 1, Range: 20 steps, Resisted by: Charisma + Cultivation.* The caster hexes the target with death on the road, hoping

they will not meet their destination. Within 1D6 Intervals, the target meets with a monstrous encounter, ~ p. 29

Village of Beasts (Detailed, Duplicated, Distant, Warp Earth, Water) *Cost: 4, Range: an arrow's reach, Area: 256, Resisted by: current HP.* All 256 targets drop whatever they are holding as their hands extend into hooves. They become quadrupeds, which allows them to double their movement, but inflicts a -5 Penalty to using items in hand, ~ p. 34

Were Light (Warp Fire, Air) *Cost: 1, Range: 20 steps, Resisted by: surrounding darkness.* The caster laughs in the face of darkness, and one light in the area lifts from its source, and wanders free, ~ p. 31

Wheel of Fate (Devious, Duplicated, Warp Fate) *Cost: 3, Range: 12 steps, Area: 27, Onset: 1 day, Resisted by: Charisma + Survival.* The caster wonders what the future holds, and the nearest 27 targets become locked into the same encounter, on repeat. It begins half way through the day, then repeats again, until it has gone through 5 iterations, ~ p. 30

Whisp Hands (Detailed, Duplicated, Wax Air) *Cost: 3, Range: 12 steps, Area: 27, Resisted by: Strength + Athletics.* The caster shouts 'get out', and 27 targets find themselves pushed back by wispy hands made of wind, stripping 5 AP minus the targets' Strength. The hands avoid affecting the caster's allies, ~ p. 28

Wind Blast (Duplicated, Wax Air) *Cost: 2, Range: 16 steps, Area: 4, Resisted by: Strength + Athletics.* Targets lose 4 AP and get pushed back 4 steps minus their Strength Bonus, ~ p. 28

Wind Chill (Wax Air) *Cost: 1, Range: 20 steps, Resisted by: Strength + Athletics.* As the caster shouts 'back', a blast of air pushes the target back, and they lose 3 AP minus their Strength Bonus, ~ p. 27

Wishfinder (Detailed, Witness Water, Fate) *Cost: 2, Range: 16 steps, Resisted by: Wits + Academics.* The witch commands the target to state their 'truest desires', while locking eyes. The spell confirms whether or not the target's statement conforms to their Code, ~ p. 35

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