

Magic

The World of Men, also known as the Middle Earth, is seen as solid and real, something which can be touched, felt and understood by everyone. Where man has built places to live, where cut wood and shaped stone mark the mark of civilisation, so the strength of the real world is greatest.

Man though does not have full control over all things, and the further one goes from the shaped and bounded places which men call home, the thinner the walls are between this world and the *Dream Lands*. At night, the spirits of these other lands find a way into civilised areas through the dreams of men. In the unseen darkness and shadows of night, the rule of men is undone.

Not all men though fear these other realms, there are some who actively seek them out, and try to command the powers that lay within them to do their bidding. Such people are commonly called Wizards, and with runes and words of power they can awaken the dream lands, and reshape the world of men to their bidding. With understanding though comes a price, for your mind cannot understand both the world of dreams and the world of men at the same time.

The Wizards of Habisfern are descendants of runesmiths and shamans from older times. Their magic is simple and straightforward, and for the most part it deals with the problems faced by everyone day to day. *Anybody* can learn and use magic, though the path can be difficult and corruption and insanity are the prices to be paid for careless use of these powers.

For this reason, Wizards are somewhat feared, and definitely distrusted. Too many have gone over the edge, giving in to the nightmares which fill their sleep, their mind linked too closely to the Otherworld, leaving them unable to function sanely in the middle lands.

The Realms

The world of men is known as the Middle Earth, since all other realms lay above and below it. It is a realm of physical things, though in places it can be warped where another realm touches upon it.

Below the Middle Earth is the *Under Earth*, also known as the Realm of the Dead. It is said to be either a huge cavern below all other places, or a maze of twisty tunnels which are designed to confuse and trap those who venture there. It is a quiet and empty place, for most who come here do not last long, their spirits soon being reborn back in the Middle Earth or with the gods.

To the other side of the Under Earth is the Other World. This is the realm of living spirits, of elementals and fey. It is from here that the power of magic is normally drawn. It is a place of dreams, easily molded to the wishes of those in it.

Some place the Gods in the Other World, others place them in a fourth realm which is beyond the Other World in an even more distant place.

Titles of Respect

Those who wield magical power are known by many names. Collectively, they tend to be known as Wizards.

Magicians

Magicians know at least one of the Words of Power, but have not studied cantrips.

Wizards

Wizards have taken the time to learn cantrips.

Arch Wizard

An Arch Wizard has mastered one of the Words.

The Mysteries

Knowledge of magic is divided into seven *Mysteries*, each of which grants the wizard power over one part of the world. A wizard may learn any number of Mysteries, though many only bother learning one or two. Six of the Mysteries are considered to be related to each other, being thought of as forming a circle. Mysteries on opposite sides of the circle oppose each other, and mastery of one will limit ability in the other.

The six main Mysteries are *Spirit, Water, Earth, Iron, Fire* and *Air*. There is a seventh, called *Dragon*, which stands separate to the others. It cannot be learnt until the others have been understood to a sufficient degree, and it gives power over the fundamental reality of the world. The nature of *Dragon* is not described in this article, for its powers are unknown to most wizards.

Once a Mystery has been learnt, then it can be used in one of three ways - to *Sense*, to *Control* or to *Summon*. These are the core powers of the Mystery, and can be used without further study.

A wizard may also study and learn *Cantrips*. These are short words of power which can be used to focus the magic in a particular way. Cantrips are more specialised than the core powers, but can be more powerful. Learning Cantrips, especially the higher level ones, can be very difficult however. The number of Cantrips is limited, and there is no known way for a mortal to create a new Cantrip.

The Price of Magic

Knowledge of magic comes with a price - the more a mortal knows, the closer they get to becoming part of the Otherworld. This change affects their mind, making them act in ways not entirely consistent with rational behaviour. They go insane.

Insanity has its benefits though. The more insane a wizard is, the greater the power they can call upon. However, insanity of this kind attracts spirits from the Otherworld which would try to take advantage of the wizard's weakened state. The wizard is most vulnerable whilst he sleeps, making it unhealthy for a wizard to use magic just before bedtime.

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Understanding the Mysteries

Magic divides the world into six areas, each governed by one of the *Mysteries*. Each Mystery has its place in the structure of magic, with neighbouring Mysteries strengthening each other, and distant Mysteries at odds with each other. They can be thought of as being in a ring, starting with *Spirit*, and moving through *Water*, *Earth*, *Iron*, *Fire* to *Air*. The Word of *Spirit* is related to *Air* and *Water*, and opposed to *Iron*.

Each Mystery can be used in one of three ways - to *Sense*, to *Control* or to *Summon*.

Learning a Mystery

A wizard who has learnt (not Mastered) a Mystery to a level of 10 may teach it to another. There is no restriction on who can learn a Mystery, but Wizards will generally only teach those they find agreeable and to be quick witted. Training takes a month, and at the end of that time the student must make an intelligence test at a target of 20. Success means that they have learnt the Mystery at a level of 1.

Imparting the knowledge of magic costs both the teacher and student one point of permanent Luck, regardless of whether the attempt is successful.

Mastering a Mystery

When a wizard achieves a score of 10 in a Mystery for the first time, then they are considered to have automatically *Mastered* that Mystery. A Wizard will only ever Master a single Mystery, and does not get the option to not Master when they first obtain a score of 10. After the first has been Mastered, the wizard may raise other Words to 10 and beyond without any special effect.

A Master is considered to have a deep knowledge and understanding of the realm of magic that the Mystery represents. The magic also takes mastery of them to some extent as well, which is why they do not get a choice about Mastery.

On achieving Mastery, the Arch Wizard may choose one of the special advantages that become open to them. This is a free bonus, which does not need to be paid for. The advantage provides an ability that is free for the Arch Wizard to use at will. Further advantages may be chosen at a skill level of 12, 15 and every 5 points thereafter, but only in the Mystery that has been Mastered.

There is a downside to Mastery, in that the directly opposed Mystery is negatively affected, gaining a -1 to Will when using magic associated with that Mystery. When the second Mastery level is taken, then a further -1 is suffered. The two indirectly opposed Mysteries suffer a penalty equal to half (round down) the main penalty.

If the Wizard's gender matches the affinity of the Mystery (e.g. a female wizard mastering *Earth*), then the first level of penalty is ignored, and the first -1 is gained when they reach a skill of 12. Further, the wizard may

select *two* advantages when they first master the Mystery.

How Mastery Works

For example, a wizard raises his *Earth* to 10. At this point he gets to choose a single *Mastery Ability*. Because it is *Air* that is opposed to *Earth*, the wizard now has a -1 to their Will when using *Air* magic.

If they raise their *Earth* to 12, then they choose a second *Mastery ability*, and now have a -2 to *Air*. They will also suffer -1 to *Spirit* and *Fire*.

If the wizard had been female, then on achieving a level of 10 in *Earth*, they would get their mastery ability, but would not suffer a penalty to *Air*. When their *Earth* reaches 12, they suffer a -1 to *Air*.

Using Powers

When using one of the powers of a Mystery, a skill check is made using *will x Mystery* against either a straight difficulty of 10 or the *will x 4* of a resisting target.

Unless otherwise specified, it takes a full round to use a Power, and the effect will either be momentary or last as long as the wizard concentrates. Using a power is a *slow* action, but does not require any gestures or incantations unless specified.

If a wizard is hit in combat whilst activating magic, then they add +10 to the casting difficulty for every level of stun or wound taken.

A wizard who is concentrating on magic is at -1 to agility, dexterity and perception for each effect they are concentrating on.

Rituals

Some powers can be enhanced by the use of rituals, such as an incantation on the drawing of a circle. Possible rituals are listed along with the powers, and each one used gives a +1 bonus to *will*.

If a ritual is listed as being *necessary* then a -1 penalty is suffered if it is not used. Using such a ritual still grants a +1 bonus however.

Cantrips

Though most wizards keep to using the basic powers of the Mysteries, a few strive to gain a deeper knowledge of magic, by learning *cantrips*. A cantrip is a simple invocation which is associated with a Mystery, and which provides a simple magical effect. Simple does not mean weak however, and some cantrips are capable of destroying a town or slaying someone with a word.

Each cantrip must be learnt separately, and is treated as a *technique*, in that they have a prerequisite of a skill level and other cantrips. However, they cannot be simply purchased with experience, but must be learnt through meditation and self-sacrifice.

Learning Cantrips

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Learning a cantrip takes a week, and an *intelligence x Mystery* check is required at a difficulty of 10 * level of the cantrip.

Using Cantrips

Most cantrips can be invoked in a single round, and require little in the way of gestures or incantations. Cantrips are described under the section for the individual Mysteries, and they all follow the same format. An example cantrip is given below.

Example Cantrip, Level 1

Time: Round **Range:** Short

Duration: Concentration **Resist:** Will

Area: Large

A description for an example cantrip. This is a simple cantrip for simple people.

The first part of the description lists basic properties of the cantrip. Their meanings are given below.

Time

The time required to invoke the cantrip. Most cantrips will have a casting time of 1 round.

Range

The range of the cantrip. If the cantrip affects multiple targets, then the range to the furthest target counts. The range will generally be the distance out to which there is no penalty. There is a -5 penalty for each multiple of the range (or part) beyond this.

A cantrip with a range of *short*, has no penalty up to 10m, -5 up to 20m, -10 up to 30m etc. Unless otherwise stated, you must have line of sight to the target.

Self: The cantrip either can only affect you, or the effects are centred on you.

Touch: You must be touching the target.

Reach: There is no penalty if you are touching the target, but you can affect targets at range at a penalty of -5 per metre.

Short: There is no penalty out to 10m, and a -5 penalty every 10m beyond that.

Medium: There is no penalty out to 50m, and a -5 penalty every 50m beyond that.

Long: There is no penalty out to 1km, and a -5 penalty every 1km beyond that.

Communication: You must be able to communicate with the target.

Relationship: There is no line of sight requirement, and the distance depends on how well you know the target. If the target is well known, then the distance is Long, moderately known then half this, and poorly known quarter of Long.

Duration

How long the cantrip lasts after it has been invoked.

Momentary: The magic lasts only an instant.

Concentration: The magic lasts for as long as you concentrate.

Natural: The magic creates an effect, which lasts as long as it would naturally. Shaping earth into a wall for example, the shape will hold for as long as gravity allows.

Target

The target of the cantrip defines how many targets can be affected in a single invocation. As for range, it defines how many are affected for free, plus there is a penalty if more than that are targeted.

Self: This cantrip can only affect the caster.

One: The target can be a single individual, either you or someone within range.

Individual: Can affect one individual at no penalty, or more at -5 for each extra target.

Few: Can affect up to 3 targets at no penalty, and -5 for every 3 beyond that.

Dozen: Can affect up to 12 targets at no penalty and -5 for every 12 beyond that.

Crowd: Can affect up to 50 targets at no penalty and -5 for each 50 beyond that.

Range: All targets within range of the cantrip.

Radius

If a radius is given instead of a target, then the cantrip affects everything within this radius, focused on a point within the maximum range.

Tiny: Up to 1m for free, -5 each 1m beyond that.

Small: Up to 3m for free, -5 every 3m beyond that.

Medium: Up to 10 for free, -5 every 10m beyond that.

Large: Up to 25m for free, -5 every 25m beyond that.

Village: Up to 100m radius for free, -5 every 100m beyond that.

Town: Up to 500m radius for free, -5 every 500m beyond that.

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Spirit

The Mystery of *Spirit* gives the wizard control over the realm of spirits, souls and minds. It is the realm of seekers after knowledge, and the haunts of ghosts.

Spirit is linked to the female side of life, and women who master its secrets suffer fewer penalties than do men. *Spirit* is directly opposed to *Iron*, and indirectly opposed to *Fire* and *Earth*.

Spirit Powers

Sense

Sense spirit enables the wizard to see and examine the spirits of those around her. All living things have a spirit, and all spirits have an aura. The aura is a reflection of the spirit's true nature, and is difficult to mask.

By spending a round concentrating on an animal or person, the wizard can see the aura of the target. Targets with a *Will* get a resistance, other targets have a target difficulty of 10.

Success	Detail seen
Moderate	Type. The wizard can tell the type of spirit being examined. She knows whether the aura is human, fey, beast or dead. She can also tell the gender and general age of the target. A single strong emotion can be detected as well, if one is active.
Good	State. The general state of mind of the target, as well as some of the strongest emotions that drive the target, even if they aren't currently active.
Excellent	Emotions. Visions of what the target's strongest emotions represent. A person thinking about their true love would present an image of their love. If the target is not focused on any one thing, then glimpses of what they can see may be seen.
Superb	History. Visions of important events in the life of the target. Images of their parents or family, their loves and hates.

A useful ritual is to rub water over your eyes before invoking. Another ritual is to say an incantation that calls upon Thot.

Control

Control spirit enables the wizard to put up a ward against spirits. Whilst she concentrates, spirits cannot approach the wizard unless they make their resistance check. Spirits are kept back by 1m for each point they failed their check by.

Spirits which equal to the wizard's magic total can almost touch the wizard, but cannot harm her. A warded spirit can make a new check every hour.

A useful ritual is to enscribe a warding circle which acts as a focus for the magic. As well as giving the standard ritual benefits, it prevents all spirits from passing across its perimeter if they fail their resistance. It can have a radius up to a number of metres equal to the skill of the wizard. Using a circle gives an all or nothing result - either a spirit can pass the perimeter, or it can't. It is useful for protecting a group of people, or to contain a spirit.

Summon

Summon spirit forces spirits in the nearby area to make themselves visible. Each spirit gets a resistance check against the magic of the wizard, at a bonus of +1 per metre of distance.

Summoned spirits do not have to cooperate, though if the *summon* check was double the spirit's resistance, then the wizard can compel them.

Spirits remain whilst the wizard concentrates.

Summoning the Dead

The wizard can summon the spirits of those who have been recently killed. Such a spirit remains with the body, gradually fading with time. How long it remains depends on the personality of the spirit and how well the body is preserved.

If the body has been completely burnt, then the spirit is gone and cannot be summoned. Neither can it return to haunt the living (this is why most cultures cremate their dead).

A spirit otherwise remains in the body for a number of days equal to the will of the person. Each day, the will drops by one (and the spirit loses an equal proportion of their memories), but the summoning difficulty rises by +10.

A well preserved body (very dry or very cold environment) lasts weeks rather than days.

Masters of Spirit

Spirit Mastery

Aura sight ():

You can see the auras of people and animals at will. Each time this is taken, you get one automatic success level of information. No roll is required.

Truth sight ():

Your mastery of the spirits of people grants you better ability at seeking lies. Your *empathy* difficulty to detect a lie or misdirection is halved. You may only take this once.

Second sight ():

This duplicates the advantage of the same name. You can see ghosts and spirits even when they are hidden to normal sight. If you already have the *Second Sight* advantage, then taking it as a Mastery ability gives no effect.

Charisma ():

You can add your *Spirit* score to empathy checks when trying to persuade others. May only be taken once.

Iron will ():

You gain a +1 bonus to your Will to resist the effects of magic. You may take this multiple times.

Divination ():

You gain the ability to predict the future as if you had the *Divination* advantage.

Spirit Cantripts

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Cantrips of *Spirit* enable the wizard to probe deeper into a person's mind, shape their thoughts and have control over their dreams. To a limited extent they also allow illusions, though unlike the illusions of *Air*, they work by making people think they see something, rather than creating an image which is actually seen.

Spirit magic is considered to be either passive or active. Passive magic is difficult for a target to detect. Unless they have some supernatural ability such as Second Sight or can use magic themselves, then they will never notice if they are the target of passive scrying. Others may get a perception check at difficulty 30 less the level of the cantrip.

Confuse, Level 1

Time: 1 round **Range:** Short
Duration: Momentary **Resist:** Will

With this cantrip, the mind of the target is temporarily confused. If they fail the resistance, then they lose any remaining attacks that round if in combat, or are prevented from carrying out some other action if not.

Hear, Level 1

Time: 1 round **Range:** Short
Duration: Natural **Resist:**

With this cantrip you may listen for the minds of others. You may not hear their thoughts, but you know that they are there, and whether they are active, resting or asleep. You do not need to be able to see your targets - anyone within range will be detected.

Impress, Level 1

Time: Speech **Range:** Communication
Duration: Natural **Resist:** None

By weaving your magic into your words, you can improve their ability to impress a simple emotion into the minds of the targets. The base difficulty of the cantrip is 10, modified by the number of targets. Each level of success provides a +1 bonus to an *Empathy* check to influence the targets.

The actual persuasion need not take a long time. You make a suggestion ("what a nice ring, wouldn't it be nice to own it", "she's a beautiful woman, kissing her would be good"), and then make opposed *empathy* and *will* check as per any other persuasion attempt.

Find, Level 3

Time: 1 round **Range:** Relationship
Duration: Concentration **Resist:** Will

With this cantrip the wizard may know the location of a single person that they have met before. The target of the cantrip gets to resist, unless they are actively thinking about the wizard. On a moderate success, the wizard will know the direction (within 30 degrees) and distance (within +/- 50%) to the target. Each extra level of success halves both of these errors.

The above assumes that the target is well known to the wizard. Someone who isn't that well known (possibly met often, but she doesn't really know that much about them) adds +10 to the difficulty, and someone who has simply been seen adds +20.

Pain, Level 3

Time: 1 round **Range:** Short

Duration: Momentary **Resist:** Health

When this cantrip is invoked, unless the target succeeds at the resistance check, then they are wracked by a short, sharp spasm of intense pain. They gain a *stun*, and are at a -10 penalty to all actions for the rest of the round. You may target a particular body location, which requires an extra level of success. If a hand is targeted, then they will drop whatever they are holding.

Thought, Level 3

Time: 1 round **Range:** Short
Duration: Natural **Resist:** Will

You can telepathically send a thought to a target, causing them to briefly act upon it. The thought must be simple enough to be expressed in a single word, though that word does not need to be spoken. For example, 'sit', 'stand' or 'drink' would make the target think about, and probably do, those things. A thought such as 'window' could cause them to look at the window.

The target will get a bonus to resist if the action is stupid or dangerous. They will continue the action until they have a reason not to.

Dream, Level 5

Time: 1 round **Range:** Relationship
Duration: Concentration **Resist:** Will

Send a dream to someone known. You may make the dream as detailed as you wish, however more detailed dreams are harder to send, and have a greater risk of corruption. Specifying a simple dream is more likely to get through unbroken.

Success	Type of dream sent
Moderate	Vision. Send a vision of a place, person or thing. The target will have a dream which features the subject prominently, though the nature of the dream itself will be invented by the target's subconscious.
Good	Scene. Send a vision of a particular scene, such as travelling to a mountain, fighting with a person or finding treasure in a tomb.
Excellent	Message. Send a message, which will be spoken by someone in the target's dream.

A *waking dream* may be sent to a person who is not asleep. This requires two extra success levels.

Memory, Level 5

Time: 1 round **Range:** Short
Duration: Natural **Resist:** Will

With this cantrip, you can create a fake memory in the mind of the target. They will remember that memory as if it were their own. Memories of important events are harder to implant than a small memory of something vaguely remembered. The memory is of a single event, and doesn't change the rest of the target's mind to match. You could implant a memory of the target once being abused by their father as a child, but it wouldn't affect their other memories of their father, or what their feelings towards their father. However, it probably would confuse them as to why they've only just remembered this.

Success	Type of Memory
Moderate	An old vague memory, such as having met a person, or been to a place.
Good	Either a detailed memory of an event, or a memory of an important event, but not both.
Excellent	Memory of an event that is both detailed and quite

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Success	Type of Memory
	important.
Superb	Memory of an event that is both detailed and quite important, that is also either unusual or exceptional, or quite long.

success they will be fearful enough to retreat, and on an *excellent* success they will cower in terror and be unable to act.

Sleep, Level 5

Time: 1 round **Range:** Short
Duration: Natural **Resist:** Health

If the targets fail to resist then they will become extremely tired, gaining one fatigue for each level of success. If already resting, then they will fall into a non-magical sleep. If any target is totally exhausted (-40 penalty), then they will fall asleep even if in the middle of combat.

Obscure, Level 7

Time: 1 round **Range:** Short
Duration: Concentration **Resist:** Will

With *Obscure* you can affect the minds of those around you in order to alter their perception of you. Ultimately it is possible to make them believe that you are not there, though it is easier to make them think you to be someone else of no importance, such as a servant, beggar or guard.

A successful result will cause people to ignore you, or at least not question you. A guard may stand aside for you, and may even unlock a door, as long as you behave in an expected way. You may extend the protection of this cantrip to cover companions, in which case they must be included as an extra target.

Hiding. You can try to simply hide, in which case each level of success gives you a +1 to your attribute when attempting a stealth check. Moderate+

Nothing special. The target will ignore you unless they have a reason not to. A guard randomly checking people will not choose you, but a guard checking everyone will. Moderate

Suspicious. If the target has a reason to notice the wizard, then a good success is required. Walking past guards into the noble's quarter when she doesn't look like a noble, or carrying a weapon where weapons aren't allowed. Good

Unusual. If the target has a specific reason to notice the wizard, then an excellent success is required. Such reasons might include a merchant stopping her from shoplifting, or a guard only allowing known people through the gates. Trying to pass as normal when the wizard is anything but would also count as unusual. Excellent

Extravagant. Trying to get into an invitation only noble's party dressed in bloody furs and carrying a big weapon. Superb

Terror, Level 9

Time: 1 round **Range:** Short
Duration: Concentration **Resist:** Will

An illusion of terror is created in the minds of the targets. The illusion cannot be seen by anyone else save for those affected by the cantrip. The illusion is of something dark, nameless and terrible which the targets will find awful. They can see, hear and smell the illusion, though if one of them manages to approach it, then it will be banished for all of them.

If you get a moderate success, then the targets of the magic will be afraid and unable to approach. On a *good*

Water

Water gives power over the wet, dark and cold. It represents the deep ocean which engulfs and swallows those within it, the darkness which hides and frightens and the coldness which stills limbs and depresses the soul. As water quenches fire, so this power quenches passions and energy.

Water is associated with the masculine side of magic and so male wizards suffer fewer penalties when it is mastered.

Water Powers

Sense

You may *Sense* the properties of a liquid by taking a small taste of it. You may try to discern its properties by scent, though this adds +20 to the difficulty. Except for the most potent of poisons, the taste is rarely enough to be harmful. A skill check is required using *perception x Water*. You can sample a cup sized volume of liquid.

Success	Detail seen
Moderate	Type. A general feel as to the whether the liquid is harmful or beneficial. A degree (slightly or very) is also known.
Good	Knowledge of the main property of the liquid.
Excellent	Knowledge of most of the properties of the liquid.
Superb	Detailed knowledge of all the properties of a liquid.

Control

Control over *Water* enables you to manipulate the behaviour of water, including its movement and ability to make things wet.

Keep dry in light rain.	Moderate
Keep dry in heavy rain. Remove liquid from wet clothes.	Good
Walk on still water.	Excellent

Summon

Summon water only works out in the open. The default effect is to cause it to start raining over the course of an hour, covering a 250m radius area.

Each level of success increases the intensity of the rain. Add +5 to the target difficulty for each doubling of the radius affected. Add +10 to cause the rain to reach full strength in a minute instead of an hour, or +20 to reduce that time to a round.

The magic lasts as long as the wizard concentrates.

Masters of Water

A Master of Water may choose from the following abilities.

Breath water ():

The wizard gains the ability to breath water as if it were air. This does not affect their ability to breath air in any way. Water enters their lungs as air does, and the oxygen extracted from it.

Water movement ():

The wizard can move freely through water. Running or walking through water is hardly hindered at all, and

swimming is at full movement rate, in any direction.

If this is taken a second time, then the wizard may walk on the surface of water.

Cold resist ():

The wizard may act as if the temperature were up to three levels higher than it actually is. He also gains a +10 bonus to soak to resist cold related damage. If taken more than once, this advantage stacks with itself.

Poison resist ():

You gain a high resistance to poisons of all types, getting a +3 bonus to all *Health* checks to resist their effects. You may take this ability multiple times.

Water Cantrips

Chill, Level 1

Time: 1 round **Range:** Short

Duration: Concentration **Resist:**

This cantrip causes a single target to become colder. At the very least, it will tend to make them uncomfortable, at worst it can cause hypothermia if they are not properly dressed for the cold.

The effective temperature for the target drops by one level per success.

Extinguish, Level 1

Time: 1 round **Range:** Short

Duration: Momentary **Resist:** Will

All targetted fires will be extinguished by this cantrip. The maximum size of fire you can affect depends on the level of success achieved. Torches and candles held by a person do not get to resist, though a creature of fire, such as an elemental, does.

Moderate	Torches.
Good	Camp fires.
Excellent	Medium fires.
Superb	Large fires.
Fantastic	House fires.

Wet, Level 1

Time: 1 round **Range:** Reach

Duration: Natural **Resist:**

Causes the area specified to be covered by a thin film of water. The water is obtained from the air, so the amount amount gained depends on the humidity. Reduce success by one level to three levels for dry air, increase for moist air. The air will be dryer after the cantrip has made the change.

The water created is always cold (just above zero, or the ambient temperature if that is colder). For an extra success level the water can be created super cooled (about -10 degrees), and will rapidly freeze.

Success	Level of wetness
Moderate	Moist. Surface is moist. There will be no free standing water. Candles go out, other fires unaffected.
Good	Wet. Droplets of water cover surfaces, clothing is very wet. Small fires dimmed and may go out.
Excellent	Saturated. A millimetre of water covers all impermeable surfaces, clothing and similar materials will be completely soaked. Small fires go out, larger

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Success	Level of wetness
	fires will be dimmed and will create a lot of steam.
Superb	Flooded. Several millimetres of water covers everything. Double thickness of water each level beyond this. This amount of water will rapidly spread out from the initial area unless it is contained.

Targets do not gain any resistance, and only surfaces which are open to the air which you can see are affected (e.g., the inside of a box will remain dry).

Fatigue, Level 3

Time: 1 round **Range:** Reach
Duration: Momentary **Resist:** Health

When you invoke this cantrip on the target, unless they resist it then their energy is drained from them, and they gain one level of *exhaustion* per level of success.

Frost, Level 3

Time: 1 round **Range:** Self
Duration: Natural **Resist:**

When invoked, this cantrip covers the area around you with frost and ice, dropping the temperature briefly. The frost is likely to ruin crops and make people uncomfortable. The area will warm naturally.

A *moderate* success will cause a light covering of frost, which will harm crops not used to it, but do little else. A *good* success will ruin most crops and an *excellent* success will create a thick layer of cold frost, freeze open water and make animals and people very uncomfortable.

Gloom, Level 3

Time: 1 round **Range:** Self
Duration: Concentration **Resist:**

Each level of success causes one level of darkness.

Mist, Level 3

Time: 1 round **Range:** Self
Duration: Concentration **Resist:**

Creates a mist over an area which obscures vision and causes everything to become damp. Once concentration has ceased, the mist will dissipate normally. Sound is also muffled in the mist, often more effectively than vision.

Effect	Thickness
Moderate	Light. A light mist, vision is reduced to 250m (which may mean no effect if the mist isn't this extensive). Surfaces become moist (see the Wet cantrip) after a minute.
Good	Moderate. Vision is reduced to 100m.
Excellent	Heavy. Vision is reduced to 25m.
Superb	Thick. Vision is reduced to 10m.
Fantastic	Very thick. An unnatural mist that reduces vision to 1m.

Blind, Level 5

Time: 1 round **Range:** Short
Duration: Concentration **Resist:** Will

Causes the eyes of the target to blacken, and become blind. A *moderate* success will cause an effective two levels of darkness, whilst a *good* success or better will completely blind them. The effect lasts until you stop concentrating.

A *Fantastic* success will may, at your option, permanently blind the target.

Flood, Level 5

Time: 1 round **Range:** Short
Duration: Concentration **Resist:**

This cantrip affects all free flowing liquid (e.g., not water in a living body) to greatly increase in volume. Each level of success doubles the water volume. This will often cause the water to flood. Once the water has left the area of effect, or as soon as you stop concentrating, the water will begin to return to its normal volume, reducing in volume by a multiple of the original amount each minute. Water which has been quadrupled in volume (i.e., two success levels) will take 3 minutes to return to normal (x3 after 1 minute, x2 after 2 minutes and normal size after 3 minutes).

If you invoke this magic upon a river or other region where water is flowing in, then any water coming into the area will *flood*. This may be used to cause serious flood damage down stream.

Slow, Level 5

Time: 1 round **Range:** Short
Duration: Concentration **Resist:** Health

The target of this cantrip is affected by a sluggishness that slows their movements. Each level of success causes them to suffer a -1 penalty to both *agility* and *dexterity*. If either is reduced to zero, then they are unable to move, and collapse to the floor.

Once you end concentration, they can immediately try to recover a point from both attributes by making a *health* check at a target of 20. A further check can be made each minute after that.

Drown, Level 7

Time: 1 round **Range:** Medium
Duration: Concentration **Resist:**
Area: Medium

A body of water can be made to suck down an object or creature within it. The water in the area affected will try to envelope any object on its surface, and drag them down to their deaths. Creatures cannot resist the magic itself, but can try to resist the drowning by making a *strength x Swim* check.

The base difficulty of the swim check is 30. This is increased by 5 for each level of success.

Fog, Level 7

Time: 1 round **Range:** Self
Duration: Concentration **Resist:**

Area: Village

A thick fog spreads out from you when this cantrip is invoked. Within about a minute, it will cover the full area of effect. Once concentration ceases, then it will begin to disperse naturally. If you move whilst concentrating on it, then it will move with you.

Night, Level 7

Time: 1 round **Range:** Self
Duration: Concentration **Resist:**

By invoking this cantrip you summon down an unnatural night on the entire area. Each level of success causes two levels of darkness, and the temperature drops by one level. The *Night* will move with you as you move.

Earth

Earth gives control over growing things.

Sense

Sense earth enables the wizard to commune with animals and plants. How easy this is to do depends on how close the animal is to humans. Dogs are quite easy, a wild bear is hard.

Animals which are used to dealing with humans and which get on well with them (trained dogs and horses) have a target difficulty of 10. Wild versions of such, or animals used to humans such as cats, cows, trained birds are 20.

Other mammals and birds are 30, as are trees. Lizards are 40, insects and bushes are 50 and grasses are 70.

Success	Level of communication
Moderate	Basic empathy, getting an idea of whether the target feels good or bad.
Good	Simple ideas can be read, and simple questions related to those ideas can be asked. Where is food? Which way did the big thing go?
Excellent	Enables child like conversations with the target. The target does not have access to information it would not have. A tree cannot see for example, but it can feel vibrations in the ground.
Superb	Adult like conversations. Topics are still limited to what the target would know about.
Fantastic	Tap into the memories of the target directly, even seeing visions if applicable.

Control

Control earth gives the wizard power over the fertility and growth of living things. She can increase crop yields, increase a woman's chances of conceiving and speed recovery.

Increasing plant growth takes a day, and the base difficulty increases growth of all plants by about 10% over a 10m radius. Each +5 doubles the radius, and each +10 increases the yield by another 10%. This magic can only be used once per growth cycle, and does tend to deplete the soil of nutrients.

Summon

Summon an earth elemental.

Mastery

A wizard who has mastered Earth has power over the ground, fertility and sexuality. She also has power over nature and animals, for they are an expression of life itself.

An Earth Master may choose one of the following advantages when she achieves a score of 10 in Earth. She may choose a second at 12, a third at 15 and one more every 5 points thereafter.

Earth is directly opposed to *Air*, so she receives a penalty to her Will for Air based magic. It also affects *Spirit* and *Fire* to a lesser extent.

Mastery of Earth
Earth sense ():

A Master of Earth's senses are extended whilst she is in contact with the ground. She has a sense of anything else that contacts the ground within a number of metres of her equal to her score. She can sense them as if she can see them, so is unaffected by darkness, and it is impossible to hide from her.

This advantage may be taken multiple times, each extra time doubles the range of the ability.

Fertility ():

The Earth Master has full control over her own fertility, and may choose to conceive or not when coupling with another. If male, the Earth Master may cause a partner to automatically conceive, regardless of herbal contraception.

If taken a second time, then the Earth Master has complete control over her own sexuality. Over the course of a day, they may change their sex. They keep the same general appearance, though appear a male or female version of what they once were (probably being mistaken for a brother or sister).

Earth Cantrips

Aid, Level 1

Time: 1 round **Range:** Reach
Duration: Momentary **Resist:**

With this cantrip you can determine the physical ailments of a person or animal. This knowledge provides you with a bonus to any *first aid* check you may make when trying to heal them. The bonus is +3 per level of success.

Cure, Level 3

Time: 1 round **Range:** Reach
Duration: Special **Resist:**

By invoking this cantrip upon a person, you can help them resist the effects of poison or disease. Each level of success provides a +5 bonus to their next check.

Decay, Level 5

Time: 1 round **Range:** Short
Duration: Momentary **Resist:**

The target of this cantrip will decay rapidly, turning to dust within a few rounds. Each target can be a single once-living being, such as a dead tree, dead person or dead whale. A *moderate* success will turn the corpses to a skeleton, a *good* success will decay most of the skeleton and better success will leave nothing.

Heal, Level 5

Time: Minute **Range:** Reach
Duration: Natural **Resist:**

For each level of success you may heal up to one level of wounds or stuns in the target. For each level healed, you gain one level of *exhaustion*.

Age, Level 7

Time: 1 round **Range:** Short
Duration: Natural **Resist:** Health

The target of this cantrip will begin to age rapidly. The target gets a check to resist, but if they fail then they will be wracked with pain (-5 to all actions per level of success), and age according to the success of the magic.

Success	Effect
Moderate	Target is aged by one year.

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Success	Effect
Good	Target is aged by 3 years.
Excellent	Target is aged by 10 years.
Superb	Target is aged by 30 years.
Fantastic	Target is aged by 90 years.

The target will age one year per round. A success level can be used to double the rate of aging, but obviously reduces the total years aged by.

Animate, Level 7

Time: 1 round **Range:** Reach

Duration: Concentration **Resist:**

Causes a corpse to be animated for as long as you concentrate. The better the condition of the corpse the easier it is to animate. The better the success of the invocation, the easier the animated corpse is to control.

Beauty, Level 7

Time: 1 round **Range:** Reach

Duration: Special **Resist:** Will

When you invoke this cantrip upon a person, you cause an alteration of their body in order to make them more beautiful. A *moderate* success will make minor changes, but every two full levels of success is equivalent to a +1 level of *Beauty* advantage.

The effect will undo itself over time, losing a level of beauty each day until the person is back to normal.

Fertility, Level 7

Time: 1 round **Range:** Self

Duration: Concentration **Resist:** Will

When invoked, this cantrip affects all animals within it. Those who fail to resist have both their lustfulness and fertility increased.

The effect is initially centered on you. You may choose to have it follow you, or be fixed in place, when the cantrip is first invoked.

Ugly, Level 7

Time: 1 round **Range:** Short

Duration: Special **Resist:** Will

This cantrip warps and twists a person's appearance to make them appear ugly. Every level of success is equivalent to one level of the *Ugly* disadvantage, and initially levels of *Beauty* will be cancelled.

The effect will undo itself over time, losing a level of beauty each week until the person is back to normal.

Wood, Level 7

Time: 1 round **Range:** Self

Duration: Concentration **Resist:**

Causes your skin to darken like bark, and to become harder and better at resisting damage. Each level of success provides you with +3 soak, but also gives a penalty of -1 to *agility* and *dexterity*.

Extra success levels can be used to reduce the penalty.

Stone, Level 9

Time: 1 round **Range:** Self

Duration: Concentration **Resist:**

Causes your flesh and bones to harden into stone. You also gain the ability to move through earth and stone whilst in this state. Each level of success provides you

with +6 soak and +1 to *strength*, but your *agility* and *dexterity* are both reduced to one.

Iron

Iron is the realm of metal and rock. It is solid and unmoving.

Sense

Sense iron enables the wizard to detect flaws and properties of a metal. When using a craft skill to work metal, the wizard can add their *Earth* skill to the craft roll.

Control

Iron represents strength and toughness, and *Control Iron* grants the wizard control over their own nature, toughening their body. By concentrating for a minute, the wizard can give themselves a +5 to soak for each level of success, but at a cost of -1 to agility and dexterity. Two success can be used to give a soak bonus without the penalty.

The effect lasts as long as the wizard concentrates or until they are wounded. Each time they take a wound (not stuns), their soak bonus drops by 5. Any penalties are lost as soon as they lose their last bonus. Other side effects mean that the wizard loses all sense of touch, and is heavier, making them unable to swim.

Summon

Summon something or other.

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Fire

Fire represents heat, flames, mobility and passion. It is seen to have an affinity to the female side of magic.

Sense

Sense Fire enables the wizard to see visions through fires. By looking into a fire, the wizard can see out of another fire within sight (i.e. the wizard must be able to see both fires). The distance to the next fire impacts on the quality of the vision. If it is more than 10 metres away, then the wizard is at -10. Each multiple of 10 (100m, 1km, 10km) reduces the roll by a further -10.

The size of the smallest of the two fires also reduces the quality of the vision. A large camp fire or larger is needed for best quality. A small camp fire reduces the quality by one level, a torch by two levels and a candle by three levels.

Success	Vision quality
Moderate	Poor quality, the wizard can make out shadowy shapes, but not much else.
Good	Low quality, the wizard can see enough to recognise people, but not details about what they are holding or wearing.
Excellent	The wizard can see details about people, though not enough to read by. Some sound can be heard, and though voices may be recognised, words cannot be.
Superb	Good enough quality to read by, and conversations can be heard and understood.

A person with *Second sight* may see the eyes or face of the wizard staring out of the fire.

Control

With the power of *Control fire*, the wizard may protect herself from heat and flames. By concentrating on her magic, she can grant herself a soak bonus of +5 against heat and flame per level of success.

Alternatively, all fires within range may be made more or less intense, increasing its heat and rate of burning, or snuffing it out altogether. Each success changes the effective size of the fire by one. Each metre of radius of effect gives a -1 to the magic check.

Summon

The wizard can summon a fire elemental to do her bidding. The elemental must be called from a fire of sufficient size. If it is commanded to leave an area of combustion, then it will reduce in size each round. It may take over and animate the bodies of living creatures it has slain.

Air

Sense

With *Sense air* the wizard can predict the weather. Each level of success gives a weather prediction for up to one day into the future for the local area.

With *sense air* the wizard can also increase their perception of things in line of sight. Each level of success halves the effectiveness distance for purposes of seeing and hearing things within direct line of sight.

Control

With *control air* the wizard can command the winds around him. By default, the air within 10m of the wizard is affected. Each level of success increases or decreases the level of wind. Each multiple of 10 increase in the radius of effect requires an extra level of success.

It takes one minute for each success level to have an affect, and the wizard must concentrate on the casting of the magic during this time. The change lasts whilst the wizard concentrates.

Summon

The wizard may summon an elemental of air.

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Insanity

The *Mysteries* provide you with mastery over the different aspects of the world, enabling you to twist reality to your will. Sometimes however, reality will twist back, warping your mind in ways that make you not quite human. Though this warping is seen as a bad thing, it can lead to a greater understanding of the magic you are trying to control.

Ultimately, any wizard who overuses magic will go insane. The basic powers of each Mystery are the safest, which is why many wizards do not go to the trouble of learning cantrips. Those who strive for greater understanding though must ultimately pay the price of magic.

There are two ways to gain insanity. The first is by fumbling the use of magic, the second is by stretching your abilities when trying to learn new magic.

Levels of Insanity

Insanity is a Trait, and like other traits it ranges from 0 (completely sane) to 5 (critically insane).

Insanity	Description
0	Mundane and stable. No signs of abnormal insanity.
1	Mildly insane. You generally behave as normal, though your reactions to stress may be more extreme than others.
2	Moderate insanity. You will have a number of quirks which others will consider unusual, though which will not be immediately apparent.
3	High insanity. Your quirks and actions are quite severe, and people will mark you as being odd, and possibly dangerous.
4	Severe insanity. You find it difficult to function in normal society, and will have a number of mental defects which cause others to avoid you.
5	Critically insane. You cannot socialise normally, and in fact probably have difficulty living with yourself.

Fumbling Magic

When invoking a cantrip or calling on a power, if you roll a natural '1', then the magic fails and there is a chance of something worse happening. In order to keep control of the magic, it is necessary to make a Will check.

Condition	Target
Using a Power.	10
Using a cantrip.	10 + 5 x level
In a region with an aura.	+ 5 x aura
It is night, between sunset and sunrise.	+5
The moon is above the horizon and not hidden by clouds. Being underground, or in a permanent building out of sight of the moon can negate this.	+5
The moon is full, regardless of whether it can be seen.	+5

If you get a *good* success, then the magic simply fails and there are no side effects. On a *moderate* success you gain one level of *fatigue*, but are otherwise unaffected.

On a failure, you gain one level of *fatigue* and are stunned for the remainder of the round, being unable to act or even defend yourself. The following round, and each round thereafter, you may try to gain control again, though the difficulty is reduced by 10. Failure results in continuing to be stunned.

If you fail a number of checks greater than your current *Insanity*, then the magic threatens to overwhelm you completely (note that this means a single failure if you have no insanity). You may choose to either try to control the magic, or to let it wash over you. If you do the latter then you are stunned for one more round and then recover (no roll). However, the magic leaves a lasting imprint on you, and you gain a *quirk*. The quirk lasts for a week. At the end of the week, there is a 50% chance of the quirk becoming permanent and you gaining one level of insanity.

If you try to control the magic, then make another check the following round. If this fails, then you are immediately *overwhelmed* for the next 1d20 minutes. No further checks are required, but the effect of being overwhelmed can be a lot worse.

Overwhelmed

If you become *overwhelmed* by the magic, then you exhibit behaviour which is tied to the Mystery you were trying to control. The effect lasts for 1d20 minutes.

Confused (Spirit)

Your mind is confused by an overload of sensation. For the duration your *Perception* is doubled for noticing general things, but at -2 if you try to focus on anything (such as individual words), or trying to attack or dodge.

Depression (Water)

You are severely depressed, and see no reason to act or do anything. If there is a good reason to move, then you must make a Will check at a target of 30 to do so. More focused actions (fighting, using magic) is impossible.

Lust (Earth)

You are overcome with lust.

Catatonic (Iron)

You are unable to think or act.

Rage (Fire)

You are overcome with rage.

Mindless (Air)

You are unable to concentrate on any one thing, finding it difficult to act in a coherent fashion.

Quirks

A quirk is minor personality defect. Quirks can last a short time or be permanent.

Depressed (-1):

You feel depressed, and find it difficult to get up the enthusiasm to do anything.

Loud (-1):

You feel a need to speak loudly, though it is subconscious and you do not notice yourself doing it.

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Lustful (-1):

You feel a need for sex. Gain +1 to your Lustful trait.

Shivers (-1):

You sometimes feel a chill which others cannot. You have a habit of shivering uncontrollably, especially during times of stress.

Uncaring (-1):

You find it difficult to care about other people, and suffer a -1 to *empathy*.

Visions (-1):

You sometimes see things which are not there. A flicker of movement out of the corner of your eye, or a face peering out of a window.

Voices (-1):

You hear voices whispering in your ear. Possibly they are the spirits of the long dead, though it is equally possible they are merely a delusion.