

THREADS

two threads per circle

- _____
- _____
- _____
- _____
- _____
- _____
- _____

STARTING MOVES

MANY AS ONE

When **you aid a member of your crew or bonded group**, improve your result by one step.

UNBOWED, UNBENT, UNBROKEN

When **you prepare yourself to endure some hardship without fighting back**, roll+CON. **On a hit**, you can either take half damage or completely ignore one other ill effect. **On a 10+**, you can also defeat, expose, or frustrate your oppressor with your stubbornness.

LOYALTY

When **you bond to an airship**, in addition to the usual benefits of bonding to a place, while the bond remains, you gain the benefit of your choice from the list below. You may only bond with one airship at a time.

- When you successfully aid anyone on board, or who ever served aboard, that ship, take +2 armor forward.
- When you defend anyone on board, or who ever served aboard, that ship, you get +1 readiness, even on a miss.
- When you carouse with anyone who ever served aboard that ship, you may make an additional choice.
- When you parley with anyone who ever served aboard that ship, they will settle for less.
- You are always considered to have a useful reputation when recruiting for your ship.
- When you discern realities about the ship or anyone who ever served aboard her, ask an additional question.

MAY I BE OF ASSISTANCE?

When **you aid someone**, you may spend karma on their roll just as they could.

WITH A LITTLE HELP

When **someone near you who you are not already aiding needs help**, after their dice have been rolled, you may add +1 to their result if you are willing to share any consequences of that roll.

COME ABOUT

Add the following to the hack and slash list:

- You maneuver your target to a nearby spot of your choosing.
- You maneuver yourself to a nearby spot of your choosing.

EXPRESSIONS OF UNITY

When **you create art with rune carving or embroidery**, take +1. If you use the result in a successful greeting ritual, take +1 to aid or hinder the recipient.

TALENTS

You may weave threads into talents, if you meet their requirements:

ÆGIS

When **you defend while wielding a shield**, you may also spend readiness on the following:

- Knock the attacker down or back.
- If it is mobile, the thing you defend may move or be moved somewhere safe from the attacker.
- Take −1 forward and negate the attack's effect or damage.

Second thread (requires circle 6): You also gain +1 hold, even on a miss. You may also spend one karma to gain +1 hold.

EAGLE-EYED

When **you observe a far-off location**, you may discern realities using +INT as if much closer. Ask an additional question, even on a miss. You may spend a point of karma to ask an additional question, not limited by the list. *Second thread (requires circle 6):* In addition, on a 12+ the questions you ask the GM may be anything, not limited by the list.

I CANNOT DO IT, CAPTAIN!

When **you or your crew proclaim the impossibility of a task** related to your airship and you are told to do it anyway, hold 1. While performing the task, spend hold to:

- Change the result of a roll by one step (up or down)
- Accomplish the task in half the time.

TAUNT

When **you mock, tease or otherwise provoke** an NPC, roll+CHA. **On a hit**, they become more aggressive towards you and your crew or bonded group, possibly attacking. **On a 10+**, you also take +1 forward against them. **On a miss**, they do as they please and you take −1 forward against them.

DAMAGE PARTY *requires circle 2*

When **you work with your crew to jury rig an airship**, make an additional choice, even on a miss.

Second thread (requires circle 6): **On a 12+**, if you repair something caused by gaining stress, remove that point of Stress.

EAR TO THE WIND *requires circle 2*

When **you discern realities or spout lore** about the history, crew, location, destination, condition, or cargo of any airship, take +1. **On a 12+**, in addition to the normal effects, you get to ask the GM any one question about the subject.

GOT YOUR BACK *requires circle 2*

When **you fight next to a member of your crew or bonded group**, gain +1 armor.

Second thread (requires circle 6): Gain +2 armor instead.

MERCHANT MARINE *requires circle 2*

When **you use the supply move**, before you roll choose one:

- Roll+INT instead of roll+CHA.
- If the cost of the item includes “Charisma”, you may subtract your Intelligence score from the price instead of your Charisma score.
- **On a 12+**, you will find what you are looking for at a bargain price.
- **On a 12+**, you will find what you are looking for at a fair price and find something else unexpected and useful at a fair price.

Second thread (requires circle 6): Choose two instead.

THAT’S THE SPOT *requires circle 2*

When **you volley with a vehicle-mounted weapon**, you may use +INT instead of +DEX.

WARD OF PROTECTION *requires circle 2*

You know a short incantation and hand gesture which acts as proof against magic. When you use the protection to thwart a magical effect (actively or passively), roll+CON. **On a 10+**, you are unaffected by the magic. **On a 7-9**, choose one:

- You suffer the effect to a lesser degree.
- You are unaffected, but the effort takes its toll: mark a debility of your choice.
- You are unaffected, but your gesture will no longer work until you next make camp.

SPURN THE EARTH *requires circle 4*

When **you leap or fall from a very great height**, roll+CON. **On a hit** just before impact, you conjure a reaction between earth and air, settling gently to the ground. **On a 10+**, at your option, you may use this reaction to carry you back to where you started falling (the deck of the airship you were on, for example).

WHAT’S MINE IS MINE *requires circle 4*

When **you give someone an item you’d rather keep**, roll+INT. **On a hit**, it returns to you in good time but on a 7-9, there are strings attached. **On a miss**, it may cause more trouble than it's worth or lost forever.

AND TAKE THAT *requires circle 6*

When **someone you are aiding hacks and slashes on 10+**, deal your damage to their target as well.

CAMARADERIE *requires circle 6*

When **you make camp with your crew or bonded group**, you heal +1d8.

LEAF ON THE WIND *requires circle 6*

When **you pilot an airship**, you may automatically take the 10+ results of any control vehicle rolls.

LOVE, SPIT AND DUCT TAPE *requires circle 6*

A vehicle you are occupying or piloting may continue moving even if it has no stress left. No one may use any pilot or passenger moves while it is in this state. The vehicle will not run again once you come to a stop. One more mark of stress will halt the vehicle.

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NOTES

COIN	LOAD
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FOLLOWER

Name	
Quality	Loyalty
HP	Armor
Dmg	Load
Tags	Traits
Instinct	Cost
Gear	
<div><div><div><div><div><div></div></div></div><div><div><div></div></div></div><div><div><div></div></div></div></div></div></div>	
Moves	

SHIP

Name	
Control	Passengers
Cover	Stress
Tags	
Gear	
<div><div><div><div><div><div></div></div></div><div><div><div></div></div></div><div><div><div></div></div></div></div></div></div>	
Moves	

GEAR

Load is 9+STR

appropriate artisan tools (1 weight)

dungeon rations (uses: , ration, 1 weight)

ragged bow (near, 2 weight)

bundle of arrows (ammo: , 1 weight)

shield (+1 armor, 2 weight)

Choose your defenses:

- leather armor (1 armor, worn, 1 weight)
- chainmail (1 armor, worn, 1 weight)

Choose your armament:

- short sword, axe, or warhammer (close, 1 weight)
- cutlass (close, +1 damage, 2 weight)
- rapier (close, precise, 1 weight)
- spear (reach, thrown, near, 1 weight)
- throwing knives (thrown, near, ammo:)

Choose two:

- 2 healing potions
- adventuring gear (uses: , 2 weight)
- antitoxin, poultices and herbs (uses: , slow, 1 weight)
- repair kit (uses: , slow, 1 weight)
- 22 coins

BASIC MOVES

HACK AND SLASH

When **you attack an enemy in mêlée**, roll+STR. **On a hit** you deal your damage to the enemy and the enemy makes an attack against you. **On a 10+** you also select one of the following choices:

- avoid their attack
- deal +1d6 damage
- a starting move of your discipline adds one or more choices
- other moves may offer you additional choices

VOLLEY

When **you take aim and shoot at an enemy at range**, roll+DEX. **On a 10+** you have a clear shot—deal your damage. **On a 7–9** deal your damage and choose one:

- You have to move to get the shot placing you in danger as described by the GM
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one

DEFY DANGER

When **you act despite an imminent threat** or **suffer a calamity**, say how you deal with it and roll. If you do it...

- ...by powering through, +STR
- ...by getting out of the way or acting fast, +DEX
- ...by enduring, +CON
- ...with quick thinking, +INT
- ...through mental fortitude, +WIS
- ...using charm and social grace, +CHA

On a 10+, you do what you set out to, the threat doesn't come to bear. **On a 7–9**, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

DEFEND

When **you take up a defensive stance** or **jump in to protect others**, roll +CON. **On a 10+**, hold 3 readiness. **On a 7–9**, hold 1 readiness. You can spend readiness one-for-one to:

- Suffer an attack's damage/effects instead of your ward
- Halve an attack's damage/effects
- Draw all attention from your ward to yourself
- Strike back at an attacker (roll your damage twice and take the lower result)

When you go on the offense, cease to focus on defense, or the danger passes, lose any readiness that you hold.

AID OR INTERFERE

When **you help or hinder someone**, say how, before they make their roll. If you do it...

- ...using brute force, +STR
- ...with speed, agility, or physical finesse, +DEX
- ...with vitality, toughness, or vigor, +CON
- ...through emotional manipulation, +CHA
- ...through analysis, logic, or book-learning, +INT
- ...some other way, +WIS

On a 7–9, they take +1 or −2 to their roll, your choice. **On a 10+**, improve or reduce their result by one step, your choice, and choose one:

- you do not expose yourself to danger, retribution, or cost
- you help someone else: they take +1 forward
- you help yourself: you take +1 forward
- you gain a karma point

DISCERN REALITIES

When **closely study a situation or person**, roll+WIS. **On a 10+**, ask the GM three questions from the list below. **On a 7–9**, ask one. Either way, take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

SPOUT LORE

When **consult your accumulated knowledge about something** roll+INT. **On a 10+**, the GM will tell you something interesting and useful about the subject relevant to your situation. **On a 7–9**, the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you “How do you know this?” Tell them the truth, now.

PARLEY

When **you press or entice an NPC**, say what you want them to do (or not do). If they have reason to resist, roll +CHA. **On a 10+**, they either do as you want or reveal the easiest way to convince them. **On a 7–9**, they reveal something you can do to convince them, though it'll likely be costly, tricky, or distasteful.

SPECIAL MOVES

ORDER FOLLOWER

When **you order or expect a follower to do something dangerous, degrading, or contrary to their instinct**, roll+Loyalty. **On a 10+** they do it, now. **On a 7–9**, the GM chooses one from the list below:

- Decrease the follower's Loyalty by 1.
- They complain loudly, now or later, and demand something in return.
- Caution, laziness, or fear makes them take a long time to get it done.

RECRUIT

When **you go looking to hire help**, tell the GM what you're offering and for whom you're looking, phrased in one of the following ways:

- A group of _____ (porters, guards, minstrels, etc.)
- A skilled _____ (guide, sage, burglar, bodyguard, etc.)

If the GM says you can't find that kind of help in a place like this, start over or move on. Otherwise, roll+nothing and take +1 if you have a good reputation in these parts. **On a 10+** they're yours for the hiring. **On a 7–9**, the GM chooses one:

- They demand greater compensation, in coin or otherwise.
- No one here fits the bill, but you hear of someone elsewhere who does.
- They have a need that must be met first (permission from someone else, a favor, etc.).
- You can tell at a glance they are less than ideal (ask the GM how).

The GM will choose or roll their specifics (quality, loyalty, instinct, cost, tags, etc.) as needed, to be discovered through play.

NAME	
CIRCLE	XP
<div style="border: 1px solid black; height: 300px;"></div>	
SKETCH	

PASSIONS

- Aastendar
- Chorrolis
- Floranuos
- Garlen
- Jaspree
- Lochost
- Mynbruje
- Thystonius
- Upandal
- Dis
- Raggok
- Vestrial

BLOOD

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DAMAGE d8	ARMOR
HP	KARMA

STR	DEX
Strength	Dexterity
<input type="checkbox"/> Weak (−2)	<input type="checkbox"/> Shaky (−2)

CON	INT
Constitution	Intelligence
<input type="checkbox"/> Sick (−2)	<input type="checkbox"/> Stunned (−2)

WIS	CHA
Wisdom	Charisma
<input type="checkbox"/> Confused (−2)	<input type="checkbox"/> Scarred (−2)

CAVALRYMAN

LOOK

Gaze: confident, empathetic, steely
Appearance: tousled, dashing, noble
Accoutrement: muddy, pragmatic, ornamented
Body: slight, sturdy, athletic

SPECIES

DWARF

Your maximum HP are increased by one.

ELF

Your long lifespan prepares you for loss. If your favored mount dies, you may bond to a new one within days, and do not reduce your maximum HP.

HUMAN

You may make moves using your banner that would normally require you to be mounted while not mounted.

ORK

Your base damage is always d10.

TROLL

When you deal damage while mounted on your favored mount, deal +2 damage.

T'SKRANG

When you would become unseated from your mount, you may use your tail to stick with your mount and bring it back under control.

WINDLING

When you volley from a flying mount, deal +2 damage.

FLAGS

- Aspiring*: make me an offer that threatens my social standing.
- Compassionate*: offer me an easier solution that requires I exploit those weaker than me.
- Delusional*: offer me a more effective solution that requires I abandon my mis-perception or erroneous belief.
- Devoted*: offer me an easier solution that requires I compromise my relation with _____.

- Heroic*: let me keep you from going first into danger so I can go myself
- Honest*: involve me in a deception I must ruin.
- Gullible*: tell me a lie I believe.
- Righteous*: offer me an easier solution that requires I violate my principle of _____.
- Visionary*: offer me an easier solution that interferes with my dream of _____.
- _____
- _____

choose or invent one for each

choose one

astral sight

select or invent two

THREADS

two threads per circle

- _____
- _____
- _____
- _____
- _____
- _____
- _____

STARTING MOVES

ELEMENTALISM

Through detailed understanding and manipulation of the basic forces of nature, you can weave threads into spells. You gain access to a number of abilities related to spell casting:

- You may use the astral sight move.
- You have mastered several elemental spells and inscribed them in your grimoire. You start out with three first circle elemental spells in your grimoire as well as the cantrips. Whenever you gain a circle, you add a new elemental spell of your circle or lower to your grimoire.
- You know how to form and stabilize an astral construct that makes casting spells safer, called a spell matrix. You may fashion as many spell matrices as you like; however, the combined circles of all spells attuned into them may not exceed twice your own circle.
- Through concentration and force of will, you can weave threads to cast spells (from a spell matrix, grimoire or with raw magic). You may weave spells with +CON.
- Through force of personality and appreciation of the give and take of the universe, you channel energy through your spell weaving to cast a spell. You may cast spells with +CHA.

LETHAL FOCUS

When **you cast a spell that deals or heals damage**, you may spend focus to increase the damage it deals or heals by one for each focus spent. If the spell deals or heals damage more than once, this bonus applies only to the first occurrence.

ELEMENTAL SENSE

When **you discern realities about a location**, you may add the following questions to the list of choices:

- What true elements are here?
- What elemental spirits do I sense?

SPIRIT GROUNDING

Add the following to the hack and slash list:

- If the target has the materialization special quality, you either force it to materialize or prevent it from dematerializing for a few seconds.

EXPRESSIONS OF BALANCE

When **you create art with embroidery or sculpting**, take +1. If you use the result in a successful greeting ritual, elemental spirits will give the recipient the benefit of the doubt so long as the item is retained.

TALENTS

You may weave threads into talents, if you meet their requirements:

BODY INFUSION

When **you infuse your body with the power of the elements** over several minutes, gain your choice until you use this move again:

- Air: you always have clean air to breathe, regardless of environment (e.g. underwater, a cloud of poison gas, buried, etc.)
- Earth: ignore damage dealt to you by spells or magic, so long as your feet are on the ground.
- Fire: you take no damage from heat or flame.
- Water: you may not be entangled, grappled, bound or otherwise bodily restrained against your will.
- Wood: gain +2 armor.

Second thread (requires circle 6): Select two choices instead.

ELEMENTAL VOICE

When **you sense an elemental spirit** in the area, you may communicate with it.

Second thread (requires circle 2): When you demand an elemental spirit perform a task for you, roll+CHA. **On a 10+** choose two. **On a 7-9** choose one.

On a miss, some catastrophe occurs as a result of your calling.

- The effect you desire comes to pass
- You avoid paying nature's price
- You retain control

Third thread (requires circle 6): So long as you do nothing but talk with the elemental, you may force it to remain still.

FILTRATION

When **you dig your fingers into someone's skin and filter their blood**, roll +CON. **On a hit**, you eliminate one poison or drug affecting them. **On a 7-9**, you deal 1d4 damage to them.

Second thread (requires circle 6): **On a hit**, you pull the toxin out of them intact. If preserved, the dose may be used again.

ARRANGING THE ELEMENTS

requires circle 2

When **you touch someone**, skin to skin, and spend a few minutes shifting the elemental balances in their pattern, roll+CHA. **On a hit**, choose one. **On a 7-9**, whatever you choose is transferred to you.

- You heal them of 1d8 damage
- You remove one disease from them
- You cure one of their debilities

Second thread (requires circle 6): Choose two, instead. You may select the same item more than once.

ITEM DISPOSITION

requires circle 2

When **you spend several hours getting to know an item**, roll+CHA. **On a 10+** you gain insight into the item's past and nature. Choose three and take +2 forward to study it further. **On a 7-9** choose one and take +1 forward to study it further.

- Discover the item's basic abilities (that is, abilities that may be used without weaving threads into the item).
- Discover how many threads may be woven into the item, if any.
- Understand exactly what must be done (and where) to learn the item's name.
- Discover which true elements were used in its construction.
- Discover the question that must be answered to gain the next key to the item, if any.
- Discover if the item requires that any deeds be performed.
- Studying the item takes half the time.

Second thread (requires circle 6): You need only examine the item for several minutes or so before rolling.

ELEMENTAL FOCUS

requires circle 2

When **you cast a spell with an elemental tag**, through an un-*ehnnanced* spell matrix, you may spend 2 focus to retain one of the threads woven into it and that matrix becomes *enhanced* until you next cast a spell through it.

RITUAL OF UNMAKING

requires circle 2

When **you know the name and elemental makeup of a magic item** with one or fewer ranks and perform a grueling, day long ritual over it, roll+CON. **On a hit** the item is unmade, and some of its materials can be reused. **On a 10+** you also salvage one kernel of the true elements used to make it. **On a miss** the item may explode and give a random debility.

Second thread (requires circle 6): **On a 10+**, pick one:

- salvaged kernels of the true elements are exceptionally pure
- you salvage an additional kernel of a true element

SENSE THE FLOW

requires circle 2

When **you sput lore by sensing how the subject breaks down into primal forces**, you use CHA instead of INT.

Second thread (requires circle 6): In addition, on a 12+, you get to ask the GM any one question about the subject.

ITEM INFUSION

requires circle 6

Tell the GM you would like to infuse a mundane item with magic to give it one rank and an appropriate magical ability associated with that rank. Such enchantment is always possible, but the GM will give you one or more (possibly all) of these conditions to fulfill:

- It will require certain amounts of true elements.
- It will require one or more rare ingredients.
- The ability may function a bit differently than you propose.
- It's going to take days/weeks/months.
- You must get help from _____.
- You must perform the work in a certain place.
- You must perform the work with specific tools.

BECOME THE FIRE

requires circle 8

When **you convince an elemental spirit to merge with you**, roll+CON. **On a 10+** hold 3. **On a 7-9** hold 2. **On a miss** hold 1 in addition to whatever else happens (some elementals might not let go). You may spend one karma to get +1 hold, even on a miss.

So long as you have hold, your body is transformed into an elemental form, melding your features with the spirit's. Your new has the innate abilities of its element. You retain your normal stats, talents, and so on, but your base damage becomes d8. You gain one or more moves based on the nature of the elemental form (work with the GM to determine these). Spend hold to:

- Make one of the elemental moves.
- Automatically succeed with a 12+ when casting a spell with an elemental keyword matching the elemental's nature.

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NOTES

COIN	LOAD
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FOLLOWER

Name					
Quality	Loyalty	HP	Armor	Dmg	Load
Tags			Traits		
Instinct			Cost		
Gear					
<div><div><div><div><div><div></div></div></div><div><div><div></div></div></div></div></div></div>					
Moves					

FOLLOWER

Name					
Quality	Loyalty	HP	Armor	Dmg	Load
Tags			Traits		
Instinct			Cost		
Gear					
<div><div><div><div><div><div></div></div></div><div><div><div></div></div></div></div></div></div>					
Moves					

GEAR

Load is 8+STR

your grimoire (1 weight)

appropriate artisan tools (1 weight)

dungeon rations (uses: , ration, 1 weight)

Choose your defenses:

- leather armor (1 armor, worn, 1 weight)
- bare skin (0 armor, living)
- scale mail (2 armor, worn, clumsy, 3 weight)

Choose your armament:

- short sword (close, 1 weight)
- ragged bow (near, 2 weight)
- staff (close, two-handed, 1 weight)

Choose two:

- 2 healing potions
- 3 antitoxins
- unimpressive mount appropriate for your size (beast, mount)

☐ LIFE AQUATIC

water, ongoing

You and others link hands in a circle, and you all gain the ability to breathe and speak underwater, but no longer may do so outside of the water. You all swim effortlessly. You can use this spell on a number of people equal to your elementalist circle. While the spell is ongoing you take −1 to cast a spell.

☐ SUMMON ELEMENTAL

summoning, ongoing, [element]

When you weave this spell, you select an element, giving this spell that elemental tag. An elemental of that type appears and aids you as best it can. Treat it as a follower with no cost and: Quality +1, Loyalty +2, 1 HP, smash (d4, *close*), armor 1, *spirit, spiritwise*, Instinct: to spread [*element*]. The elemental has a move related to its nature and your choice of 1d4 of:

- Increase Quality to +2
- Replace its instinct with “to obey”
- It does 1d8 damage
- It has an additional tag or weapon tag
- It is *large* and gains +2 HP for each circle
- It has an additional move
- It knows something of interest to you

The GM will tell you the form of the elemental based on the traits you select. The creature remains on this plane until it dies, you dismiss the spell, or its Loyalty reaches −3. While the spell is ongoing you take −1 to cast a spell.

☐ SKY LATTICE

evocation, ongoing, air

You create a shimmering network of energy in a shape of your choosing, filling your immediate area. To anyone you designate, this energy feels solid and offers a secure grip, allowing them to climb to anywhere the lattice leads. Those left out of the effect can neither climb on nor perceive the lattice. While the spell is ongoing you take −1 to weave a spell.

FIFTH CIRCLE SPELLS

Fifth circle spells require two threads be woven into them to be cast.

☐ CONVERGENCE

divination

The elements come together just so, granting you a moment of perfect understanding. The GM will shed light on the current situation. When acting on the information, you take +1 forward.

☐ ELEMENTAL WALL

ongoing, [element]

When you weave this spell, you select an element, giving this spell that elemental tag. You create a barrier of that element anywhere you can see, either as a wall-like structure or as a dome. You decide what side of the barrier you and your allies are on. While the spell is ongoing you take −1 to cast a spell.

- Air: the air whirls violently, picking up debris. Any ranged attack through the barrier fails.
- Earth: only great strength or affinity for stone can penetrate a stone barrier.
- Fire: anyone passing through the barrier takes 2d6 damage and may ignite.
- Water: anyone passing through the barrier is drenched. The barrier blocks vision and may be split, moved, reformed and otherwise altered while the spell is ongoing.
- Wood: the thorny brambles entangle anyone passing through the barrier and deal 1d6 damage. The living plants also form a barrier in astral space.

☐ POLYMORPH

enchantment

Your touch reshapes a creature entirely; they stay in the form you craft until you cast another spell. Describe the new shape you craft, including any stat changes, significant adaptations, or major weaknesses. The GM will then tell you one or more of these:

- The form will be unstable and temporary
- The creature’s mind will be altered as well
- The form has an unintended benefit or weakness

☐ STONESWIMMER

ongoing, earth

You may swim through mundane stone and earth just like it was water. While ongoing you may not weave spells.

☐ TREE WALK

ongoing, wood

When you walk directly into a tree, you are absorbed by the tree and may remain hidden within it if you like, still able to see the world outside. When you choose to leave, you may exit through any other tree you can see. You need not spend any time within the tree, effectively stepping into one tree and coming out another immediately. While ongoing you take −1 to weave a spell and cannot cast summoning spells.

☐ PATTERNS EXPOSED

divination, ongoing

Your vision is opened to the true nature of everything you lay your eyes on. You pierce illusions and see things that have been hidden. The GM will describe the area before you ignoring any illusions and falsehoods, magical or otherwise. While ongoing you take −1 to cast a spell.

SEVENTH CIRCLE SPELLS

Seventh circle spells require two threads be woven into them to be cast. Some allow the weaving of an additional thread to give the spell more potency.

☐ CONTROL WEATHER

air

Implore the spirits for rain—or sun, wind, or snow. Within a day or so, they will answer. The weather will change according to your will and last a handful of days. If you weave an additional thread, the desired weather will either start sooner, or last longer.

☐ ELEMENTAL HOUNDS

summoning, ongoing, [element]

When you weave this spell, you select an element, giving this spell that elemental tag. A pack of elementals of that type appears and aids you as best it can. Treat this pack as a follower with: Quality +2, Loyalty +2, no cost, 5 HP, bite (d8, *hand*), armor 2, *spirit, group, spiritwise*, Instinct: to spread [*element*]. The pack has two moves related to its element and nature and your choice of 1d4 of these traits (or, if you wove an additional thread, choose four):

- Increase Quality to +3
- Increase Loyalty to +3
- It has +1 armor
- Replace its instinct with “to obey”
- It does 1d10 damage
- Its bond to your plane is strong: +2 HP for each circle
- It has an additional move
- It has two additional tags of your choice

The GM will tell you the form of the pack based on the traits you select. The creature remains on this plane until it dies, you dismiss the spell, or its Loyalty reaches −3. While the spell is ongoing you take −1 to cast a spell.

☐ HARM

evocation

Touch an enemy and disrupt their elemental balance—deal 2d8 damage to them and 1d6 damage to yourself. Allies gain +1 ongoing against the target until it rests. If you weave an additional thread, choose one:

- The damage ignores armor
- You take no damage
- Instead target anyone within *far* range.

☐ ENGULF

ongoing, [element]

When you weave this spell, you select an element, giving this spell that elemental tag. That element engulfs a target you can see. Describe how that looks (whirlwind, crushing fist of earth, etc.). Gain 1d4 hold. Any time the target deals damage or makes a move, you may spend 1 hold to deal 1d6 damage to it (from suffocation, heat, crushing, cutting, etc.). If you run out of hold, the spell ends. While the spell is ongoing you take −1 to cast a spell. If you weave an additional thread, you may engulf two additional targets, rolling hold for each.

☐ SEVER

ongoing, wood

Choose an appendage on the target such as an arm, tentacle, or wing. The appendage is temporarily severed from their body, causing no damage but considerable pain. Missing an appendage may, for example, keep a winged creature from flying, or a bull from goring you on its horns. While ongoing you take −1 to cast a spell. If you weave an additional thread, you may remove a second appendage from the same target.

NINTH CIRCLE SPELLS

Ninth circle spells require three threads be woven into them to be cast.

☐ CONVERSION

You convert a volume of one element into another, permanently. You might turn the flames of a forest fire into water (extinguishing the flames and briefly flooding the forest) or earth (creating a strange copse of crystals). This spell can also convert one form of an element into a different form of the same element (water into ice, for example, or stone into sand). This spell cannot affect living creatures or plants.

☐ DISINTEGRATE

You point at any target you can see, and it crumbles into its component elements. Living targets take 2d10 damage (ignores armor). This spell may be able to affect targets not usually vulnerable to damage, though may do reduced damage to them (perhaps half). If used on a magic item, the spell eliminates the highest rank of the item; however, the item’s owner may elect to be the target instead. Mundane materials or items with no ranks are destroyed.

☐ PATTERN RESTORATION

Choose one event in the target’s past. All effects of that event, including damage, disabilities, poison, disease, and magical effects, are ended and repaired. HP and diseases are healed, poisons are neutralized, magical effects are ended.

☐ SHELTER

ongoing, [element]

When you weave this spell, you select air, earth, or wood, giving this spell that elemental tag. You create a structure out of that element. It can be as large as a castle or as small as a hut. The structure endures until you leave it or you end the spell. The element chosen provides additional benefits:

- Air: the structure floats and is (slowly) mobile.
- Earth: the structure is impervious to all non-magical damage.
- Wood: the structure acts as barrier in astral space.

☐ STORM OF VENGEANCE

You give spirits permission to unnaturally alter the elemental balance of the weather. Rain of blood or acid, clouds of souls, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.

□ IMITATE

ongoing

You take the form of someone you touch while casting this spell. Your voice and physical characteristics match theirs exactly but your behavior may not. This change persists until you take damage or choose to return to your own form. While ongoing you lose access to all your illusionist talents.

□ MIRROR IMAGE

illusion, ongoing

You create an illusory image of yourself. When you are attacked, roll a die. If the result is even, the attack hits the illusion instead, the image then dissipates and the spell ends. If you weave an additional thread, you create three images instead of one, with the spell ending only once all are gone.

□ PHANTASM

summoning, ongoing

You craft an illusion of some type of creature, then summon a spirit into it, giving it substance. Describe what the creature looks like. Treat it as a follower with no cost and: Quality +1, Loyalty +2, 1 HP, claw (d4, *close*), *spirit*. Instinct: to reveal itself as a fake. The phantasm has one of the moves of the creature it appears to be, but can only use them on targets that don't know it is a phantasm. It also gains your choice of 1d4 of these traits (you may spend one karma to gain an additional choice):

- Increase Quality to +2
- It has armor 1
- Its bond to your plane is strong: +1 HP for each circle
- It has all the moves of the creature it appears to be
- It has an additional move related to inspiring a particular emotion in those who see it, which works even if its illusory nature is known.

The phantasm remains until it dies, you dismiss the spell, or its Loyalty reaches −3. While the spell is ongoing you take −1 to cast a spell. If you weave an additional thread, you may summon two additional phantasms of the same type.

□ SUFFOCATION

illusion

Select 1d4 enemies you can see. They become momentarily stunned, thinking they have run out of air. Only creatures who breathe will believe this illusion. If you weave an additional thread, it instead affects 2d6 enemies you can see.

FIFTH CIRCLE SPELLS

Fifth circle spells require two threads be woven into them to be cast.

□ FALSE CHOICE

illusion, ongoing

You cast this spell over some pre-existing situation that offers a clear choice (e.g. a fork in the road, which glass from the tray, which door, etc.). Anyone confronted with this choice will make the selection you designate, but will think they took the choice they would have picked of their own free will. If a target of this spell travels more than a few miles away from where the choice was made, they realize something has gone awry. While ongoing, take −1 to cast spells.

□ MASS HALLUCINATION

illusion, ongoing

Your surroundings fill with a multi-sensory illusion limited only by your imagination. The effect may be subtle (e.g. a smell of perfume, a slight haze in the air, barely audible whispers), overt (e.g. a massive inferno, a landscape of writhing tortured souls, a raging thunderstorm), or anything in between. All present must contend with the illusion as if it were real, unless they have some way of seeing through the illusion or other certainty that it is false (the GM might give monsters such knowledge as a consequence failed rolls). The illusion may deal damage, but never more than 1d4, regardless of how bad the situation may appear. While ongoing, you cannot weave spells.

□ PIERCE THE VEIL

divination, ongoing

You sense illusions, seeing through them to the truth. You also intuit the source of any illusions you see. While ongoing you take −1 to cast a spell that is not an illusion.

□ PHANTOM APPARATUS

summoning, ongoing

You craft an illusion of a grand vehicle with a passenger stat no greater than eight, then summon a spirit into it, giving it substance. Describe what the vehicle looks like. This functions exactly the way a real vehicle of that type would, including its moves, though is significantly more luxurious. While the spell is ongoing you take −1 to cast a spell.

□ RAIN OF DEATH

illusion

You target every enemy you can see with illusory missiles of some kind (fire raining from the sky, crystal shards spraying from your hand, spears bursting out of the ground, swarms of bees, etc.). Say what this looks like, then deal 2d4 damage to each target. Targets who survive wounding from this spell find that damage it dealt heals once the combat is over.

□ SWITCH

illusion, ongoing

You touch two people while casting this spell (one of them can be you), and each will take on the exact appearance and voice of the other, though their behavior may not. Each subject retains their own stats, abilities, gear and talents, all appearances to the contrary. You need not have the subject's consent.

SEVENTH CIRCLE SPELLS

Seventh circle spells require two threads be woven into them to be cast. Some allow the weaving of an additional thread to give the spell more potency.

□ ALIENATION

illusion, ongoing

A target you can see perceives being banished to an abandoned waste, trapped in an illusion that only they experience. Others see (and may suffer from) the target's reactions, but not what caused them. The illusion cannot harm the target; however, if you weave an additional thread, it will rationalize harm inflicted on the target in reality (e.g. someone attacking them) with a corresponding event in the illusory world. If the target truly doubts the illusion, it ends. While is ongoing you take −1 to cast a spell.

□ APHASIA

enchantment, ongoing

Select any number of nearby targets. Anything the targets say comes out a nonsensical jumble. They also perceive other speech to be jumbled as well. While the spell is ongoing you take −1 to cast a spell. If you weave an additional thread, you can understand the targets and, if you desire, they can understand you.

□ COUNTLESS DOORWAYS

Select a mundane door. A small, nearly invisible mark appears on the door in a location of your choosing. From now on, if you touch that mark when opening the door, you may make it open into the location of any other door you have marked with this spell. The connection remains open as long as the door does, but severs if shut from either end. Strong washing with soap may erase your mark from a door.

□ DREAMWALK

ongoing

You project your awareness into the dreams of a nearby sleeping target, leaving your own body asleep in the real world. You fully (and secretly) experience the dreams of the target, and may be able to mine them for information. You may also sculpt the dreams in any way you like and to your own purposes. You may make moves (such as discern realities or spout lore) while in the dream. Any harm you inflict on the target in their dreams deals no damage in the real world, but may cause the target to wake. While ongoing, you cannot cast spells.

□ LIFE IS ILLUSION

ongoing

Select a target. When the target deals damage, you may transform some of the attack into an illusion, cutting the damage dealt (before armor) in half. While the spell is ongoing you take −1 to cast a spell. If you weave an additional thread, you may affect two additional targets.

□ LEAPING LIZARDS

summoning, ongoing

Choose a monster with the *horde* tag. You craft an illusion of a 1d4 (or, if you weave an additional thread, 2d6) such monsters, then summon a spirit into it. The creatures use the same stats as real monsters of that type, except you define their instinct and they only deal 1d4 damage. The GM controls this horde, staying true to the instinct you define. *The horde* remains until it dies or you dismiss the spell.

NINTH CIRCLE SPELLS

Ninth circle spells require three threads be woven into them to be cast.

□ AFTERLIFE

illusion

Select a target who has recently taken damage or suffered some other ill effect. They feel the icy clutch of death upon them and, as far as they know, fall down dead, only to come to at the site of their final judgment. Describe the tribunal who judges the target and what they ask for in exchange for letting them cheat death and return to the land of the living (as if they were taking their last breath). The spell ends when the target either accepts or rejects the deal. Either way, the target “wakes up” back in the real world (where, in reality, almost no time has passed, regardless of the length of the negotiations). The target heals 1d8 damage if they accepted the deal or takes 1d8 damage if they rejected it. The spell provides no way of enforcing the deal, but the target does not know that.

□ ECLIPSE

illusion

You conjure a disk of solid darkness high in the sky, slowly blotting out the sun, just as an eclipse would, over scores of miles. While ongoing you take −1 to cast a spell.

□ PRESENCE

ongoing

Every creature must ask your leave to enter your presence, and you must give permission aloud for them to enter. Violators take an extra 1d10 damage whenever they take damage in your presence. While ongoing you take −1 to cast a spell.

□ SHADOW PALACE

illusion, ongoing

You trace out a doorway in mid air and open it. The door enters into a monumental palace (furnished, appointed and staffed as you see fit) tucked into a pocket of astral space. Anything removed from the palace vanishes into mist, but while inside the palace everything is real; food is nourishing, baths are cleansing, and so on. Each thread of this spell takes a quarter hour to weave. This spell can be sustained permanently by spending 2 blood, allowing you to call the door any time you like.

□ DONE TO THE PLACE

illusion, ongoing

Concentrate on the steading you are in and select any number of its current occupants. The spell alters the steading, altering its tags to all appearances. The occupants you select can see the changes and, knowing they are illusory, may act to reinforce them. To any affected by the illusion, the prosperity, population and defense function as if they were each one step higher or lower (decided at the time of casting). In addition, you may remove or add four other tags on the steading. While ongoing you take −1 to weave spells.

BASIC MOVES

HACK AND SLASH

When **you attack an enemy in mêlée**, roll+STR. **On a hit** you deal your damage to the enemy and the enemy makes an attack against you. **On a 10+** you also select one of the following choices:

- avoid their attack
- deal +1d6 damage
- a starting move of your discipline adds one or more choices
- other moves may offer you additional choices

VOLLEY

When **you take aim and shoot at an enemy at range**, roll+DEX. **On a 10+** you have a clear shot—deal your damage. **On a 7–9** deal your damage and choose one:

- You have to move to get the shot placing you in danger as described by the GM
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one

DEFY DANGER

When **you act despite an imminent threat** or **suffer a calamity**, say how you deal with it and roll. If you do it...

- ...by powering through, +STR
- ...by getting out of the way or acting fast, +DEX
- ...by enduring, +CON
- ...with quick thinking, +INT
- ...through mental fortitude, +WIS
- ...using charm and social grace, +CHA

On a 10+, you do what you set out to, the threat doesn't come to bear. **On a 7–9**, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

DEFEND

When **you take up a defensive stance** or **jump in to protect others**, roll +CON. **On a 10+**, hold 3 readiness. **On a 7–9**, hold 1 readiness. You can spend readiness one-for-one to:

- Suffer an attack's damage/effects instead of your ward
- Halve an attack's damage/effects
- Draw all attention from your ward to yourself
- Strike back at an attacker (roll your damage twice and take the lower result)

When you go on the offense, cease to focus on defense, or the danger passes, lose any readiness that you hold.

AID OR INTERFERE

When **you help or hinder someone**, say how, before they make their roll. If you do it...

- ...using brute force, +STR
- ...with speed, agility, or physical finesse, +DEX
- ...with vitality, toughness, or vigor, +CON
- ...through emotional manipulation, +CHA
- ...through analysis, logic, or book-learning, +INT
- ...some other way, +WIS

On a 7–9, they take +1 or −2 to their roll, your choice. **On a 10+**, improve or reduce their result by one step, your choice, and choose one:

- you do not expose yourself to danger, retribution, or cost
- you help someone else: they take +1 forward
- you help yourself: you take +1 forward
- you gain a karma point

DISCERN REALITIES

When **closely study a situation or person**, roll+WIS. **On a 10+**, ask the GM three questions from the list below. **On a 7–9**, ask one. Either way, take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

SPOUT LORE

When **consult your accumulated knowledge about something** roll+INT. **On a 10+**, the GM will tell you something interesting and useful about the subject relevant to your situation. **On a 7–9**, the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

PARLEY

When **you press or entice an NPC**, say what you want them to do (or not do). If they have reason to resist, roll +CHA. **On a 10+**, they either do as you want or reveal the easiest way to convince them. **On a 7–9**, they reveal something you can do to convince them, though it'll likely be costly, tricky, or distasteful.

SPECIAL MOVES

PERFORM KARMA RITUAL

When **you perform a focusing ritual particular to your discipline**, say what the half-hour ritual involves, then gain 3 karma. If you begin this ritual with unspent karma, lose it. Spend karma, 1 for 1, to choose an option:

- After you make a roll for a move, roll an additional die and, if desired, replace one of the original dice with the result.
- Immediately heal yourself 1d4 damage.
- Freeze a horror construct in its tracks, briefly.
- Some moves, talents, or spells may let you spend karma.

ORDER FOLLOWER

When **you order or expect a follower to do something dangerous, degrading, or contrary to their instinct**, roll+Loyalty. **On a 10+** they do it, now. **On a 7–9**, the GM chooses one from the list below:

- Decrease the follower's Loyalty by 1.
- They complain loudly, now or later, and demand something in return.
- Caution, laziness, or fear makes them take a long time to get it done.

DO THEIR THING

When **a follower does something chancy within the scope of their tags or moves**, roll+Quality. **On a 10+** they do it, as well as one could reasonably hope. **On a 7–9**, they do it, but there's an unforeseen cost, consequence, or limitation (ask the GM what). You cannot usually spend karma on this roll. The GM will tell you what happens when a follower does anything on their own, or beyond the scope of their tags or moves.

NAME	
CIRCLE	XP
<div></div>	
SKETCH	

PASSIONS

- Aastendar
- Chorrolis
- Floranuus
- Garlen
- Jaspree
- Lochost
- Mynbruje
- Thystonius
- Upandal
- Dis
- Raggok
- Vestrial

BLOOD

<div></div>

DAMAGE d6	ARMOR
HP	KARMA

STR	DEX
Strength	Dexterity
<input type="checkbox"/> Weak (−2)	<input type="checkbox"/> Shaky (−2)

CON	INT
Constitution	Intelligence
<input type="checkbox"/> Sick (−2)	<input type="checkbox"/> Stunned (−2)

WIS	CHA
Wisdom	Charisma
<input type="checkbox"/> Confused (−2)	<input type="checkbox"/> Scarred (−2)

Assign these values to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1). Maximum HP is 8+Constitution

NETHERMANCER

LOOK

Gaze: kind, sharp, sad

Appearance: maudlin, jovial, strange

Accoutrement: reverent, flowing, primitive

Body: gaunt, knobby, flabby

SPECIES

DWARF

When you defy danger by enduring, improve the result by one step.

ELF

You may cast Astral Weapon as a cantrip.

HUMAN

Choose one spell from another discipline's list. You can cast it as if it was a nethermancy spell.

OBSIDIMEN

+1 armor; only wear living armor

You are one with stone. You may cast a special version of Words of the Unspeaking as a cantrip which only works on stone.

ORK

You may cast Grave Touch as a cantrip.

TROLL

When you summon a *spirit* with a spell, you may spend 3 focus to give it +1 armor.

T'SKRANG

When you make a bone circle, make an additional choice.

FLAGS

Bumptious: challenge my knowledge and prove that I have more to learn.

Curious: convince me to try something I probably shouldn't.

Devoted: offer me an easier solution that requires I compromise my relation with _____.

Graceless: include me in a beneficial social interaction I must spoil with blunt observation or crass behavior.

Peculiar: refuse my aid because I'm different.

Portentous: seek my divinations in a moment of uncertainty and trust them implicitly.

Righteous: offer me an easier solution that requires I violate my principle of _____.

Skilled: seek my help in learning how to _____.

Trustworthy: confide in me a secret that would damage you if reveal

Visionary: offer me an easier solution that interferes with my dream of _____.

☐ **PAIN** *enchantment, ongoing*
You inflict excruciating agony on a visible target. Gain 1d6 hold. Any time the target deals damage or makes a move, you may spend 1 hold to deal 1d4 damage to it. If you run out of hold, the spell ends. If you weave an additional thread, hold an additional 2 and grant +1 ongoing to anyone acting against the target as well. You may not aid another while ongoing.

☐ **RESURRECTION**
Tell the GM you would like to resurrect a corpse whose soul has not yet fully departed this world. Resurrection is always possible, but the GM will give you one or more (possibly all) of these conditions:

- It's going to take days/weeks/months
- You must get help from _____
- It will require a lot of money
- The target may change in a particular way
- You must sacrifice _____ to do it
- You must cast the spell in a bone circle
- You must cast the spell in some specific location

The GM may, depending on the circumstances, allow you to resurrect the corpse now, with the understanding that the conditions must be met before it's permanent, or require you to meet the conditions before the corpse is resurrected.

☐ **WANDERING EYES** *summoning, ongoing*
You summon a tasked spirit which manifests as a floating puffball with two large eyes. While ongoing, you see through these eyes, and may direct them in any direction (including up and down) at running pace. If you weave an additional thread, choose a special ability for the spirit, such as:

- Its eyes can see in the dark
- You can hear through it
- You can speak through it
- It can spit a glowing ink, useful for marking trails.
- It can perform small manipulations, such as opening doors.

This spirit, which has 1 HP, vanishes if killed. While the spell is ongoing, you cannot see through your own eyes and cannot cast spells. When directing the spirit from within a bone circle, take +1 ongoing when discerning realities through the eyes.

☐ **ZEALOT** *summoning, ongoing*
A simple ally spirit appears and fanatically follows your orders. Treat it as a follower with no cost and: Quality +1, Loyalty +3, 3 HP, touch (d4, *hand*), *spiritwise*, *spirit*, and 1d4 other tags of your choice. Instinct: to “help” too much. The ally has the dual natured special quality, but no moves. The spirit remains on this plane until destroyed, you dismiss the spell, or its Loyalty reaches −3. While the spell is ongoing you take −1 to cast a spell.

FIFTH CIRCLE SPELLS

Fifth circle spells require two threads be woven into them to be cast.

☐ **ASTRAL FLARE** *evocation*
You release a massive flash of energy into astral space. Anyone within *far* range of you perceiving or present in astral space becomes “blinded”, and most astral natives will flee. No light of this flare reaches the real world, but astral creatures will cast shadows there as if they were present. In astral space, the flare is visible from a long way off.

☐ **CONTAGION** *ongoing*
Choose a creature you can see. Until you end this spell, the target suffers from a disease of your choice. While ongoing you take −1 to cast a spell. You may spend one blood to continue the disease after the spell ends.

☐ **DUST TO DUST** *evocation*
You fill the area around you with a glowing affirmation of life. Turn 1d6 undead *horde* enemies you can see (of the GM's choice) to dust. If you weave an additional thread, it affects 2d8 undead hordes instead.

☐ **SUMMON ALLY** *summoning, ongoing*
An ally spirit appears and aids you as best it can. Treat it as a follower with no cost and: Quality +1, Loyalty +3, 3 HP, claw (d6, *close*), *spiritwise*, armor 1, and three other tags of your choice. Instinct: to doubt its summoner. The ally has the astral native and materialization special qualities and 1d6 of these traits (you may spend one karma to gain an additional choice):

- Increase Quality to +2
- Replace its instinct with “to obey”
- It does 1d8 damage
- Increase armor to 3
- Its bond to your plane is strong: +1 HP for each circle
- Gains an additional tag or weapon tag
- Gains the move: “frighten them”
- Gains the move: “banish a spirit”
- Gains the move: “curse them”
- Gains the move: “conceal them”
- Gains the move: “confuse them”
- Gains the move: “trace a simple item to its source”
- Gains some other move

The spirit remains until destroyed, you dismiss the spell, or its Loyalty reaches −3. While the spell is ongoing you take −1 to cast a spell. You must cast this spell from within a bone circle.

☐ **TRAP SOUL**
You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

☐ **WORDS OF THE UNSPEAKING** *divination*
With a touch you speak to the spirits within things. The non-living object you touch answers three questions you pose, as best it can. If you cast this spell within a bone circle, you may ask an additional question.

SEVENTH CIRCLE SPELLS

Seventh circle spells require two threads be woven into them to be cast. Some allow the weaving of an additional thread to give the spell more potency.

☐ **BONE JUMP** *ongoing*
Two of your active bone circles become connected. While ongoing, anyone (or, if you weave an additional thread, only those you designate) stepping into one circle will be instantly transferred to just outside the other, and you take −1 to weave threads. You must cast this within one of the two circles.

☐ **CLOUDKILL** *summoning, ongoing*
A cloud of fog drifts into this realm from beyond, filling the immediate area. Whenever a creature in the area takes damage it takes an additional, separate 1d6 damage which ignores armor. If you weave an additional thread, allies you designate reduce damage they take from the cloud by your CON. This spell persists so long as you can see the affected area, or until you dismiss it.

☐ **MARK OF DEATH**
Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.

☐ **SOURCE OF WIT** *summoning*
You summon a tasked spirit, then tap the head of a target (including yourself) to bind the spirit into the target's mind. The target gains 3 hold and may spend 1 karma to gain +1 hold. The target may spend 1 hold to reroll a failed test involving INT, WIS or CHA. Unless you weave an additional thread, if the target fails a re-roll, the spirit vanishes, taking any unused hold with it. If the target runs out of hold, the spirit vanishes.

☐ **SPIRIT BOLT** *evocation*
Fire a ray of violet energy at any *spirit* you can see. If you are using astral sight, this spell can target spirits in astral space. Deal 2d6 (or, if you weave an additional thread, 2d10) damage to the target. This damage ignores armor and takes a long time to heal.

☐ **SYMPATHY** *ongoing*
You touch one target (including yourself) and gain 1d4 hold. Any time the target takes damage from an attacker, you may spend 1 hold to have the spell deal the same amount of damage to the attacker. This spell may target a group pattern you are part of and, if so, you may spend hold any time any member of the target group takes damage from an attack. If you weave an additional thread to this spell before casting, you gain +2 hold and name an additional target. If you run out of hold, the spell ends. While the spell is ongoing you take −1 to cast a spell.

NINTH CIRCLE SPELLS

Ninth circle spells require three threads be woven into them to be cast.

☐ **CALL HORROR** *summoning, ongoing*
You call the true name of a horror (which you must discover beforehand), summoning it from astral space. This spell must be cast from directly outside a bone circle prepared especially and solely for this summoning. The horror (or some part of it) manifests within the circle. Choose 1d4 of the following:

- The horror immediately kills the bone spirit in the circle, binding itself to the circle instead.
- The horror will offer you great rewards in return for release into the physical world.
- The horror will accede to one of your demands in return for being returned to astral space.
- The horror will not mark you.

While ongoing you cannot weave threads.

☐ **CONSUME UNLIFE**
The mindless undeaad *construct* you touch is destroyed utterly and you steal its death energy, gaining 2 hold for each HP the creature had remaining before you destroyed it. Touch someone (including yourself) to heal them for 1 HP for each hold spent.

☐ **PLAGUE** *ongoing*
Name a steading. As long as this spell is active, that place is beset by a plague appropriate to your Passion's domains (locusts, death of the first born, etc.), gaining a *blight* to reflect this. While ongoing you take −1 to cast a spell.

☐ **RECYCLE**
The soul who volunteers to be the target of this spell is ripped from its home (body, ghost, gem prison, etc.) and pushed into the cycle of life and death, reincarnating in the nearest convenient unborn namegiver. Its former home is utterly destroyed, preventing the soul from being resurrected, interrogated or summoned.

☐ **TALENT SHREDDER** *ongoing*
Select a trait, special ability or other known talent of a target monster. While ongoing, the monster may not gain benefits from that ability, nor make a move involving that talent/ability, and you take −1 to weave threads.

SCOUT

choose or invent one for each

LOOK

Gaze: wild, sharp, bestial

Appearance: wild, professional, grubby

Accoutrement: concealing, durable, practical

Body: lithe, wild, sharp

SPECIES

choose one

DWARF

When you discern realities about underground locations, you may ask an additional question, even on a miss.

ELF

When you navigate through the wilderness, improve the result by one step.

HUMAN

When you stay sharp, improve the result by one step.

OBSDIMEN

+1 armor; only wear living armor

You may use the disable talent with +STR. You reduce the circle requirements for tremors by four.

ORK

Add to the list of hack and slash choices:

- deal +2d6 stun damage.

TROLL

When you hunt and track in the dark, improve the result by one step.

T'SKRANG

When you defy danger and use your tail to your advantage, take +1.

WINDLING

astral sight

When you ride a flying mount, take +1 ongoing to order that mount.

FLAGS

select or invent two

Accommodating: counter my proposal with a less attractive one I must either accept or disrupt the harmony of the group.

Ardent: convince me to do something I shouldn't in order to please a Passion.

Audacious: overcome my reluctance by offering opportunities for danger.

Bumptious: challenge my knowledge and prove that I have more to learn.

Compassionate: offer me an easier solution that requires I exploit those weaker than me.

Curious: convince me to try something I probably shouldn't.

Graceless: include me in a beneficial social interaction I must spoil with blunt observation or crass behavior.

Greedy: offer me financial reward to undermine a friend.

Heroic: let me keep you from going first into danger so I can go myself

Peculiar: refuse my aid because I'm different.

Trustworthy: confide in me a secret that would damage you if reveal

NAME	
CIRCLE	XP
<div style="border: 1px solid black; height: 300px;"></div>	
SKETCH	

PASSIONS

mark three

Aastendar

art, music, love

Chorrolis

trade, wealth, desire

Floranuous

energy, victory, motion

Garlen

hearth, healing

Jaspree

growth, wilderness

Lochost

rebellion, freedom

Mynbruje

justice, empathy, truth

Thystonius

valor, physicality

Upandal

crafts, engineering

Dis

slavery, bureaucracy

Raggok

vengeance, jealousy

Vestrial

deceit, trickery

BLOOD

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DAMAGE d8	ARMOR
HP	KARMA

STR	DEX
Strength	Dexterity
<input type="checkbox"/> Weak (−2)	<input type="checkbox"/> Shaky (−2)

CON	INT
Constitution	Intelligence
<input type="checkbox"/> Sick (−2)	<input type="checkbox"/> Stunned (−2)

WIS	CHA
Wisdom	Charisma
<input type="checkbox"/> Confused (−2)	<input type="checkbox"/> Scarred (−2)

Assign these values to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (−1). Maximum HP is 8+Constitution

BASIC MOVES

HACK AND SLASH

When **you attack an enemy in mêlée**, roll+STR. **On a hit** you deal your damage to the enemy and the enemy makes an attack against you. **On a 10+** you also select one of the following choices:

- avoid their attack
- deal +1d6 damage
- a starting move of your discipline adds one or more choices
- other moves may offer you additional choices

VOLLEY

When **you take aim and shoot at an enemy at range**, roll+DEX. **On a 10+** you have a clear shot—deal your damage. **On a 7–9** deal your damage and choose one:

- You have to move to get the shot placing you in danger as described by the GM
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one

DEFY DANGER

When **you act despite an imminent threat** or **suffer a calamity**, say how you deal with it and roll. If you do it...

- ...by powering through, +STR
- ...by getting out of the way or acting fast, +DEX
- ...by enduring, +CON
- ...with quick thinking, +INT
- ...through mental fortitude, +WIS
- ...using charm and social grace, +CHA

On a 10+, you do what you set out to, the threat doesn't come to bear.

On a 7–9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

DEFEND

When **you take up a defensive stance** or **jump in to protect others**, roll +CON. **On a 10+**, hold 3 readiness. **On a 7–9**, hold 1 readiness. You can spend readiness one-for-one to:

- Suffer an attack's damage/effects instead of your ward
- Halve an attack's damage/effects
- Draw all attention from your ward to yourself
- Strike back at an attacker (roll your damage twice and take the lower result)

When you go on the offense, cease to focus on defense, or the danger passes, lose any readiness that you hold.

AID OR INTERFERE

When **you help or hinder someone**, say how, before they make their roll. If you do it...

- ...using brute force, +STR
- ...with speed, agility, or physical finesse, +DEX
- ...with vitality, toughness, or vigor, +CON
- ...through emotional manipulation, +CHA
- ...through analysis, logic, or book-learning, +INT
- ...some other way, +WIS

On a 7–9, they take +1 or −2 to their roll, your choice. **On a 10+**, improve or reduce their result by one step, your choice, and choose one:

- you do not expose yourself to danger, retribution, or cost
- you help someone else: they take +1 forward
- you help yourself: you take +1 forward
- you gain a karma point

DISCERN REALITIES

When **closely study a situation or person**, roll+WIS. **On a 10+**, ask the GM three questions from the list below. **On a 7–9**, ask one. Either way, take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
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SPOUT LORE

When **consult your accumulated knowledge about something** roll+INT. **On a 10+**, the GM will tell you something interesting and useful about the subject relevant to your situation. **On a 7–9**, the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

PARLEY

When **you press or entice an NPC**, say what you want them to do (or not do). If they have reason to resist, roll +CHA. **On a 10+**, they either do as you want or reveal the easiest way to convince them. **On a 7–9**, they reveal something you can do to convince them, though it'll likely be costly, tricky, or distasteful.

SPECIAL MOVES

PERFORM KARMA RITUAL

When **you perform a focusing ritual particular to your discipline**, say what the half-hour ritual involves, then gain 3 karma. If you begin this ritual with unspent karma, lose it. Spend karma, 1 for 1, to choose an option:

- After you make a roll for a move, roll an additional die and, if desired, replace one of the original dice with the result.
- Immediately heal yourself 1d4 damage.
- Freeze a horror construct in its tracks, briefly.
- Some moves, talents, or spells may let you spend karma.

SCOUT AHEAD

When **you take point and look for anything out of the ordinary**, roll +WIS. **On a 10+**, choose two from the list below. **On a 7–9**, choose one:

- You get the drop on whatever lies ahead.
- You discern a beneficial aspect of the terrain—shortcut, shelter, or tactical advantage (describe it).
- You make a *discovery* (ask the GM).
- You notice sign of a nearby *danger* —ask the GM what it is, and what it might signify.

NAVIGATE

When **you plot the best course** through dangerous or unfamiliar lands, roll+INT. **On a 10+**, you avoid dangers and distractions and make good time, reaching a point of the GM's choosing before you need to make camp. **On a 7–9**, the GM chooses one from the list below:

- You happen upon a *discovery* missed by the scout.
- The going is slow, or you wander off course. The GM says which, and where you end up on the map.
- You encounter a *danger*; whether or not you're surprised depends on whether the scout has the drop on it.

THREADS

two threads per circle

- _____
- _____
- _____
- _____
- _____
- _____
- _____

STARTING MOVES

ENSNARE

When **you prepare an area with traps** (bending trees with spikes, digging pits, lifting deadfalls, etc.), roll+STR. **On a 10+**, hold 3. **On a 7-9**, hold 1. You may spend 1 karma to gain +1 hold. Spend your hold when enemies or creature move through this area, choosing one for each hold spent:

- One target is entangled or otherwise immobilized.
- One target takes 1d8 *forceful* damage.
- One target is shaken and loses access to one of its moves until it leaves the area.
- One target is made to interfere with another.
- What happens to one target is not noticed by the others.

HUNT AND TRACK

When **you follow a trail of clues** left behind by passing creatures, roll +WIS. **On a hit**, you follow the creature's trail until there's a significant change in its direction or mode of travel. **On a 10+**, you also choose one:

- Gain a useful bit of information about your quarry, the GM will tell you what.
- Determine what caused the trail to end.

OUTRIDER

When **you scout ahead**, you make an additional choice, even on a miss. You may also spend 1 karma to make an additional choice.

VIBE

When **you enter a steading** for the first time hold WIS. Spend hold any time in that steading to ask one of the following. You also add these questions to the list when discerning realities about any steading or site:

- How could I be accepted by the people here?
- How could I best attract attention here?
- How could I gain access to what is secret here?
- What here is a source of strife?
- Where could I best hide around here?

FURTIVE STRIKE

Add the following to the hack and slash list:

- You prevent the target from making noise.

EXPRESSIONS OF THE TRAIL

When **you create art with rune carving or wood carving**, take +1. If you give the result in a successful greeting ritual, any attempt to track the recipient succeeds as if you rolled at 10+, if they have the art in their possession.

TALENTS

You may weave threads into talents, if you meet their requirements:

A SAFE PLACE

When **you set the watch for the night**, everyone takes +1 to stay sharp on watch, including you. *Second thread (requires circle 6)*: Also, anyone who does not take watch adds your +WIS to the number of HP they heal while resting.

CAMOUFLAGE

When **you keep still in natural surroundings**, enemies never spot you until you make a movement. Take +2 forward to act against a target unaware of your presence. If you successfully order a *mount* or *beast* to stay still with you, they will do so as long as you like, gaining the same benefits.

FOLLOW ME

When **you undertake a perilous journey** you may act as both scout and navigator. You make a separate roll for each, but may navigate using +WIS instead of +INT.

READ LIPS

When **you see a creature speaking a language you know**, you can understand what they are saying even if you cannot hear them.

AWARENESS

requires circle 2

When **you discern realities about a location**, you add the following to the list of questions you may ask the GM:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What is the best available location for an ambush?
- What is the safest route through?

Second thread (requires circle 6): When you discern realities about a location, you may ask two additional questions, even on a miss.

CLOSER LOOK

requires circle 2

When **you stand still and focus your vision**, you can make out fine details at *far* range and beyond.

FAMILIAR PREY

requires circle 2

When **you spout lore about a monster** you use +WIS instead of +INT. In addition, **on a 12+**, you get to ask the GM any one question about the subject.

FORGOTTEN EARTH

requires circle 2

When **you defy danger by jumping**, you may clear distances beyond natural limits (leaping over walls, crossing a crevasse, etc.)

IN AND OUT

requires circle 2

When you roll for another move that you want to **perform in a clandestine manner**, tell the other players...

- ...why no one suspects your approach.
- ...why no one notices your action.
- ...why you leave no trace behind.

When the move is rolled, **on a 10+**, in addition to the normal result, all that you say is true. **On a 7-9**, the GM chooses one of your statements to be false, the others are true.

SNIPE

requires circle 2

When **you strike with a ranged weapon from hiding**, your first shot never gives away your position and, if it hits, you may roll damage twice and take the better result.

WITHOUT A TRACE

requires circle 2

When **you mask a trail**, roll+WIS. **On a 10+** no one will be able to track the trail, not even by scent or with magic. **On a 7-9** only extremely skilled trackers or those with magical assistance will be able to track the trail. **On a miss**, you make the trail easier to spot.

ZONE IN

requires circle 2

When **you expand your senses** to take in your opponents at the start of hostilities, what you notice can be exploited in the ensuing scuffle. Gain hold equal to your circle. Spend it during the fight to:

- Ignore WIS points of a target's armor for a single strike.
- Improve the result of a defy danger roll you make by one step.
- Cause one opponent to interfere with another.
- Use something in your surroundings as a *close* weapon with either *forceful*, *messy*, or *entangling*.
- Notice something important about the opposition.
- Add +1d4 to a damage roll.

Second thread (requires circle 6): Spend 2 hold to:

- Ignore target's armor for a single strike.
- Add +1d8 to a damage roll.
- Improve the result of an ally's defy danger roll by one step.

BY NATURE SUSTAINED

requires circle 4

You don't need to eat or drink. If a move tells you to mark off a ration just ignore it.

DISABLE

requires circle 4

When **you pick locks or disable traps**, roll+DEX. **On a hit**, you do it. **On a 7-9**, the GM will also offer you two options between suspicion, danger, or cost.

SECRET PATHS AND WAYS

requires circle 4

You know places in the wilderness where secret paths lie unseen. When you travel by a way that is beyond the mortal world, roll+WIS. **On a 10+**, it leads where you want it to. **On a 7-9**, you or the GM must choose a difficulty:

- Others find the way who did not know it before.
- The journey takes much longer than it seemed to.
- The way is long and hard. Each person who takes it must consume a ration or mark the debility weak.
- You encounter some danger upon the road.

TREMORS

requires circle 4

You can feel vibrations echoing through the earth. You can never be ambushed or surprised underground or on hard ground, even in the dark. When an enemy, trap, or accident would get the drop on you, you get to act first unless they never touch the earth.

Second thread (requires circle 8): When you ask a cave about someone or something else inside it, roll+INT. **On a 10+**, the cave tells where it is, what it's doing, and answers any one question you ask about it. **On a 7-9**, the cave tells you either where it is or what it's doing.

MAGIC SENSE

requires circle 6

You may make use of the Astral Sight special move.

WEATHER WEAVER

requires circle 8

When **you are under open skies when the sun rises** the GM will ask you what the weather will be that day. Tell them something naturally possible, it comes to pass.

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NOTES

COIN	LOAD
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FOLLOWER

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Quality	Loyalty	HP	Armor	Dmg	Load
Tags	Traits				
Instinct	Cost				
Gear					
Moves					

FOLLOWER

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Quality	Loyalty	HP	Armor	Dmg	Load
Tags	Traits				
Instinct	Cost				
Gear					
Moves					

GEAR

Load is 1I+STR

appropriate artisan tools (1 weight)

knife knife (hand, hand, 1 weight)

Choose your defenses:

- leather armor (1 armor, worn, 1 weight)
- bare skin (0 armor, living)
- wilderness clothing (worn)

Choose two weapons:

- hunters bow (near, far, 1 weight)
- short sword, axe, or club (close, 1 weight)
- spear (reach, thrown, near, 1 weight)
- staff (close, two-handed, 1 weight)

Choose two:

- adventuring gear (uses: , 2 weight), dungeon rations (uses: , ration, 1 weight)
- adventuring gear (uses: , 2 weight), bundle of arrows (ammo: , 1 weight)
- shield (+1 armor, 2 weight)
- simple mount of appropriate size (beast, mount)
- any common pet (beast)

BASIC MOVES

HACK AND SLASH

When **you attack an enemy in mêlée**, roll+STR. **On a hit** you deal your damage to the enemy and the enemy makes an attack against you. **On a 10+** you also select one of the following choices:

- avoid their attack
- deal +1d6 damage
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VOLLEY

When **you take aim and shoot at an enemy at range**, roll+DEX. **On a 10+** you have a clear shot—deal your damage. **On a 7–9** deal your damage and choose one:

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DEFY DANGER

When **you act despite an imminent threat** or **suffer a calamity**, say how you deal with it and roll. If you do it...

- ...by powering through, +STR
- ...by getting out of the way or acting fast, +DEX
- ...by enduring, +CON
- ...with quick thinking, +INT
- ...through mental fortitude, +WIS
- ...using charm and social grace, +CHA

On a 10+, you do what you set out to, the threat doesn't come to bear. **On a 7–9**, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

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- Suffer an attack's damage/effects instead of your ward
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AID OR INTERFERE

When **you help or hinder someone**, say how, before they make their roll. If you do it...

- ...using brute force, +STR
- ...with speed, agility, or physical finesse, +DEX
- ...with vitality, toughness, or vigor, +CON
- ...through emotional manipulation, +CHA
- ...through analysis, logic, or book-learning, +INT
- ...some other way, +WIS

On a 7–9, they take +1 or −2 to their roll, your choice. **On a 10+**, improve or reduce their result by one step, your choice, and choose one:

- you do not expose yourself to danger, retribution, or cost
- you help someone else: they take +1 forward
- you help yourself: you take +1 forward
- you gain a karma point

DISCERN REALITIES

When **closely study a situation or person**, roll+WIS. **On a 10+**, ask the GM three questions from the list below. **On a 7–9**, ask one. Either way, take +1 forward when acting on the answers.

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- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

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When **consult your accumulated knowledge about something** roll+INT. **On a 10+**, the GM will tell you something interesting and useful about the subject relevant to your situation. **On a 7–9**, the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

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SPECIAL MOVES

PERFORM KARMA RITUAL

When **you perform a focusing ritual particular to your discipline**, say what the half-hour ritual involves, then gain 3 karma. If you begin this ritual with unspent karma, lose it. Spend karma, 1 for 1, to choose an option:

- After you make a roll for a move, roll an additional die and, if desired, replace one of the original dice with the result.
- Immediately heal yourself 1d4 damage.
- Freeze a horror construct in its tracks, briefly.
- Some moves, talents, or spells may let you spend karma.

CONTROL VEHICLE

When **your vehicle skids and shakes under difficult conditions** or a **powerful attack**, roll+Control. **On a 10+**, you maintain control of the vehicle. **On a 7–9**, the GM chooses one.

- A passenger or crewmember is briefly stunned as they slam into something.
- A sudden mechanical fault makes the situation more precarious.
- The vehicle briefly spins out of control and doesn't quite go where the pilot intended.

JURY RIG

When **you have to repair damage to a vehicle on the fly**, roll+INT. **On a 10+**, choose two. **On a 7–9**, choose one. You may spend a point of karma to make an additional choice, even on a miss.

- The vehicle suffers one less ongoing penalty.
- You repair any damaged onboard equipment.
- You give the vehicle a temporary boost, granting the pilot +1 forward on the next roll involving Control.

NAME	
CIRCLE	XP
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SKETCH	

PASSIONS

- Aastendar *mark three art, music, love*
- Chorrolis *trade, wealth, desire*
- Floranuus *energy, victory, motion*
- Garlen *hearth, healing*
- Jaspree *growth, wilderness*
- Lochost *rebellion, freedom*
- Mynbruje *justice, empathy, truth*
- Thystonius *valor, physicality*
- Upandal *crafts, engineering*
- Dis *slavery, bureaucracy*
- Raggok *vengeance, jealousy*
- Vestrial *deceit, trickery*

BLOOD

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DAMAGE d10	ARMOR
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HP	KARMA
----	-------

STR	DEX
Strength	Dexterity
<input type="checkbox"/> Weak (−2)	<input type="checkbox"/> Shaky (−2)

CON	INT
Constitution	Intelligence
<input type="checkbox"/> Sick (−2)	<input type="checkbox"/> Stunned (−2)

WIS	CHA
Wisdom	Charisma
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Assign these values to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1). Maximum HP is 8+Constitution

SKY RAIDER

LOOK

Gaze: fiery, contemptuous, gleeful
Appearance: cosmopolitan, bold, restrained
Accoutrement: garish, ornate, minimal
Body: hulking, spry, sturdy

SPECIES

- DWARF**
When you defy danger with a shield, you may release the shield to improve the result by one step.
- ELF**
When you volley with a thrown weapon, deal +2 damage.
- HUMAN**
When you hack and slash with an improvised weapon, deal +2 damage.
- ORK**
When you succeed in letting it all out, make an additional choice.

- TROLL**
When you and your shipmates or bonded group are acting honorably, take +1 ongoing to hack and slash.
- T'SKRANG**
When you are on an unstable, shifting or narrow surface, take +1 to any move that requires roll +DEX.

FLAGS

- Ardent**: convince me to do something I shouldn't in order to please a Passion.
- Audacious**: overcome my reluctance by offering opportunities for danger.
- Devoted**: offer me an easier solution that requires I compromise my relation with _____.
- Graceless**: include me in a beneficial social interaction I must spoil with blunt observation or crass behavior.
- Greedy**: offer me financial reward to undermine a friend.
- Gullible**: tell me a lie I believe.
- Heroic**: let me keep you from going first into danger so I can go myself
- Peculiar**: refuse my aid because I'm different.
- Pugnacious**: offer me a peaceful solution that I must derail with violence.
- Selfish**: suggest I sacrifice something (tangible or intangible) to improve the lot of others.
- Visionary**: offer me an easier solution that interferes with my dream of _____.
- Unsophisticated**: exemplify a social convention or intricate concept I must misunderstand.
- _____
- _____

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When **consult your accumulated knowledge about something** roll+INT. **On a 10+**, the GM will tell you something interesting and useful about the subject relevant to your situation. **On a 7–9**, the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you “How do you know this?” Tell them the truth, now.

PARLEY

When **you press or entice an NPC**, say what you want them to do (or not do). If they have reason to resist, roll +CHA. **On a 10+**, they either do as you want or reveal the easiest way to convince them. **On a 7–9**, they reveal something you can do to convince them, though it'll likely be costly, tricky, or distasteful.

SPECIAL MOVES

PERFORM KARMA RITUAL

When **you perform a focusing ritual particular to your discipline**, say what the half-hour ritual involves, then gain 3 karma. If you begin this ritual with unspent karma, lose it. Spend karma, 1 for 1, to choose an option:

- After you make a roll for a move, roll an additional die and, if desired, replace one of the original dice with the result.
- Immediately heal yourself 1d4 damage.
- Freeze a horror construct in its tracks, briefly.
- Some moves, talents, or spells may let you spend karma.

ORDER FOLLOWER

When **you order or expect a follower to do something dangerous, degrading, or contrary to their instinct**, roll+Loyalty. **On a 10+** they do it, now. **On a 7–9**, the GM chooses one from the list below:

- Decrease the follower's Loyalty by 1.
- They complain loudly, now or later, and demand something in return.
- Caution, laziness, or fear makes them take a long time to get it done.

CAROUSE

When **you return triumphant and throw a big party**, spend 100 coin and roll + extra 100s of coin spent. **On a 10+** choose three. **On a 7–9** choose one. **On a miss**, you still choose one, but things get really out of hand.

- You befriend a useful NPC.
- You hear rumors of an opportunity.
- You gain useful information.
- You are not entangled, ensorcelled, or tricked.

NAME	
CIRCLE	XP
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SKETCH	

PASSIONS

- Aastendar *mark three art, music, love*
- Chorrolis *trade, wealth, desire*
- Floranuus *energy, victory, motion*
- Garlen *hearth, healing*
- Jaspree *growth, wilderness*
- Lochost *rebellion, freedom*
- Mynbruje *justice, empathy, truth*
- Thystonius *valor, physicality*
- Upandal *crafts, engineering*
- Dis *slavery, bureaucracy*
- Raggok *vengeance, jealousy*
- Vestrial *deceit, trickery*

BLOOD

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DAMAGE d10	ARMOR
-------------------	-------

HP	KARMA
----	-------

STR	DEX
Strength	Dexterity
<input type="checkbox"/> Weak (−2)	<input type="checkbox"/> Shaky (−2)

CON	INT
Constitution	Intelligence
<input type="checkbox"/> Sick (−2)	<input type="checkbox"/> Stunned (−2)

WIS	CHA
Wisdom	Charisma
<input type="checkbox"/> Confused (−2)	<input type="checkbox"/> Scarred (−2)

Assign these values to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1). Maximum HP is 10+Constitution

SWORDMASTER

LOOK

Gaze: fiery, cold, weary

Appearance: adventurous, urbane, secretive

Accoutrement: aristocratic, threadbare, flamboyant

Body: muscular, lithe, agile

choose or invent one for each

SPECIES

choose one

DWARF

When you hack and slash a *solitary, large* target with a favorite weapon made by dwarven hands, it gains an additional enhancement.

ELF

When you discern realities about a *solitary* enemy, ask an additional question, even on a miss.

HUMAN

Your personal idiom favors an additional type of weapon.

OBSIDIMEN

+1 armor; only wear living armor

When you defend against a *solitary* enemy, get +1 readiness, even on a miss.

ORK

When you hack and slash a *solitary* target with a *messy* weapon, add +2 damage.

TROLL

When you hack and slash on a 10+, always add +3 armor against the enemy's attack, if any.

T'SKRANG

When you defend against a *solitary* enemy and spend readiness to deal damage, add +DEX to the damage you deal.

WINDLING

astral sight

When you throw down the gauntlet, take +1.

FLAGS

select or invent two

- Aspiring*: make me an offer that threatens my social standing.
- Devoted*: offer me an easier solution that requires I compromise my relation with _____.

Greedy: offer me financial reward to undermine a friend.

Heroic: let me keep you from going first into danger so I can go myself

Irresponsible: convince me to shirk my duty.

Peculiar: refuse my aid because I'm different.

Righteous: offer me an easier solution that requires I violate my principle of _____.

Selfish: suggest I sacrifice something (tangible or intangible) to improve the lot of others.

THREADS

two threads per circle

- _____
- _____
- _____
- _____
- _____
- _____
- _____

STARTING MOVES

PERSONAL IDIOM

When **you hold your favorite weapon**, your magic improves that weapon, altering it to express your soul and fit your unique fighting style. Choose the type of weapon you favor:

- Sword
- Hammer
- Flail
- Whip
- Staff/club
- Axe
- Polearm
- Dagger
- Fists

Choose two enhancements which apply to any weapon of that type when you use it (and disappear when you don't). Your magic...

- ...favors agility over brawn: add *precise*.
- ...guides strikes to exposed spots: +2 piercing.
- ...directs strikes to vulnerable spots: +1 damage.
- ...favors brutality: add *messy* and *forceful*.
- ...brings you within the enemy's guard: add *hand*.
- ...keeps your enemy at arms length: add *close*.
- ...favors lunges and maneuver: add *reach*.
- ...harms without killing: add *stun*.
- ...you feel at one with the weapon: remove *awkward*.
- ...prevents accidental harm: remove *dangerous*.
- ...lightens the weapon: −1 weight.
- ...glows with the light of a torch any time you like.
- ...alerts you to hated foes, glowing in the presence of one type of creature, your choice.

THE DANCE

When **you hack and slash with your favorite weapon** against an enemy wielding a weapon, add the following to the list of choices:

- You maneuver your target to a nearby spot of your choosing.
- You maneuver yourself to a nearby spot of your choosing.
- You embarrass or humiliate your target. Say how.
- You impress witnesses. Say how.
- You cause your target to over-commit and stumble.

PERFECT POISE

You never lose your balance, even on a high wire, or fall without being pushed. If you are pushed, as long as there is something to break your fall, you can defy danger with DEX to use it and take no damage.

EXPRESSIONS OF FORM

When **you create art with dancing or acting**, take +1. If you perform the result in a successful greeting ritual within a steading, take +1 forward to carouse within that steading.

TALENTS

You may weave threads into talents, if you meet their requirements:

ARTFUL DODGER

When nothing you wear or carry is *clumsy* or *awkward*, get +1 armor.

IN LIKE FLYNN

When **you meet someone for the very first time** and parley with them, improve your result by one step.

LAUGHING, THEN JUMPING OFF SOMETHING

When **you use your surroundings to perform a flamboyant acrobatic maneuver**, choose one outcome, in addition to anything else that may happen. You may spend karma to make one additional choice:

- You grab something undefended. Now it's yours!
- You knock someone down or off-balance.
- You move from where you are to somewhere else in sight or in reach without difficulty.

Second thread (requires circle 6): Your choices become:

- You grab something, even if someone else is holding it: Now it's yours!
- You knock someone down or off-balance, dealing 1d6 damage to them.
- You move from where you are to somewhere else in sight or in reach without difficulty. You may take someone else with you.

THROW DOWN THE GAUNTLET

When **you challenge someone to a duel**, roll +CHA. **On a 10+**, they choose two if they do not accept. **On a 7–9**, they choose one if they do not accept.

- You take +1 ongoing against them until one of you defeats the other
- They lose the respect of their peers and underlings
- They retreat

CUTTING JIBE

requires circle 2

When **you mock, insult or otherwise taunt an opponent** right after they damage you, choose one:

- The target makes a rash decision you can exploit.
- The target falters or leaves an opening—you or an ally takes +1 forward against them.
- You take +CHA armor forward against damage from the target.

DISARM

requires circle 2

When **you use your weapon to disarm an enemy**, roll+DEX. **On a hit**, the enemy's damage is halved until they are rearmed. **On a 7–9**, you also lose your weapon in the scuffle.

IMPROVED WEAPON

requires circle 2

Choose one extra enhancement for your personal idiom.

Second thread (requires circle 6): Choose an additional enhancement for your personal idiom. Add the following to the choices: your magic...

- ...favors parry and blocks: gain +1 armor while wielding.
- ...returns the weapon to your hand if thrown, dropped, or separated from you.
- ...reaches beyond this world, allowing the weapon to hit insubstantial or astral targets.

SETUP STRIKE

requires circle 2

When **you hack and slash a *solitary* target**, choose an ally. They take +1 forward to hack and slash the target and, when they do, they add the choices offered by the The Dance.

STAUNCH DEFENDER

requires circle 2

When **you defend against a *solitary* attacker** you always hold +1 readiness, even on a miss. Also, you may spend 1 karma to gain +1 readiness.

THE LONG CLIMB

requires circle 2

When **you assess a stretch of dangerous terrain between you and an objective**, the GM will sketch out a map or diagram to help you plot your approach. Working together, make note of a number of useful features equal to your circle, and take +1 forward when you make use of them.

THEY SEE ME ROLLIN'

requires circle 2

When **you first enter a steading** looking to impress people, roll +CHA. **On a 10+**, choose three. **On a 7–9**, choose one. You may spend karma to make one additional choice, even on miss:

- You catch the eye of someone who wants to get intimate.
- You catch the eye of someone willing to help you.
- Someone in the steading, of your choice, wants to fight you.
- You understand some local drama or injustice.
- You make someone jealous. Say how.

YOU SEEM A DECENT FELLOW

requires circle 2

When **you are about to first cross swords with a *solitary* enemy** who uses weapons, you may roll+CHA when discerning realities about them. If you do, add the following to the list of questions you can ask:

- What is this opponent about to do?
- What emotion drives this opponent?
- What is this opponent trying to hide?

PREPARE TO DIE

requires circle 4

When **you speak aloud your promise to defeat a *solitary* enemy**, you deal +2d4 damage against that enemy and −4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.

SERPENTINE

requires circle 4

When **you employ acrobatics, deft maneuvers, or quick reflexes**, you can defend with +DEX instead of +CON.

WALK BETWEEN THE RAINDROPS

requires circle 6

You may use any of your talents that specify a *solitary* enemy (i.e. those with the *solitary* tag) against groups (i.e. enemies with the *group* tag) as well.

DANCE OF DEATH

requires circle 8

You may spend karma to:

- Completely avoid the effects of an attack against you
- Allow damage dealt from one of your attacks to ignore armor

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NOTES

COIN	LOAD
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FOLLOWER

Quality	Loyalty	HP	Armor	Dmg	Load
Tags			Traits		
Instinct			Cost		
Gear					
<div><div><div><div><div><div></div></div></div><div><div><div></div></div></div><div><div><div></div></div></div></div></div></div>					
Moves					

GEAR

Load is 12+STR

appropriate artisan tools (1 weight)

dungeon rations (uses: □□□□, ration, 1 weight)

Choose your defenses:

- leather armor (1 armor, worn, 1 weight)
- breastplate (1 armor, worn, 1 weight)
- bare skin (0 armor, living)

Choose your armament:

- dueling rapier (close, 1 piercing, precise, 2 weight)
- short sword, axe, or warhammer (close, 1 weight)
- long sword, battle axe or flail (close, +1 damage, 2 weight)
- maul, greataxe, or greatsword (close, two-handed, messy, 3 weight)
- spear (reach, thrown, near, 1 weight)
- dagger (hand, 1 weight)
- staff (close, two-handed, 1 weight)
- whip (reach, dangerous, entangling, 1 weight)
- fists (hand, 1 weight)

Choose two:

- adventuring gear (uses: □□□□, 2 weight)
- dungeon rations (uses: □□□□, ration, 1 weight)
- simple mount of appropriate size (beast, mount)

THREADS

two threads per circle

- _____
- _____
- _____
- _____
- _____
- _____
- _____

STARTING MOVES

THE FORGE

You belong to one of many weaponsmiths guilds known as a Forge.

Apprenticeship in this Forge has colored your skills, based on the steading containing it (choose one):

- Village: take +1 when preparing materials or during social interactions in any village.
- Town: take +1 when performing any task involving true elements or any rolls involving money.
- City: take +1 when spouting lore about weapons, armor and smithing. You also gain easier access to prepared and rare materials when working in your own forge.
- Kaer: take +1 when reusing, dismantling or recycling anything or any task involving defense against the horrors.

Either through need, circumstance, or tradition, each Forge specializes. When you forge, examine, attack with, defend with, or discuss your forge's specialties, take +1. Choose one specialty:

- bows
- axes
- polearms
- leather armor
- crossbows
- hammers
- rapiers
- chainmail
- daggers
- maces
- whips
- scale mail
- swords
- flails
- shields
- plate armor

SOLIDARITY

When **you enter a steading**, you may count on hospitality from the local Forge(s). Forges extend this courtesy to each other, allowing visiting weaponsmiths to use their facilities, often in exchange for a little work or training. Steadings without a forge always need smiths, so tend to be even more hospitable.

PREPARE MATERIALS

When **you purify, refine, distill, smelt, filter or otherwise process a raw material** into a more suitable form, roll+INT. **On a 12+** choose three. **On a 10-11** choose two. **On a 7-9** choose one. **On a miss**, the material may be ruined. If the process consumes a kernel of a true element, improve the result by one step.

- the process takes half the time
- the process yields more output than usual
- the result is particularly suitable: take +1 forward using it
- the result is higher quality than usual: sell for twice the coin
- the process provides insight to an unrelated matter

FIELD TESTING

Add the following to the hack and slash list:

- You spy something notable about the target's weapons, armor or gear, the GM will tell you what.

EXPRESSIONS OF TRAVAIL

When **you create art with rune carving or wood carving**, take +1.

If you use the result as part of a greeting ritual, take +1 forward to perform work for the recipient.

TALENTS

You may weave threads into talents, if you meet their requirements:

DISCERNING EYE

When **you go to buy a special, exotic, or magical item**, you may roll +INT instead of +CHA.

SOUNDING ANVIL

When **you improve or create a mundane item** in a forge or workshop, create art using +STR, making the resulting choices. In addition, **on a hit** choose a benefit from the list below. **On 3-**, in addition to whatever else happens, the item becomes unusable. Improving a weapon or shield normally takes a few days; armor a little longer. Creating a weapon, once the materials are ready, normally takes a few weeks; armor a few weeks per point. Any benefit gained from prior forging is lost. Benefits include:

- +1 damage
- +1 piercing
- 1 weight
- add *precise*
- add *messy*
- add *stun*
- add *dangerous*
- add an additional range
- add 50 coins to the cost
- remove *clumsy*, but only for a specific wearer

Second thread (requires circle 4): When choosing a benefit, make an additional choice. You may also improve *magical or living* weapons.

Third thread (requires circle 6): You may also improve *magical, living or implanted* armor. Also add the following benefits to the list:

- add *living*
- add *ignores armor*
- add *forceful*
- remove *reload*
- +1 armor

STAND THE HEAT

When **you take damage from heat or fire**, adjust it by -1d8.

Second thread (requires circle 6): Ignore damage from heat or fire.

ITEM HISTORY

requires circle 2

When **you spend several hours studying an item**, the GM will tell you if the item is cursed, then you roll+INT. **On a hit** you gain insight into the item's past and nature. Choose two. **On a 10+** choose two more and take +1 forward to study the item further. You may spend one karma to gain an additional choice.

- Discover the item's basic abilities (that is, abilities that may be used without weaving threads into the item).
- Discover how many threads may be woven into the item, if any.
- Understand exactly what must be done (and where) to learn the item's name.
- Discover the question that must be answered to gain the next key to the item, if any.
- Discover if the item requires that any deeds be performed.
- Identify the style of the item's maker to the point that you would recognize it in other items.
- If the item is cursed, discover what the curse will do.
- If the item is cursed, discover how to abate the curse.
- Avoid the effects of the item's curse, if any.
- Studying the item takes half the time.

Second thread (requires circle 6): You need only examine the item for several minutes or so before rolling.

VERSATILITY

requires circle 2

Select a second forge specialty.

Second thread (requires circle 6): Select a third forge specialty.

LOCATE MATERIAL

requires circle 4

When **you discern realities**, add the following question to the list:

- Is there a concentration of a particular material nearby?

FORGE SENSE

requires circle 6

When **you are in your forge**, you may use the Astral Sight move. If you do, use +INT in place of +STR for any roll related to forging.

IMMUTABLE HANDS

requires circle 6

When **you handle true elements**, you may prevent them from reacting until you need them to using sheer will alone.

INFUSION

requires circle 6

Tell the GM you would like to infuse a mundane weapon or armor with magic to give it one rank and an appropriate magical ability associated with that rank. Such enchantment is always possible, but the GM will give you one or more (possibly all) of these conditions to fulfill:

- It will require certain amounts of true elements.
- It will require one or more rare ingredients.
- The ability may function a bit differently than you propose.
- It's going to take days/weeks/months.
- You must get help from _____.
- You must perform the work in a certain place.
- You must perform the work with specific tools.

LOCATE WEAKNESS

requires circle 6

When **you discern realities looking for flaws or weaknesses in a plan**, item, location or creature, you may roll INT instead of WIS. You also add the following question to the list of choices:

- What is the weakest point?

SALVAGE

requires circle 6

When **you aid an elementalist in a ritual of unmaking**, add:

- the ritual salvages all kernels of true elements in the item
- the ritual salvages 10-100 coins worth of raw materials.

TEMPER

requires circle 6

When **you spend several minutes drawing ornate symbols on a willing subject** (including yourself) then weave a thread into those symbols, the subject gains temporary HP equal to your circle. Damage applies to these HP first.

TRAVELING SMITHY

requires circle 6

As long as you have basic smithing tools, fire, and raw materials, you can create a makeshift forge or workshop anywhere. Using a makeshift forge or workshop takes twice as long, however.

FORGING THE HEARTBLADE

requires circle 8

When **you commit yourself to the long process of forging your heartblade** consult with the GM about what will be required and what the weapon will be able to do when completed.

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NOTES

COIN	LOAD
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FOLLOWER

Quality	Loyalty	HP	Armor	Dmg	Load
Name					
Tags		Traits			
Instinct		Cost			
Gear					
<div style="border: 1px solid black; height: 100px; width: 100%;"></div>					
Moves					

GEAR

Load is 12+STR

basic smithing tools(1 weight)

appropriate artisan tools(1 weight)

dungeon rations (uses: , ration, 1 weight)

10 coins

Choose your defenses:

- chainmail or leather (1 armor, worn, 1 weight)
- bare skin (0 armor, living)
- scale mail (2 armor, worn, clumsy, 3 weight)

Choose two weapons:

- crossbow (near, +1 damage, reload, 3 weight), bundle of bolts (ammo: , 1 weight)
- dagger or gauntlets (hand, 1 weight)
- rapier (close, precise, 1 weight)
- short sword, axe, or warhammer (close, 1 weight)
- long sword, battle axe or flail (close, +1 damage, 2 weight)
- raid spear (reach, 1 weight)
- maul or greataxe (close, two-handed, messy, 3 weight)

Choose two:

- adventuring gear (uses: , 2 weight)
- 2 healing potions
- shield (+1 armor, 2 weight)
- antitoxin, poultices and herbs (uses: , slow, 1 weight)
- simple mount of appropriate size (beast, mount)
- 15 coins

☐ **VISIONS THROUGH TIME** *divination*
Cast this spell and gaze into a reflective surface to see into the depths of time. The GM will reveal the details of a grim portent to you—a bleak event that will come to pass without your intervention. They'll tell you something useful about how you can interfere with the grim portent's dark outcomes.

FIFTH CIRCLE SPELLS

Fifth circle spells require two threads be woven into them to be cast.

☐ **CAGE** *evocation, ongoing*
The target is held in a cage of magical force. Nothing can get in or out of the cage. The cage remains until you cast another spell or dismiss it. While the spell is ongoing, the caged creature can hear your surface thoughts and you cannot leave sight of the cage.

☐ **DISPLACEMENT** *ongoing*
You bind your pattern loosely to time and space. You gain 1d4 hold. When you would take damage, you may spend 1 hold to avoid the damage, vanish and reappear somewhere safe a short distance away. If you spend hold, but there is no safe place a short distance away, you still move, but take damage and the spell ends. If you run out of hold the spell ends. While the spell is ongoing, you cannot weave threads.

☐ **DOOM MISSILE** *evocation*
A sphere of energy rockets from your fingers to engulf a target with a series of rapid implosions. Between each implosion, you must move the sphere to a new target (you may hit the same target more than once, just not twice in a row). The spell implodes three times, growing and dealing progressively more damage with each implosion. If you weave an additional thread into it before casting, the sphere implodes once more if you have reached seventh circle or twice more if you have reached ninth. Deal the following damage in progression, stopping when you run out of implosions: 1d6, 1d8, 1d10, 1d12, 2d6. If you gain bonus damage from any source, apply it only to the last of these implosions.

☐ **INVIGORATE**
You energize the pattern of an adept you touch. They immediately gain benefits as if they had performed their karma ritual. If you are part of a group pattern, you may cast this on a group member without needing to touch (or even see) them.

☐ **OPEN MIND** *ongoing*
When you touch someone, their thoughts become audible to anyone else nearby, as long as you continue to concentrate. While this spell is ongoing, you take −1 to cast a spell.

☐ **PATTERN LINK** *divination, ongoing*
Name a person, place, or thing you want to learn about. If the target is within a few days walking distance, the spell locates the pattern of what you seek and links it to your own pattern. While this spell is active, you gain visions of the target, as clear as if you were there. The threads woven to cast this spell remain woven while it is active, freeing only when you end the spell. Those capable of traveling in astral space could track these threads back to you, if put to such a task. Some locations may be shielded to remain hidden from this spell.

☐ **RESIZE** *enchantment, ongoing*
Hold 3. Touch a target and spend 1 hold to alter the target's size up or down by one category. You may spend multiple hold on the same target. The target's new size may alter its capabilities. While ongoing, take −1 to weaving spells.

☐ **SANCTUARY** *ongoing*
You touch the window or door of a building (from inside or outside). While the spell is ongoing all portals and entrances to that building seal and are magically reinforced to keep out intruders (or keep in those inside). Further, the skin of the building acts as a barrier in astral space. This spell may only be dispelled or interfered with by those on the same side of the building walls as you. You take −1 ongoing while this spell is active.

SEVENTH CIRCLE SPELLS

Seventh circle spells require two threads be woven into them to be cast. Some allow the weaving of an additional thread to give the spell more potency.

☐ **CATCH SPELL** *ongoing*
You can "catch" a spell cast at you, holding it. You may release a held spell, casting it as if it were your own, fully woven, spell. You may only hold one spell at a time. While ongoing you cannot weave spells.

☐ **CONTINGENCY** *evocation*
Choose a third (or, if you weave an additional thread, fifth) circle or lower spell you know. Describe a trigger condition using a number of words equal to your circle. The chosen spell is held until you choose to unleash it or the trigger condition is met, whichever happens first. You don't have to roll for the held spell, it just takes effect. One of the threads woven into this spell remains woven until the condition is met.

☐ **DISLODGE SPELL**
Choose an un-*armored* spell matrix you can see with astral sight, and empty that matrix. A target magical monster (the owner of the matrix) is denied part of all of one of its spellcasting moves (GM's choice, unless you weave an additional thread, allowing you to choose) until it can refill the matrix.

☐ **DOMINATE** *enchantment, ongoing*
Your touch pushes your mind into someone else's. You gain 1d4 hold. Spend one hold to make the target take one of these actions:

- Speak a few words of your choice
- Give you something they hold
- Make a concerted attack on a target of your choice
- Truthfully answer one question

If you run out of hold the spell ends. If the target takes damage you lose 1 hold. While the spell is ongoing you cannot cast a spell. If you weave an additional thread, you can dominate two additional targets, rolling for hold for each.

☐ **PAST THOUGHTS** *divination*
You can “hear” the thoughts and emotions that happened in your specific location during one historical event of your choosing. You do not necessarily know who originally possessed these thoughts and emotions, though thoughts can easily give away their origins. If you weave an additional thread, the information gained will be more precise, draw from additional time periods, or otherwise enhanced.

☐ **PEACEBOND** *ongoing*
Select a target you can see. Whenever the target takes damage from an attack, the attacker takes the same amount of damage. Likewise, if the target deals damage, the target suffers the same amount of damage. If you weave an additional thread to this spell, apply its effects to an additional target. While the spell is ongoing you cannot cast a spell.

☐ **TRUE SEEING** *divination, ongoing*
You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While ongoing you take −1 to cast a spell.

☐ **WORD OF RECALL**
Choose a word. The first time after casting this spell that you speak the chosen word, you and any allies touching you when you cast the spell are immediately returned to the exact spot where you cast the spell. You can only maintain a single location; casting Word of Recall again before speaking the word replaces the earlier spell. If you weave an additional thread, you may recall any targets you can see when you cast it.

NINTH CIRCLE SPELLS

Ninth circle spells require three threads be woven into them to be cast.

☐ **ANTIPATHY** *enchantment, ongoing*
Choose a target and describe a type of creature or a Passion. Creatures of the specified type or who embrace the ideals of that Passion cannot come within sight of the target. If a creature of the specified type does find itself within sight of the target, it immediately flees. This effect continues until you leave the target's presence or you dismiss the spell. While the spell is ongoing you take −1 to cast a spell.

☐ **ALERT** *divination, ongoing*
Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. If you choose, you can view the location of the event as though you were there in person. While the spell is ongoing, one of the threads woven into this spell remains woven into the spell.

☐ **FORK**
When you prepare this spell into a spell matrix, select three spells in your grimoire with circles adding up to nine (e.g. one fifth circle, one third, one first; or one seventh, two first; or three third). When you cast fork, the effects of the selected lesser spells occur simultaneously. Each may be targeted separately.

☐ **MIND TRANSFER** *ongoing*
You transfer your mind into the body of another living being you touch. You may choose to exchange bodies, in which case their mind now inhabits your body until the effect is reversed. You retain all your moves and stats except those that require your old body. You may instead choose to possess them, which makes this spell ongoing and gives them a chance to resist. If they cannot, your body remains in a state of sleep and while this spell is ongoing, you take −1 to cast a spell.

☐ **PERFECT SUMMONS** *summoning*
You teleport a creature to your presence. Name a creature or give a short description of a type of creature. If you named a creature, that creature appears before you. If you described a type of creature, a creature of that type appears before you.

☐ **WARP ASTRAL SPACE** *ongoing*
You twist, stretch and deform the local astral space, making working magic difficult. Gain 1d4+1 hold. Spend hold, 1 for 1, to choose an option like:

- Disrupt a magic-related GM move.
- Banish a summoned spirit or elemental.
- Force astral creatures to flee the area.
- Prevent a spirit or horror from leaving this plane.
- Snuff out a magical effect.
- Prevent a target from teleporting away.
- Force a target to reveal its true form.

If you run out of hold the spell ends. While the spell is ongoing you cannot cast a spell.