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An Old Scroll Case

An leather scroll case, cracked and age-worn. Inside is a tattered letter and pair of small, bluish ingots. It's a letter, in an older dialect of Southern, from an apprentice to their master. It describes a mental exercise to draw latent power from aetherium.

You can learn *Azm Otez's Galvanic Infusion* from the scroll, but...

- It'll take a few weeks of dedicated study
- You'll use up one of the aetherium ingots (or another source of aetherium)
- You risk using up the other ingot (Defy Danger with INT)

2

A Folktale

There's this old tale, about a Hillfolk witch tricking a moor-troll into eating an enchanted seedpod. She promises to go get the troll more food if he promises to then let her go. Of course, the troll breaks his word and tries to eat her, but the seedpod bursts into a mass of gwir-nettles when he does.

You can learn the secret of the enchanted seedpods, but need one of the following:

- A Hillfolk elder, steeped in lore, to teach you the ritual
- The spirit of a gwir-nettle, friendly or bound, to reveal the secrets of its birth

3

Carvings in a Cave

At the bottom of a sinkhole is a limestone cave. A moldering skeleton slumps against one wall, showing signs of having been hanged. Yet carved into the cave walls are runes, caked over with mineral deposits.

You can study the runes and learn the secrets they contain, but...

- You must carefully restore the runes over a few weeks of work and you risk ruining them (Defy Danger with INT).
- You must decipher the ancient writings, which are similar to Maker-runes
- It will then take a few days of study.

4

A Half-Buried Plaque

Scattered about the courtyard of the Ruined Tower are shattered stones and shards of twisted metal. Among them, more than half buried, is a large plate of bronze etched with Maker-runes and esoteric diagrams.

The plate contains the workings of a spell, which you can learn but...

- You must first dig up & clean the plate
- You must decipher the Maker-runes
- It'll take a few weeks of study
- You'll risk harming your hearing, your voice, or your health as you practice (Defy Danger with CON).

A Small, Strange Book

A small manual written on what appears to be sheets of supple leaves. It is written in the common script but in a strangely poetic sequence of nonsense syllables.

The manual reveals the recipe for an elderberry wine that brims with faerie magic, but to learn the recipe, you either...

- Need help from a fae poet, or perhaps one of the Forest Folk
- or...
- Risk getting the recipe wrong, poisoning or cursing whoever drinks the wine you brew (Defy Danger with INT).

A Giant's Dormitory

Deep in an old cliff-dwelling of the Stone Lords are a series of simple dormitories. One bears the psychic imprint of its last inhabitant, a stoneshaper of some considerable skill.

When you *enter the dormitory*, you are overcome with a vision of this student inventing his first spell. You can learn this spell, but...

- You must have some talent for magic.
- It will take weeks of repeated exposure and study.
- You risk lasting harm to your physique and health (Defy Danger with CON).

Runes Around a Ruined Hall

In a ruined citadel of the Forge Lords, the grand hall lies empty. The throne is melted slag. The ceiling is shattered. The pillars are scorched and cracked. But intact around the outside of the room are a series of flowing runes. Close study reveals them to involve both fire and privacy.

The runes repeat themselves and can be copied, but...

- It takes a few hours of careful work
- You risk a transcription error, but to what effect? (Defy Danger with INT.)

A Grim Peat Mound

Not far from Marshedge, a ways into Ferrer's Bog, lies a peat mound where no birds nest and flowers will not bloom. Since the town's founding, the people of Marshedge have buried their criminals here, alive.

Over the years, the land has birthed a spirit that hungers for the dying breaths of the condemned. It is a young and eager, and can be set to work upon criminals but only if you...

- Find a way to communicate with it
- Convince it that you will use its mark only to condemn the guilty

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Thunderous Bellow

When you *channel the storm primeval and utter a thunderous bellow*, take 1d6 damage (ignores armor) and roll +CON. On a 7+, everyone nearby (except you) must choose 1 (on a 7-9) or 2 (on a 10+):

- * Drop what they're carrying and cover their ears
- * Be deafened and disoriented for a few moments
- * Stagger a few steps away from you

3

Shell Game of Souls

When you *touch a dying, intelligent creature and speak the words of binding*, roll +INT.

On a 10+, you bind their soul to your flesh. On a 7-9, you bind their soul but doing so weakens yours. Reduce your max HP by 1d4+1. Your flesh can bind a number of souls equal to your CON. The souls manifest in dreams, and occasionally struggle when your mind or body are weak.

When *you die*, you can release a bound soul to go through the Black Gates in your place. Your body, though, still bears the marks of that which would have killed you; choose an option as if you rolled a 7-9 on **Death's Door**.

2

Truth Seeds

When you *soak a pair of gwir-nettle seedpods in your own blood and whisper a secret over them*, they become Truth Seeds.

When you and another *each eat a Truth Seed and make promises to each other*, the seeds ensure that the promises are kept. If either of you *break your promise*, the seeds sprout violently into a full-grown gwir-nettle (dealing [b]2d10+3 damage, messy, ignores armor, and now you've got a gwir-nettle growing out of you).

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Id'n Otez's Galvanic Infusion

When you *touch a piece of aetherium and draw its power into yourself*, roll +CON. On a 7+, you absorb the power and gain 1d8 HP (even if this puts you above your max HP). On a 7-9, the aetherium is drained and crumbles into a chalky mass of verdigris.

The spell lasts until you dismiss it or until you roll a miss on any move. While it lasts, you need not sleep and remain highly alert and focused.

When *the spell ends*, you lose 1d8 HP.

The Tomb-Bog's Mark

When you *mark someone with mud from the Tomb-Bog and pronounce them guilty of a crime*, you can place a geas upon them.

Phrase it as one of the following:

- * You must never again _____
- * Henceforth, you must always seek to _____ when you have the chance

Should they *fail to follow the geas*, their life is forfeit and the spirit of the Tomb-Bog will track them down and smother them.

Should they *prove themselves innocent to the Tomb-Bog spirit*, your life is forfeit instead.

The Fiery Veil

When you *precisely inscribe the flowing runes of the Fiery Veil along the outside of an area*, the area is warded for as long as the runes remain intact.

When anyone *tries to scry on the warded area from afar*, or *view it from the spirit realm*, they see only a curtain of fire. If they insist on peering through the curtain, they are burned for 1d10 damage (ignores armor) and appear to those inside as a ghostly image wreathed in flames.

Azm Frey's Sudden Sinkhole

When you *cast Azm Frey's Sudden Sinkhole on a target standing on the ground*, mark a debility of your choice and roll +INT. On a 10+, the spell works and the earth or stone beneath them drops away, creating a pit trap half-again taller and wider than they are. On a 7-9, the spell works but it siphons even more energy from your body. Mark another debility, of the GM's choice.

Old Mother's Wine

When you *sacrifice a memory to a fruit-laden elder tree and brew a wine from its berries*, make note of the memory you gave up and erase 1 XP. You gain a skin of Old Mother's Wine (5 uses, *magical*, 1 wt).

When you *take a draught of Old Mother's Wine*, expend a use and you are unaffected by fae magic a night and a day. While protected, you see through fae illusions, are untouched by fae enchantments, can walk the faerie paths and time passes normally should you wander through the faerie realm.

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A Richly Woven Rug

A prayer rug, about 4 feet by 7 feet unfurled (3 wt), woven with stylized patterns of fire and flame. Flickering Maker-runes can just barely be seen in the weaving, always out of focus but hinting at power.

You can unlock the secrets of this rug, but must first...

- Gaze at least once upon a flame primeval, feeling the heat and terror it emits.
- Then, spend a weeks meditating on the rug and studying the now-clear runes.
- Overcome your natural fear of fire (Defy Danger with WIS).

2

A Tattered Mantel

Found on a skeleton that has been stripped clean of flesh and that bears what can only be described as bite marks all along the bones. Close inspection of the mantel reveals sigils woven in silvery thread, and human teeth sewn into the fringe like decorative beads.

You can unlock the power of this mantel by:

- Wearing it for three days and three nights, suffering through the nightmares.
- Bringing to heel the slaving wraiths tethered to it (Defy Danger with CHA).

3

Rune-Etched Pillars

Deep under a giant, ruined fort is a vaulted chamber, once a storeroom but looted long, long ago. A giant skeleton lies just inside, face-down, its skull and ribs staved in.

Four pillars support the roof, carved with a series of huge runes that thrum with power. You can unlock their secrets, but...

- You must spend a few days studying the runes and memorizing their sequence
- You must meditate for a few weeks on the magic that infuses them.
- You risk triggering the spell contained in the runes (Defy Danger with INT).

4

A Huge Wooden Sphere

Half-buried and largely overgrown by the Great Wood, it is strangely well preserved and adorned with intricate pictograms. A handful of other spheres rot nearby.

The pictograms depict some sort of recipe, which you can learn but...

- You must first dig up & clean the sphere.
- It'll take a few weeks of study.
- You need a source of fresh ffyrnig root.
- You need the bile of a rage drake.
- You risk getting the recipe wrong, and lethally so (Defy Danger with INT).

A Scroll & Bone Flute

A scroll, written in a cramped hand and seemingly nonsensical script, with a series of graph-like diagrams. It is accompanied by a flute of bone (from a human arm?). The notes reveal themselves to be a cipher; the graph is perhaps the notation for a song.

You can unlock the secrets of the scroll and flute, but...

- You must first decipher the notes, which will take a few weeks of effort.
- The first time you use the flute, there's a chance that you got the musical notation wrong (Defy Danger with INT).

A Clear, Natural Pool

High in the hills, a stream of snowmelt fills a deep pool in the rocks before flowing on. At the bottom of the pool is a large deposit of loadstone. Rusted old blades (many sized for giants) can be seen clinging to the loadstone.

There is magic here; to unlock its secrets...

- Spend a week or so up here experimenting, then roll +INT: **on a 10+**, you figure it out; **on a 7-9**, no luck; **on a 6-**, you are interrupted by danger
- or...
- Get a first hand account of the pool's powers in use.

An Column of Ice

High in the mountains, amidst a lonely meadow, stands a pillar of dark purple ice, 12 feet tall and 2 feet thick, surrounded by slabs of stone. In full daylight, runes can be seen at various angles, suspended in the ice.

To unlock the secret of this place, you...

- Must spend a few bright and sunny days, with a ladder or whatnot, studying the runes in the ice.
- Must decipher the command words that trigger this place's magic.
- Risk accidentally triggering the magical effect (Defy Danger with INT).

A Chain of Rusty Locks

A chain, six links long, each link hung with a rusted padlock. 1d4+1 locks bear a stylized face, frozen in an rusty grimace. The keys to these locks are lost to the ages.

When you *hold one of the face-adorned locks and look into its eyes*, you can hear the voice of a spirit: hateful, desperate, pleading to be set free. You can master these locks by:

- Convincing one of the spirits to reveal how it was captured.
- Convincing one of the spirits to reveal what happens when a lock is opened.
- Finding a way to open the locks

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Ffyrnig Tonic

When you *pickle fresh ffyrnig root in a suspension of rage drake bile for two full moons*, it becomes a flask of ffyrnig tonic (1d4 uses, magic, 1 wt).

When you *take a draught of ffyrnig tonic*, expend 1 use and hold 3 Ferocity.

While you hold Ferocity, you melee attacks do +1d4 damage but you must **Defy Danger** to act with caution, mercy, or patience.

You can spend 1 Ferocity to:

- * Make an attack *messy* (or more so)
- * Take 1/2 damage from a blow and keep your momentum and footing

3

Shattering Words of Azm Fatrar

When you *carve the Shattering Words of Azm Fatrar into a stone or rock*, designate a key word or phrase.

When you or another *speaks the key word or phrase and wills the spell to trigger*, you roll +CON. **On a 10+**, the rune-carved stone shatters and is immediately reduced to rubble; **on a 7-9**, the stone cracks and buckles, slowly breaking apart into a number of pieces.

2

Mantel Wraiths

When you *let slip the wraiths tethered to the mantel*, they manifest and attempt to savage any living creature nearby. Treat them as followers.

Mantel Wraiths

group, insubstantial, undead, stealthy, planar, amorphous

Quality +1, starting Loyalty +0

13 HP, 1 armor, 0 Load

Withering touch (d8 damage, hand, ignores armor)

- * Feast on the energy of the living
- * Stalk prey, seen only out of the corner of the eye
- * Manifest creepy environmental effects: bleeding walls, cold air, water pooling on the ceiling, etc.

Cost: human lives devoured; Instinct: to run rampant

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Fear of the Flame

When you *spend an hour or so on the rug, meditating on the fear of fire that all natural things possess*, hold 1 Terror and mark a circle: ○○○○○○

When you *spend 1 Terror*, all who see you fear you as they would fear the flame primeval, until you dismiss the effect.

When you *dismiss the effect*, roll 1d6. If the roll is less than the number of marked circles, you manifest a permanent, visible sign of your connection to the flames: reddish skin, glowing eyes, a sulfurous smell, etc.

When a *season passes without you spending Terror*, clear a marked circle.

The Six Locks of Sajua

When you *smear the blood of the dying onto a Lock of Sajua and then close the lock*, roll +CON: **on a 10+**, their soul is bound into the lock; **on a 7-9**, their soul is bound, but all mundane metal in your presence rusts and tarnishes, corrodes and weakens.

When you *extract a promise from a bound soul and then open the lock that binds it*, the soul is compelled to fulfill the letter of its promise before it goes its own way.

Alas, releasing a soul also draws the attention of the Lady of Crows, She Who Collects the Dead. Expect an unkind visit from her soon, unless you can hide your trail.

Dark Ice Prison

When you *speak the command words in the presence of the ice column*, roll +INT: **on a 10+**, you speak them flawlessly; the spell is triggered immediately; **on a 7-9**, you stutter and stumble over the words, giving your foes a chance to react before you trigger the spell.

When you *trigger the spell*, the dark ice expands in a flash, encasing the stone slabs and anything on them in a solid block of dark ice. Even insubstantial creatures are encased and imprisoned. Mortal creatures soon perish, but their souls remain trapped.

The dark ice never melts and resists all but the mightiest magic and blows.

Ward of Still Waters

When you *cut yourself with iron or steel and toss the blooded metal into the pool*, you form a bond with the waters. So long as you carry a vial of the pool's water on your person, it protects you from magic that attempts to sense or affect your thoughts.

When you are *subject to such magic*, roll +CON: **on a 10+**, the magic affects or senses the still waters of the pool instead, possibly befuddling the magic's source; **on a 7-9**, the magic is redirected but the water you carry loses its potency. You must return to the pool for new water before it can protect you again.

Song of the Dool Trees

Dool trees, those bleach-white copses that common folk avoid, are haunted by spirits from beyond the Black Gates. Such spirits feed on mortal terror and can be called by song and tempted into service, though it's folly to travel with more than one.

When you *play the proper tune on a flute made from a murderer's bone*, you can roll +CHA to Recruit one or more spirits from a grove of dool trees. Ask the GM for their stats. As followers, a typical dool spirit has Quality +1, starting Loyalty +1, the *fear-wise* and *cunning* tags, & a cost of "Debauchery: tasting new, exquisite fears."

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A Gold Ring

This simple, golden band catches the light and shines, even in darkness. It's very presence fills goodly people with peace and hope, and servants of darkness with jealous hate.

You can unlock the secrets of this ring, but must first...

- Wear the ring continuously for 40 days, witnessing the sunrise each day.
- Perform an act of charity while wearing the ring, one that changes a life.
- Participate in the devout and proper worship of Helior the Daybringer.

2

A Path in the Woods

Deep in the woods, a low stone carved with the crude pictograms of the Forest Folk, showing a trail fraught with trials and leading to great power.

If you set forth upon the trail at midsummer, you can unlock its mysteries, but you must...

- Follow the twisting paths in silence, until you spy the White Hart
- Chase the Hart for miles and miles, until it leads you to the Tree of Nerth.
- Wrestle the strange serpent that lives in the tree, crushing the life from it and eating its still-warm heart

3

A Giant Oak Leaf

About six feet long, waxy and rigid, shimmering with golden iridescence. Is this truly a leaf from the Golden Oak?

You can turn the leaf into a wondrous cloak, but to do so you must...

- Learn the secrets of its making (from a fae, a spirit of the wild, or perhaps a favored servant of Danu)
- Tan the leaf with a mix of limewater, crow guano, the brain of a crin annwun, and your own blood
- Have a tailor of sublime skill fit it to your exact measurements

4

A Time-worn Missive

A letter on faded, pocked papyrus, written in an archaic form of Lygan. It invites "Boas" to visit by way of "your nearest portal," with instructions and a circle of arcane sigils. "Ask for Calcus when you arrive."

To unlock the mysteries of these portals...

- Translate the archaic dialect
- Find a portal (other than the one depicted by the sigils, wherever that is)
- Determine how to "invoke the axiom of local contagion"
- Risk miscasting the spell (Defy Danger with INT) the first time you cast it.

A Strange Pendant

A strange charm on a simple leather cord, like a scale of some shimmering material. It's cold and clammy to the touch. When you first put it on, everyone nearby shivers from cold. Soon thereafter, you start to hear the raspy, inhaling whispers.

To unlock the secrets of the pendant...

- Wear it ceaselessly for a lunar cycle, answering its questions honestly, then...
- Hold yourself underwater until you risk drowning (Defy Danger with CON).
- Drown another person and offer their last gasps to the pendant.

A... Key?

Secreted away in some Maker's trove is a gleaming white thing, like a key, I guess, but not a specific key, more like the *idea* of keyness. Hurts to look right at it; makes you aware of your own dying flesh.

You don't unlock this key's mysteries, so much as it unlocks you. But only if...

- You master your fear and force yourself to touch it (Defy Danger with WIS).
- You hold tight as it wracks your soul (Defy Danger with CON) and vanishes.
- You spend a few weeks drawing the shapes that appear behind your eyes.

An Empty Vault

Above a wind-swept moor looms a rocky hill. Massive stone doors are set into the hillside, their old runes faded and covered in lichen. The doors aren't locked; one lies a bit ajar. Inside, the vault is untouched by time, free of dust or mold. Clearly some magic is afoot.

To unlock the secrets of this place's stasis...

- Find and reveal the hidden runes that anchor the magic.
- Spend hours copying them, risking an error (Defy Danger with INT).
- Spend weeks tracing the runes on objects, until they gleam silver and vanish.

A Sealed Cave

High in the Whitefangs is a bricked-over cave mouth. Inside lie dozens of corpses, preserved for centuries by the cold. Many have malformations in the jaw, oversized teeth, claws. Few show signs of violence; they appear to have just laid down and died.

Indeed, the looping glyphs carved all over the cave walls sap your will to struggle, to fight, to do much of... anything. You can learn their mysteries, but...

- It'll take a days of careful transcription, haunted by morose shades
- You risk succumbing to the ennui of the runes (Defy Danger with CHA).

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Opening the Way

When you *carefully trace the sigils of one linked portal inside the permanent sigils of another, invoking the axiom of local contagion as you do so*, the portal opens connecting the two locations for as long as you give it your utmost focus. Passage through the portal is instantaneous and safe.

When you *relax your concentration or let it slip*, the portal closes and you mark the Weakened and Shaky debilities.

If you *trace the sigils using pure gold dust* (worth a purse of silvers), the gold dust is consumed by the spell but you need not mark the debilities when the portal closes.

Peacebond

When you *mark a place with the peacebond glyphs*, violence is suppressed within the area, even in self-defense, as long as the glyphs remain. The longer one stays in a peacebonded area, and the more tightly woven the glyphs are, the greater the effect.

When you *attempt to commit violence in a peacebonded place*, you hesitate. If you *will yourself to act*, roll +CHA: **on a 10+**, you are free to act until the fight ends and the blood stops pumping in your ears; **on a 7-9**, you act this once but will hesitate again; **on a 6-**, you fail to act—mark XP and ask the GM what happens.

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A Goldleaf Cloak

When you *wear a goldleaf cloak that you tanned yourself and that has been fitted to your exact measurements*, you are immune to effects that drain, steal, or snuff out your lifeforce. You are likewise immune to magic that dampens or calms your emotions.

If you *die and are buried in the earth, wrapped in your goldleaf cloak*, you might return from beyond the Black Gates, as if you had been buried at the roots of the Golden Oak.

Azm Qadir's Preservation

When you *trace the runes of Azm Qadir's Preservation along the inside of a room or container*, the runes gleam silver and vanish, protecting the interior from dust, debris, spoilage, rot, rust, etc. Roll +CON: **on a 10+**, both of the following are true; **on a 7-9**, pick 1; **on a 6-**, neither is true, but the spell still works.

- * The effect is permanent (*otherwise, it ends when you die or your powers fade*)
- * You resist the fatiguing effects of the spell (*otherwise, mark a debility*)

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Nerth Serpent's Vigor

When you *crush the life from the Nerth Serpent and devour its still warm heart*, hold 3 Vitality. While you hold Vitality, you age very slowly. Spend Vitality 1-for-1 to:

- * Shrug off a poison, sickness, or disease
- * Clear up to two debilities of your choice
- * Perform a feat of extraordinary strength, prowess, or endurance

Each time you spend Vitality, you manifest a permanent mark of the wild: antlers, hide-like skin, animal eyes, etc. Tell us what it is.

Sanctifying Mark

When you *inscribe the sanctifying mark upon an object*, it repels beings of darkness, chaos, and death. Each time you place the mark, part of you (eyes, hair, skin, tongue, etc.) becomes paler, eventually turning a shocking white.

When a *being of darkness, chaos, or death first tests the power of your mark*, roll +INT: **on a 10+**, all such creatures are kept at bay so long as your mark remains inviolate; **on a 7-9**, such creatures feel the urge to flee and are held back for now, but powerful entities can force themselves to ignore it.

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Helior's Shining Ring

When you *spend the better part of a day wearing the ring and worshipping Helior in full sunlight*, hold 1 Daylight, up to 3: ○○○

When you *wear the ring in shadows or darkness and spend 1 Daylight*, the ring shines forth with holy light (*near, area*) that is painful for creatures of darkness to look at. It glows for a few hours, until you extinguish it, or until another effect (like the Lightbearer's Invocations) uses up its fuel.

Alas, the ring also shines like a psychic beacon while in use, alerting servants of darkness for miles around to your presence and location.

The Drowning Scale

The pendant holds the hungry shard of a drowned sorcerer's soul. When you *lean over a dying person, suck out their final breath, and breathe it into the pendant*, roll +CON: **on a 10+**, hold 1 Breathe until you remove the pendant or spend it to go without air for as long as an hour; **on a 7-9**, pick 1:

- * Hold 1 Breath (as on a 10+), but it tears at your lungs; mark the Sickened debility and suffer a nasty coughing fit.
- * The pendant greedily sucks in the last breath, grows colder, and sighs; you, alas, gain no benefit.

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