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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 mouldering 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 INT).

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, either...

- You'll need help from a fae poet, or perhaps one of the Forest People or...
- You risk getting the recipe wrong, and poisoning or cursing whoever drinks the wine you brew.

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

5**6****7****8**

4

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 can bind their soul but doing so burns you. Take 1d8+2 damage (ignores armor) and mark a debility of the GM's choice. Your flesh can bind a number of souls equal to your CON. The souls manifest in dreams, and occasionally struggle when you mind or body are weak.

When *you die*, you can release a bound soul to go through the Black Gates in your place. Choose an option as if you rolled a 7-9 on **Death's Door**.

2

Truth Seeds

When you *soak a pair 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 a promise 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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Azm 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 damage) and appear to those inside as a ghostly image wreathed in flames.

Idn'Frey's Sudden Sinkhole

When you *cast Idn'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. realm.

Old Mother's Wine

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

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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