



# BLOODWRAITH

MAGIC

# CREDITS

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words and graphics by jim pinto

additional writing by Darren Pearce

editing by Robert Vaux

art by Dave Alsop, Tamas Baranya, Daniel Commerci, Rick Hershey,  
Eric Lofgren, Chris Malidore, Dan Smith, Dean Spencer

cover by Daniel Commerci

special thanks to Jessica Dell, Amelia Greisch, James Hargrove, Mike Leader,  
Matija Prelec, Sebastián Ruiz Romo, David Russel, Chris Youngblood

Based on an original conversation between jim pinto and Darren Pearce

*Bloodwraith* is a fantasy game setting for any rules system. It was designed and  
written in roughly 60 hours, as a personal challenge to produce a usable fantasy  
world after reading some poorly written PDFs. This is for spite.

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# GENDER AND DIVERSITY

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Magic is for everyone. It's sort of in the word. Be you.

For ease of reading, she is the generic third-person pronoun throughout.

# RAINING BLOOD

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*The sky is turning red*

*Return to power draws near*

*Fall into me, the sky's crimson tears*

*Abolish the rules made of stone*

— *Slayer, Raining Blood*

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# BLOODWRAITH

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*Bloodwraith* is an old-school fantasy roleplaying game, with tragic overtones. This is the third book in the setting, detailing the various magical 'schools' present in the setting. Each has its own flavor and style.

Most OSR games require spell memorization. The spell is planned ahead of time and shot off into the ether. Unbudging gamemasters familiar with this system should limit the spell systems available to players. Otherwise, none of the spell systems require players to plan their spells ahead of time. They know a limited number of spells and cast what they want when they need it.

Each magic system is detailed on the next few pages.

## BENEFITS OF MAGIC

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The range of spells in this book have unpredictable effects on gameplay. Since the rules cannot cover every exception, the gamemaster is the final arbiter of how spell affects the characters and targets.

Attribute bonuses are especially troublesome, given the simple nature of the *Bloodwraith* system. Since the natural maximum value for human attributes is 18, some magical spells may increase a character's attributes above this maximum. The following range of bonuses is optional and based on the gamemaster's approval.

Attribute	Bonus
19-22	+3
23-25	+4
26+	+5

Spells that target attributes, do not benefit monsters in the same way. Every +3 attribute bonus translates into a +1 to a die roll related to that attribute. For instance, a spell which increases a Strength score by +6, increases a monster's melee attack and damage by +2.

## MAGIC TYPES

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4 Magic is rare and subtle in *Bloodwraith*. It is most likely players and gamemasters use *Dungeons and Dragons*™ or something equally popular to play out their *Bloodwraith* stories. Short of producing all new spell lists, it is difficult to reflect the *Bloodwraith* magic system onto gamemasters. And while I am not against doing such work, it is only valuable to people using that specific ruleset.

*Which is the antithesis of a generic game world.*

Instead, this section details the types of magic and spells one can expect spellcasters to have access to.

# ABHORRENT MAGIC

Abhorrent magic is strange and limited. It makes little to no sense beyond the fact that it is magic and doesn't have to. It is so foreign an idea, and so far removed from any pattern of magic people understand, those who use it live outside the dictum of sorcery. It is literally a bevy of unnatural powers with no equivalent anywhere else in Gyrr. Think twice before taking this magic type.

Warlocks who cast abhorrent magic know only one spell at each level and can cast each spell twice per day; three times per day if they have both a Wisdom and Charisma score of 15 or more.

A 4th level abhorrent warlock knows one 1st, 2nd, 3rd, and 4th level spell.

Warlocks may attempt to cast more spells beyond this by taking an action to cast a spell as normal, then rolling a saving throw. If successful, the spell goes off as normal. If the spell fails, the action is lost and the spell backfires. The effect of each spell backfire is listed under each Abhorrent spell.

Regardless of the outcome, the warlock suffers 1 point of damage per level of the spell being attempted.

## DRAMA POINTS

Abhorrent warlocks gain one drama point each time a spell backfires, but never more than once per session.

### LEVEL 1

Aposematism  
Black Bile

### LEVEL 2

Fracture  
Simulant Echo

### LEVEL 3

Dead Host  
Stench of Death

### LEVEL 4

Plague Visage  
Solitude of Shadows

### LEVEL 5

Severed Heart  
Scion Mark

### LEVEL 6

Septic Lungs  
The Vulture

### LEVEL 7

Bat Wings  
Decay

### LEVEL 8

Maggot Swarm  
Shadow Claws

### LEVEL 9

Blood Hammer  
Severed Mind

### LEVEL 10

Erase  
Voice of the Gods

# BLOOD MAGIC

Blood magic is the only source of magic that directly inflicts damage on targets. It requires the spellcaster to offer (fresh) blood to the sleeping dead gods. This blood sacrifice is made in good faith, summoning forth whatever glimmer of magic the gods might still possess. Wherever they are.

But blood magic is not without its dangers. There's always a chance a spell could fail. Or worse, turn on its user. Blood magic is akin to evocation, with some necromancy, but not much else.

Blood magic is among the darkest and most sinister magics in *Bloodwraith*. While there are a limited number of spells, all of them require a blood sacrifice to use. This limits the number of spells one can cast by the number of hit points one has remaining. This realm of magic is not for the weak.

A blood warlock knows all spells up to her level.

## DRAMA POINTS

Blood warlocks gain one drama point each time they are reduced to '1' hit point as the result of fueling a spell, but never more than once per session.

### LEVEL 1

The Devil's Gaze  
Summon Demonic Thrall

### LEVEL 2

Awaken  
Ritual of the Spider

### LEVEL 3

Acid Blood  
Fiendish Voice

### LEVEL 4

Bloodstone  
Ritual of Shadows

### LEVEL 5

The Artery  
Hands of the Damned

### LEVEL 6

Phantom Pain  
Ritual of Shackles

### LEVEL 7

Eyes of Caleb  
Festering Wounds

### LEVEL 8

Misery Blanket  
Ritual of Pain

### LEVEL 9

Heart of Fire  
Pain Trident

### LEVEL 10

Ritual of the Bleeding Realms  
Ritual of the Dragon





# DRUIDIC MAGIC

Most of what druids know and can do is not magic at all, but common earth logic. Which herbs to avoid, how to combat a snakebite, and what to do during childbirth are all part of a druid's purview. Druidic magical spells take that logic one step further. Spells that produce and purify food and water are essential, along with anything that hides the community and its tracks. Druidic magic also includes healing spells.

Druidic magic is performed by druids and naturalists, but not by shamans and witches. Druids commune with the earth, not with ancestral spirits, giving them access to animalistic powers and not insight into the other realms.

A druid knows all spells for her level and can cast a number of spells per day based on her level, as show on this chart. Druids with a Wisdom score of 15 or higher may cast one additional spell per day per level.

As an act of desperation, a druid may destroy one ley stone to cast one spell she knows from any level. If she destroys a ley stone that is not in her possession, she suffers 1d6 damage and loses 1d3 Wisdom (temporarily).

## DRAMA POINTS

Druids gain drama points based on their character class in the *Bloodwraith*:  
*Rules.*

DRUID SPELL ADVANCEMENT TABLE										
Druid Level	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>	10 <sup>th</sup>
1	1	—	—	—	—	—	—	—	—	—
2	1	1	—	—	—	—	—	—	—	—
3	2	1	1	—	—	—	—	—	—	—
4	2	2	1	1	—	—	—	—	—	—
5	2	2	2	1	1	—	—	—	—	—
6	3	2	2	2	1	1	—	—	—	—
7	3	3	2	2	2	1	1	—	—	—
8	3	3	3	2	2	2	1	1	—	—
9	4	3	3	3	2	2	2	1	1	—
10	4	4	3	3	3	2	2	2	1	1



## **ALL LEVELS**

**Cause Wounds**

**Cure Wounds**

**Purify Food and Drink**

## **LEVEL 1**

**Edible Moss**

**Protection**

## **LEVEL 2**

**Bless/Curse**

**Snake Hand**

## **LEVEL 3**

**Ghoul Essence**

**Nature's Eyes**

## **LEVEL 4**

**Neutralize Poison**

**Raven's Claw**

## **LEVEL 5**

**Nature's Rest**

**Summon Guide**

## **LEVEL 6**

**Ascend**

**Bear's Paw and Stag's Hide**

## **LEVEL 7**

**Chaos**

**Nature's Guardian**

## **LEVEL 8**

**Obelisk**

**Titan's Fist**

## **LEVEL 9**

**Elemental Chains**

**Nature's Fury**

## **LEVEL 10**

**Dead Gate**

**Herald of the Sun**



# DWARVEN EARTH MAGIC

Dwarven earth magic is very different from druidic magic. Dwarves use magic to move large portions of rock, burrow into the earth for camouflage, and strengthen armor and weapons. Their spells also include anything that harms inanimate objects — spells that shatter or pass through walls. The dwarves of Gyrr are mean, warlike, almost despotic creatures bent on ending humanity's place in the world. Their magic reflects the desire to break humanity — both physically and mentally — and replace them altogether.

Warlocks who cast dwarven earth magic know all spells at each level. They can cast a number of total spell levels worth of spells equal to their Constitution and level (combined) each day. For example, a 4th level warlock with a Constitution of 12 can cast one 4th, two 3rd, and six 1st level spells each day ( $4+12=16$ ).

At 6th level and above, a dwarven earth warlock adds her Wisdom score to this total.

Dwarven earth magic casters wield a magical foci known as a *hellruna*. The hellruna is made from stone or wood and provides casters with a number of special abilities. Starting at 4th level, the warlock gains a +1 to attack and damage when wielding the hellruna as a weapon. This bonus increases to +2 at 9th level.

At 7th level, a warlock may store one known spell in her hellruna. Storing the spell in the hellruna requires the expenditure of a spell casting, but once stored the spell may remain indefinitely.

## DRAMA POINTS

Dwarven earth warlocks gain one drama point at 3rd, 5th, 8th, and 10th level. They gain an additional point when crafting their first hellruna.

### LEVEL 1

Camouflage

Summon Hammer

### LEVEL 2

Thick Skull

### LEVEL 3

Iron Grip

### LEVEL 4

Inflexible

### LEVEL 5

Hands of Stone

### LEVEL 6

Pass Through Stone

### LEVEL 7

Stoneskin

### LEVEL 8

Wall of Stone

### LEVEL 9

Walled Sanctum

### LEVEL 10

Immortality

Solemn Crypt

# ELVEN TRUTH MAGIC

Elven truth magic includes all spells of detection and revealed truths. Some elves can also cast abjuration spells that ward against evil or falsehoods. Such power gives insight into things others cannot see.

Warlocks who select the path of elven truth magic gain a +1 to Wisdom and all attack rolls.

Elven truth magic has no levels. Rather, the power of the spell is based upon the warlock casting the spell. Each spell indicates the effect of the spell based on the caster's level. Elven truth warlocks may cast a number of spells per day equal to their Wisdom score.

At 1st level, a warlock knows three spells, plus one more if her Wisdom score is 15 or higher. At each level, an elven truth warlock selects one additional known spell and adds it to her repertoire.

Starting at 5th level, and only once between 5th and 10th level, an elven truth warlock may select one known spell from abhorrent magic instead of elven truth magic. Such a spell makes the warlock unique (and perhaps reviled) in her culture.

## DRAMA POINTS

Elven truth warlocks gain one drama point at each level. An elven truth warlock may forgo learning a new spell as she advances in exchange for one drama point. Conversely, an elven truth warlock may spend two drama points to gain access to any additional spell when she advances.

### **The Beneath Truth**

**Conceal Blood**

**Conceal Evil**

**Conceal Life**

**Conceal Magic**

**Conceal Sorrow**

**Death Line**

**Detect Blood**

**Detect Evil**

**Detect Invisibility**

**Detect Lies**

**Detect Sorrow**

### **The Dragon**

**Invisibility**

**Language of the Age**

**Liar's Pain**

**Liar's Voice**

**Liar's Ward**

**Locate Kin**

**Locate Spirit**

**Obscure Truth**

**Pain Ward**

**Reveal Disguise**

**Warlock's Secrets**

# SORCERY

Sorcery is a hodge-podge of unearthly powers. Most humans with access to sorcery are born with it... and feared. It is an often contemptible source of power that others consider a curse. It slowly poisons the body and reduces the lifespan of the user, but those who can harness it bring aid to the enclave others can only dream of.

The followers of the bloodwraiths do not have access to sorcery. It is a power from beyond the Withered Wall, as the old guard used to name it. It is neither a place for the living nor the dead, but of malevolent demon spirits unable to reach Gyrr. Their only connection is through certain humans born with the mark, or the willpower to study it.

Some sorcery spells have an associated cost. If this cost is temporary, it lasts until the spell expires, restoring over the course of a few minutes. If the cost is permanent, it cannot be restored without magic. Otherwise, the cost returns at the normal rate of healing. Some spells require a 1d20 roll against a specific chart. In these instances, the caster always adds her warlock level to the roll.

Sorcery warlocks know all spells at each level and can cast a number of spells per day as indicated by the chart below. Warlocks with an Intelligence score of 15 or higher may cast one additional spell per day per level. Warlocks with a Charisma score of 15 or higher may cast one additional spell per day per level.

## DRAMA POINTS

Sorcery warlocks gain one drama point each level.

**SORCERY SPELL ADVANCEMENT TABLE**

Warlock Level	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>	10 <sup>th</sup>
1	1	—	—	—	—	—	—	—	—	—
2	1	1	—	—	—	—	—	—	—	—
3	1	1	1	—	—	—	—	—	—	—
4	2	1	1	1	—	—	—	—	—	—
5	2	2	1	1	1	—	—	—	—	—
6	2	2	2	1	1	1	—	—	—	—
7	3	2	2	2	1	1	1	—	—	—
8	3	3	2	2	2	1	1	1	—	—
9	3	3	3	2	2	2	1	1	1	—
10	4	3	3	3	3	2	2	2	1	1

## LEVEL 1

---

Keep to the Shadows  
Silver skein  
Zombiehand

## LEVEL 2

---

Caretaker's Purse  
Clarity  
Raptor's Glare

## LEVEL 3

---

Commander's March  
Endless Sight  
The Kingdom Line

## LEVEL 4

---

Commune with Regent  
Crooked Doorways  
Summoner's Barrier

## LEVEL 5

---

Cloaks and Veils  
Crimson Mirror  
Displaced Memories

## LEVEL 6

---

Summon Homunculus  
Zombieskin

## LEVEL 7

---

Drowned by Rats  
Watcher's Eye

## LEVEL 8

---

Enclave  
Summoner's Egg

## LEVEL 9

---

Death Fog  
Plague Rot

## LEVEL 10

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Cloister  
Return Soul



# THE TESTAMENT

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The testament is a covenant that a magic-user makes with unseen forces. Each testament is different. Player characters who wish to make a covenant such as this do so blindly, without knowing the full benefits and effects.

Each type of testament is defined below, with options for how they work, as chosen by the gamemaster. The gamemaster selects two or three items from each list, keeping the PC guessing which powers she has gained. It is always possible the testament confers no bonus at all — the PC only believes it does.

## COVENANT OF DEFIANCE

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The covenant of defiance focuses on free will and independence; two traits lost when the gods were taken and the bloodwraiths took over. The defiant ones push on against insurmountable odds and the like. This can lead to complications with communities, costing people relationships. But those who are defiant see the final equation balancing when the war is won.

- **+4 bonus to AC and all saving throws**
- **One random (level equivalent) abhorrent spell each day**
- **The first time the PC would be reduced to '0' hit points, she is restored to her Constitution value in hit points**
- **The PC can always fall to negative hit points equal to her level**
- **The character starts with three additional drama points that only the gamemaster knows about and who can spend them for the PC however she likes**

## COVENANT OF THE EARTH

---

Nothing is more permanent than Gyrr. Yet even it erodes with time. These two laws butt against one another, making this testament a bit confusing to those who hear it. To those who believe it, there is no inconsistency. It is a righteous covenant of bone and flesh, unlike any other. The covenant is not just a spiritual vow, but a physical one as well. Those who take this covenant give a part of themselves and select a sacred place in Gyrr where they intend to die.

- **+4 bonus to Constitution, -3 starting hit points**
- **Access to dwarven earth magic**
- **Increase melee damage by 1 die type**
- **Permanent 'hands of stone' spell cast upon the PC**
- **Permanent 'thick skull' spell cast upon the PC**
- **Every time the PC somehow returns from '0' hit points, she gains one drama point afterwards**

## COVENANT OF FAITH

---

All other covenants, by default, are about faith. But a true oath is a leap of faith, putting one's life into the hands of the sleeping dead gods. Somewhere there must be one who is still capable of returning to save mankind. "And until that day comes, I shall be the voice of god, calling humankind from the darkness and into the era of renewed prosperity."

- **+2 bonus to AC and all saving throws**
- **Gain access to one (random) commune spell each day**
- **+4 bonus to Charisma**
- **The character starts with three additional drama points that only the gamemaster knows about and who can spend them for the PC however she likes**
- **Permanent 'bless' spell cast upon the PC**
- **Permanent 'protection' spell cast upon the PC**
- **The first time the PC would be reduced to '1' hit point, if she successfully saves, she regains 1d8 hit points and gains a permanent +1 bonus to her AC**

## COVENANT OF KINGS

---

Authority and dominance are two sides of the same coin. Humankind once ruled over everything it surveyed, applying authority and/or dominance as it saw fit. One could argue the cause of the purge was an imbalance of mankind's authority over unwilling subjugates.

But the era of authority and control are over. Humankind has little place for those who would rule over others for the sake of their own vanity. Or worse. Individuals who take the covenant of kings do so knowingly opposing the general communal-forward thinking of enclaves. They believe the sleeping dead gods are returning, and mankind's dominance will once again be restored.

- **+4 bonus to Charisma**
- **+2 starting relationships from high-ranking members of the community**
- **Begin play with one faithful retainer (from the community) who never rolls morale or loyalty**
- **+2 bonus to AC**
- **+4 hit points**
- **No negative relationships with the PCs**



## COVENANT OF LAW

---

There is one interpretation to anything. Disagreements of opinion are a failure of principles. Any who would interpret the will of the sleeping dead gods do so as a failure of their character. Nothing more. The covenant of law establishes there are no gray areas or moral complexities. Sins are sins. Failures are failures. Death is death. There are no other ways to see the world and this unbending approach to life is difficult for the majority of Gyrrians to deal with.

- **+2 bonus to Wisdom and all saving throws**
- **+2 bonus to Charisma and all saving throws**
- **Access to elven truth magic**
- **One permanent 'detect' spell cast upon the PC**
- **Begin play with one magic item associated with law**
- **Begin play with five additional drama points**
- **Whenever the PC would gain drama points from level advancement, she gains two instead**

## COVENANT OF THE ONE

---

Before the purge, the people of Gyrr believed in a single dictum that defined who they were. All things are divine. Living within this state, the people enjoyed the prospect of knowing they would all one day become gods. Even if the gods were not eternal, they could live forever through memory. A handful of modern Gyrrians even believed themselves living examples of the gods. Or so the legends would have one believe.

There is an arrogance to the belief in the 'one-ness' of all beings. Those who choose this covenant are either blissfully unaware of this schism, or revel in it. There is no happy medium.

- **+8 hit points**
- **+4 bonus to AC**
- **+2 bonus to Intelligence and Wisdom**
- **+2 bonus to Constitution**
- **The first time the PC would be reduced to '0' hit points, she is restored to her Constitution value in hit points**
- **The PC can always fall to negative hit points equal to her level**
- **Heal a number of hit points equal to her level, daily**
- **Once per day, the PC may give up to her level in hit points to one other character**



# WITCHCRAFT

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Witchcraft is simple magic for simple people: small rituals over fires, invoking the names of baleful spirits and chanting the names of people one hates.

Witchcraft is generally known by old men and women, who have spent years in secret learning sacred words. These words implore the spirits of darkness to do their bidding, often resulting in ill effects on the 'target.'

Warlocks who practice witchcraft have access to three powers: brew, commune, and craft. At each level, the warlock unlocks a new spell associated with each power. The rules for brewing, communing, and crafting never change, but the powers at each level do. The only limit to brewing and crafting is time.

## DRAMA POINTS

Witchcraft warlocks gain one drama point at 3rd, 6th, and 9th level.

## BREW

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Brewing one potion (elixir, etc.) requires one hour plus 1d6 x 10 minutes to collect ingredients, regardless of the spell level. Once brewed, the potion is good for up to one year and can be consumed by anyone. After the potion's effect wears off, the drinker must succeed at a saving throw or suffer the side effects listed under that specific potion.

Since brewing takes time away from adventuring, witchcraft warlocks begin play with 1d4 potions. Between adventures, she can brew 1d4 additional potions (per level). Warlocks have time to brew one potion while camping at night, so long as they are not involved in other aspects of setting up a camp.

## COMMUNE

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Communing with spirits is a ritual which requires 1d6 x 10 minutes of preparation. This time takes into account finding an area where a spirit might be present and/or calling it to the warlock's location.

Once the warlock summons the spirit in question, she may ask it 1d4 questions, plus one additional question if her Wisdom or Charisma score is 15 or higher. For each question asked, the gamemaster secretly rolls 1d20 and consults the appropriate chart. Each spirit is qualified to answer specific kinds of questions, so anything outside a spirit's purview results in no answer and the waste of a question. Each spirit is defined on its own particular page.

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While there is no limit to the amount of times a warlock may cast a commune spell each day, the process is tiring. After the spell is cast and the questions answered, the warlock suffers 1 point of Constitution damage or 1 point of Wisdom damage (warlock's choice).

## CRAFT

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Crafting one charm (amulet, talisman, etc.) takes time. It requires at least 1d6 days to find all the ingredients and another 1d6 days to pull it all together. But once an item is crafted it is permanent and anyone can use it.

Since crafting takes time away from adventuring, the gamemaster should allow a warlock to start play with one crafted item. Between adventures, it should be assumed the warlock has crafted one more item (per level), so long as sufficient time has passed.

A person bearing a crafted magic item cannot gain the benefit of more than one item of the same name. A person carrying *two amulets of fortune* only gains a +1 bonus to saving throws, not +2.

### LEVEL 1

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Brew Potion of Resistance  
Commune with Crow Spirit  
Craft Divining Rod

### LEVEL 2

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Brew Corpse Powder  
Commune with Owl Spirit  
Craft Amulet of Fortune

### LEVEL 3

---

Brew Potion of Healing  
Commune with Stag Spirit  
Craft Fetish of Health

### LEVEL 4

---

Brew Elixir of Courage  
Commune with Bear Spirit  
Craft Periapt of Innocence

### LEVEL 5

---

Brew Oil of Faith  
Commune with Wolf Spirit  
Craft Famine Stone

### LEVEL 6

---

Brew Potion of Blood  
Commune with Cowl  
Craft Snake Bracelet

### LEVEL 7

---

Brew Sustenance Mead  
Commune with Faceless Spirit  
Craft Charm of Worry

### LEVEL 8

---

Brew Potion of Sorrows  
Commune with Weather Hag  
Craft Corruptor's Pin

### LEVEL 9

---

Brew Elixir of Blood and Shadow  
Commune with Dragon Spirit  
Craft Talisman of Shadows

### LEVEL 10

---

Brew Potion of Memories  
Commune with Shadow Spirit  
Craft Well of Sorrows







# SPELL DESCRIPTIONS

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## ACID BLOOD

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**Spell Type and Level:** Blood 3

**Cost:** 3\* HP

**Range:** Self

**Duration:** Instantaneous

The warlock cuts her hand open, causing acid to bubble to the surface. The warlock can then fling the acid at one target within 15'. This acid does not harm the warlock, but deals 1d8+1 damage to one target creature. No attack roll is necessary, but the target creature is allowed a saving throw for half damage.

The warlock may expend 3 additional hit points to increase the damage of the spell to 1d12+3.

## APOSEMATISM

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**Spell Type and Level:** Abhorrent 1

**Range:** Self

**Duration:** 1 Hour

The warlock changes color, gives off a magical aura, or grows a spiky outer skin, warning others she is dangerous and/or venomous. Anyone attacking the warlock suffers a penalty to the attack roll equal to 4 + the level of the caster. The target is allowed a saving throw to reduce this penalty by their HD or level.

After the spell ends, the warlock rolls a saving throw. If she fails, she suffers 1d4 poison damage.

## BACKFIRE

The warlock becomes discolored, standing out against the background. Opponents gain +2 to all attack roll against the warlock for the duration of the spell.





## THE ARTERY

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**Spell Type and Level:** Blood 5

**Cost:** 12 HP

**Range:** Self

**Duration:** 12 Hours

This spell requires three rounds to cast (the warlock expends 4 HP each round).

The warlock cuts herself open in a violent way, spilling excessive amounts of blood on the ground. Once the casting of the spell is complete, the warlock takes on an unholy, almost demonic appearance. For the next twelve hours the warlock gains a +6 bonus to AC, immunity to critical failures, immunity to critical hits from opponents, and any additional effects generated from rolling 5 or less in combat. In addition, whenever damage would reduce her to '0' or fewer hit points, she is allowed a saving throw, if she succeeds the result is negated and the warlock is restored to '1' hit point.

## ASCEND

---

**Spell Type and Level:** Druid 6

**Range:** Touch

**Duration:** Permanent

The druid touches the body of someone who has died within the last four hours. Before they can return as an archon, cowl, shroud, zombie, or whatever horrid beast the bloodwraiths would summon her as, the body turns to dust and the soul ascends to a place where the bloodwraiths cannot touch her. This effectively makes it impossible to bring someone back from the dead, even if the druid later attempts to cast a higher level spell on the remains.

## AWAKEN

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**Spell Type and Level:** Blood 2

**Cost:** 1d6 HP

**Range:** Touch

**Duration:** 1d6 Minutes

The warlock smears the sacrificed blood onto an inanimate object or dead body, awakening it for a short period of time. The awakened object or dead body can speak and answer questions, but only to the warlock. During this time, the warlock can ask one question per minute, which is answered truthfully to the best of the target's ability.

## BAT WINGS

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**Spell Type and Level:** Abhorrent 7

**Range:** Self

**Duration:** 1 Hour

The warlock grows a pair of bat wings under her arms, giving her the power of flight and increased awareness. The wings appear instantaneously, allowing the caster to immediately fly with a movement rate of 9. She also gains a +2 bonus to Wisdom and another +2 bonus to all rolls involving awareness — specifically sound.

Her AC and Strength increase by +2 and while submerged in darkness the warlock's AC increases by another +2. The caster also gains echolocation, allowing her to know the edges of people and places, even in total darkness.

After the spell ends, the warlock rolls a saving throw. If she fails, the wings slowly wither on her body, rather than dispelling. She suffers 3 points of Charisma damage and cannot cast the spell again for 1d4 days.

## BACKFIRE

The warlock (temporarily) grows bat fur over her arms and hands, instead of wings. She suffers 1d4 points of Dexterity damage.

## BEAR'S PAW AND STAG'S HIDE

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**Spell Type and Level:** Druid 6

**Range:** Self

**Duration:** 1 Hour

Unlike warlocks who study witchcraft, druids cannot speak to the spirits of the forest. They can, instead, draw the animal spirit into themselves. This spell is a powerful example of what a druid can become.

When cast, the druid gains a +3 bonus to attack, damage, and armor class. In addition, she ignores the first point of damage suffered each round. For example, if two goblins deal 3 points each to the druid, she suffers 2 points from the first attack and 3 from the second.

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Once the spell ends, the druid must rest for 1d10 minutes to get her bearings again.

The druid may destroy one ley stone to double the spell's duration and increase the attack, damage, and AC bonuses by +1.

## THE BENEATH TRUTH

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**Spell Type and Level:** Truth

**Range:** Close

**Duration:** Instantaneous

This spell may only be cast as a reaction, dealing the warlock 1 point of Charisma damage each time it is cast.

In elven philosophy, a lie cannot exist in a vacuum and no truth can be uttered without some hidden falsehood under the words. This double-speak leads to a great deal of mistrust. As a result, warlocks are required to sift through the lies and find the truth. Or break open the truth to find out what is hidden inside of it. When cast, this spell breaks a comment into two pieces, revealing the lie and the truth as two distinct concepts.

**Note:** This is some high-end abstract nonsense. Gamemasters are welcome to interpret the results as she sees fit.

## BLACK BILE

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**Spell Type and Level:** Abhorrent 1

**Range:** Close

**Duration:** Instantaneous

The warlock selects one target who begins to ooze black bile from her mouth. The target must succeed at a saving throw or suffer 3 points of Constitution damage and be stunned for 1d4 rounds. Targets without a Constitution score suffer 5 points of damage instead.

After the spell is cast, the warlock rolls a saving throw. If she fails, she suffers 1 point of Constitution damage.

## BACKFIRE

The warlock vomits up black bile, becoming stunned for 2 rounds.

## BLESS/CURSE

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**Spell Type and Level:** Druid 2

**Range:** Touch

**Duration:** 1 Hour

When casting *bless*, the druid grants a +2 bonus to attack and damage rolls to one target. If the druid destroys a ley stone while casting this spell, the bonus increases to +3.

When casting *curse*, these numbers become penalties instead of bonuses.

## BLOOD HAMMER

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**Spell Type and Level:** Abhorrent 9

**Range:** Touch

**Duration:** Varies

The warlock takes a single drop of her own blood and smears it on any object up to the size of a small pig. The object becomes magical, gaining a +2 bonus to a single function (combat, healing, protection, etc.). The function must have existed in the object before. For instance, a weapon gains a +2 to attack and damage, while a shield would grant a +2 to armor class.

Normally, the duration of the spell is 1 week (as the blood slowly washes off the object). When cast as a ritual, the duration of the spell is 1 year.

After the spell is cast, the warlock rolls a saving throw. If she fails, she loses her highest level unused spellcasting slot.

## BACKFIRE

The object becomes brittle and breaks on a failed saving throw. In addition, the warlock suffers 3 points of damage.

## BLOODSTONE

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**Spell Type and Level:** Blood 4

**Cost:** 3\* HP

**Range:** Touch

**Duration:** 12 Hours

The warlock spreads her own sacrificed blood onto a 1-to-2 pound stone. Once imbued, the stone becomes a powerful weapon in the warlock's hand, dealing 1d12 damage in melee combat. The stone can only be used by the warlock who cast the spell.

The warlock may expend 3 additional hit points to increase the damage of the stone to 1d12+3.

## BREW CORPSE POWDER

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**Spell Type and Level:** Witchcraft 2

**Duration:** Varies

Corpse powder is made from human bones and used to curse the living. The powder acts as a poison, causing swelling of the tongue or even lockjaw. Powerful corpse powders can even cause disease and death. If consumed, the target suffers 1 point of damage per round for 2d6 rounds.

## BREW ELIXIR OF COURAGE

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**Spell Type and Level:** Witchcraft 4

**Duration:** 2d6 Hours

Made from the blood of a stag, four different roots, and animal entrails, the *elixir of courage* bolsters the imbiber's willpower. The imbiber grows courageous, suffering 1 less point of damage (minimum 1) each time she is damaged by an attack.

### SIDE EFFECT

The imbiber suffers 1 point of Strength and Constitution damage that requires 1d4+1 days to heal.

## BREW ELIXIR OF BLOOD AND SHADOW

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**Spell Type and Level:** Witchcraft 9

**Duration:** 12 Hours

**Note:** Brewing this potion takes 1d6+6 Hours.

A powerful tool, the *elixir of blood and shadow* is a dangerous concoction. Once consumed it has the power to make someone like a shadow, but once the effects wear off, the pain is like any other potion.

The imbiber gains all of the benefits of being a shadow, as well as all of the benefits of the spell *the artery*, without the blood cost.

### SIDE EFFECT

The imbiber suffers 2 points of Intelligence, Wisdom, and Charisma damage that requires 1d4+2 days to heal.

## BREW OIL OF FAITH

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**Spell Type and Level:** Witchcraft 5

**Duration:** 2d8 Hours

The heady aroma of this thick oil provides comfort to the faithful. By spreading the oil upon her arms, legs, and torso, the user gains one benefit from the Covenant of Faith.

### SIDE EFFECT

The imbiber suffers terrible visions that last for 1d4+1 hours.

## BREW POTION OF BLOOD

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**Spell Type and Level:** Witchcraft 6

**Duration:** Varies

By drawing upon ancient lore and hidden magic, the warlock is able to put previously unknown spells into a potion. While brewing, the warlock selects one of the following blood spells and imbues it into the potion.

**Acid Blood**

**Awaken**

**Bloodstone**

**Fiendish Voice (3d4)**

**Ritual of the Spider**

**Ritual of Shadows**

Once the potion is finished, the warlock cuts herself and places the blood inside the potion. She must deal at least 1 point of damage to herself (and may deal up to 1d4 damage additional damage). Each additional point of damage dealt increases one numeric effect by +1. For instance, if the warlock rolls a 2, she may cut herself for 2 more points of damage, thus increasing a *fiendish voice* potion to 3d4+2, or a *bloodstone* potion to 1d12+2.

The nature of the spell determines the manner in which the potion is used. Example: *Acid blood* requires the user to throw the potion at a target who suffers 1d8+1 acid damage, while *bloodstone* requires the user to smear the potion on a stone. Potions imbued with *ritual of the spider* or *ritual of shadows* do not require a ritual to use. The user merely drinks the potion and gains the benefit of the respective spell.

### SIDE EFFECT

The imbiber suffers 1 point of Intelligence, Wisdom, and Charisma damage that requires 1d4+2 days to heal. If the warlock suffered additional damage brewing the potion, this damage is dealt again.

## BREW POTION OF HEALING

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**Spell Type and Level:** Witchcraft 3

**Duration:** Instantaneous

The imbiber heals 1d6+3 points of damage.

### SIDE EFFECT

The imbiber suffers 1 point of Constitution damage that requires 1d4+1 days to heal.



## BREW POTION OF MEMORYES

**Spell Type and Level:** Witchcraft 10

**Duration:** Varies

**Note:** Brewing this potion takes 2d6+6 Hours.

Flashbacks and visions confound all humans in Gyrr. They are painful and distracting, sometimes rendering someone incapacitated for hours. The *potion of memoryes* is meant to aid those who suffer from the worst of them.

The imbiber goes into a trance, investigating her own memories and visions. Like the *potion of sorrows*, the gamemaster explores the memories of the character in an attempt to understand them. However, at the conclusion of the scene, the character rolls one saving throw. If successful, the character is cured of the effects of visions for 1d6 years. While the visions never go away fully, the character is no longer hampered by their negative effects.

### SIDE EFFECT

The imbiber suffers 3 points of Intelligence, Wisdom, and Charisma damage that requires 1d4+3 days to heal.



## BREW POTION OF RESISTANCE

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**Spell Type and Level:** Witchcraft 1

**Duration:** 2d4 Hours

The imbiber becomes desensitized to cold, heat, and the elements. Whenever she would suffer damage from cold or heat, she suffers 1 less point of damage. Whenever a saving throw is required to resist the elements of nature, the imbiber gains a +2 bonus to the roll.

### SIDE EFFECT

The imbiber suffers 1 point of Dexterity damage that requires 1d4+1 days to heal.

## BREW POTION OF SORROWS

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**Spell Type and Level:** Witchcraft 8

**Duration:** Varies

**Note:** Brewing this potion takes 1d6+6 Hours.

The imbiber falls into a deep sleep where she can face her own visions. The sleep is essentially a short adventure or lengthy vignette between the user of the potion and the gamemaster. Inside the sleep, the character interacts with her own powerful visions, trying to decode, de-mystify, and reprogram them.

The vignette involves three challenges, one each involving the imbiber's Intelligence, Wisdom, and Charisma. Each challenge manifests as its own roleplaying opportunity or event, inside the sleep. The gamemaster is encouraged to be creative with these events, basing them upon the character's already powerful visions. However the gamemaster structures these events, each culminates with a saving throw. For each successful saving throw, the character is exempt from suffering visions for one full month. I.e. If all three saving throws are successful the character goes three months without suffering from visions.

### SIDE EFFECT

The imbiber suffers 2 points of Intelligence, Wisdom, and Charisma damage that requires 1d4+2 days to heal.



## BREW SUSTENANCE MEAD

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**Spell Type and Level:** Witchcraft 7

**Duration:** 1 Week

Once the imbiber drinks all of this mead, its power takes hold. The need to eat or drink is satiated for one week.

### SIDE EFFECT

The imbiber suffers 1 point of damage to every attribute. This damage requires 1d4+2 days to heal.

## CAMOUFLAGE

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**Spell Type and Level:** Dwarf 1

**Range:** Self

**Duration:** 1 Hour

The warlock turns her skin an earthen color, becoming near-invisible in caves, mud, and among trees. Anyone attempting to spot the warlock suffers a penalty to the roll equal to the caster's level, plus 4. In addition, the range by which a foe may be surprised is increased by the caster's level. Therefore a scout, normally surprised on a roll of 1–3, would be surprised on a roll of 1–6 by a 3rd level warlock casting this spell.

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## CARETAKER'S PURSE

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**Spell Type and Level:** Sorcery 2

**Range:** Self

**Duration:** 1 Day

The warlock creates a small, temporary, ethereal pocket to store one small item: no larger than a large fist. Once inside the pocket, the item cannot be lost or stolen. The warlock can dispel *caretaker's purse* at any time to retrieve the item. When the spell expires, the item reappears in the warlock's hand.

The warlock may expend another spell slot to leave the pocket in one place — the base of a tree, under a barn, etc. — extending the duration to one week. When the spell expires, the object appears where the pocket is.

While inside the pocket, the item does not age or rot. Food, for instance, does not spoil, etc. Nothing living can be put inside the pocket.

# CAUSE WOUNDS

**Spell Type and Level:** Druid 1–10

**Range:** Touch

**Duration:** Instantaneous

The caster deals damage equal to 1d4 plus 2 per spell level. For example, if this spell is cast as a first level spell, it deals 1d4+2 damage. But if this spell is cast as a fourth level spell, it deals 1d4+8 damage.

# CHAOS

**Spell Type and Level:** Druid 7

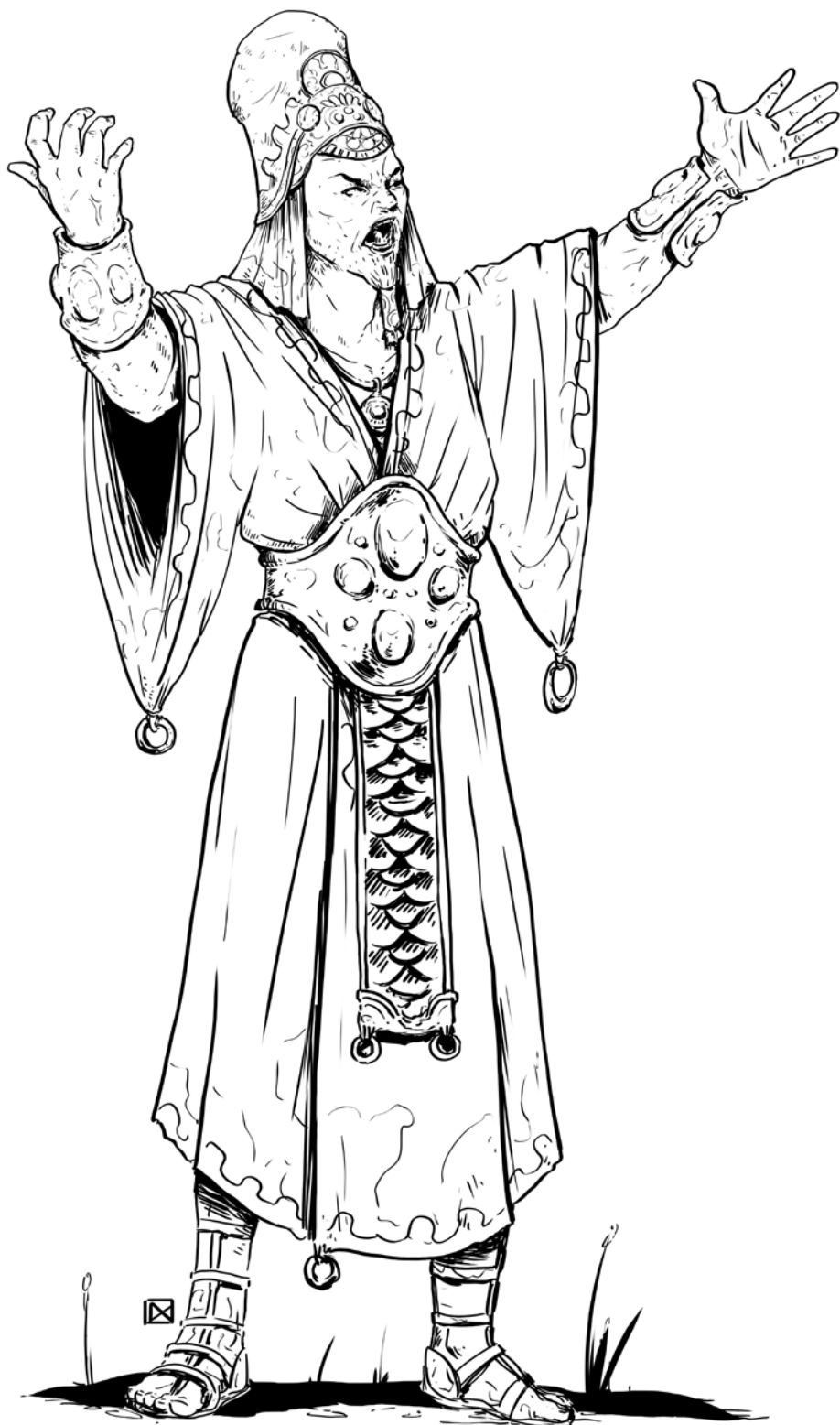
**Range:** Medium

**Duration:** 1 Minute per level

When *chaos* is cast, the druid selects a point, creating a 30-foot radius area. Everyone within that circle suffers from the ever-changing rules of nature. Each round, the druid rolls 1d20 and consults the following chart. Everyone in the area of effect suffers the same fate.

Whenever this spell would deal attribute damage to a monster, that monster suffers damage to its armor class instead. For example, if a monster would suffer 3 points of Wisdom damage, it reduces its armor class by 3 instead.

CHAOS	
1d20	Effect
1	All targets are pushed backwards 10 feet. This may cause people to move out of the area of effect.
2–3	The air becomes vapor, making it hard to breathe. All targets suffer 1d4 Constitution damage.
4–7	The earth becomes muddy and dense, reducing all movement to 3.
8–13	Calm before the storm. Nothing happens this round. Increase all of the effects of the next round by +1. If this is the final round of the spell, everyone in the area of effect suffers 1d4 Wisdom damage.
14–17	All targets regain 1 hit point. Dead targets in the area of effect reanimate for 1 round before collapsing and dying again.
18–19	The air turns icy cold. All targets' joints stiffen, reducing movement by 6, attack rolls by 4, and saving throws by 4.
20	All targets immediately attack one target nearest to them.



# CLARITY

**Spell Type and Level:** Sorcery 2

**Range:** Self

**Duration:** Concentration

The warlock looks upon an object, attempting to discern one truth about it, or the last person to touch it. The warlock asks one question and the gamemaster rolls on the following chart. Regardless, the warlock suffers 1 Wisdom damage.

CLARITY	
1d20	Effect
1-6	The object presents a lie.
7-12	The object conceals the truth.
13-20	The object reveals one truth.

# CLOAKS AND VEILS

**Spell Type and Level:** Sorcery 5

**Range:** Close

**Duration:** Varies

The warlock creates a shadowy illusion of a wraith (or similar) others believe is real. Illusions can move, talk, and so on. In combat, they aren't effective, acting only as distractions. Outside of combat, illusions can be used to communicate, distract, or otherwise befuddle opponents. By their very nature, illusions are difficult to pin down with rules. Gamemasters define the limits of this spell.

The duration, quality, and size of the illusion (in addition to the cost of the spell) is contingent upon a die roll on the chart below.

CLOAKS AND VEILS	
1d20	Effect
6	The warlock suffers a vision and the spell is lost.
7-13	The warlock creates a minor illusion, but suffers 1d4 points of Charisma damage.
14-19	The warlock creates a moderate illusion, but suffers 1 points of Charisma damage.
20-22	The warlock creates a major illusion.
23-24	The warlock creates a semi-permeable illusion.
25+	The warlock creates a near-perfect illusion.

## MINOR ILLUSION

The illusion is human-sized, lasts for 10 minutes per level, and can easily be seen through with a saving throw. The illusion can create limited sounds, but requires three rounds of concentration before it can function on its own.

## MODERATE ILLUSION

The illusion is slightly larger than human-sized, lasts for 20 minutes per level, and can be seen through with a saving throw (with a -2 penalty). The illusion can speak one language, but not perfectly. The illusion requires two rounds of concentration before it can function on its own.

## MAJOR ILLUSION

The illusion is twice human-sized, lasts for 30 minutes per level, and can be seen through with a saving throw (with a -4 penalty). The illusion can speak one language, perfectly. The illusion requires one round of concentration before it can function on its own.

The illusion can generate a fear effect once per hour.

## SEMI-PERMEABLE ILLUSION

The illusion is the same as a major illusion, but it also has an AC of 8 and 10 hit points. It feels soft to the touch, but if the illusion matches the texture the saving throw to see through it suffers a -6 penalty instead of -4. The illusion can speak any two languages the warlock knows, perfectly. It requires no concentration to maintain.

The illusion can generate a fear effect once per hour. Any saving throw against this fear effect is at a -2 penalty.

## NEAR-PERFECT ILLUSION

The illusion is the same as a major illusion, but it also has an AC of 12 and 18 hit points. It is nearly-solid and emulates any texture the caster desires. If the illusion matches the texture the saving throw to see through it suffers a -8 penalty instead of -4. The illusion can speak any languages the warlock knows, perfectly. It requires no concentration to maintain.

The illusion can generate a fear effect once per hour. Any saving throw against this fear effect is at a -5 penalty.

## FEAR

Some illusory wraiths generate fear. Those who fail a saving throw in the face of this spell must move away at half their movement rate. If forced to fight, an opponent suffers a -2 to her attack rolls while under the effects of the fear and an additional -2 against the illusion.

## CLOISTER

**Spell Type and Level:** Sorcery 10

**Range:** Close

**Duration:** Permanent\*

The warlock summons a magical cloister no one else can find, effectively cutting herself off from the rest of Gyrr. The cloister is no larger than 1,000 square feet, though it may appear larger. No one else can enter the cloister and no amount of magic, short of a bloodwraith's innate power, can locate it. The warlock may come and go as she pleases, however.

While inside the cloister, the warlock does not eat or sleep, though time passes. When she leaves the cloister, the need for food and sleep aggregates normally.

At the end of each month inside the cloister, roll on the following chart:

CLOISTER	
1d20	Effect
11	The warlock suffers a vision and inexplicably loses one day inside the cloister. The spell ends and anything remaining inside appears on the ground where the cloister was.
12-18	The warlock suffers 1d4 points of Charisma damage, which heals at half the normal rate.
19-25	No effect.
26-29	The warlock gains new insight, temporarily increasing her Wisdom by 1 (until the next roll).
30	The warlock gains meaningful insight, increasing her Wisdom by 1 for an entire year.

Gamemasters may conclude that enough time inside a cloister can help a warlock learn more magic, increase attribute values, advance a level, cure a vision, and so on. But that's mostly roleplaying opportunity more than anything. This spell is effectively for NPCs more than PCs.

## COMMANDER'S MARCH

**36** **Spell Type and Level:** Sorcery 3

**Range:** Self

**Duration:** 1 Hour

The warlock summons magical energy around herself, increasing her Charisma score by +6 for the purposes of Loyalty and Morale checks.



# COMMUNE WITH BEAR SPIRIT

**Spell Type and Level:** Witchcraft 4

The bear spirit knows where to rest safely at night (and in winter), where to find food and water, and where the nearest dwarf camp is (within two miles).

BEAR SPIRIT	
1d20	Effect
1	The bear intentionally lies.
2-7	The bear does not know the answer, but might make one up.
8-10	The bear remains contemplative and silent on the subject.
11-19	The bear provides insight.
20	The bear provides valuable insight and grants a +1 bonus to Constitution for the next 1d4 hours.

# COMMUNE WITH COWL

**Spell Type and Level:** Witchcraft 6

Cowls (see page 68 of the setting book) are specific undead spirits, tied to specific places. When the ritual is completed, roll on the following chart.

COWL	
1d20	Effect
1	There are no cowls within five miles of the warlock.
2-5	The nearest cowl is 1d6 miles away in a random direction. It does not want to be found. The warlock must succeed at one saving throw for every two miles away the cowl is. If found, the warlock can ask it questions about anything it might know about.
6-10	The nearest cowl is 1d4 miles away in a random direction. It does not want to be found. The warlock must succeed at one saving throw in order to find it. If found, the warlock can ask it questions about anything it might know about.
11-19	The nearest cowl is 1 mile away in a random direction. It is easy enough to find and answers any questions the warlock has.
20	The nearest cowl comes to the warlock when summoned. The cowl is extremely helpful, answering one additional question.

Cowls have unique personalities and expertise, but with enough time can find answers to a warlock's questions. There is no need to roll a die after each question when communing with a cowl.

# COMMUNE WITH CROW SPIRIT

**Spell Type and Level:** Witchcraft 1

The crow spirit knows where to find dead animals, safe trails through the forest, and other crows.

CROW SPIRIT	
1d20	Effect
1	The crow intentionally lies.
2-10	The crow does not know the answer, but might make one up.
11-13	The crow remains contemplative and silent on the subject.
14-19	The crow provides insight.
20	The crow provides valuable insight.

# COMMUNE WITH DRAGON SPIRIT

**Spell Type and Level:** Witchcraft 9

Dragons once roamed Gyrr, but now their spirits are trapped between the land the bleeding realms. Warlocks sometimes talk with these once-great beasts. Dragons have wisdom beyond nearly beast in Gyrr.

DRAGON SPIRIT	
1d20	Effect
1	There are no dragon spirits within five miles of the warlock.
2-5	The nearest dragon spirit is 1d6 miles away in a random direction. It does not want to be found. The warlock must succeed at one saving throw for every two miles away the dragon spirit is. If found, the warlock can ask it questions about anything it might know about.
6-10	The nearest dragon spirit is 1d4 miles away in a random direction. It does not want to be found. The warlock must succeed at one saving throw in order to find it. If found, the warlock can ask it questions about anything it might know about.
11-19	The nearest dragon spirit is 1 mile away in a random direction. It is easy enough to find and answers any questions the warlock has.
20	The nearest dragon spirit comes to the warlock when summoned. The dragon is extremely helpful, answering one additional question.

Dragon spirits have unique personalities and expertise, but with enough time can find answers to a warlock's questions. There is no need to roll a die after each question when communing with a dragon.



# COMMUNE WITH FACELESS SPIRIT

**Spell Type and Level:** Witchcraft 7

Faceless spirits remain disconnected from the war between bloodwraiths and humanity. They are faceless and ethereal beings, nearly impossible to find without magic. They do not engage humans unless forced to. When the ritual is completed, roll on the following chart.

FACELESS SPIRIT	
1d20	Effect
1	There are no faceless spirits within five miles of the warlock. The spell is lost.
2-10	A group of faceless spirits want a favor first before helping the warlock. It is a simple favor and they are trusting enough to believe the warlock will do it if she agrees to do it. If not, the faceless spirits disappear and the spell is lost.
11-14	A faceless spirit has been watching the warlock for days. 1d12 minutes after the spell is complete, a faceless spirit approaches but is uncooperative (at first).
15-19	The nearest faceless spirit lives inside a nearby wild animal, though the creature doesn't know it. The faceless spirit acts dumb at first, pretending it cannot help.
20	The nearest faceless spirit comes willingly to the warlock, almost curious of what she wants or expects.

Faceless spirits are wise. They do not travel alone, but it is never clear how many are in the darkness when the warlock communes with them. Each question is met with long pauses as the spirit confers with other faceless spirits before forming a collective answer to the question at hand. An interview with faceless spirits can take hours.



FACELESS SPIRIT	
1d20	Effect
1	The faceless spirit intentionally lies, but not after a lively debate with the other spirits.
2-10	The faceless spirit retreats into the bleeding realms (or some other repast) before another faceless spirit replaces it. It provides a random or meaningless answer to the question.
11-14	The faceless spirit remains contemplative. If the warlock expends an additional question, she forces the faceless spirit to answer her. If the warlock suffers 1 point of Wisdom damage in addition to expending an additional question, she can turn this roll into a '20.'
15-19	The faceless spirit provides an honest and true answer, after a short discussion with the others.
20	The faceless spirit provides valuable insight and grants a +1 bonus to Strength for the next 1d4 hours.

## COMMUNE WITH OWL SPIRIT

**Spell Type and Level:** Witchcraft 2

The owl spirit knows where to hunt at night, where other predators rest, and the nearest orc nest within one mile.

OWL	
1d20	Effect
1	The owl intentionally lies.
2-9	The owl does not know the answer, but might make one up.
10-12	The owl remains contemplative and silent on the subject.
13-19	The owl provides insight.
20	The owl provides valuable insight and grants a +1 bonus to Wisdom for the next 1d4 hours.

## COMMUNE WITH REGENT

**Spell Type and Level:** Sorcery 4

**Range:** Self

**Duration:** Instantaneous

The warlock may ask one question of the gamemaster out of character. The gamemaster may lie, but she may not ignore the question.

# COMMUNE WITH SHADOW SPIRIT

**Spell Type and Level:** Witchcraft 10

Shadows are specific undead spirits, tied to specific places. When the ritual is completed, roll on the following chart.

SHADOW SPIRIT	
1d20	Effect
1	There are no shadow spirits within five miles of the warlock.
2-5	The nearest shadow spirit is 1d6 miles away in a random direction. It does not want to be found. The warlock must succeed at one saving throw for every two miles away the shadow is. If found, the warlock can ask it questions about anything it might know about.
6-10	The nearest shadow spirit is 1d4 miles away in a random direction. It does not want to be found. The warlock must succeed at one saving throw in order to find it. If found, the warlock can ask it questions about anything it might know about.
11-19	The nearest shadow spirit is 1 mile away in a random direction. It is easy enough to find and answers any questions the warlock has.
20	The nearest shadow spirit comes to the warlock when summoned. It is extremely helpful, answering one additional question.

Shadow spirits have unique personalities and expertise, but with enough time can find answers to a warlock’s questions. There is no need to roll a die after each question when communing with a shadow.

# COMMUNE WITH STAG SPIRIT

**Spell Type and Level:** Witchcraft 3

The stag spirit knows where to hunt during the day, where other predators move, and where to find food and water.

STAG	
1d20	Effect
1	The stag intentionally lies.
2-8	The stag does not know the answer, but might make one up.
9-11	The stag remains contemplative and silent on the subject.
12-19	The stag provides insight.
20	The stag provides valuable insight and grants a +1 bonus to Strength for the next 1d4 hours.



# COMMUNE WITH WEATHER HAG

**Spell Type and Level:** Witchcraft 8

Weather hags (see page 67 of the setting book) are specific undead spirits, tied to specific places. When the ritual is completed, roll on the following chart.

WEATHER HAG	
1d20	Effect
1	There are no weather hags within five miles of the warlock.
2-5	The nearest weather hag is 1d6 miles away in a random direction. It does not want to be found. The warlock must succeed at one saving throw for every two miles away the weather hag is. If found, the warlock can ask it questions about anything it might know about.
6-10	The nearest weather hag is 1d4 miles away in a random direction. It does not want to be found. The warlock must succeed at one saving throw in order to find it. If found, the warlock can ask it questions about anything it might know about.
11-19	The nearest weather hag is 1 mile away in a random direction. It is easy enough to find and answers any questions the warlock has.
20	The nearest weather hag comes to the warlock when summoned. She is extremely helpful, answering one additional question.

Weather hags have unique personalities and expertise, but with enough time can find answers to a warlock's questions. There is no need to roll a die after each question when communing with a weather hag.

# COMMUNE WITH WOLF SPIRIT

**Spell Type and Level:** Witchcraft 5

The wolf spirit is a strong leader and resourceful foe. It knows where to hunt, rest, feed, and commune with others. It also knows the location of the nearest elf camp (within three miles).

WOLF SPIRIT	
1d20	Effect
1	The wolf intentionally lies.
2-6	The wolf does not know the answer, but might make one up.
7-10	The wolf remains contemplative and silent on the subject.
11-19	The wolf provide insight.
20	The wolf provides valuable insight and grants a +1 bonus to Constitution for the next 1d4 hours.

## CONCEAL BLOOD

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**Spell Type and Level:** Truth

**Range:** Touch

**Duration:** 1 Day per level

The warlock touches something bloody. Anyone attempting to discern the blood fails, unless magic is used. Even with magic, the person must succeed at a saving throw to detect the concealed blood.

## CONCEAL EVIL

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**Spell Type and Level:** Truth

**Range:** Touch

**Duration:** 1 Day per level

The warlock touches something evil. Anyone attempting to discern whether the object or person is evil fails, unless magic is used. Even with magic, the person must succeed at a saving throw to detect the evil.

## CONCEAL MAGIC

---

**Spell Type and Level:** Truth

**Range:** Touch

**Duration:** 1 Day per level

The warlock touches something magical. Anyone attempting to locate the target through magical means must succeed at a saving throw. Since warlocks can pass by magic and notice it passively, this saving throw is generally made by the gamemaster in secret. This spell does not make the target invisible, only imperceptible through magical means.

## CONCEAL SORROW

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**Spell Type and Level:** Truth

**Range:** Touch

**Duration:** 1 Day per level

Human nature is inextricably tied to sorrow. Elves are not concerned with human life, but instead with the sorrow they manifest.

The warlock touches someone (or something) sorrowful. Anyone attempting to locate the target through magical means must succeed at a saving throw. This spell does not make the target invisible, only imperceptible through magical means.

## CRAFT AMULET OF FORTUNE

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**Spell Type and Level:** Witchcraft 2

Luck is rare in a punishing world. This amulet is one of the few blessings a warlock can make to aid anyone in the enclave.

The bearer of this amulet gains a +1 bonus to all saving throws.

## CRAFT CHARM OF WORRY

---

**Spell Type and Level:** Witchcraft 7

The bearer of this charm fill those around them with an inexplicable sense of dread and fear. Everyone within 15 feet of the bearer (except the bearer) suffers a -1 to all die rolls. The true magic of this charm is that it does not radiate magic and no one (short of a bloodwraith) can tell where the dread is coming from.

## CRAFT CORRUPTOR'S PIN

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**Spell Type and Level:** Witchcraft 8

When crafted, the warlock summons dark sorcery from beyond the Withered Wall and imbues the pin with abhorrent magic. The bearer gains the ability to cast magic once per day from the pin. However, the magic is not predictable. When the pin is used, the gamemaster selects one random 3rd to 6th level abhorrent spell. The pin acts as an 8th level warlock. However, any side effects or costs associated with the spell are paid by the bearer of the pin.



## CRAFT DIVINING ROD

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**Spell Type and Level:** Witchcraft 1

When crafted, the warlock must determine if the divining rod can be used to find magic or water. The user of a divining rod feels a strong pull toward the source of the magic or water as the rod is inexplicably drawn towards it.

A divining rod that seeks out magic can detect magic with 500 feet of the bearer. It requires concentration, but the rod points in the direction of the magic so long as the bearer focuses.

A divining rod that finds water works in much the same way. That water may be underground however. In which case, the rod only points down to an underwater spring so long as the water is not more than 30 feet below the ground.

## CRAFT PERIAPT OF INNOCENCE

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**Spell Type and Level:** Witchcraft 4

The bearer of this periapt appears innocent and trustworthy to those around her. She gains a +2 bonus to all die rolls involving Charisma, including loyalty checks, morale checks, and Charisma-related saving throws.

In addition, she is always the last to be attacked whenever a foe has a choice between multiple opponents. For instance, if there are three options of who to attack and one bearer has the *periapt of innocence*, the foe will not attack the bearer until the other two flee or are dead.

## CRAFT FAMINE STONE

---

**Spell Type and Level:** Witchcraft 5

A *famine stone* can be used once per day to boil a hardy broth. While the broth has no flavor, it provides one person with sustenance that last all day.

The warlock may expend 1 hit point permanently when crafting the *famine stone* to attune herself to it. Doing so tells her where the stone is at all times (so long as it is within 25 miles). Such a stone radiates magic only the warlock can see.

At the end of one season, the magic from the *famine stone* fades and becomes inert. Any spent hit points are returned to the caster.

## CRAFT FETISH OF HEALTH

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**Spell Type and Level:** Witchcraft 3

The bearer of this fetish gains a +1 bonus to Constitution. Should the bearer ever be reduced to '0' hit points, she may spend one drama point to fully restore her hit points, thus destroying the fetish.

## CRAFT SNAKE BRACELET

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**Spell Type and Level:** Witchcraft 6

The bearer of a snake bracelet gains a number of unique strengths so long as she wears it. First, she gains immunity to all natural poisons and venoms. She also gains a +4 bonus to saving throws related to all unnatural poisons and venoms. Lastly, the bracelet produces one dose of poison per day. This poison can be applied to any bladed weapon or put into a drink. It deals 1d4 damage per round for 1d4 rounds, though a successful saving throw halves the damage and duration.

Once per day, the bearer may remove the bracelet, turning it into a real snake. The snake has a movement rate of 6 and can communicate emphatically with the bearer. It has an AC of 12, 4 hit points, and a bite that deals 1d4 points of venom damage. The snake turns back into a bracelet after 1d6 x 10 minutes.

## CRAFT TALISMAN OF SHADOWS

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**Spell Type and Level:** Witchcraft 9

The bearer of this talisman gains all the benefits of being a shadow at a cost of 1 point of Charisma per day. For instance, if the talisman is worn for 1 day, it costs 1 point of Charisma. On the second day it is worn, it costs another point of Charisma, and so on. This Charisma does not heal normally. Instead, the bearer's Charisma only returns to normal by removing the talisman for one day.

## CRAFT WELL OF SORROWS

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**Spell Type and Level:** Witchcraft 10

**Note:** This spell requires a full week to prepare and cast.

The warlock, with careful preparation, digs a deep well, either in an enclave or in the wild. When done, the site is consecrated by spilling animal entrails, blood, offal, and shattered bones into the dark pit. Afterward, the well fills with a dark, unearthly liquid, not unlike the blood from the purge. Those who look into the well see horrifying reflections in the liquid's surface.

While the well of sorrow seems a bane, it actually slowly absorbs the sorrows of those around it. When built inside an enclave, the community benefits. When placed in the wild, the well keeps non-human creatures at bay.

By absorbing the sorrows of the community, visions become less painful for the citizens. While within one-half mile of the well, the effects of visions are cut in half — both numeric effects and durations.

In the wild, the well radiates sorrow, giving the impression humans are around. Such a use of this spell can misdirect monsters searching for an enclave. The well also helps people who camp or rest near it.

# CRIMSON MIRROR

**Spell Type and Level:** Sorcery 5

**Range:** Close

**Duration:** Varies

The warlock pricks her finger, smears the blood onto a nearby shadow, and asks one question of the unknown. The question can be about any subject the warlock wishes. However, the *crimson mirror* responds with only a single word, in an arcane language. The mirror cannot lie, but the answer is not always helpful. If the question is about the warlock, the the answer is more direct.

# CROOKED DOORWAYS

**Spell Type and Level:** Sorcery 4

**Range:** Self

**Duration:** Instantaneous

The warlock opens a temporary doorway between our world and the bleeding realms, short-cutting normal distances. Only she can pass through it, but the warlock essentially teleports distances in the real world (while moving inside the bleeding realms). The movement through the bleeding realms might take hours, but in the real world only a few moments have passed. The distance covered changes each time the spell is cast, since the bleeding realms do not obey the laws of physics (and are not easy to traverse).

The warlock temporarily reduces her Strength by 1d6 points, but gains one of the following benefits:

CROOKED DOORWAYS	
1d20	Effect
5	The warlock suffers a vision and the spell is lost.
6-10	The warlock <i>teleports</i> up to 100 feet away, but suffers 1d4 points of Wisdom damage.
11-16	The warlock <i>teleports</i> up to 150 feet away, but suffers 1 point of Wisdom damage.
17-20	The warlock <i>teleports</i> up to 300 feet away.
21-23	The warlock <i>teleports</i> up to 500 feet away.
24+	The warlock <i>teleports</i> up to 1 mile away.

Gamemasters are welcome to describe the time spent moving through the bleeding realms, or leave this up to the players.



## CURE WOUNDS

---

**Spell Type and Level:** Druid 1–10

**Range:** Touch

**Duration:** Instantaneous

The caster heals damage equal to 1d4 plus 2 per spell level. For example, if this spell is cast as a 4th level spell, it cures 1d4+8 damage.

## DEAD GATE

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**Spell Type and Level:** Druid 10

**Range:** Touch

**Duration:** Permanent

The afterlife in Gyrr is complicated. There are far too many ways to return as something else, or wander the Bleeding Realms forever. The struggle to keep humanity from sliding into oblivion is an ongoing war. *Dead gate* is a dangerous spell that defies the laws of nature. It is among a druid's darkest secrets.

The druid places her hands upon a dead corporeal target, turning the body to ash. The spirit of the target, however, remains in Gyrr. It does not cross over and the body cannot be used by the bloodwraiths as an undead host.

All of its game information remains the same — hit dice, level, saving throws, etc. — but it also gains all of the benefits of being a spirit. The spirit need not eat, sleep, and so on. It can float over rivers, pass through walls, and disappear into the darkness. It gains a +2 bonus to its armor class. Should anything kill the spirit, however, it is irrevocably destroyed and no magic can bring it back.

By spending one drama point, a spirit may cast any one commune spell.

## DEAD HOST

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**Spell Type and Level:** Abhorrent 3

**Range:** Touch

**Duration:** 1 Question per level

The warlock projects her mind into the body of a dead humanoid, but not a monster. Scratching through the memories of the dead, the warlock may ask one question per level and receive a truthful answer. After each question, the warlock must succeed at a saving throw or suffer one point of Wisdom damage.

## BACKFIRE

The warlock asks one question, gets a confusing answer, and suffers one point of Wisdom damage that takes twice as long to heal.

# DEATH FOG

**Spell Type and Level:** Sorcery 9

**Range:** Medium

**Duration:** Varies

The warlock summons a large cloud of poisonous magic that changes and moves. When summoned, the cloud centers on a single target and radiates 10 feet from its center. The warlock can end the spell at any time. Otherwise, everyone caught in the cloud suffers the given effects of that round.

Roll 1d20 each round for a new effect.

DEATH FOG	
1d20	Effect
10	The fog billows up and fades away. The warlock suffers 1 Wisdom damage. The spell ends.
11-15	The fog transforms into a dark oily rain, which turns to smoke when it touches anything. Vision through the area is impenetrable and the oil remains until burned or washed off. The warlock suffers 1d4 Wisdom damage. The spell ends.
16-19	The fog chokes everyone in the area, forcing Constitution saves. Those who succeed suffer 1 Constitution damage. Those who fail suffer 1d4 Constitution damage.
20-23	The fog climbs into the mouths and lungs of the targets, dealing 2 Constitution damage each round for 2 rounds.
24-28	The fog shocks everyone in area, dealing 2 points of Dexterity and Strength damage.
29+	The fog catches fire, dealing 1d12 damage to everyone in the area. In addition, the cloud grows by 5 feet in radius.

# DEATH LINE

**Spell Type and Level:** Truth

**Range:** Long

**Duration:** Instantaneous

The warlock focuses on a single target and knows all of her ailments, diseases, and current health. Each casting of the spell allows the warlock to focus on a new target, while retaining awareness of the previous targets.

## DECAY

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**Spell Type and Level:** Abhorrent 7

**Range:** Close

**Duration:** 1 Minute per level

The warlock selects one target whose body slowly weakens over several rounds. Each effect below requires the target to roll a saving throw. Otherwise it suffers the intended effect.

On the first round, the target's initiative score is reduced by 6, and continues to drop by 1 point per round until it reaches '0.' Once the target's initiative drops to 0, it skips one turn before resetting its initiative score to 10.

On the second round, the target's movement score is reduced by 3, and continues to drop by 1 point per round until it reaches '0.' Once the target's movement drops to 0, it skips one turn before resetting its movement score to 6 (or its maximum, if the maximum is lower than 6).

On the third round, the target's Strength score is reduced by 1, and continues to drop by 1 per point round until it reaches '3.' Once the target's Strength score drops to 3, it skips one turn. Creatures without a Strength score, suffer a -1 penalty to attack rolls. This penalty increases by 1 until the value reaches -6.

On the fourth round, the target's Constitution score drops by 1, and continues to drop by 1 per point round until it reaches '3.' Once the target's Constitution score drops to 3, it skips one turn. Creatures without a Constitution score, suffer a 1 point of damage instead.

All scores return to normal after the spell ends.

After the spell ends, the warlock rolls a saving throw. If she fails, her movement rate is temporarily reduced to 1 and she must rest for 1 hour.

## BACKFIRE

The warlock reduces her initiative, movement, and Strength by 3.

## DETECT BLOOD

---

**Spell Type and Level:** Truth

**Range:** Long

**Duration:** Instantaneous

The warlock detects all dried and spilled blood within the spell's range (i.e. blood inside living things is not detected). So long as she continues to concentrate, the warlock knows the direction and location of the blood. Even in complete darkness.

## DETECT EVIL

---

**Spell Type and Level:** Truth

**Range:** Long

**Duration:** Instantaneous

The warlock detects all evil within the spell's range. So long as she continues to concentrate, the warlock knows the direction and location of the evil. Even in complete darkness.

## DETECT INVISIBILITY

---

**Spell Type and Level:** Truth

**Range:** Long

**Duration:** Instantaneous

The warlock detects all invisible targets within the spell's range. So long as she continues to concentrate, the warlock knows the direction and location of the invisible targets. Even in complete darkness.

## DETECT LIES

---

**Spell Type and Level:** Truth

**Range:** Long

**Duration:** Instantaneous

This spell is cast as a reaction and requires the warlock succeed at a saving throw to detect the lie. A warlock casting this spell against a member of her own species gains a +1 to the roll.

## DETECT SORROW

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**Spell Type and Level:** Truth

**Range:** Long

**Duration:** Instantaneous

The warlock detects all sorrow within range. So long as she continues to concentrate, the warlock knows the direction and location of the sorrow. Even in complete darkness.

All humans who suffers visions are filled with sorrow.

## THE DEVIL'S GAZE

---

**Spell Type and Level:** Blood 1

**Cost:** 1 HP

**Range:** Close

**Duration:** 1 Hour

The warlock selects one target creature who can see her eyes. The target creature must succeed at a saving throw or become shaken. While shaken, the creature suffers a -2 to all die rolls, including attack, damage, and saving throws.

A second shaken effect on an already shaken target causes it to flee.

The warlock may expend 3 additional hit points to increase the range of the spell to medium.



# DISPLACED MEMORIES

**Spell Type and Level:** Sorcery 5

**Range:** Varies

**Duration:** Varies

The warlock displaces one memory from a target, including herself. The memory can be anything, including a vision. While the memory is displaced, the target cannot recall the event in question, no matter how hard she tries, and instead recalls a banal memory as implanted by the warlock. If the memory is a vision, she does not suffer the effects of visions when triggered for the duration of the spell and instead recalls the implanted memory.

The level of the caster determines the range at which the spell may be cast. At 5th level, the spell range is touch. At 6th and 7th level, the range is close. At 8th and 9th level, the spell range is medium. Finally, at 10th level, the spell range extends to long. Regardless of level, the caster must be able to see the target of the spell.

The normal duration of the spell is one day, but the warlock may attempt to extend the duration of the spell by rolling on the following chart.

DISPLACED MEMORIES	
1d20	Effect
6	The spell lasts for one hour and the warlock immediately suffers one vision.
7-12	The spell lasts for 2d6 hours and the warlock suffers 1d4 points of Intelligence damage.
13-16	The spell lasts for 4d6 hours and the warlock suffers 1 point of Intelligence damage.
17-21	The spell lasts for 1d6 days.
22+	The spells lasts for 3d6 days.

So long as the spell remains active, the warlock and the target temporarily reduce their Charisma by 2 points. If the warlock is the target, her Charisma is reduced by 3 points instead.

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**Note:** The target is allowed a saving throw in order to keep the memory.





# THE DRAGON

**Spell Type and Level:** Truth

**Range:** Close

**Duration:** Varies

The warlock summons a smoky, ethereal dragon to watch over her and listen for lies and truths. Whenever the warlock asks a question (of anyone other than herself) and a lie is spoken, the smoky dragon consumes the lie before the warlock can hear it. The lie lingers in the air for just a moment before they are eaten and there is silence. After the dragon has consumed 2d6 lies, it immediately compels the person who told the final lie to speak the truth. After the spell ends, the dragon dissipates.

# DROWNED BY RATS

**Spell Type and Level:** Sorcery 7

**Range:** Medium

**Duration:** Varies

The warlock summons a deluge of rats from the ether, directing them at one target within range. The rats act on their own, but require one round to solidify and move to the target.

The warlock can end the spell at any time. Otherwise, each round the spell is active, roll on the following chart:

DROWNED BY RATS	
1d20	Effect
8	The rats dissolve into an acidic jelly and ooze over the target's flesh. The target suffers 1d4 damage. The warlock suffers 1d6 Charisma damage. The spell ends.
7-13	The rats chew and gnaw on the target before rotting and cracking open, their blood turning to smoke. The target suffers 1d6 damage. The warlock suffers 1d4 Charisma damage. The spell ends.
14-20	The rats continue to feed on the target, tearing flesh with their poisonous teeth. The target suffers 1d8+1 damage. The warlock suffers 1 Charisma damage.
21-26	The rats grow thorny spikes on the pads. The target suffers 1d10+1 damage.
27+	The rats' eyes glow intensely, radiating evil and magic. The target suffers 1d12+2 damage.

## EDIBLE MOSS

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**Spell Type and Level:** Druid 1

**Range:** Touch

**Duration:** Instantaneous

The druid touches a piece of otherwise inedible plant matters and turns it into enough food for one meal for one person. The lifespan of the 'moss' is one day.

## ELEMENTAL CHAINS

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**Spell Type and Level:** Druid 9

**Range:** Touch

**Duration:** 1 Minute per level

The druid summons chains made of elemental energy that lash around the body of a single target, regardless of size. The target's movement is reduced to 3, its attack and damage rolls suffer a -8 penalty, and its saving throw rolls suffer a -4 penalty.

The target is allowed a saving throw when the spell is cast. With a successful roll, the attack and damage penalties are reduced to -4, instead of -8, but all other effects remain. Monstrous creatures gain a +3 bonus on this saving throw.

The druid may dispel *elemental chains* at any time. Regardless, when the spell ends, the chains turn icy cold or intensely hot, dealing 3d8 damage to the target. The target is allowed a saving throw to halve this damage.

## ENCLAVE

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**Spell Type and Level:** Sorcery 8

**Range:** Varies

**Duration:** Permanent

A warlock can only ever cast this spell once in her lifetime. However, upon casting this spell, the warlock creates her own enclave. The warlock is the Avag (chief) of the enclave and calls to her location 8d8 followers. Warlocks with a Charisma score of 15 or higher roll one additional die. At least 1d8 of the follower are warlocks of up to 4th level, who most-likely take up important roles in the enclave.

These followers come from all over Gyrr and each can take anywhere from 1 to 12 months to reach the warlock and start building the enclave. During this time, the enclave slowly grows, with a wide range of citizens joining the warlock's ranks. The citizens all magically speak the main language of the warlock.

# ENDLESS SIGHT

**Spell Type and Level:** Sorcery 3

**Range:** Touch

**Duration:** 1 Hour per level

The warlock touches someone, opening a third eye and granting her vision into numerous realms beyond the normal world. The process is painful however, dealing 1 point of Constitution damage to both the caster and recipient. If the warlock is the recipient, she suffers 2 points of Constitution damage. If the target does not have a Constitution score, she suffers 1d4 damage instead.

The target gains one of the following benefits.

ENDLESS SIGHT	
1d20	Effect
7	The target suffers a vision and re-rolls at the beginning of her next turn.
8-13	The target gains the ability to see in darkness.
14-19	The target gains the ability to see in darkness, as well as invisible creatures and shadows (negating penalties).
20-25	The target gains the ability to see in darkness, into the ether, as well as invisible creatures and shadows (negating penalties).
26+	In addition to 20-25, above, the target can see one event in the past up 1d6 days ago (at the place she is standing).

# ERASE

**Spell Type and Level:** Abhorrent 10

**Range:** Touch

**Duration:** Instantaneous

The warlock permanently erases one memory from the target, including removing one vision.

After the spell ends, the warlock rolls a saving throw. If she fails, she gains the target's old vision.

# BACKFIRE

The caster suffers a vision for 2d8 rounds.



## EYES OF CALEB

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**Spell Type and Level:** Blood 7

**Cost:** 5 HP

**Range:** Self

**Duration:** Concentration

The warlock casting this spell gains a number of visual benefits, so long as she does not take any other action and continues to concentrate on the spell. All of these benefits act simultaneously, giving the warlock access to a world of visual information that would otherwise be too much to process.

First, the warlock can see perfectly up to 240'. This means the warlock can see through darkness, fog, and even illusions up to 240'. She can see all invisible creatures as well.

Second, the warlock can see through the eyes of any creature within 240'. The creature must be awake, but nothing else is required for the spell to work. The creature is unaware the warlock is doing this and no saving throw can be made.

Thirdly, the warlock can see all heat patterns, indicating where enemies might be hiding or if any warm-blooded creature has left a trail. This effect works up to 120'.

Lastly, the warlock gains a +3 bonus to initiative, so long as she continues to concentrate on the spell.

The warlock may expend 3 additional hit points to increase the range of any effects of this spell by an additional 120 feet.

## FESTERING WOUNDS

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**Spell Type and Level:** Blood 7

**Cost:** 3\* HP

**Range:** Close

**Duration:** Instantaneous

*Festering wounds* allows the warlock to compound the pain of a subject's wounds. The warlock selects one target within range who has suffered at least 5 points of damage. On a failed saving throw, the target suffers 4d8 damage which cannot be healed without magic.

The pain is so great, the target suffers a -3 to all rolls on the following round, regardless of the success of the saving throw.

The warlock may expend 5 additional hit points to increase the damage of the spell by 2d8.

## FIENDISH VOICE

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**Spell Type and Level:** Blood 3

**Cost:** 1\* HP

**Range:** Close

**Duration:** 1 Round

The warlock speaks in a demonic tongue, spewing forth words of hate and malice. Anyone within the range of the spell who hears the warlock's voice suffers 1d4 damage per HP of blood the warlock sacrifices to cast this spell.

A successful saving throw cuts this damage in half.

The warlock may expend 3 additional hit points to increase the range of the spell to medium. These additional points do not increase the damage of the spell.

## FRACTURE

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**Spell Type and Level:** Abhorrent 2

**Range:** Medium

**Duration:** Instantaneous

The target of this spell suffers a painful bone break which causes 1d4 points of Strength damage and reduces the target's movement rate by 6. Multiple castings of this spell upon the same target reduce the target's movement rate by an additional 3, not 6.

The target is allowed a saving throw to reduce the effects by half (rounded up).

Targets without a Strength score suffer a -1 penalty to melee attacks and damage rolls.

The target must have obvious bones and a humanoid appearance to be affected by the spell. Gelatinous and massive creatures are unaffected by *fracture*. A fracture wrym, for instance, would be (ironically) immune to the spell.

After the spell ends, the warlock rolls a saving throw. If she fails, she suffers 1 point of Strength damage.

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**Note:** If this spell is cast as a 6th level or higher spell, the target suffers 2d4 points of Strength damage and its movement is reduced by 12.

## BACKFIRE

The warlock suffers 2 points of Strength damage and cannot cast another spell for 1d4 rounds.



## GHoul ESSENCE

**Spell Type and Level:** Druid 3

**Range:** Self

**Duration:** 1 Minutes per level

The warlock's pallor turns sickly and undead-like. She takes on the appearance of a ghoul or zombie, giving the impression she is contagious. The warlock temporarily reduces her Charisma by 1d6 points.

Creatures with an animal or low intelligence score avoid the warlock completely, while other human-sized creatures must make a saving throw to get within 10 feet of the warlock. In any case, she gains a +2 bonus to AC.

The druid may destroy one ley stone to double the spell's duration and increase the AC bonus by +2.

**Note:** This spell has no effect on shadows, undead, or creatures larger than the caster. The druid may destroy one ley stone to negate this rule.

## HANDS OF THE DAMNED

**Spell Type and Level:** Blood 5

**Cost:** 3\* HP

**Range:** Self

**Duration:** Instantaneous

*Hands of the damned* causes the warlock's hand to erupt in flame. While this flame does not hurt the warlock, it deals 3d6 damage to one target creature the warlock can touch. No attack roll is necessary, but the target creature is allowed a saving throw for half damage.

The warlock may expend 4 additional hit points to increase the damage of the spell by 2d6.



## HANDS OF STONE

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**Spell Type and Level:** Dwarf 5

**Range:** Self

**Duration:** 1 Hour

The warlock's fists become hard as stone. She gains a +2 bonus to attack and deals +4 damage when punching with her fists in melee combat.

## HEART OF FIRE

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**Spell Type and Level:** Blood 9

**Cost:** 10 HP

**Range:** Self

**Duration:** 2d4 Hours

*Heart of fire* is a complicated and powerful spell. It is also physically draining. Because of this, it can only be cast once per day, regardless of how many hit points the warlock possesses. Once cast, the warlock gains a number of immediate benefits.

The warlock gains +4 Strength and increases her melee damage to 1d8.

The warlock gains +4 AC and a +2 bonus to all saving throws.

The warlock is immune to fear and the effects of any visions.

The warlock ignores any damage dice of a 1 or 2, regardless of Strength bonuses.

The warlock may expend 6 additional hit points to increase the duration of the spell to 3d4 hours.

When the spell expires, the warlock suffers 3 points of Constitution damage, which recovers at a rate of 1 point per hour.

## HERALD OF THE SUN

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**Spell Type and Level:** Druid 10

**Range:** Self

**Duration:** 1 Day

Casting this spell increases the power of a druid's primal force. Each time a spell is sacrificed to use primal force, the value of the spell sacrificed is considered two levels higher and the duration lasts for one additional round.

This may increase the value of the spell beyond 10th level.

The druid may destroy one ley stone to extend the spell's duration by one day.

## IMMORTALITY

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**Spell Type and Level:** Dwarf 10

**Range:** Self

**Duration:** Permanent

The warlock cannot die. Nothing short of the power of the bloodwraiths can reduce the warlock below '1' hit point. Neither does she need to eat or sleep. The horrible side effects of this spell should be obvious and many a warlock who reaches this level of magic has a difficult decision ahead of her.

## INFLEXIBLE

---

**Spell Type and Level:** Dwarf 4

**Range:** Self

**Duration:** 1 Hour

The warlock's density increases and she becomes nearly immovable. Any attempt to push the warlock is met with resistance. Foes are met with a -4 penalty to any roll that would push the warlock back. The warlock's strength increases by 2 for all game purposes. In addition, the warlock suffers 1 less damage point per die rolled, before saving throws. For example, if a foe rolls 2d6 damage against the warlock, the roll becomes 2d6-2.

## INVISIBILITY

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**Spell Type and Level:** Truth

**Range:** Touch

**Duration:** 10 Minutes per level

The warlock touches an animal, monster, person, or object, rendering it invisible. Invisibility is explained on page 50 of the rule book.

Should the target attack someone or suffer damage, the *invisibility* ends.

## IRON GRIP

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**Spell Type and Level:** Dwarf 3

**Range:** Self

**Duration:** 1 Hour

The warlock gains a +4 Strength bonus for the purposes of all non-combat actions. In addition, the warlock gains a +4 bonus to saving throws where Strength is a factor. Finally, the warlock deals an extra +2 points of damage in melee when using her fist.



# KEEP TO THE SHADOWS

**Spell Type and Level:** Sorcery 1

**Range:** Self

**Duration:** 10 Minutes per level

The warlock’s body appears shadowy and thin, making her hard to see. In darkness, she blends into the surrounding area seamlessly. She temporarily reduces her Strength by 1d6 points, but gains one of the following benefits:

KEEP TO THE SHADOWS	
1d20	Effect
2	The warlock suffers a vision and re-rolls at the beginning of her next turn.
3-6	The warlock gains a +2 bonus to AC.
7-12	The warlock gains a +3 bonus to AC and a +1 bonus to Dexterity.
13-16	The warlock gains a +3 bonus to AC, a +2 bonus to Dexterity, and +3 Movement.
17-19	The warlock gains all the benefits of being a shadow.
20+	The warlock becomes invisible, which ends as soon as she casts another spell or attacks someone.

# THE KINGDOM LINE

**Spell Type and Level:** Sorcery 3

**Range:** Self

**Duration:** Instantaneous

**Note:** This spell can only be cast as a ritual.

The warlock recalls one event from the past, as though she was living in the old world from before the purge. The recalled event unfolds as the answer to a question the warlock asks while preparing the ritual. The warlock does not actually go back in time, but rather connects herself to the past through her own bloodlines, seeing the old world as her ancestors would have. If the question is about an elf, the recalled memory might include elves in the old world, or someone poring over an old text. If the question is about a magic item, the memory might involve someone holding and touching the item.

After the spell is complete, the warlock must succeed at a saving throw or she absorbs the memory permanently, forever confusing the events she witnessed with her own. This in turn triggers a vision.



## LANGUAGE OF THE AGE

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**Spell Type and Level:** Truth

**Range:** Self\*

**Duration:** 1 Hour per level

The warlock speaks in a language only one target creature understands. The caster decides if the other person can speak back in the same language, or if the communication is one-sided. This decision is made at the time of casting, though the spell can be dispelled at will.

## LIAR'S PAIN

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**Spell Type and Level:** Truth

**Range:** Close

**Duration:** 1 Hour per level

The warlock selects one target who suffers 1d4 damage each time she lies. The target is unaware that this spell has been cast on her and will probably learn the hard way not to lie.

This spell is particularly effective when an elf is interrogating a subject.

## LIAR'S VOICE

---

**Spell Type and Level:** Truth

**Range:** Close

**Duration:** Instantaneous

The warlock speaks one untruth in a commanding and convincing voice. Everyone who hears the warlock must succeed at a saving throw or accept the lie as fact. The spell is effectively cast as the warlock speaks, hiding the fact that magic is being used at all.

## LIAR'S WARD

---

**Spell Type and Level:** Truth

**Range:** Close

**Duration:** Instantaneous

This spell may only be cast as a reaction, dealing the warlock 1 point of Charisma damage each time it is cast. The spell stops one spoken lie as it is being uttered, requiring the warlock to know a lie is being spoken.

The person speaking the lie is rendered mute for 1d6 hours.



## LOCATE KIN

---

**Spell Type and Level:** Truth

**Range:** Long

**Duration:** Concentration

The warlock detects and locates all targets of the warlock's species within the spell's range. So long as she continues to concentrate, the warlock knows the direction and location of the targets. Even in complete darkness.

## LOCATE SPIRIT

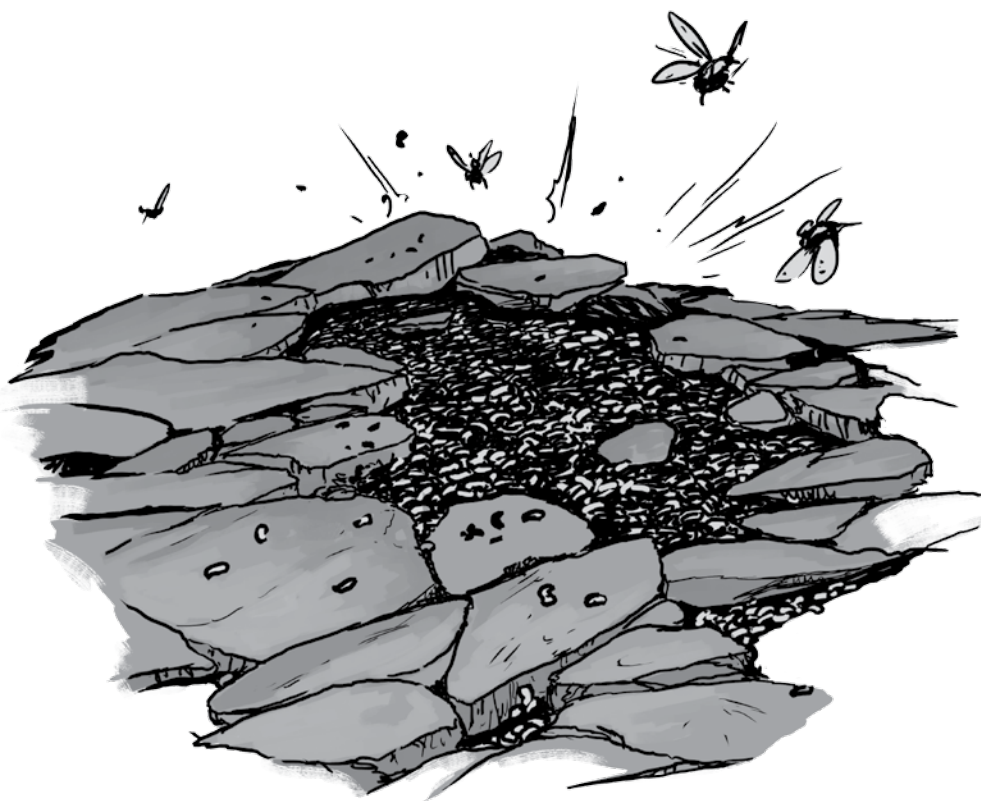
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**Spell Type and Level:** Truth

**Range:** Long

**Duration:** Concentration

The warlock detects and locates the most powerful spirit within the spell's range. So long as she continues to concentrate, the warlock knows the direction and location of the invisible targets. Even in complete darkness.



# MAGGOT SWARM

**Spell Type and Level:** Abhorrent 8

**Range:** Medium

**Duration:** Varies

The warlock selects a spot of earth 20 feet in diameter. The ground spoils and erodes, turning into maggots, and then a swarm of ravenous stinging insects. Each round the effect grows and worsens.

MAGGOT SWARM	
Round	Effect
1	The ground spoils.
2	The ground sinks 5 feet as maggots emerge from the soil.
3	The ground sinks another 5 feet and maggots turn to insects.
4	The ground sinks another 5 feet and stops. The insects form into a 20' long by 10' wide swarm, flying 30 feet in any one direction, chosen by the caster. They can pass through any target, stinging with a powerful toxin that causes partial paralysis (1d4 Dexterity damage, -6 Movement, saving throw for half). Each round the swarm must move another 30 feet.
5	The swarm grows by another 10' in length and width and increases its movement to 50 feet per round.
6	The swarm grows barbs which deal 3d4 damage in addition to the toxin.
7	The swarm's incessant buzzing deals 1d4 Wisdom damage to anyone caught in its area of effect.
8	The swarm's toxin intensifies, doubling all effects.
9	The swarm decays, falling from the air, further spoiling the ground.

After the spell ends, the warlock rolls a saving throw. If she fails, she suffers 1d6 Constitution damage which heals at half the normal rate.

**Note:** If this spell is cast as a 10th level or higher spell, the target suffers an additional -4 penalty to all saving throws.

## BACKFIRE

The warlock is reduced to 1 hit point. If she already had 1 hit point, she dies.

# MISERY BLANKET

**Spell Type and Level:** Blood 8

**Cost:** 9 HP

**Range:** Close

**Duration:** Varies

The warlock summons a black veil of pain and misery that falls upon a single target. Each round the warlock rolls 1d20, subtracting 1 from for each round since the spell was cast. On a '1' the spell expires. On a natural '20' the effects of the spell are doubled for that round.

Each round, the blanket siphons 1 point of Constitution from the target and rips into a hellish void. These points cannot be healed by normal means and require powerful magic to restore.

Shadow creatures are immune to the effects of this spell.

The warlock may expend 7 additional hit points to increase the points drained by 1.

# NATURE'S EYES

**Spell Type and Level:** Druid 3

**Range:** Touch

**Duration:** 1 Day

The target gains the benefit of one animal's vision, chosen by the druid. Once cast, the animal cannot be changed. The spell may be cast numerous times on a single target, however, thus stacking the benefits.

NATURE'S EYES	
Animal	Effect
Dragonfly	Improved night vision. +1 to all saving throws.
Crow	On a successful saving throw, the character can sense any dead thing within 100 feet.
Goat	Near 360° vision.
Jaguar	Improved night vision. +3 movement.
Owl	The character gains a +1 bonus to any hunting-related rolls.

The druid may destroy one ley stone to increase the target's Wisdom by +1.

## NATURE'S FURY

---

**Spell Type and Level:** Druid 9

**Range:** Self

**Duration:** Instantaneous

When cast, the druid immediately gains the benefit of her primal force ability, as though a 8th level spell had been sacrificed. This allows the druid to immediately attack at a +8 bonus to attack and damage.

## NATURE'S GUARDIAN

---

**Spell Type and Level:** Druid 7

**Range:** Self

**Duration:** Instantaneous

The druid summons a spiritual bear (or similar creature) to stand over the druid. The druid gains a +10 bonus to armor class as well as a +4 bonus to any saving throws.

Each time the druid takes damage or fails a saving throw, the spiritual bear suffers 1d6 damage. Once the bear suffers 20 points of damage, it is dispelled.

The druid may destroy one ley stone to increase the bear's damage limit to 30.

## NATURE'S REST

---

**Spell Type and Level:** Druid 5

**Range:** Touch

**Duration:** 2 Hours

A target (up to 10 HD) sleeps for two hours, but gains the benefit of a full night's sleep.

If the target does not wish to sleep, it is allowed a saving throw to negate the effects of the spell.

## NEUTRALIZE POISON

---

**Spell Type and Level:** Druid 4

**Range:** Touch

**Duration:** Instantaneous

The druid neutralizes the effect of any poison or venom, whether inside a target or in a vessel of some kind. This spell will not stop a poisonous or venomous creature from being toxic.

## OBELISK

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**Spell Type and Level:** Druid 8

**Range:** Close

**Duration:** Permanent

**Note:** This spell requires an entire day to prepare and cast. It must be cast in a serene part of nature.

Once the spell is cast, the druid creates an obelisk, which summons an enclave to her position. The enclave includes 4d8 people of various ranks, though mostly citizens and outcasts. The enclave grows slowly over one week, as people are summoned to the druid's place.

Additional castings of this spell do not create additional obelisks, but rather increase the druid's enclave by 2d8 people.

Once the enclave reaches 100 people, this spell cannot be cast again until the enclave's population drops or the enclave is destroyed.

The size and shape of the obelisk is up to the druid, but the larger it is, the easier it is to spot.

## OBSCURE TRUTH

---

**Spell Type and Level:** Truth

**Range:** Touch

**Duration:** Varies

The warlock touches an object or person, hiding one aspect from others. When cast, the warlock must announce what is being concealed about the target. For instance, if cast upon a person, is her armor or facial expressions obscured? If cast upon a dagger, is the entire weapon invisible to everyone by the warlock?

The warlock may also use the spell to conceal something she says. By casting the spell, everything she says for one round is taken as lie or truth, based on the whim of the warlock.

Anyone may attempt to peer through the 'illusion' by rolling a saving throw, at a penalty equal to the warlock's level. On a failed rolled, they cannot see through the spell for one hour per level of the caster. On a '1,' the effect is permanent to them. Otherwise, the target can see the illusion for what it is.

This spell may also be cast as a reaction, dealing the warlock 1 point of damage and obscuring one lie or truth as it is being spoken, or as a fire is being lit, or an arrow is being fired, etc.





## PAIN TRIDENT

---

**Spell Type and Level:** Blood 9

**Cost:** 6\* HP

**Range:** Self

**Duration:** 1 Minute per level

The warlock cuts open her hand which grows into a bloody trident. The trident courses with magic and vile power. In fact, the trident is so powerful, the warlock must succeed at a saving throw or drop the trident on the first round.

The warlock can attack with the trident in melee or ranged combat. She gains a +6 to her attack rolls, dealing 1d12+4 damage with each successful strike. If thrown, the trident returns to the warlock on the following round.

Those struck by the trident must succeed at a saving throw or suffer an additional 1d8 lightning damage.

On the final round, the *blood trident* deals an additional 1d8 lightning damage on any successful strike and 1d6 lightning damage to the warlock (unless it is thrown).

The warlock may expend 3 additional hit points to increase the damage of the trident to 1d12+8.

## PAIN WARD

---

**Spell Type and Level:** Truth

**Range:** Self

**Duration:** Varies

Pain is an illusion. A lie. A trick of human frailty. Once the warlock casts this spell, she may ignore the first point of damage on each attack until a number of points have been ignored equal to her level.

The warlock may also cast this spell as a reaction, suffering 1 hit point of damage in process.

## PASS THROUGH STONE

---

**Spell Type and Level:** Dwarf 6

**Range:** Self

**Duration:** 1 Hour

The warlock gains the ability to pass through stone at a rate of 20 feet per round.

## PHANTOM PAIN

---

**Spell Type and Level:** Blood 6

**Cost:** 6 HP

**Range:** Close

**Duration:** 1 Minute per level

The warlock selects a target within range who believes she is dying. While the pain is not real, each round the spell is active, the target suffers 2d6 points of illusory pain. These hit points are immediately restored after the spell ends, but anyone reduced to '0' hit points as a result of this spell falls asleep instead.

## PLAGUE ROT

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**Spell Type and Level:** Sorcery 9

**Range:** Touch

**Duration:** Instantaneous

The warlock touches a victim suffering from disease and absorbs one disease into her own body, curing the target. The warlock is immune to the absorbed disease and can hold up to nine diseases inside her body.

At any time, the warlock may cast this spell and release all of the diseases into any one target she touches. The target suffers the effects of all the diseases, as well as Constitution damage equal to 1 point per disease spread in this manner.

There is no saving throw against *plague rot*.

## PLAGUE VISAGE

---

**Spell Type and Level:** Abhorrent 4

**Range:** Self

**Duration:** 30 Minutes per level

The warlock's face takes on a sickly or undead quality, making those who look at her uneasy. While interacting with humans, the caster gains a +4 to all interaction die rolls, or grants a -4 penalty to anyone she talks to.

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While interacting with non-humans, the warlock confuses and befuddles any adversaries within 60 feet who can see her. These adversaries suffer -2 to any damage or interaction rolls against the warlock. In addition, they must remain at least 10 feet away from the caster for at least 1d4 rounds after seeing her for the first time.

While interacting with monsters, each monster's response to plague visage is random.

PLAGUE VISAGE	
1d20	Effect
1	The monster becomes enraged and attacks the warlock at +2 to all die rolls.
2-6	The monster swipes at the caster's face, suffering a -2 to attack, but a +2 to damage for 1d4 rounds.
7-12	The spell has no effect.
13-17	The monster ignores the caster for 1d4 rounds.
18-19	The monster rolls an immediate saving throw or suffers the effect of rolling a '20.'
20	The monster maintains its distance (at least 20 feet) from the caster – unless doing so would put it in harm's way – for the duration of the spell.

After the spell ends, the warlock rolls a saving throw. If she fails, she is unable to see for 1 hour.

**Note:** If this spell is cast as an 8th level or higher spell, double all numeric effects of the spell. In addition, when rolling a 1d20 for a monster's response, roll 1d20 twice and choose one.

## BACKFIRE

The warlock actually becomes sick and suffers 2 points of Constitution damage which does not heal for 1d4 days.

## PROTECTION

**Spell Type and Level:** Druid 1

**Range:** Touch

**Duration:** 1 Hour

The druid creates a protection barrier, granting the target a +1 bonus to AC.

## PURIFY FOOD AND DRINK

**Spell Type and Level:** Druid 1-10

**Range:** 10'

**Duration:** 1 Hour

The druid purifies one day's worth of food for one person per level of the spell cast. If an 8th level slot is used to cast the spell, eight day's worth of spoiled food is purified.

## RAPTOR'S GLARE

---

**Spell Type and Level:** Sorcery 2

**Range:** Touch

**Duration:** 10 Minutes per level

The warlock touches one target, granting improved vision. The character's vision and awareness improves. She cannot be surprised and gains a +4 bonus to Wisdom and saving throws involving sight. While attacking anyone at medium or long range, she gains a +2 to her attack roll. The improved sight also leads to improved coordination, temporarily increasing her Dexterity score by +1.

## RAVEN'S CLAW

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**Spell Type and Level:** Druid 4

**Range:** Touch

**Duration:** 10 Minutes per level

The druid's fingernails turn to claws. She gains a +1 bonus to attack and deals +3 damage when striking with her hands in melee combat. In addition, she gains a +4 bonus to Strength when trying to grab or hold onto something.

The druid may destroy one ley stone to increase all associated bonuses by +1.

## RETURN SOUL

---

**Spell Type and Level:** Sorcery 10

**Range:** Touch

**Duration:** Permanent

**Note:** This spell can only be cast as a ritual.

The most powerful magic in Gyrr restores the dead to life. It is dangerous and powerful magic that shouldn't be trifled with. There are things on the other side of the bleeding realms which cannot be unseen.

The warlock touches the remains of someone deceased, who has not yet been turned into a cowl, shadow, undead, or similar. The soul must also not have ascended or passed over into another place.

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Once the spell is complete, the target is restored to half her normal hit points on a successful saving throw and to '1' hit point on a failed saving throw. The target also loses 1 point of Constitution permanently, regardless, reducing her overall hit point total.

The warlock must also succeed at a saving throw, or permanently lose 1 point of Charisma. Staring into the abyss has its consequences.

## REVEAL DISGUISE

---

**Spell Type and Level:** Truth

**Range:** Close

**Duration:** Concentration

The warlock can see through any disguise within range. This includes seeing through fabricated magic with no inherent value (i.e. an item that radiates magic but has no magical powers, etc.).

The warlock may expend 1 hit point in order to share the vision with one other person, once the spell is cast and disguises are revealed.

## RITUAL OF THE BLEEDING REALMS

---

**Spell Type and Level:** Blood 10

**Cost:** 10 HP

**Range:** Self

**Duration:** 30 Minutes

The ritual of the bleeding realms is a dangerous and unpredictable spell. Warlocks who cast it put their very sanity at stake. The ritual takes a full hour to prepare and cast.

By peering through the bleeding realms, the warlock can do one of three things.

- The warlock can see any visible place in Gyrr. This includes camps, enclaves, and the like. The warlock must know the location exists, but not the exact location.
- The warlock can see into the bleeding realms in any attempt to commune with one of the sleeping dead gods. Regardless if this is successful or not, the warlock triggers a vision which happens immediately following the spell.
- The warlock can see into the bleeding realms to locate the nest of one of the bloodwraiths. Regardless if this is successful or not, the warlock triggers a vision which happens immediately following the spell.

Of the latter two effects, the gamemaster determines the value of looking into the bleeding realms and what benefit might come from *communing* with powerful beings of this magnitude. This is a high-level spell and valuable information is to be expected.

## RITUAL OF THE DRAGON

---

**Spell Type and Level:** Blood 10

**Cost:** 20 HP

**Range:** Self

**Duration:** 1 Week

**Note:** The cost of this spell is high. Most warlocks do not possess 20 hit points, so a work-around on paying the cost may be necessary.

*Ritual of the dragon* is a more powerful version of *heart of fire*. It takes nearly an hour to cast, but once cast, the warlock gains a number of immediate benefits.

The warlock gains +8 Strength and increases her melee damage to 1d12.

The warlock gains +8 AC and a +4 bonus to all saving throws.

The warlock is immune to fear and fire.

The warlock ignores any damage dice of a 1, 2, or 3, regardless of Strength bonuses.

The warlock gains the ability to breathe fire, once per day. The fire erupts as a 30' long cone, 15' wide at the end. All creatures within the cone suffer 5d6 damage, but can save for half damage.

## RITUAL OF PAIN

---

**Spell Type and Level:** Blood 8

**Cost:** 6 HP

**Range:** Medium

**Duration:** 6 Minutes

The warlock summons illusory veins of black magic that lash at a single target creature — up to 20 feet tall. The lashes bind around the creature's flesh causing immense pain and making it difficult to move. The target creature suffers a -4 to AC and a -9 to movement, while suffering 2d6 points of damage each round. This damage cannot be saved against.

Shadow creatures are immune to the effects of this spell.

The warlock may expend 3 additional hit points to increase the penalty to AC and movement by 2.



## RITUAL OF SHADOWS

---

**Spell Type and Level:** Blood 4

**Cost:** 3 HP

**Range:** Touch

**Duration:** 1 Hour

Ritual of shadows requires a short 1d6-minute ritual to cast. Once cast, the target gains the benefit of being a shadow. The warlock may cast this spell upon herself or any willing participant. An unwilling participant is allowed a saving throw, though the length of the ritual makes it almost impossible to cast on anyone unwillingly.

The warlock may expend 2 additional hit points to increase the duration of the spell to two hours.

## RITUAL OF SHACKLES

---

**Spell Type and Level:** Blood 6

**Cost:** 5 HP

**Range:** Medium

**Duration:** 6 Minutes

The warlock summons illusory, unholy shackles that bind a single target creature — up to 12 feet tall. While bound, the target creature suffers a -4 to AC and a -6 to movement. Bound creatures cannot cast dimensional spells or *gate* in any manner.

Shadow creatures are immune to the effects of this spell.

The warlock may expend 3 additional hit points to increase the penalty to AC and movement by 2.

## RITUAL OF THE SPIDER

---

**Spell Type and Level:** Blood 2

**Cost:** 2 HP

**Range:** Self

**Duration:** 1 Hour

The warlock performs a short ritual (1d6 minutes) to gain the powers of a spider. Once cast, the warlock gains +2 Strength, +6 movement, and the ability to climb vertically without fail on any surface. The warlock also gains a +4 AC to any attack she can see and +2 to any saving throw involving reflexes.

## SCION MARK

**Spell Type and Level:** Abhorrent 5

**Range:** Touch

**Duration:** Permanent\*

The warlock places an invisible mark only she can see on someone (or something). If she attempts to do this without someone's permission, she must make an attack roll against AC 10 to apply it.

A *scion mark* is anywhere from 3" to 18" in diameter and takes whatever shape the caster wishes. It radiates subtle abhorrent magic, allowing the warlock to locate it again later.

So long as a *scion mark* is within one mile of the warlock, she knows exactly where it is, regardless of how long ago the mark was created. If the object or person can move, the warlock can draw it closer to her at a movement rate of 6 if the target fails a saving throw. Targets with a low Intelligence score and/or animals suffer a -4 to the save.

The person or object does not know they are being 'pulled' and only stop if they reach impassible terrain, or would injure themselves in the process. If the target is attacked, it stops moving and protects itself, breaking the warlock's hold.

Anyone bearing a *scion mark* suffers a -4 to any die roll (except damage) against the warlock who cast it.

A warlock may not create more scion marks than she has levels. If she does, the oldest mark disappears when a new one is created. Thus, a 5th level warlock could create up to five scion marks. But if a 6th mark was cast, the first one would disappear.

After the spell is cast, the warlock rolls a saving throw. If she fails, she burns her hand, losing one point of Dexterity for 1d4 days.

**Note:** If this spell is cast as a 10th level or higher spell, the mark causes the target's skin to burn, reducing its AC and Constitution by 2.

## BACKFIRE

The warlock marks herself in such a way she becomes easy to spot in a crowd for one week. Anyone trying to find her gains +4 to any roll related to spotting and/or tracking her. This is the effective equivalent of a curse.



## SEPTIC LUNGS

---

**Spell Type and Level:** Abhorrent 6

**Range:** Close

**Duration:** 1 Minute per level

The warlock slowly turns the air in a target's lungs to septic fluid, simulating drowning and suffocation at the same time. Each round the target must succeed at a saving throw or suffer 1d4 Constitution damage. If the target does not have a Constitution score, it loses 1 HD instead.

A target reduced to 0 HD dies instantly.

After the spell is cast, the warlock rolls a saving throw. If she fails, she suffers 1d6 Constitution damage which heals at half the normal rate.

**Note:** If this spell is cast as a 10th level or higher spell, the target immediately dies on a failed saving throw.

## BACKFIRE

The warlock is reduced to 1 hit point. If she already had 1 hit point, she dies.

## SEVERED HEART

---

**Spell Type and Level:** Abhorrent 5

**Range:** Self

**Duration:** 1 Hour per level

This spell takes 10 minutes to cast, requiring the warlock not be disturbed. At the end of the casting, the warlock's grows inside her chest, increasing her Strength and Constitution scores by 5 each. In addition, the warlock gains +10 additional hit points, +2 to attack and damage rolls in melee combat, and +4 to stamina-related saving throws.

Lastly, the warlock gains +3 to her movement rate and can take one additional action at the end of every fifth combat round.

After the spell ends, the warlock rolls a saving throw. If she fails, she suffers 1d4 Constitution damage.

## BACKFIRE

The warlock goes into cardiac arrest and becomes catatonic for at least one hour.

## SEVERED MIND

---

**Spell Type and Level:** Abhorrent 9

**Range:** Self

**Duration:** 1 Hour per level

This spell takes 10 minutes to cast, requiring the warlock not be disturbed. At the end of the casting, the warlock's mind splits into two equal-sized brains, increasing her Intelligence and Wisdom scores by 8 each. In addition, the warlock gains one additional action per round, and +5 to reasoning-based saving throws.

After the spell ends, the warlock rolls a saving throw. If she fails, she suffers 1d8 Wisdom damage.

## BACKFIRE

The warlock suffers debilitating visions for one hour.

## SHADOW CLAWS

---

**Spell Type and Level:** Abhorrent 8

**Range:** Self

**Duration:** 1 Minute per level

The warlock's hands become shrouded in a blackened, claw-shaped aura. The caster gain a +4 bonus to attack rolls with the claws, and the claws deal 1d12 damage in melee combat.

After the spell ends, the warlock rolls a saving throw. If she fails, she suffers 1d8 damage and loses the use of one hand for one hour.

## BACKFIRE

The warlock loses the use of both hands for 1d8 minutes.

## SILVER SKEIN

---

**Spell Type and Level:** Sorcery 1

**Range:** Close

**Duration:** Concentration

The warlock thinks of a person and summons a magical silver thread. The thread falls gently to the earth and points in the direction of the person, so long as the warlock concentrates. Once the spell ends, the silver thread evaporates.

## SIMULANT ECHO

---

**Spell Type and Level:** Abhorrent 2

**Range:** Self

**Duration:** 10 Minutes per level

The warlock can project the sound or voice of something else, perfectly, into the ear of one target up to 200 feet away. The message can be short or long, but matches the sound perfectly.

The sound is accompanied, however, with a fear effect. The target must succeed at a saving throw or suffer -2 to all die rolls for the duration of the spell.

After the spell ends, the warlock rolls a saving throw. If she fails, she is unable to speak for 1 hour.

**Note:** If this spell is cast as a 5th level or higher spell, the warlock may project the sound into the ears of up to 3 targets.

## BACKFIRE

The warlock suffers -1 to all die rolls for the duration of the spell.

## SNAKE HAND

---

**Spell Type and Level:** Druid 2

**Range:** Self

**Duration:** 1 Minute per level

The druid's hand takes on an oily and viscous quality, while tiny teeth-like ridges appear on the palm. Whenever the druid deals damage in melee combat, she deals an additional 2 points of poison damage. The damage continues for one additional round. On a successful saving throw, the poison damage is halved.

## SOLEMN CRYPT

---

**Spell Type and Level:** Dwarf 10

**Range:** Self

**Duration:** Six months

This spell must be cast as a ritual.

The warlock summons a sarcophagus to envelope herself. Once inside, the warlock cannot do anything for six months, but she cannot be harmed or die. While inside, she heals all damage, restores any lost attribute damage, heals any poisons or toxins from herself, and generally purifies herself. On a successful saving throw, she gains an additional permanent point of Constitution.

## SOLITUDE OF SHADOWS

---

**Spell Type and Level:** Abhorrent 4

**Range:** Self

**Duration:** Varies

The warlock summons a pillar of shadows upon her position. She temporarily disappears into the pillar, generating one of three effects. The warlock either meditates, rests, or finds sanctuary in the shadow.

If the warlock meditates, she stays inside the pillar for 2 hours, regaining one spell from each level.

If the warlock rests, she stays inside the pillar for 4 hours, gaining a full night's sleep — even if rest would not normally be available.

If the warlock finds sanctuary inside the pillar, she gains all the benefits of being a shadow for 10 minutes/level. Should the attacker roll a critical failure against the warlock, it suffers 1d4 damage.

After the spell ends, the warlock rolls a saving throw. If she fails, she remains trapped inside the shadow for one hour.

### BACKFIRE

The warlock becomes lost for one day inside the shadow, unable to return.

## STENCH OF DEATH

---

**Spell Type and Level:** Abhorrent 3

**Range:** Self

**Duration:** 30 Minutes per level

The warlock's flesh rots (temporarily), giving the impression she is undead. She looks and smells like a rotting corpse, causing animals to flee from her presence and humanoids to avoid the warlock. Whenever an opponent has two or more options of targets, it will not choose the warlock.

While attacking the warlock in melee, opponents suffer -2 to attack and damage rolls.

All targets within 30 feet of the warlock suffer -2 on Morale and Loyalty checks.

After the spell ends, the warlock rolls a saving throw. If she fails, she suffers one point of Constitution damage which heals in 1d4 hours.

### BACKFIRE

The warlock suffers 1 point of Strength and Constitution damage.



## STONESKIN

---

**Spell Type and Level:** Dwarf 7

**Range:** Self

**Duration:** 1 Hour

The warlock's skin turns thick and stoney, though still flexible. The caster gains a +8 bonus to AC.

## SUMMON DEMONIC THRALL

---

**Spell Type and Level:** Blood 1

**Cost:** 1d6 HP

**Range:** N/A

**Duration:** Permanent, or until dispelled

The warlock crafts a ritual to summon her own, personal demonic familiar. The ritual requires 2d6 hours to prepare and another 1d6 hours to cast. Once cast, the warlock must succeed at a saving throw. Otherwise the blood and spell are lost. If successful, the demon is summoned and this spell cannot be cast again until the demon is dispelled or killed.

The demon serves the warlock's every whim, within logic and within its power to do so. If it cannot fly, for instance, the demon will not leap off a cliff wall in an attempt to fly.

The demon has AC 12, 10 HP, and attacks as a 3 HD creature. It is considered small size and cannot lift anything more than 50 pounds. When the warlock reaches 6th level, the demon gains +3 AC, +6 HP, and can cast one 1st level sorcery spell (selected at random).

The thrall heals 1 hit point per day and cannot be healed by magical means.

## SUMMON GUIDE

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**Spell Type and Level:** Druid 5

**Range:** Close

**Duration:** 1 Hour per level

The druid summons a nearby animal to be her guide. The animal guide can speak roughly a dozen words with the druid and follows tracks and trails with ease. No roll is necessary and the guide moves fast enough to keep up with the druid.

The animal may also know facts about the area or whatever is being tracked, at the gamemaster's discretion.



# SUMMON HAMMER

**Spell Type and Level:** Dwarf 1

**Range:** Self

**Duration:** 10 Minutes per level

The warlock summons a magical +1 *hammer* to her hand. The hammer can only be used by the warlock, but increases her die type for melee damage by one. For instance, if the warlock already does 1d6 damage in melee, the hammer increases this damage die to 1d8. Regardless of the magic involved, the hammer cannot increase damage beyond 1d12.

# SUMMON HOMUNCULUS

**Spell Type and Level:** Sorcery 6

**Range:** Close

**Duration:** Permanent\*

This spell must be cast as a ritual.

The warlock summons a diminutive and disfigured creature. The homunculus appears roughly humanoid in shape, but is 2/3 the height of an elf or human. It is bound to the warlock and must obey all commands as best as it can.

The homunculus has no soul or independent thought of its own, though warlocks sometimes try to impart personalities onto their homunculi.

Four types of homunculi can be summoned. When the spell is cast, roll 1d20, adding the warlock’s level to the roll.

SUMMON HOMUNCULUS	
1d20	Effect
7-11	Iron Homunculus. Str 8, AC 15, Move 6, 20 HP.
12-19	Clay Messenger. Str 5, AC 13, Move 12, 10 HP.
20-25	Pocket Homunculus. Str 4, AC 12, Move 9, 8 HP. The Homunculus has a permanant caretaker’s purse cast upon it.
26+	Steward Homunculus. Str 3, Int 6, AC 12, Move 6, 12 HP, +1 magic resistance. The Homunculus has a permanant raptor’s glare cast upon it. The warlock may drain 1d4 hit points from the homunculus, once per day.

While the homunculus cannot speak, it maintains an empathetic bond with the warlock. All homunculi radiate fear, affecting everyone but the warlock. This fear has no specific game effect, but people generally avoid these creatures.

## SUMMONER'S BARRIER

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**Spell Type and Level:** Sorcery 4

**Range:** Touch

**Duration:** 1 Day

The warlock touches an object, like a stone or a tree, creating a barrier with a 30' radius from the spell's epicenter. Within this circle, anyone attempting to use magic must succeed at a saving throw, or the spell's effect is delayed for 1d6 rounds. This means even if the person casting the spell dies or leaves the area, the spell still goes off, but if the spell requires concentration or control, it is immediately lost. Summoned creatures do whatever they want and spells allowing the caster to read minds do nothing.

## SUMMONER'S EGG

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**Spell Type and Level:** Sorcery 8

**Range:** Close

**Duration:** Permanent

The warlock summons a magical egg, roughly three inches tall, onto a place within range (a patch of grass, a tree, a well, etc.). The egg remains there until someone touches or disturbs the egg in any fashion. The egg cracks open and a wyrm erupts in its place. This is considered an attack against the person disturbing the egg, even if the warlock is the one who disturbs it.

Each casting of the spell summons one egg, but a warlock may summon up to her level in eggs, leaving upwards of 10 eggs (for a 10th level warlock) across Gyrr. If left undisturbed, a summoner's egg remains forever.

The wyrm is a mindless creature that cannot be controlled. Once it is out of the egg, the wyrm attacks anyone but the warlock who summoned it. The wyrm remains for a number of minutes equal to the warlock's level + 1d10. When the spell expires or the wyrm is killed, it turns to dust.

The wyrm has identical stats of a fracture wyrm with hit dice equal to the warlock's level.

## THICK SKULL

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**Spell Type and Level:** Dwarf 2

**Range:** Self

**Duration:** 1 Hour

The warlock gains a +1 bonus to AC and 3 temporary hit points.

## TITAN'S FIST

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**Spell Type and Level:** Druid 8

**Range:** Self

**Duration:** 10 Minutes per level

The druid's hand grows in size and strength. In addition to gaining a +4 bonus to attack and damage, the druid increases her die type for melee damage by 1 type. For instance, if the druid already does 1d6 damage in melee, the fist increases this damage die to 1d8. Regardless of the magic involved, the fist cannot increase damage beyond 1d12.

The druid may destroy one ley stone to increase the damage type by 2.

## VOICE OF THE GODS

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**Spell Type and Level:** Abhorrent 10

**Range:** Close

**Duration:** Varies

**Note:** This spell can only be cast as a ritual.

When the warlock casts this spell, she makes one thing she says true, regardless of repercussions. While reality itself does not bend to a warlock's will absolutely, the effects of this spell can be disastrous.

The limits of the spell are things that would alter the reality of the world, kill the bloodwraiths, bring back the sleeping dead gods, alter the past, manipulate physics, or anything on those scales. The more parts of reality the warlock attempts to affect with the spell, the more likely the spell is to fail. For instance, the statement "There is only one enclave," effectively wipes out thousands of lives and a dozen communities, not to mention the straggler enclaves. Such a command is likely to fail, based on the gamemaster's fiat, though a die roll may be in order.

If for any reason reality attempts to reject the warlock's commands, reality rolls 1d20. On an 11+, the warlock fails. This roll cannot suffer penalties, but it can gain bonuses based on the number of things the warlock is trying to change.

This can be a campaign-ending spell if the players and gamemaster are not careful.

After this spell is cast, the warlock must succeed at a saving throw or suffer 1 point of Wisdom damage permanently.

## BACKFIRE

The gods summon the warlock home to the bleeding realms, never to return.

## THE VULTURE

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**Spell Type and Level:** Abhorrent 6

**Range:** Self

**Duration:** 1 Hour per level

The warlock summons a spectral, shadowy vulture to watch over her. The vulture is both friend and foe. It follows the warlock, waiting for her death, emitting an eerie and unwelcome aura. The aura causes everyone within 10' of the vulture to suffer -2 to mind-related saving throws, including the warlock.

So long as the vulture follows the warlock, she gains a +2 to her armor class. Should the warlock ever be reduced to '0' hit points, the spectral vulture swoops down upon the body and consumes the warlock's soul. The body immediately withers to ash. The vulture then flies to a nest 1d20 miles away, where it grows a new body for the warlock, effectively resurrecting the spell caster. Usually the new body is human, but the process is not perfect. The gamemaster determines how long it takes for the new body to grow, but never longer than one month.

After the spell ends, the warlock rolls a saving throw. If she fails, she must sleep for 1d4 hours.

**Note:** If this spell is cast as a 8th level or higher spell, the warlock may summon a spectral vulture to watch over someone else.

## BACKFIRE

The vulture swoops down and attacks the caster, dealing 2d4 damage and causing her to suffer visions for twice as long as normal.

## WALL OF STONE

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**Spell Type and Level:** Dwarf 8

**Range:** Long

**Duration:** 1 Day

The warlock creates a temporary wall of stone, 5 feet deep. The stone is nigh-indestructible, but only last for 1 day. The total volume of the wall cannot exceed 2,000 cubic feet. Therefore a 10' high wall could only be 40' long.

90 A warlock can cast this spell numerous times to create an even larger structure. Each casting increases the full duration of the spell by another hour. Thus four castings creates an 8,000 cubic foot wall that remains for 4 days. Under no circumstances can a wall of stone last more than 8 days.

A warlock can also use this spell to destroy a non-magical wall section up to 500 cubic feet. The effect is instantaneous and permanent, though the spell does leave behind rubble.



## WALLED SANCTUM

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**Spell Type and Level:** Dwarf 9

**Range:** Close

**Duration:** 1 Day

The warlock creates a walled sanctum for herself and up to 8 other human-sized occupants comfortably. The walls cannot be scaled and the sanctum is impenetrable. The spell lasts for one day, or until dispelled.

The interior and exterior of the sanctum are spartan and functional.

Inside the sanctum, people can heal, rest, study, and so on. Nothing short of a bloodwraith's power can break into the walled sanctum.



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## WARLOCK'S SECRETS

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**Spell Type and Level:** Truth

**Range:** Self

**Duration:** Concentration\*

The warlock selects one target. She can see anything hidden on the person, in pockets, sacks, and so on. Invisible items remain invisible to the spell caster.

## WATCHER'S EYE

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**Spell Type and Level:** Sorcery 7

**Range:** Self

**Duration:** 1 Day

So long as the spell is active, the warlock need not sleep. Effectively, if the warlock casts this spell every day, she never needs to sleep again.

## ZOMBIEHAND

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**Spell Type and Level:** Sorcery 1

**Range:** Close

**Duration:** 10 Minutes per level

The warlock summons an undead hand from beneath the soil to do her bidding. The hand appears one round later and acts independently of the caster. It requires the bare minimum of concentration to act, though she temporarily reduces her Intelligence by 1 point.

The hand has a movement (and climbing) rate of 3 and can lift up to 25 lbs. It has an AC of 12 and 4 hit points. If the *zombiehand* is destroyed before it is dispelled, the warlock suffers 1d4 points of Wisdom damage.

The *zombiehand* can attack an enemy (though at a -2 to the attack roll). It only deals 1 point of damage on a successful attack and nothing on a miss. If a critical failure is ever rolled, it turns to dust and is dispelled.

If this spell is cast as a 4th level spell or higher, the hand can levitate.

## ZOMBIESKIN

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**Spell Type and Level:** Sorcery 6

**Range:** Touch

**Duration:** Varies

The warlock imbues the target's skin with necrotic magic, which turns the skin tough and leathery. The target looks sickly as well, mimicking the gray pallor of a zombie. The target gains 10 additional temporary hit points, a +6 bonus to AC, and a +2 bonus to Constitution.

Due to the nature of the spell's effect, creatures with an animal or low intelligence score avoid the target completely.

Once the target of *zombieskin* suffers 20 points of damage, *zombieskin* is dispelled and the target must succeed at a saving throw or suffer 1d10 points of damage.



# MAGIC ITEMS

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Magic items are rare in Gyrr. People have the means to imbue magic into objects, but the process is complicated and draining. Oftentimes magic acts in weird ways, providing mundane or subtle aid to the user. Magic items are an opportunity for gamemasters to stretch their creative muscles.

*It is this designer's opinion that magic should be unpredictable. Magic items shouldn't have a list of 100 clauses and exceptions to their use. Wielding a magic item should feel mysterious. The characters shouldn't know what is going to happen when they find a wand and snap it open.*

## SAMPLE MAGIC ITEMS

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The following list is taken from two previous Post World Game sources. It is not meant to be a complete list of magic items, nor should they even be implemented if the gamemaster has better ideas. The descriptions are vague, leaving rule considerations to the gamemaster, though bonuses granted by mundane magic items are minimal.

### ALERT AMULET

Eagle-shaped amulet wakes user quickly.

### AMULET OF PROTECTION

A simple amulet of protection, but with a flimsy clasp.

### APRON OF IRON

Wearer can hold a two-handed hammer with one hand.

### BABBLING TRINKET

Glittering trinket forces owner to talk endlessly (about nothing) if the bauble is commented on.

### 'BEARDED' AXE

Lightweight axe that never dulls, but glows with a faint green aura.

### BEGGAR'S CLOAK

Wearer gains a bonus to hiding in plain sight when not moving.

### BLADE OF ISOLATION

94 This strange dagger works best when the wielder possesses nothing else.

### BLOOD NEEDLE

Threaded needle always points toward the Bloodmarshes.

### BOTTLED CENTIPEDE

When consumed, this magical centipede increases movement.

## **BRAID OF CONFIDENCE**

Wearer feels decision is right, regardless of whether it is.

## **CABINET STRING**

Thin piece of string that cannot be cut or untied when tied between two small knobs.

## **DEMON STONE**

A hot stone, perfect for boiling and purifying water.

## **DISTRACTIVE MUSK**

Unguent that hides the wearer's smell from elves and animals.

## **EMBER APRON**

Fire-resistant leather apron.

## **FANGED CIRCLET**

Aids wearer while fishing or hunting.

## **FIRE GOBLET**

Purifies otherwise undrinkable water, once per day.

## **GUARDIAN HEART**

Oblong bronze trinket that grows warm when undead are nearby.

## **HATRED CUBE**

Complex puzzle box filled with memories of awful deeds. When (if) opened 6d6 of the nearest creatures/people suffer flashbacks of the memories stored inside, as though they committed the acts. Usable once per day.

## **HUNTER'S BELT**

A perfectly comfortable belt holds three small items (that never fall out or get lost).

## **HUNTER'S BRAID**

A bent or twisted iron bar that detects minor, man-made traps.

## **IDOLATOR'S BLADE**

Sacrificial dagger that is dull against armor and shields, but always remains sharp when used against flesh.

## **INFECTION ARROW**

A barbed arrow that turns critical wounds into infections.

## **INVISIBILITY BLANKET**

Patterned blanket turns user invisible for one hour (while held). Unreliable.

## LIAR'S BOWL

Anything sitting in the bowl appears as something else of equal size.

## MAGE'S BROOCH

A tiny gem set inside a bone piece. It radiates powerful magic that cannot be identified, making the wearer appear powerful, while conferring nothing.

## OBSIDIAN TRINKET

Holds a low-level spell that shatters the trinket when cast.

## ORC SHANK

A dense, iron blade designed to maim more than kill. It radiates powerful death magic, but is mostly mundane.

## OWNERSHIP DUST

Smearing this powder upon an object reveals the true name of the owner.

## REDOLENCE MEDALLION

Wearer gains ability to track by scent, like a bloodhound.

## REMEMBRANCE TORC

Wearer knows one memory of the previous owner, including the possibility of a painful vision.

## SEEKER'S VISION

Pickled eyeball, inside a sealed jar, helps bearer see through fog, smoke, and lies.

## SHADOWBINDER RING

A magical copper ring, when thrown and hits a target and binds her into place. The rings can be bundled together

## SIGNALLER'S KITE

A single-use item that, when flown, can be seen by any one person the user wishes.

## STAG'S ARROW

When fired from a shortbow, this arrow finds the nearest place to camp. When fired from a longbow, this arrow finds the nearest water supply.

## SUN HAMMER

+1 *hammer* stores heat from the sun, to be used later.

## TALKING STONES

Small magical stones used to send messages up to one mile away.

## WEATHER EMERALD

Cloudy emerald grows cold when the weather is about to change.



## ARTIFACTS AND RELICS

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In *Bloodwraith*, artifacts are any magical item from before the purge. These items do not need to be sufficiently powerful, but they are mostly harder than regular magic items and deal with issues the average Gyrrian doesn't consider important.

For instance, an artifact might track the placement of the sun or allow someone to read a document twice as fast, because the civilization that came before had no need for +3 *hammers*. Conversely, a +1 *dagger* **could** exist as an artifact. It would be extremely rare and have a long history, possibly communicating its past through empathy and visions.

Relics are a different matter. Traditionally, fantasy roleplaying games have intermixed the term "relic" with "an historical object with some sentimental value, often magical." Specifically, relics are the bodily remains (i.e. bones) of dead saints. They usually impart no magical powers, but are revered nonetheless. *Bloodwraith* makes no attempt to tell gamemasters how to use these terminologies, but the flavor remains. An enclave is likely to have a relic it reveres or holds in esteem for rituals and so on. The mummified finger of a dead hero or her now-rusting helmet are examples of communal relics.

In general, artifacts and relics confer unconventional benefits. Gaining one power of another class, gaining one level for the purposes of casting spells, increases on attribute score, gaining unseen information, healing visions, revealing new visions, increasing a retainer's loyalty, and so on.

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