

PROVIDENCE

THE BOOK OF WIRD



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Legal Deposit: August, 1999

National Library of Canada

ISBN 0-9685369-0-5

First Printing

Stock Number: XID 015

Printed with Lightning Print Inc. (USA)

INTRODUCTION

The air was hot and humid – but not humid enough to prevent dust from rising into the air to blind the eyes and choke the throat. The man walking across the plains towards Leviathan's Spine was covered with a thin red coating of the stuff, and only the cloth wrapped around his mouth kept him from coughing constantly.

His name, Venarish Kareel; his profession, Wylder. He was tall and lean, with the piercing eyes that so often mark the members of Troupial Hawk. The large wings which thrust out from between the gaps in his cloak were ivory-white, shading to a rich brown along the tips. His brown cloak was dyed and cut to complement them. In his right hand he held a staff of darkwood topped by the skull of a Horned Runner. His normally proud and noble figure was dulled by the dust, and his shoulders bent with the weight of weary miles.

His goal lay ahead, on one of the smaller peaks – little more than a foothill, really – on the western edge of the Spine. There he would find the Ring of Fangs, a group of sharp obsidian dolmens thrust into the ground centuries ago by some unknown power. But the Ring itself was not what he sought there – it was just a place of power one evil man had chosen to make his own. That man, Telzarac Shaan, one of the most feared Blight Crows in Providence, was Kareel's quarry.

The Ravager of Rivers-Child, they called him, and they were right. Kareel had grown up in Rivers-Child, years ago when it was a thriving community. He was there, a mere stripling, when Shaan arrived. He was there when his parents, the leaders of the town, went out to confront Shaan. He was there when the Blight Crow stripped them of their Wird; Kareel watched as they died in torment. Then he had to watch as Shaan did the same to the rest of the townsfolk, sparing just a few children such as himself to tell the tale. Shaan had flown away, laughing, glowing with the Wird he had absorbed.

That day shaped Kareel's life. Bereft of family and home, he was left with only one thing – a desire for revenge. A burning, driving, hunger for vengeance on Telzarac Shaan. A want – no, a need – to destroy the man who had stolen his parents and childhood from him. That desire took him to the patchwork community of Monarch's Peak, where he met a man who first began to train him in the skills which would, one day, allow him to best the Ravager.

And now that day was here. Banti grant that he be strong enough....

Underlying all that is Providence, and all that the Yas'Wailian exiles have accomplished in Providence, is Wird. Wird is the force which binds the world together, yet allows the Yas'Wailians to shape that world to their needs. Wird is also the force which bids to tear the world apart, bringing all of the Yas'Wailians' dreams to ignoble oblivion.

The Book of Wird is XID Creative's guide to magic, and the practice of magic, in the world of Providence. It explores and expands upon the rules for

magic in the Creative System, providing both players and game masters many new resources with which to enliven their games. Whether you play a Wird-using character, are allied with Wird users, or simply oppose them from time to time, this book holds something of interest to you. (Of course, as always, you should obtain your game master's permission before reading this book; he or she may wish to keep some of its arcane secrets from you for the time being.)

HOW TO USE THIS BOOK

By and large, using this book should be simple for most players and game masters: it's a resource to be used to improve games. It contains new rules for spell casters in Providence, and includes many new spells and enchanted items. Read through it, pick out the new spells you want your character to learn (or, if you're a game master, which you want to give to your player's), and go out and smite your foes! As a game master, you also now have access to a lengthy list of magical items which you can distribute to the characters in your campaign as rewards, and to the non-player characters in your game as weapons to use against your player's characters.

However, you can do more with this book than that – at least if you're a game master. The Book of Wird provides you with a resource to juice up your campaign with a little bit of mystery and intrigue, provided you use it correctly and keep your players from reading it (or at least parts of it). One of the things which makes magic magic is the mystery which surrounds and suffuses it. It's no mistake that the word arcane means both something related to magic, and something that is enigmatic or hidden. Magic is, at its very heart, mysterious to the commoners. Only those who study hard and sacrifice of themselves to unlock its secrets – wizards, or, in Providence, Wird casters – can make use of its awesome powers.

Unfortunately, the necessities of gaming often leech much of that mystery away. Magic is reduced to static rules and lists of spells that any player is free to look up; but it doesn't have to be that way – not entirely. It's not really possible in the Creative System to get away from the need for rules governing magic, and lists of the spells which characters can learn. However, there's no reason why you, as the game master, have to allow players to look at those spell lists and catalogues of magical items. The players already know the basic rules for using magic in the Creative System, and they've probably had a good look at the spells listed in the Main Rule Book. But hopefully they haven't seen the spells and items in this book yet. If you can keep it that way, The Book of Wird can help you to inject some of the mystery of magic back into your game.

Instead of opening the book up for examination by players, keep it to yourself as a game master's resource. The next time the characters encounter a Wird-using non-player character, have them use some of the new spells on the characters – or perhaps arrange an encounter with one of the Lost Tribes so



Washington '99

that you can use their own unique brand of magic as described in this book. Give a few non-player characters some of the new enchanted items listed in chapter four. The players, confronted by the unknown, will be intrigued, and soon will become eager to harness these new powers for themselves. This desire will, in turn, spark quests for teachers (or for mouldy grimoires hidden in lost tombs), searches for the obscure materials needed to craft new magic items, and many other adventures.

Don't necessarily think of this book just as an expansion of the magic rules and spell lists in the Main Rule Book. Instead, approach it as a tool to improve your game, and you'll be able to get a lot more out of it.

CONTENTS

The Book of Wird is divided into five chapters.

Chapter one: Magic In Providence, provides a basic framework for the more concrete discussions of rules for magic which follow later in the book. The first part, A Thousand Threads, explores the nature of Wird and the theories of how it works – and the implications for each of these theories. It also discusses the Tapestry, and the Retributions that inevitably follow from altering it. The second part of the chapter is a detailed description of how spells are learned in Providence, both generally and among the various Distinctions.

Chapter two: Character Creation, provides new Traits, Skills, and other abilities for creating Wird-manipulating characters in the Creative System. Even more importantly for many characters, it discusses the Arasswa'il, the "deep mysteries" of magic in Providence – the powers which spell casters of advanced training and skill possess.

Chapter three: The Grimoire of Providence, provides dozens of new spells for characters. Most of them are available to any character, but there are also special spells which only members of certain organizations can learn. You'll also find special lists of spells for the Serpenkine, Green People, and other races besides the Yas'Wailians.

Chapter four: Enchantment, provides rules for the creation of magical items, such as enchanted swords, the Moss Masks of the Gath Hadatchi, and even powerful relics and artifacts. Chapter four also provides descriptions of many different magic items which players may create, find, or have given to them.

Chapter five: The Higher Powers, provides optional rules, spells, powers, traits and items for Providence campaigns.

At the end of this book is a Master Spell List that provides summarized information about every spell published for Providence in this book or any other released to date.

CHAPTER ONE: MAGIC IN PROVIDENCE

Spider awoke with the dawn one morning and decided to weave a web. Going forth from its home amid the shady leaves of the pranna tree, it found two young twigs, just giving birth to bright green leaves, which seemed perfect for Spider's purpose. Setting to work, Spider wove its web well, anchoring it to the two twigs. By high sun Spider was finished, and it sat at the centre of its web to await its prey.

By day's end Spider had eaten well indeed. Many flies and ants had come to visit, only to be ensnared in the sticky strands of its web. Spider went back to its home that evening well content with its day's work. The next day Spider decided that it would build an even bigger and stronger web, and therefore enjoy even greater success. It tore down its old web, which had served it so well, and began to build a bigger one. All morning and half the afternoon Spider laboured, making its web larger and stronger, straining the very twigs which anchored it. When Spider was done, it had a web that any of its kin would be envious of, and its chest puffed up with pride.

As before, Spider took its place in the web's heart. Before long Beetle came flying near it. Never had Spider dared to try to trap Beetle, for it was large and strong, and could easily have torn free from any web Spider had ever built before. But this time Spider knew no fear, and it taunted Beetle into coming closer.

Suddenly Beetle was snared! It buzzed and thrashed angrily, beating its powerful wings in an effort to break free. It was too much. The twigs, already bowed under the weight of the web, broke, burying Spider and Beetle in the sticky white strands. Spider found itself caught in its own trap; it was barely able to wriggle free before Beetle. Spider scurried back to its home to hide. There it remained throughout the rest of the day and the night, sulking, hungry and afraid.

*– From A Thousand Threads: The Tapestry of Wird
by Eranis Taklano*

A THOUSAND THREADS: THE NATURE OF WIRD

All things, living and dead, moving and unmoving, mundane and arcane, spiritual and profane, are a part of the great Tapestry that composes all creation. Yet the Tapestry itself is but a fabric woven of threads – threads that are made of the mystic energy known to the Yas'Wailians as Wird. Thus, one who wishes to manipulate reality – to work magic, in other words – must learn how to manipulate Wird.

The Yas'Wailians and other races which inhabit Providence have known of the existence of Wird since before their arrival in this world. Wird was one of the tools employed against the Elothorin in the Grand War. After the rebels arrived in Providence, stripped of their Wird powers, they had to relearn how

to use Wird. This was necessary not only to restore skills and abilities taken from them by their captors, but to discover how to adjust those abilities to the realities of their new home. In doing so they developed many theories about the existence and nature of Wird, or elaborated upon theories their warden captors used. In the intervening twenty centuries, those theories have been debated, expanded, revised, and in some cases discarded as more experience was obtained in the manipulation of Wird in Providence. Still, no one theory has been proven correct to the satisfaction of all, and so the arguments and discussions continue to rage.

THEORIES OF WIRD

What follows is a discussion of some of the more widely-accepted views of what Wird is and how it works. These are not the only theories – many Wird-workers have developed their own private notions of what they are doing and how they do it – but these are the primary ones which are debated and discussed between the philosophers and metaphysicians of Providence.

Many books and scrolls contain discussion of the theories described below. The best of them, and also one of the rarest, is *A Thousand Threads*, by the Wird Weaver Eranis Taklano. Written over a thousand years ago, it laid the foundation for more than ten centuries' worth of discussion of these subjects. Even today its approach to the subject is the usual starting point for any debate. Unfortunately, Taklano's work is mostly known second-hand; only a few copies of his work remain intact. Most of those are found in the libraries of important rulers, nobles, Wird-workers, and the like. (For more information about *A Thousand Threads*, see page 188)

LIFE FORCE

The oldest, and most widely accepted, theory is that Wird is the life force that derives from and inextricably links all living things. It is the sum of the "living energies" generated by the plants, animals, and people of Providence, from the tiniest plankton right on up to the Yas'Wailians, Lost Tribes, and Elothorin avatars. Every birth and every act of living, for good or ill, contributes to this pool of energy; every death, and every draining of Wird by Blight Crows, diminishes or poisons it.

According to this theory, Wird-workers can manipulate this vast ocean of life force. In essence they can "reach out" and "touch" it, creating ripples, whorls, eddies, currents, and waves, which manifest themselves as whatever effect the caster conceives of – a ball of flame, a bolt of lightning, or the power to fly without wings, to take just a few examples. However, that is all Wird-workers can do – they cannot totally immerse themselves in the sea of Wird. They can only touch it or scoop some of it out for their own use. Not even a Wird Dancer can "swim" in the sea of Wird, or fully drink it in. Wird-workers who discover how to do that – how to become one with Wird such that it nurtures them as the sea

does a fish, and obeys them as a child does its mother – would become powerful indeed, vastly more powerful than even the greatest of Wird-workers alive today.

The life force theory goes on to state that the nature of Wird provides it with a karmic effect with which it guards itself. The life force will not tolerate being used and abused to cause the destruction of nature, from which it derives itself. The Tapestry can fight back against abuse. When too much Wird is used, or Wird is used too frequently in the same place, or Wird is used to destroy great quantities of nature, the Tapestry can lash back by creating Retributions – natural “disasters” designed to right the cosmic scales that the overuse of Wird has unbalanced. As long as Wird is used sparingly, for just purposes, and not to destroy nature for no better reason than delight in destruction, Retributions will not occur. The fact that Retributions have occurred with greater frequency and severity in Providence’s recent history suggests to life force theorists that too much Wird is being used too irresponsibly.

Wird Weavers and Wird Dancers most often espouse the life force theory. Some Wylders believe it, but many consider it to be sentimental nonsense.

NATURAL ELEMENT

Another theory about Wird states that it is simply a natural element. According to this theory, Wird, fundamentally, is like air, sunlight, wood, rocks, or water – it is just something that exists in nature. In some areas it is plentiful and pure; in others it is rare, or weak, or has been poisoned or spoiled by some outside force (often a Blight Crow or Elothorin Avatar). People can make use of Wird the same way they make use of, say, wood; the wood is there for their taking. If they take too much, it will eventually run out (or at least take a long time to grow back). If they are not careful, they can burn down the wood before they make use of it, or infect the trees with various diseases which spoil the wood. But as long as there is enough wood for everyone, there is no reason not to use it.

The natural element theory is often said to do a better job of explaining how Wird can be diminished or altered in particular regions than does the life force theory. For example, in the Bone-Wail Forest, Wird is often weak (“hollow” is the Yas’Wailian term), difficult to use or find, or even twisted and spoiled – much like the trees there. If Wird is a simple natural resource, then it can be corrupted or polluted by natural conditions or the actions of Yas’Wailians easily enough, just like more mundane resources such as lakes. However, since the life forms in most of these areas are similarly barren or corrupt, adherents of the life force theory feel that a link simply exists between the state of local nature and the state of local Wird. In other words, weak nature causes weak Wird.

According to the natural element theory, a Retribution is a natural phenomenon resulting from the overuse of a particular resource. It is no different from drying out a lake by taking too much water from the streams that feed it, or causing a hillside to erode by chopping down all its trees. This

theory does not, however, explain the nature and severity of Retributions as well as the life force theory.

Most Wird-workers who believe in the natural force theory are Wylders, though a few Wird Dancers and Wird Weavers subscribe to it.

COSMIC BY-PRODUCT

The third major theory concerning the nature of Wird states that it is simply the result of, or a waste product deriving from, the creation of Providence itself. This theory's tenets state that Wird is, for lack of a better description, a sort of "radiation" which all matter in the world emits due to the act of creation. Some places and items emit more, and some less, due to their natures or other circumstances. Those people who are trained can manipulate and harness the force of this radiation; they are capable of these feats because the Wird-radiation has "mutated" them, thus adapting them to it.

The cosmic by-product theory explains areas of weak or warped Wird as alterations in the flow and pattern of the radiation of creation. These alterations can result either from flaws in the creation of areas, or flaws introduced into them by people. Retributions result when the flaws which people have caused become so great that the world itself must react to maintain the proper "universal harmonies." The theory does not adequately explain exactly what these "harmonies" are, why people cannot sense them, and why Wird users cannot maintain them on their own without the need for Retributions.

Although the cosmic by-product theory is approximately as effective as the life force theory at explaining how Wird acts and can be used, it has far fewer believers. It is much more abstract and complex than the life force theory, so it is only a few Wird casters (mostly Wird Weavers), and others who enjoy deep metaphysical speculation who believe in it.

One concern which adherents of this theory have is its greater implications. If Wird is the "background radiation" from Providence's creation, and Providence was created (as some theorize) by the Elothorin, all Wird might be, at its most fundamental level, corrupted by the Elothorin. Of course, this belief supposes that the Elothorin corrupts Wird when it makes use of it. However, since Yas'Wailians were able to manipulate Wird long before the exiles arrived in Providence, few people worry much about this concern.

Finally, it should be noted that not all Wird casters abide by one or any of the above theories. Some Wird scholars proclaim that some aspects of one theory are correct while other ideas taken from another theory are also viable. Furthermore, there is no evidence that the magic that the Lost Tribes use is damaging to the Tapestry; they have inhabited Providence for millennia prior to the arrival of the rebels and wardens. A few scholars even dare to make the claim that Yas'Wailians should study the Lost Tribes' use of magic more closely to detect how it differs from their own.

MANIPULATING WIRD

Regardless of how they conceive of Wird, all Wird casters seem to manipulate it in roughly the same way. In laymen's terms, they open their eyes to the perception of Wird, then use their minds to manipulate and alter the Tapestry to cause the desired effect. Hand gestures, incantations, and the like can all be used to ease the process of spell casting, but they are not necessary to cast spells. The trained mind of a spell caster is really all that is required.

Of course, different spell casters have different personalities and different ways of perceiving the world. They may view Wird manipulation in slightly different terms, or employ different metaphors to describe to themselves what they are doing. Because of their training, most casters are accustomed to thinking of the Tapestry of Wird and manipulate it in those terms: they fold, unravel, rip, repair, crumple, bend, or press upon the Tapestry to achieve their effects. However, if a Wird caster is more comfortable conceiving of Wird as a fire, a pool of liquid, unconnected threads, a vast forest, or the like, they can certainly work Wird on that basis. Thus, instead of "folding the Tapestry" to work a spell, they might "stoke the Fire" or "draw water from the Great Lake."

THE FOUR ELEMENTS

Virtually all Wird-workers, no matter what their Distinction or background, think of Wird as possessing four elemental "facets" – four aspects based on the classic elements Earth, Air, Fire, and Water. By focusing and manipulating these elemental aspects, spell casters are able not only to cast a spell, but, to a limited extent, to customize it to their tastes.

EARTH

The Earth aspect of Wird relates to a spell's duration and permanence. The amount of Earth Wird a caster uses in a spell dictates how long that spell lasts. A character who wants a spell to remain in effect for many minutes must use a great deal of Earth Wird to achieve this effect. On the other hand, many spells that cause damage (i.e., spells with a Duration of "Instant") have virtually no Earth Wird woven into them.

Because of its relation to permanence and durability, Earth Wird is also an important component of spells designed to protect someone (or something) from damage, or to prevent change from occurring. Spells such as Water Armour or Wall of Air contain a great deal of Earth Wird, despite their names.

AIR

The Air aspect of Wird affects the caster's ability to focus, manipulate, and control Wird at a distance. Wird casters first learn how to manipulate Wird near them, and gradually work their way up to affecting targets at a range. A

spell with a Range of "Self" or "Touch" has virtually no Air Wird in it; one that has a defined Range (such as 10 yards) has some Air Wird. The greater the spell's Range, the more Air Wird it takes to create it.

FIRE

The Fire aspect of Wird is the most unpredictable and difficult to control of all of the elemental facets. It represents Wird's chaotic and unrestrainable nature. In mundane terms, this affects the spell's ability to cause damage and achieve other gross effects. A spell such as Lightning Bolt or Flaming Weapon contains much Fire Wird; one that does not do damage (such as Blur or Magic Resistance) has very little.

Fire Wird also acts as a metaphor for a spell's raw power. High level spells, or other spells that are extremely powerful for some reason, have much higher concentrations of Fire Wird than low level spells. A spell that achieves a spectacular effect or result is sometimes said to have been "blessed by Fire" or "kissed by Fire."

WATER

The Water aspect of Wird is perhaps the most fundamental of all the aspects, for it relates to the directing, focusing, shaping, and alteration of Wird energies. Spells such as Fire Ball, which create a crude effect over a large area, have less Water Wird in them than more precisely focused spells like Spark Touch; however, all spells contain at least some Water Wird – Water Wird forms the basis or foundation for every Wird spell. Without it there is nothing to hold the other three elemental aspects together; they would unravel into a meaningless (and perhaps dangerous) morass of arcane energies.

RETRIBUTIONS

Whatever their personal beliefs or perceptions of Wird are, all Wird-workers, by ancient custom, refer to the entire pattern or sum total of Wird in Providence as "the Tapestry." This has, in turn, given rise to many weaving or thread-based metaphors among Wird casters, and in Providence's culture as a whole. Wird casters "weave" a spell, disrupt the "warp and texture" of another caster's spell with Dispel Magic, and so forth.

Similarly, when too much stress is placed on the Tapestry at a particular point, it is said to become torn, ripped, ruptured, or "knotted." This usually has dire consequences for the land of Providence, and sometimes for the person(s) who caused the knot as well. As mentioned above, the karmic scales of Wird use are balanced through what Yas'Wailians call a Retribution. A Retribution is, in effect, a Wird backlash that occurs in the physical world. It can be anything from minor disturbances (small earthquakes or tremors, localized storms, and the like) to world-shattering effects, such as the one which created the Sunderlands flood (and is causing it to enlarge slowly).

LESSER RETRIBUTIONS

Typically a Retribution occurs after a long period of Wird use has strained the Tapestry in a particular area, tearing so wide a hole in it or building up such a large knot that raw, unbridled energy pours forth to “reset” a reality that has been manipulated too much. The Retribution may occur near the point where the final amount of strain is placed upon the Tapestry, or possibly on the other side of the world (which makes the phenomena a difficult one to study and categorize).

However, there are some recorded instances of Retributions occurring after a short period of extremely intense Wird use – such as a massive combat between two forces of Wird casters. These Retributions are generally minor ones, but in at least one case a “Lesser Retribution” (as they are known) caused the destruction of an entire village and the death of about 100 people due to the formation of a small volcano. Even a Lesser Retribution has a very negative effect on the world of Providence. The lesson is a clear one: do not use Wird when mundane means will do, and use as little of it as you can.

Unfortunately, not all Yas'Wailians are very concerned about the potential effects on Providence of their use of Wird. Blight Crows, of course, do not care; they use their magic when and where they choose. Many Wylders are also sceptical of the theories about what Retributions are and what causes them. As a result, Wird scholars who study such matters claim that these two Distinctions are responsible for the majority of Retributions.

RETRIBUTION EFFECTS

The exact manifestation of a particular Retribution seems to be based largely upon the type of magic that caused it. The type that was predominantly used while the Retribution was building, or the type which is the final straw needed to break that particular Bawk'sha's back, is usually reflected in the Retribution. For example, if magic using Fire causes the Retribution, a volcano or firestorm might result. Earth magic might cause tremors or full-blown earthquakes. Air magic usually results in storms and the like; Water magic in flooding or parching.

RANDOM RETRIBUTION GENERATION

Retributions are usually best handled by the game master's fiat: they happen when the game master wants them to, where the game master wants them to, and how the game master wants them to. However, some game masters may be uncomfortable with this state of affairs, preferring a more random method of determining the exact causes and effects of Retributions.

The following tables are provided to help such game masters, and to provide ideas for all game masters for possible Retribution effects. For the most part the game master is still going to have to decide on the exact



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parameters of a Retribution – precisely where it occurs, when, and how strong it is – but the guidelines in these tables should make those final decisions easier.

Amount of Wird Used In One Round	Chance of Retribution
100	85%
80	70%
60	50%
50	35%
40	15%

WIRD

d10 Roll Type of Retribution Effect

- | d10 Roll | Type of Retribution | Effect |
|----------|-----------------------|--|
| 1 | Collapse: | A mountain, tree, forest, or other large natural structure falls over, collapses, or crumbles. In plains areas this result indicates the opening of chasms and fissures in the ground. The greater the Retribution, the larger the object affected. |
| 2 | Conversion: | Some natural feature is converted into something else. Trees become crystal instead of wood; rocks become wood instead of stone; grass becomes stone instead of plant matter. However, they retain their living condition, resulting in some strange (and perhaps even beautiful) topography. The greater the Retribution, the larger the area affected. |
| 3 | Earthquake: | Earthquakes rock some area of Providence. For Lesser Retributions, this may simply indicate minor tremors; more powerful Retributions could even result in quakes across all the land. |
| 4 | Flooding: | A body of water floods, or an area of land collapses and water wells up in its place (this is what Yas'Wailians believe happened in the Sunderlands). The greater the Retribution, the greater the flood and/or the area affected. |
| 5 | Freak Weather: | Weather phenomena in some area become freakish. It may become bitter cold and start snowing (despite Providence's normally hot, humid weather), for example, or a rainy period may suddenly turn to drought. The greater the Retribution, the greater the effect and the area affected; typically at least one week's worth of bizarre weather is the minimum. |
| 6 | New Land Mass: | A new land mass is created. This could be an island arising in the middle of a body of water, or a mass of stone being thrust up from the ground by volcanic processes. The greater the Retribution, the larger the area of new land. Regardless of where the new land is created, it will be barren and, generally, worthless. |

- 7 **Parching:** An area of world begins to suffer from a severe lack of water. Bodies of water dry up almost instantly, and no rain whatsoever falls. The greater the Retribution, the greater the area affected and the longer the mystical drought lasts. Any attempt to create rain or water with spells or Shard powers becomes more difficult (increase any Target Numbers involved by 3 or more, and double or triple the Wird and/or Endurance cost of the ability).
- 8 **Storm:** A terrible storm rises out of nowhere, spreading destruction. For Lesser Retributions this might just be a short, severe thunderstorm; for greater Retributions tornadoes, blizzards, and similar phenomena are the norm. Any attempt to dispel storms or alter the weather with spells or Shard powers becomes more difficult (increase any Target Numbers involved by 3 or more, and double or triple the Wird and/or Endurance cost of the ability).
- 9 **Volcano:** A volcano or magma-filled fissure is created. The greater the Retribution, the larger the volcano.
- 10 **Withering:** All plant life in an affected area withers and dies; nothing will grow there until the effect passes. The greater the Retribution, the longer the effect lasts and the greater the area it covers. One advantage to this otherwise terrible event is that the Green People will not enter an area affected by Withering.

d10 Roll Location of Retribution

- | | |
|----|--|
| 1 | At the place where the final triggering event occurs |
| 2 | Up to 1 mile from the place where the final triggering event occurs |
| 3 | Up to 10 miles from the place where the final triggering event occurs |
| 4 | Up to 50 miles from the place where the final triggering event occurs |
| 5 | Up to 100 miles from the place where the final triggering event occurs |
| 6 | Up to 400 miles from the place where the final triggering event occurs |
| 7 | Up to 700 miles from the place where the final triggering event occurs |
| 8 | Up to 1,000 miles from the place where the final triggering event occurs |
| 9 | Up to 1,300 miles from the place where the final triggering event occurs |
| 10 | Up to 1,600 miles from the place where the final triggering event occurs |

PREVENTING AND REPAIRING RETRIBUTIONS

In general, there is only one known way to prevent Retributions: use less Wird. Scholars believe that the world is capable of absorbing a certain amount of Wird use without any harmful side effects. None of them agree on the exact amount, but all seem to believe that it is considerable. Over time the world can apparently "adjust to" or "heal" some degree of magical manipulation. The problem, of course, is that Providence's inhabitants are currently using far more Wird than even the greatest of these estimates; their whole society depends, in large part, on Wird to survive. Many Yas'Wailians do not even believe there is any problem. According to some scholars, at the present rate of Wird use the Yas'Wailians could very well cause Providence to tear itself apart in only a few years. The creation of the Sunderlands, not to mention the massive volcano slowly forming in the Deep, is seen by many as proof that these theories are correct.

No Yas'Wailian, not even the most accomplished Wird users known, has figured out a way to cast Wird spells without causing, or at least potentially contributing to, Retributions. The possibility of Retributions seems to be so intrinsic to magic that there is no way to avoid it. Therefore, the studies of many scholars who are concerned with this problem have been directed toward the possibility of preventing Retributions before they occur.

To this end, there has been some experimentation with spells that can "relieve" the pressure or build up of energies that eventually leads to a Retribution. As paradoxical as it sounds to use Wird to ease the effects of overuse of Wird, some advancements have been made. The greatest of these is a spell known as Tauriel's Unravelment, after its creator. This spell allows a spell caster to release the pressure existing at a "knot" in the Tapestry slowly and gently, thus defusing the potential Retribution. (see page 107 for more information about this spell.)

While at least one potential Retribution has been removed by use of this spell, the fact remains that Tauriel's Unravelment and all other means of tampering with knots in the Tapestry are fraught with danger. A failed attempt to eliminate a knot always seems to hasten the Retribution and make it worse. Furthermore, in the past there have been several attempts to "tap" knots to harness their raw power. Every such attempt has resulted in the death of the spell caster. The Yas'Wailian body simply cannot withstand the *sudden influx* of Wird energies that pour forth when someone accesses a knot. As if that were not enough, such attempts have also inevitably led to powerful Retributions elsewhere in the world. Some scholars speculate that the White Crow or Elothorin Avatars may have developed ways to "tap" knots, but there is no proof that they have done so.

Some spell casters have explored the possibility of reversing or "repairing" a Retribution after it happens. While this has worked with some

Lesser Retributions, with more powerful Retributions it has become nothing but an exercise in futility. The problem is that the amount of Wird needed to cast the spells to repair the effects of a Retribution is usually enough to cause another Retribution – often similar to the one being repaired. It seems, unfortunately, that there are no quick fixes for the problem of Retributions; only through long sacrifice and the reduction of Wird use can Yas'Wailians truly hope to save Providence.

WIRD FLUCTUATIONS AND ALTERATIONS

All of Providence is suffused with Wird, whatever its source or origin. Although most people think that spell casters use their own Wird to power a spell, this is not entirely correct. It would be more accurate to say that a spell caster's body has the capacity to channel some or all of the ambient Wird in an area, and spell casters think of this limit as "their" Wird energy.

Under most circumstances, this clarification is irrelevant. However, in some situations it becomes extremely important, for the nature and amount of Wird available in different areas can differ. It matters little that a Wird caster can channel 100 points of Wird in a round if there are only 25 points of Wird available in the area. The situation becomes worse if several Wird users are casting spells in the same area at the same time; that may deplete the available Wird in short order. On the other hand, some areas are Wird-intensive, with more than enough arcane energy for everyone to use.

Spell casters also have to account for the quality of the Wird available in a given area. In almost all areas of Providence Wird is "neutral" – casters can use it for any type of spell with no restriction or variation. Some places, however, particularly those affected by Blight Crow or White Crow magic, contain Wird which Yas'Wailians call "corrupt." This makes it harder, or even impossible, for Wird casters to weave spells (unless one is a Blight Crow or White Crow; they revel in such areas). Conversely, the Wird in some areas is exceptionally "pure" for Yas'Wailians, save Blight Crows, making it easier for them to cast spells.

In game terms, most areas are considered to have standard amounts of Wird. They have more than enough Wird to power any spells that are cast in that area during the course of a given adventure, without regard to the type or nature of spells being cast. However, the game master may establish that a particular area has one or more of the following qualities:

WIRD-INTENSIVE

Wird is especially plentiful in this area. To reflect the greater availability of Wird, all characters are considered to have 125% (or more) of their normal Wird total with which to cast spells.

WIRD-POOR

There is less Wird in this area than in a normal area. To reflect the decreased availability of Wird, all characters are considered to have 75% (or less) of their normal Wird total with which to cast spells. Alternatively, the game master may assign a limited "pool" of Wird to the area, for use by all spell casters; once they use up that pool, no more spells can be cast in that area until the Wird refreshes itself (see below). A large part of the Bone-Wail Forest is a Wird-Poor area.

"CORRUPT" WIRD

The Wird in this area is corrupt, or simply not easy to use for most Wird casters. All Blight Crows, and White Crow, are considered to have 125% (or more) of their normal Wird totals in such areas; anyone else is considered to have 75% (or less) of their normal Wird total with which to cast spells. In some exceptionally contaminated areas, non-Blight Crow magic may not be possible at all. Some parts of the Bone-Wail Forest are filled with "corrupt" Wird, as is the White Crow city of Aerie.

Note that the term "corrupt" Wird is one of general use by Yas'Wailians; it is a comment on the quality of the "material" available for use by most Wird casters. Blight Crows and White Crow magic casters would not consider "corrupt" Wird to be corrupt (the White Crow call it Shadow-Wird). Similarly, using "corrupt" Wird does not corrupt Wird-users, nor does it inherently make them "evil."

PURE WIRD

The Wird in this area is extremely "pure" or refined, typically through Bright Oriole (see page 154) magic or similar means. All Bright Orioles (and other similar magic casters, such as Wird Weavers and Wird Dancers) are considered to have 125% (or more) of their normal Wird totals in such areas. Blight Crows, White Crow, and other similar spell casters are considered to have 75% (or less) of their normal Wird total with which to cast spells. In some exceptionally pure areas, Blight Crow and White Crow magic may not be possible at all.

Additionally, or alternatively, pure Wird may make any spell cast in the area more powerful. In this case, any spell cast in the area is considered to have 125% (or more) points of Wird powering it than the points allotted by the spell caster. This will often increase a spell's duration.

As with corrupt Wird, "pure" Wird denotes quality, not the moral nature of the Wird. Using pure Wird does not make a character a better person.

Characters who have the trait Wird Sensitive (Main Rule Book, page 57) or who use the spell Detect Wird (Main Rule Book, page 157) can detect the amount and type of Wird in an area. If the Wird in an area is especially intense,

corrupt, or pure, any spell caster may be able to detect this fact with a simple Awareness + Perception skill roll.

If casters use up all the Wird in an area through spell casting or other means, the Wird will soon “refresh” itself, like water pouring back into a spring that has been emptied. Typically this takes about a day. In large Wird-poor areas it may take longer; if the area is near a Wird-intensive location it may take much less time. There is some evidence that Wird “ebbs and flows,” travelling from Wird-filled areas to areas where the Wird has been used up, like wind from the mountains to the plains. On the other hand, there are Wird-poor areas that never seem to reach their full potential for holding Wird; whatever made them Wird-poor in the first place seemingly created a barrier to Wird influx. The game master can use Wird refreshing as a dramatic plot device in some scenarios – will the area’s depleted Wird recover in time for the characters to fight the approaching enemy army with magic? Or, can the characters temporarily deplete an area’s Wird to deny their enemies the chance to use spells?

The nature of the Wird in a given area has no effect on Shard powers. Such powers are, apparently, fuelled solely by some “inner reserve” of Wird energies which Shards can tap. However, there are some isolated, and so far unexplained, instances of the nature of Wird in a particular area affecting Shard powers, either positively or negatively.



LEARNING MAGIC: ARCANE TRAINING IN PROVIDENCE

It is rare – exceedingly rare – for a Yas'Wailian to be born with any sort of innate spell casting ability. Instead, it is necessary for those with the innate talent for spell casting – about 4-5% of the population of Providence – to undergo special education and training to develop those abilities. Only through such training can they learn to harness the gifts they have; otherwise, they will simply go through life with their potential unrealized and perhaps even undetected.

Both the Alliance of Kings and the Wardens of Bone-Wail have special programs to discover citizens who have the gift for magic and train them to use their skills. In the territory of the Alliance, such training is merely offered, and can be accepted or declined according to the individual's preference; in Bone-Wail those with the talent are pressed into training and service to the state whether they like it or not.

Training in the ways of Wird typically begins when a Yas'Wailian is rather young – about eight years old. It lasts for at least ten years, and often longer, though this depends upon the native talents of the person being trained. However, it is said, and with some accuracy, that Wird casters never stop training; they are constantly studying, practicing, and perfecting their ability to manipulate Wird.

While any form of training other than that provided by the state is illegal in Bone-Wail, within the territory of the Alliance there are several different ways to obtain education in the ways of Wird. These include:

SCHOOLS

The most common way for a Yas'Wailian to learn how to manipulate Wird is by attending a school. These schools are often run by a specific government for its citizens, a Troupial or Chapter for its members, or the like. Organizations such as the Kestrels and D'Shau Monks also have their own training facilities. However, there are schools which are independent, willing to teach anyone who can afford their fees.

That last stipulation does more to limit the spread of magical knowledge than just about any other factor in Providence. Magic schools are expensive, and the better the training, the more it costs. Only the wealthiest families can afford the best schools or tutors for their children. Many families cannot afford to send their magically talented children to school for more than a few years at most. This results in a population of Wird casters who are forced to do much of their learning "in the field," which has caused more than one catastrophe in the past. Even if the law did not restrict which caste members can learn to work Wird (see below), the expenses involved would prevent most low caste

Yas'Wailians from becoming spell casters. Nevertheless, there are enough Yas'Wailians with money, or who are willing to make the necessary sacrifices to get the money, to keep the schools full.

In addition to the state- and Troupial-run schools, some of the more prominent Wird schools in Providence include:

THE AMATINE SEMINARY

Located in Cry-Star, the Amatine Seminary is thought to be the oldest independent Wird school still operating in Providence. Though other schools were founded before Amatine, none of them still exist. This long tradition of teaching has given the school a well-deserved reputation for excellence; competition to gain admittance there is fierce.

In addition to the quality of its teaching, the seminary is known for its library, one of the largest in Providence. It includes, among other rare tomes, an original copy of *A Thousand Threads*.

THE WHITE SUN SCHOOL

This school has undergone drastic changes in recent years. The facilities of the school, once located in the city of Sun Guard, were destroyed with the city when the Sunderlands appeared. However, many of the masters and students survived, and they did manage to rescue some of the school's mystic treasures. An effort is underway to find a new location for the school, either among the settlements established by the city's surviving citizens or in some other place.

JASTRUEN'S ACADEMY

This, the youngest of Providence's independent Wird schools, is named after its founder and master, Karuelle Jastruen, a Wird Weaver of exceptional power and ability. Sensing a need for a politically-neutral and socially responsible magic school, she founded her academy in the mountains west of Bastion. The academy is a self-sufficient enclave in which the students learn not just magic but agriculture and survival skills. Most of its students become Wird Weavers or Wird Dancers.

THE TELEMAR SCHOOL

Located in Cliff-Spider, and intensely competitive with the official government school there, the Telemar School has achieved a reputation for the skill of its graduates. This is due to the skill of its teachers. Telemar-trained Wird casters typically wear the school's symbol, a triangle inside a diamond, somewhere on their persons, often as a tattoo or in the form of a piece of jewellery. Seeing that symbol is enough to make some challengers back down from confronting them.

APPRENTICESHIP

Although it is not common on Providence, some students of Wird do learn their skills and spells by apprenticing themselves to a skilled Wird caster. Typically, apprenticeships begin when a child is eight, nine, or ten years old, and last for an indeterminate time. This is because masters will promote their apprentice to journeyman, and then to master, only when they feel their student is ready. At a minimum, apprenticeships seem to last about ten years, the first three to five of which are mainly spent performing routine chores and tasks for the master.

The virtues of an apprenticeship as opposed to a school are fourfold. First, many powerful Wird users have no desire to join the faculty of a school, so becoming their apprentice is the only way to train under them. Second, apprentices do not have to go through the regimented course of instruction common to most schools; they learn what their masters teach them, when they teach them, at their own pace. Of course, this may mean it will take them longer to learn some things, but mostly the system seems to foster creative thought regarding, and applications of, Wird. Third, because masters will have fewer apprentices than a school's teachers, the apprentices have more contact with their master and thus are likely to learn more. Fourth, if masters charge anything at all for teaching, it is a mere fraction of what the schools charge.

The main problem with apprenticeship, however, is that it is often difficult to locate a spell caster willing to mentor a pupil.

SELF-TEACHING

Although it is extremely rare, it is possible for highly talented persons to teach themselves how to manipulate Wird. This is usually done either through a slow, accident-filled process of practice and experimentation, or, more commonly, by studying mystical texts and grimoires and performing the lessons explained within.

SELF-TAUGHT SPELL CASTERS

In game terms, self-taught Wird casters can be of any Distinction (though there is an unfortunate tendency for their studies to corrupt them, turning them into Blight Crows). A Wird user's power depends in large part on innate talent, not on book learning or memorization, so self-teaching does not inherently result in weaker or less skilled Wird users. However, without the benefit of a mentor of some kind, a character may not be able to develop or exploit their talents to their fullest. On the other hand, some self-taught characters occasionally experience bursts of arcane insight (and thus increased power) which do not come to those who follow strictly regimented training methods.

To simulate the possibilities inherent in self-teaching, the game master should roll on the following table when a player creates a self-taught character:

d10 Roll Effect

- | | |
|-----|--|
| 1-6 | Character develops his or her Wird potential normally. Calculate his or her Wird using the standard formula for Wird calculation. |
| 7-8 | The character's Wird potential becomes flawed due to some mistake on his or her part. The character's starting Wird is calculated as $(\text{Constitution} + \text{Aura} + 7) \times 3$. |
| 9 | The character's Wird potential becomes flawed due to some mistake on his or her part. Calculate the character's Wird normally; however, he or she cannot learn Level Five and Six spells. |
| 10 | The character experiences an arcane epiphany and learns to develop his or her Wird to a greater extent than most Wird users. Calculate the character's starting Wird as $(\text{Constitution} + \text{Aura} + 9) \times 3$. |

CASTE RESTRICTIONS

Due to the regimented nature of Yas'Wailian society, not all persons with potential Wird talent can learn magic. By law, only the Pure, the Blessed, and the Fortuned may learn to manipulate Wird. Social strictures and potential disgrace can prevent the Pure and Blessed from learning to be Wird Dancers, but no law explicitly forbids this. In short: Pure and Blessed characters who learn Wird Dancing can expect to lose some of the prestige associated with their caste standings.

The Redeemed may not learn the Wird arts, save for Wird Dancing; however, if a trained Wird caster becomes Redeemed due to an injury, they may continue to practice the arts, and even teach them to qualified students. The Fallen may not learn spell casting in any way, shape, or form.

However, the fact that something is illegal does not mean that everyone respects the law. There is evidence of the existence of "black schools," underground academies that teach the Wird arts to people who belong to the lowest castes. Some black schools are profit oriented, but most of these educators are selfless Wird users who believe that magic should be available to all, not just those with working wings. True dedication is required to operate or attend a black school, for if one is discovered in the Alliance of Kings, its teachers and students are typically convicted of treason and executed.

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BLACK SCHOOL TRAINING

Because the resources of black schools are usually much more limited than those of legal schools or masters, students may not be able to learn everything they wish to know. When characters who trained at a black school buy their starting spells, the game master should roll 1d10 for each spell. On a roll of 1, the character cannot buy that spell – their school did not have information on it or the resources necessary to cast it. The character must substitute another spell instead.

TROUPIAL TRAINING

Troupials and Chapters often maintain their own schools to teach members of their groups the arcane arts. Some notes on this training follow. Troupials Hyena, Jackal, and Rat do not have any known schools, but may have some black schools.

TROUPIAL BAT

Troupial Bat training tends to concentrate on Wylder and Wird Dancer arts, and on the Air and Water aspects of spells.

TROUPIAL DRAGON

Dragon schools often seem to emphasize the more powerful, flashier magics, such as Fire Ball. Their curriculum often concentrates on the Air and Fire aspects of spells, but a few are noted for the breadth and versatility of their training.

TROUPIAL EAGLE

The training offered in Troupial Eagle schools usually focuses on steering students towards the Wylder and Wird Weaver Distinctions; the teachers tend to treat Wird Dancing dismissively, and have been known to hunt down and kill Eagles who become Blight Crows.

TROUPIAL GARGOYLE

Gargoyle spell casters, whatever their Distinction, often prefer spells that enhance or alter their physical forms. The masters of their schools are experts at using such spells; shape changing duels between Gargoyle Wird users are not unknown.

TROUPIAL RAVEN

Raven schools are well-regarded, which is not surprising given this Troupial's emphasis on knowledge, learning, and the uncovering of secrets. Trying to wrest a Raven spell caster's secrets is harder than repairing the Sunderlands with needle and thread.

LATER STUDY

Wird users can, of course, learn spells after they complete their initial training and pre-game career. In game terms, they buy new spells with experience points. However, within the reality of the campaign setting, it is not as easy as marking down a few points and a new spell on a piece of paper.

Wird users who want to learn new spells have to find someone to teach them or some source from which they can learn the spell. This can range from going back to school, to returning to the tutelage of one's master, to studying the spell from a book or scroll. The amount of time that this takes varies. A good rule of thumb is that one day per level of the spell is a minimum if the character has a teacher, or two days per level of the spell is a minimum if the character does not. If the characters' learning processes are significantly interrupted somehow (say, the characters go adventuring), they must start over when they begin studying again.

Unless the character already has access to an extensive library of magical materials, studying a new spell typically requires the purchase of books, scrolls, and other materials worth 25 Natlaw Tasks per level of the spell being studied.



III

WIRD

BANTI'S ORPHANS: THE DISTINCTIONS

When it comes to learning magic, perhaps the most important facet of students' training is which Distinction they decide to pursue. Because Wird users' Distinctions govern their approach to learning magic and casting spells, students have to make this decision early in their studies – in fact, many make it even before they begin formal training. Usually characters make this decision based on their personality, beliefs about and perceptions of Wird, and similar factors. After making this choice, students follow the course of training and study the spells that are appropriate to their Distinctions.

WIRD WEAVER

Wird Weavers tend to view Wird as a sort of “natural force” to be coaxed and subtly manipulated. The Wird Weaver works with Wird, rather than exploiting it, feeling the inherent curves and folds of the Tapestry and turning them to his or her desired ends. In essence Wird Weavers tune themselves to their surroundings, forming a spiritual bond with nature (and thus with the Tapestry) which allows them to work magic.

Wird Weaving can be learned either at a school or through an apprenticeship. Because one's ability to comprehend and relate to nature and the Tapestry is a very individual thing, Wird Weavers often study via apprenticeship more than through schools.

WIRD DANCER

Wird Dancers are much like Wird Weavers, but they cast their spells through subtle (and sometimes not so subtle) body movements and gestures. Their manipulation of Wird is a physical thing that usually involves augmenting or enhancing their bodies rather than tossing around fire balls or calling lightning bolts down to smite their foes. Like Wird Weaving, Wird Dancing is taught in schools and by independent masters, but apprenticeships tend to be the more common way to learn this art.

WYLDER

Wylders tend to take a more direct approach to Wird use than the Weavers or Dancers. They view Wird as a form of energy to be used, not a natural force with which one harmonizes one's self. As such, their spells are often blunt and brutal; many of the more spectacular effects that the common folk associate with magic are the province of the Wylders. They are the most common form of spell caster.

Most students in magic schools are Wylders, and they tend to learn their arts through memorization of formulae, harsh discipline, and similar methods. Wylder apprenticeships are not unheard of, but they are relatively rare.

BLIGHT CROWS

Selfish, and cruel, Blight Crows believe only in exploiting Wird for their own benefit, no matter who gets hurt or what the ultimate effect of their actions on the world might be. Their arts are outlawed throughout Providence, save Bone-Wail, so it should come as no surprise that they can only be self-trained or learn via an apprenticeship.

NEW DISTINCTIONS

Two new (or, to be more accurate, newly-revived) Distinctions, the Faithsingers and the Bright Orioles, are described in chapter three of this book. Since both Distinctions are so rare, there is no formal training available for them at the Wird schools and academies – at least not yet. For the time being, characters can only learn these arts through apprenticeships or self-teaching.

CASTING SPELLS

Merely attending a Wird school or apprenticing oneself to a master Wird caster is not enough to guarantee success in the arcane arts. Instead, students must learn carefully the skills of the Wird user. More importantly, they must learn how to apply them practically – if they wish to keep their skins and minds intact, that is.

MAGICAL SKILLS

The most basic thing which students of Wird study is the skills common to their profession. In game terms, characters learn the skill Wird – Casting and four elemental Wird skills, which are described in the Main Rule Book. Spells are cast by using Wird – Casting as the primary skill, and the appropriate elemental skill for a particular spell as the secondary skill.

WIRD SKILLS CORRECTION

The Providence Main Rule Book contains a minor error regarding Wird Skills. On page 97, it states that the Wird Elemental Skill is Primary, and the Wird – Casting Skill is Secondary. This is incorrect; Wird – Casting is Primary, as noted above and on page 153 of the Main Rule Book.

SPELL MANIPULATION

As an optional rule, the game master may allow spell casters to use their understanding of the elemental aspects of spell casting, as reflected by their elemental Wird skills, to improve their spells. The details of what can be done with each skill are specified below (use the appropriate primary Characteristic for each Distinction as the Characteristic). Casters can manipulate any spells

they know using the Spell Manipulation optional rule. Although some spells make use of one elemental aspect more than another, all elemental aspects are involved in spell casting.

Before characters roll their Wird – Casting skill to determine whether they cast a particular spell successfully, the game master can allow them to make a roll before actually casting the spell. This roll takes one action and costs 1 point of Wird. The Target Number for the Spell Manipulation roll is 7 +2 for each level of a spell. Therefore, a first level spell has a Target Number of 9, a second level spell has a Target Number of 11, a third level spell has a Target Number of 13 and so on. Characters use their Distinction's Characteristic + Wird – Elemental Aspect (ie: Air, Fire, etc) to make the roll. There is no secondary skill for this roll. The margin of success determines the benefits the caster gains.

Margin of Success	Benefit
0	+1
1-2	+2
3-5	+3
6+	+4

The exact effect of this bonus is listed under each elemental aspect. Any bonus a caster gains can only be used on the spell cast immediately (which must be the casters next action) after the Spell Manipulation roll. Spell casters cannot save bonuses for a later time.

EARTH

The Earth aspect of Wird governs a spell's duration and, in the case of defensive spells, the protection that the spell provides. The character must choose whether to improve a spell's duration or protectiveness before using his or her Wird Skill to enhance the spell. If characters make a successful Spell Manipulation roll, they can use the bonus to increase the spell's duration (used as extra Wird for the purpose of increasing Duration) or as a bonus to any armour provided by Defensive spells.

AIR

The Air aspect of Wird governs how well a spell can be manipulated and controlled at range. If characters make a successful Spell Manipulation roll, they can use the bonus to increase a spell's effectiveness at range. The range of any spell may be increased by 25% per bonus earned. Spells with a range of Contact or N/A cannot be increased.

FIRE

The Fire aspect of Wird governs how much damage an offensive spell does. Characters who make a successful Spell Manipulation roll can use the bonus to increase a spell's damage or to increase the Target Number for the target to resist the spell's effect.

WATER

The Water aspect of Wird governs how well a spell can be aimed, directed, and focused. Characters who make a successful Spell manipulation roll can use the bonus on their roll to cast the spell, increasing their chances of successfully casting the spell.

Remember, these rules for Wird skills are strictly optional. Game masters do not have to allow them if they feel these new rules would make spell casters too powerful or otherwise disrupt the game.



NEW ELEMENTAL BASES

The basic elemental building blocks of spells – Earth, Air, Fire, Water – and what effect they have on a spell have been discussed earlier in this chapter. This section provides some new, and strictly optional, bases for spells. Game masters have two options for use of these bases. First, they can substitute these bases for the existing bases of certain spells; a suggested list of substitutions is provided for each new base. Second, they can allow the new bases to work in tandem with the standard bases for the listed spells, thus giving some spells two bases and two Wird skills that can be used to cast them. Spell casters (and/or game masters) can select which skill they wish to use with those spells.

Each new elemental base requires the creation of a new Wird skill to accompany it. Underneath of each base's description are notes on these new skills.

WIRD – ICE

Elemental Ice represents one of the most stable and subtle of elements, combining certain aspects of Earth and Water Wird. This includes Wird used to restore things to their previous form (such as healing spells), to invoke calm or quiet, or to affect something slowly. Wird Weavers, and especially Faithsingers, sometimes favor Ice, which suits their precise natures.

Wird – Ice, the skill of the elemental Ice aspect, is the study of the healing, soothing, calming, and slowing facets of Wird. For a Wird user, it is the skill used to learn the effects of certain types of spells, such as healing and paralysis spells. The Wird – Casting skill acts as the primary skill when casting a spell, and Wird – Ice is secondary.

Characters who use the Spell Manipulation option (see page 33) can use any bonuses they gain from a successful roll to increase the healing “damage” of healing spells or as a bonus to any protective, beneficial aspect of a spell.

SUGGESTED ICE ELEMENT SPELLS

LEVEL ONE

- Clipped Wings
- Fatigue
- Heal Self/Others
- Resist Cold
- Resist Heat
- Resist Pain Self/Resist Pain Others
- Revive Self/Revive Others
- Slow Disease Self/Slow Disease Others

LEVEL TWO

- Mend The Broken

LEVEL THREE

- Counter Spell
- Cure Disease Self/Cure Disease Others
- Enervation
- Heal Self/Heal Others
- Song of Serenity

LEVEL FOUR

- Heal Corruption

LEVEL FIVE

- Total Healing Self/Total Healing Others
- Paralysis
- Song of Healing
- Song of Protection

WIRD – LIGHT

Elemental Light represents the ability of a spell to cover or affect a large area. It mixes some aspects of Fire and Air, which reflect the unrestrained and pervasive nature of Wird; Light, too, is a universal property. Even in the Deep or during the night cycle, one can always create light with fire or other means, and a light, once ignited, can instantly travel as far as the eye can see.

Wird – Light, the skill of the elemental Light aspect, is the study of Wird's power to affect a broad area. For a Wird user, it is the skill used to determine the effects of certain types of spells, such as offensive spells with large areas of effect. Characters using the Spell Manipulation option with Wird Light can use any bonus they gain to increase a spell's area. The area of a spell is increased by 25% per +1. As such, a bonus of +1 would increase a spell's area by 25% while a bonus of +4 would increase the area by 100%. Obviously, this can only be done with spells which have an area. If the area of a spell is indicated as Self or Target, then the spell cannot have its area increased.

SUGGESTED LIGHT ELEMENT SPELLS

LEVEL ONE

- Fog
- Light

LEVEL TWO

- Darkness of The Deep
- Flash
- Sonic Blast
- Voice of A Torrrader

LEVEL THREE

- Fire Ball
- Silence

LEVEL FOUR

- Ball Lightning
- Lightning Bolt
- Vacuum
- Whirlwind

LEVEL FIVE

- Immolation
- Light Storm
- Shattering Sound
- Windstorm

LEVEL SIX

- Blizzard
- Dezural's Thunderstorm
- Fire Storm

WIRD AND SOCIETY

No Wird users, no matter how powerful they are, can ignore their society completely. How society reacts to their ability to manipulate magical forces is important, for it can dictate (at least in part) their ability to get along amicably with others, as well as their level of social and political influence. Society's reaction, in turn, can affect the Wird user's reaction to people who lack his or her abilities; it is difficult to remain charitably inclined towards people who believe that you are an Elothorin-spawn deserving only to be burned alive, for example.

Fortunately for Wird users in Providence, they rarely have to worry about such unpleasant fates as the stake, the noose, and the whipping-pole – or at least they do not have to worry about them just because they practice magic. Indeed, the situation is often quite the reverse: Yas'Wailians realize just how much of their lives in Providence depend upon the use of Wird. Accordingly they respect and even revere those who can wield Wird.

Without the ability to mould and focus Wird, civilization on Providence would very likely collapse and die. The Yas'Wailians never pursued extensively a variety of crafts, such as metal working, in favour of Wird use. Why bother to mine, smelt, and forge metals, for example, when you can make a wooden or resinous object work just as effectively as metal with Wird? The same goes for such skills as food production, architecture, exploration, and scientific discovery. Since Wird sees to their needs so well, Yas'Wailians have let fields lie relatively fallow, knowing that Wird can make them bloom artificially.

Therefore the Wird user occupies a prominent place in Yas'Wailian society. The ability to use Wird can vault one upwards in social standing; many of the world's nobles and rulers are skilled Wird users. Until the emergence of the Shards, virtually every major hero of Yas'Wailian legend was a Wird wielder.

WIRD AND CASTES

Only the Pure, the Blessed, the Fortuned, and the Redeemed can legally learn to manipulate Wird, and sometimes even they are restricted. The Fallen cannot learn to manipulate Wird at all.

These restrictions (which have been bypassed before, and no doubt will be again many times in the future) colour how various members of society view Wird users. The Pure, the Blessed, and the Fortuned generally favour Wird use and Wird users; the Redeemed are a little more ambivalent, though many yearn for the desire to explore other Distinctions. The Fallen sometimes regard Wird users as their protectors and saviours, the ones who wield great powers on their behalf. Far more Fallen are bitter and resentful of magic, since they are not allowed to learn Wird use, regardless of whatever talent they might possess.

RETRIBUTIONS

Unfortunately for Providence's Yas'Wailian Wird users, more people are coming to share the attitudes of the Fallen as the number and severity of Retributions continues to rise. They see Wird users as a privileged few who, through use of a resource most do not even have access to, are destroying the world in which all of them must live. Some radicals have even begun to call for a complete ban on the practice of Wird manipulation except for minor, everyday tasks like shaping wooden tools (all scholars agree that such "mundane" Wird-working poses no dangers whatsoever to the Tapestry under normal conditions). The rulers are not taking this demand seriously, but they are becoming increasingly concerned about this movement and how much support it may obtain.

WIRD AND LAW

Within the territory of the Alliance of Kings, there are many laws concerning Wird and Wird use. (In Bone-Wail and other Warden-held cities, all Wird use is illegal unless sanctioned by the tyrants.) First and foremost are the laws restricting the study of Wird to the upper castes, as described above. These laws are harsh and inviolate; anyone breaking them will very likely face execution.

However, Wird users are also subject to the rule of law. For example, if they use a spell on someone without that person's permission, they may very well face criminal charges of "trespass by arcane." A criminal who uses spells in the furtherance of a crime (such as some Wird-using cat burglars) faces a longer (and often harsher) sentence if captured by royal guards.

With the growing awareness of Retributions and the general effects of excessive Wird use on the Tapestry, the Alliance of Kings is considering general laws that would impose some restrictions on the ability of spell casters to use Wird. What amounts to "excessive" Wird use, how these laws would be enforced, and what the penalties would be all remain thorny questions; many courtiers within the Alliance predict that no such laws will ever be passed because these problems are unsurmountable. Nonetheless, Cry-Star recently became the first city in the Alliance of Kings to legislate the use of Wird. Their new regulations attempt to restrict the use of magic in the city's streets. Many people in the Alliance of Kings view Cry-Star's case as an experimentation on Wird legislation. For more information, see Cry-Star: First of the Free.

WIRD AND GOVERNMENT

Since the arrival of the Wardens and rebels to Providence, Wird use and government have been intertwined. The original rulers, the Wardens, were Pure Yas'Wailians who were often well versed in the intricacies of Wird

manipulation. On the other hand, the winners of the Great Revolution stripped the exiles' ability to use Wird before they arrived in Providence. As time passed and the exiles relearned those skills, one can see a corresponding increase in their influence and power in society – at least in the territory now ruled by the Alliance of Kings and the Merchant Bands. In Bone-Wail, today as then, the ruling Wardens control Wird use and users with an iron hand.

Since the rulers come from the upper castes and they have likewise restricted Wird use mostly to themselves, spell casting and political power still often go hand-in-hand. Many a king, duke, mayor, or noble is able to cast a few spells, and some are accomplished Wird users of the highest rank. For this reason, those who can manipulate Wird will often be looked up to or treated respectfully by the lower castes (especially if they look noble or dangerous). Wird users who are recognizable as such often receive better service in shops and taverns, are obeyed quicker by servants, and so forth.

WIRD AND RELIGION

Religion is not a major factor in the lives of most Yas'Wailians. However, given the increasing visibility of the D'Shau Monks and the Slaywinds, it is becoming more important than ever. As well, there are adherents of the Old Ways and some newer cults that have sprung up during the exile on Providence, and some members of these religious groups are powerful Wird users. Indeed, an old Distinction long forgotten, the Faithsingers, whose abilities seem to depend in part on their religious faith, has recently come out into the light once more. And all this has happened despite the ancient realization that the Yas'Wailian "gods" were actually just powerful Wird users.

The interconnection between powerful Wird users and the gods of Yas'Wail cannot be forgotten easily. In fact, some of the new cults arising across Providence are repeating the folly of their forebears by naming some very powerful Wird users as "gods" – a title the so-called "Providers" have not yet openly claimed. Whether they will do so, and what effect such acclaim would have on Providence society, remains to be seen.

THE WIRD OF THE LOST TRIBES

The Yas'Wailians are not the only people who can manipulate Wird. Providence is rich with arcane energies, and those who were here before them – the Serpenkine, the Green People, and others of their ilk – are just as capable of using Wird, albeit differently, as their winged neighbours.

What follows here is a brief summary of the types of magical practices common to each of the Lost Tribes. More information, including spell descriptions, can be found in chapter three.

GREEN PEOPLE MAGIC

It will surprise no one that the Green People practice what might be called "botanomancy" – plant magic. Their Wird use centers mainly, though not exclusively, on spells that affect plants, mimic plants' abilities, or use plants as a medium. To a lesser extent their Wird use focuses on nature in general; like the Wird Weavers, they seek to establish a harmony with nature that allows them to work with the Tapestry. The difference is that the Green People are already much more in harmony with their natural surroundings than any Yas'Wailian is ever likely to be. As a result, their spells are correspondingly more powerful and/or easier to cast. They may not be able to cast Fire Balls or throw Lightning Bolts, but in the right situation they can be just as powerful, perhaps even more so. In addition, the Green People, along with the other Lost Tribes, use magic in a way that is not harmful to the Tapestry. Theorists have yet to understand how the Green People can do so.

SERPENKINE

The Serpenkine, the most "Yas'Wailian" of the Lost Tribes, save perhaps for the White Crow, practice Wird use with rituals and totems. Most of the spells or rituals they perform take much longer, but are much more potent than most Yas'Wailian spells. Nonetheless, there is very little that Yas'Wailians know of Serpenkine magic. Like the Green People, Serpenkine Wird use does not harm the Tapestry.

SWARM DANCERS

The Swarm Dancers practice a form of Wird use that is similar to Yas'Wailians, but like the Green People and Serpenkine, is not harmful to Providence. Their preferences are spells with Earth and Air special effects, but this is a cultural phenomena and not an absolute restriction.

One Swarm Dancer Distinction is known as Hiver. Hivers seek to become one with nature just as they are one with their insect-like brethren. They tend to have a stronger link to the faltering Swarm Dancer hive mind than most of their kin.

Wird Flyers are said to attune themselves to the Tapestry so thoroughly that their wings beat on Wird, not air, when they fly. With their exoskeletons and natural weapons enhanced by Wird spells, they make fearsome opponents indeed.

Sharpstings are arrogant, angry, often hostile Swarm Dancers who have less of a connection to the hive mind than most of their brethren. They favour spells and other effects that many Swarm Dancers regard as harsh and unnecessarily destructive.

The Swarm Dancers are also cursed with the Night Mantises. Night Mantises can be recognized by the fact that they are wingless; their corruption and removal from the hive mind is so complete that their wings fall out, leaving

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them to walk upon the ground. Rumours persist that a faction of the Night Mantises is allying itself with the White Crow or the Green People to strike at the Yas'Wailians and their "soft" Swarm Dancer brethren ("soft" being the ultimate insult in Swarm Dancer society).

WHITE CROW

The most feared of the Lost Tribes, the one which makes even the threat of the Green People pale in comparison, is the White Crow. Some scholars speculate that White Crow Wird use is similar in many ways to Blight Crow spells. The White Crow are masters of Shadow-Wird. Spells that manipulate a darkness, which many speculate originate in another dimension or realm, are their province; they rarely learn any others. This Shadow-Wird lies thick over their home of Aerie.

The White Crow have no Distinctions; all of their spell casters command the powers of Shadow-Wird. Their most powerful Wird-masters are said to be called Saden who refer to their spells as "Incantations." As with the other Lost Tribes, Yas'Wailians speculate that their magic does not cause Retributions.



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CHAPTER TWO: CHARACTER CREATION

"Wird binds all things," Master Fentrios intoned, as if repeating a religious litany. "It is a vast ocean of mystical force which derives from life and bathes all life. It forms a Tapestry that enfolds us all within its warp and woof."

Venarish Kareel sighed. Fentrios was about to go off on one of his long philosophical dialogues, wasting everyone's time. Venarish was here to learn how to do things, how to work Wird to his desires, not to listen to pointless diatribes. Apparently the path to power had to be scattered with stumbling stones, though.

Then one of the other students raised a hand to ask a question. Kareel started to smile, thinking this might derail Fentrios. Then he saw who was asking the question, and his smile turned to a grimace. Tyrialle. All she was going to do was egg him on.

"Master, isn't it true that certain branches of the Wylder view Wird not as a Tapestry or a sea, but as a vast Fire?"

Fentrios smiled. "Yes, Tyrialle, that is so. That philosophy was developed eight hundred and thirty-seven years ago by Gelyat Bright-Fist, who postulated that..." Kareel's attention slowly drifted away from the conversation to wend its way down the paths of dreams.



"To Move Greate Weights," the text read. Recorded in a fine, feathery script with the blackest ink, it still looked as fresh and new as the day it was written – over six hundred years ago.

This was more like it, Kareel thought. Actual discussion of spells! Not meaningless philosophies and speculations – spells! The library, not the masters, held the keys to power. He began reading avidly, absorbing every detail.

He looked up a few hours later when someone put a hand on his shoulder. Jerking himself upright in his seat with a start, he looked over his shoulder to see Master Fentrios, his black master's cloak ominous in the candlelight that held back the gathering dusk outside. "Venarish, are you all right? You missed the bell for evening meal."

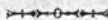
Kareel blinked, surprised at that revelation. "Yes, sir," he said. "I'm fine, just not hungry tonight."

"Very well," Fentrios said with a paternal smile. "But be careful of delving into the ways of Wird too quickly; that way lies corruption. Take time to enjoy a good meal every now and then."

"Yes, sir."

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Fentrios turned and walked away. A moment later, Kareel, his stomach rumbling, shut the book, returned it to its shelf, and left the library. For now.



Kareel blinked back sweat. His attention was completely focused on the stone before him; he could brook no distractions if he were to succeed. He reached out with his mind, tapping the energy within him, touching the Tapestry with his very self. He could almost feel the Wird energies on his hands as he gestured at the rock. The waves of Wird energy in the air were almost visible as the stone began, ever so slowly, to rise...

A few moments later he had raised it more than a foot off the ground. He couldn't help but grin; the rock was far larger than he could manage to lift with his own two hands, but with Wird he could pick it up easily. Well, not easily – sweat was pouring off his brow and back now, dripping onto the ground and soaking into his tunic, but he was managing. With time would come greater ease of use.

With time would come the power to destroy the Ravager forever.

This chapter of The Book of Wird contains a few notes and ideas for creating characters who are Wird users. It covers everything from existing Skills and Traits, to new ones. Many of these rules and abilities are new, and they may not be suitable for all Providence campaigns. Be sure to check with your game master before using any of them to create a character.

SKILLS

EXISTING SKILLS

COMBAT MANOEUVRE – COORDINATE (SPELL)

This skill, described in The Recognizers, may be purchased by Wird users as Combat Manoeuvre – Coordinate Spell. It allows a spell caster to coordinate the casting of spells with another spell caster so that both of them gain +1 die to their rolls against a single target for a single round. The caster with the skill CM – Coordinate spell must roll against a Target Number of 11. A successful roll means that both the caster and one ally engaged in combat with the same target gain the bonus. This bonus can only be applied to spells. Use of this skill does not cost an action but it must be rolled at the beginning of each round if the casters want the bonus. The ordinary Combat Manoeuvre – Coordinate skill will not work with spells.

FLIGHT

A character may use the skill Flight with spells such as Flight and Pinions that grant wings and/or the ability to fly.

INTIMIDATION

When attempting to intimidate another Wird user with a display of power or magical prowess, Wird users may substitute their Distinction's Primary Characteristic for Charisma by spending one point of Wird. This reflects their ability to cow another Wird user by showing them that they are mystically outmatched. The target of the Intimidation may automatically use his or her Primary Characteristic to resist the attempt; this does not cost the target a point of Wird.

LANGUAGE

With the game master's permission, Wird using characters may buy the skill Language: Lost Tongues & Ancient Scripts. Casters can gain a familiarity with the old languages in which mystic manuscripts and tomes are often written due to studying them on and off for years. Characters with Lost Tongues & Ancient Scripts cannot speak or write those languages quickly or easily, but with enough time to study a manuscript they will be able to translate it correctly.

QUICK STUDY

This skill, described on page 19 of The Recognizers, may be purchased by Wird users. It is a good way to represent the study skills and mental discipline that many Wird users develop because of their training.

TEACHING

Wird users who are mentors and take apprentices must know this skill. Without it teachers will not be able to communicate arcane concepts to their students effectively. In game terms, they will take twice as long to learn spells, and they will have to spend twice as much of their own time working with them.

STUDIED SKILLS

Virtually any of these skills could come in handy for a trained Wird user. Most Wird users know at least one or two of them, which they learn as an adjunct to their arcane studies. Archeology, History, and Philosophy are favourites.

NEW MAGIC SKILLS

Here are some new skills related to the practice of Wird manipulation in Providence.

ALCHEMY (Characteristic depends on Wird Distinction; see Main Rule Book, page 150, or below)

Type: Active

Category: Studied

Benchmark: Creating a Healing Potion.

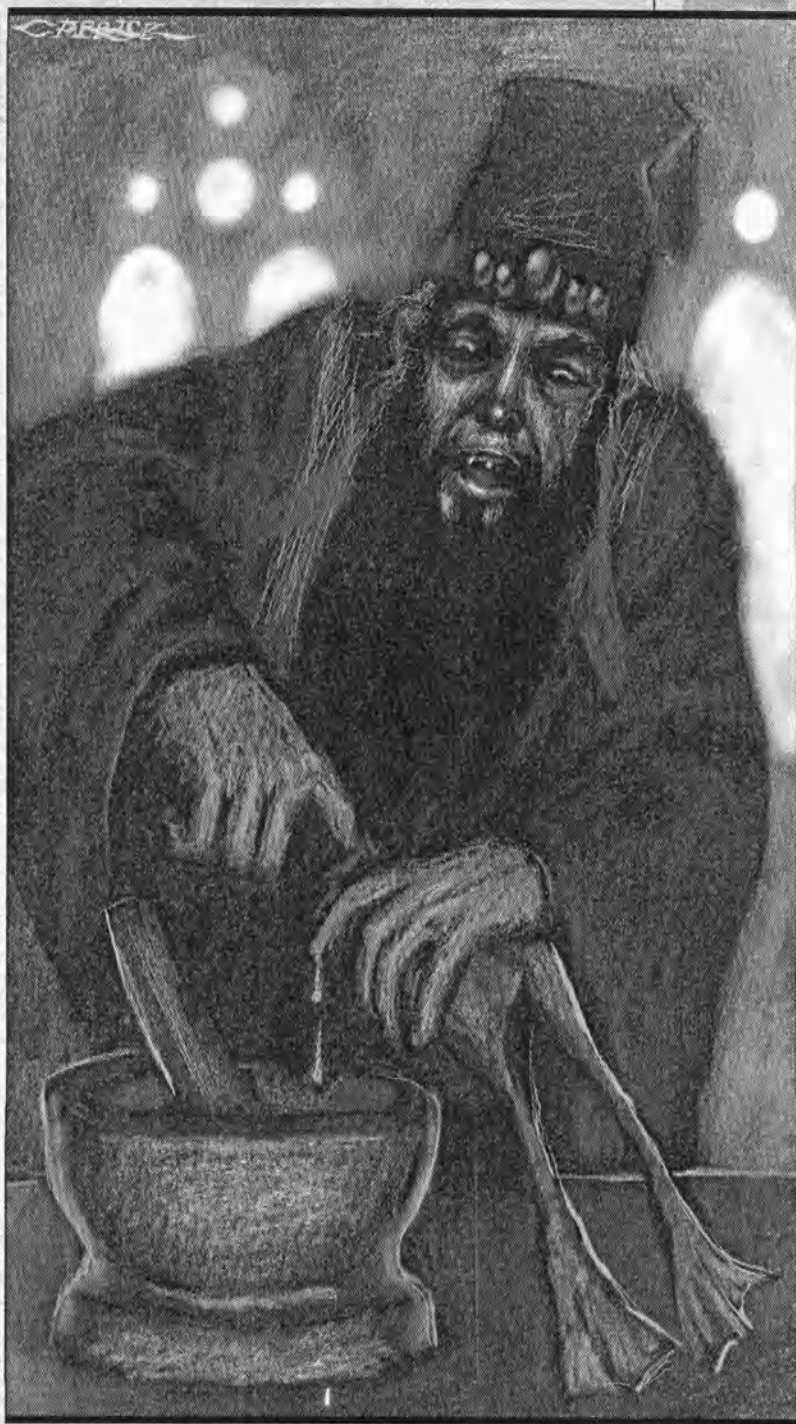
Support Skills: Biology, Chemistry, Enchantment, Medicine, Metallurgy, Philosophy

Alchemy is the ability to brew potions, philtres, elixirs, unguents, ointments, powders, solvents, and similar substances from natural materials; these are based upon the materials' mystic or quasi-mystic properties. Unlike Chemistry, a science that depends upon unbreakable scientific laws and principles, Alchemy is a mystic art that resembles a science, but in which the laws of science are routinely flouted and violated. It is, in a sense, a blending of science and Wird.

To create a potion or other item, an alchemist must first gather the proper materials. Exactly what materials work best for what potions is a hotly debated topic among alchemists; many seem to have their own unique formulae and Tables of Correspondence (long lists of substances and their mystical properties), which they typically record in large grimoires or on scrolls. For example, to create a healing potion, one alchemist might use a few drops of blood (representing the blood that will be returned to the body) and the sticky resin of the pine tree (to "glue" the wound together). Another might rely on the leaves of a plant known to have a numbing effect when pressed against a wound, plus the saliva of a lizard which can regrow severed limbs. Which method is better? No one can say; to most people, both potions will work equally well. Finally, to create the potion, a caster must weave a spell within the mixture – generally the spell which is released when someone drinks the potion.

The Target Number to create a particular potion is listed in chapter four. The game master can extrapolate the Target Numbers for other potions by using the ones in chapter four as guidelines. Characters who fail Alchemy rolls may not realize they've failed; at the game master's option they may have created a completely different potion, a deadly (yet pleasant-tasting and -smelling) poison, or something else which they didn't intend to make.

Brewing a particular potion usually takes at least an hour, and often much longer. In general, the more powerful a potion is, the rarer (and more expensive) its ingredients are, and the more time it takes to create it (and thus, more opportunities for accidents or failure exist). Generally, alchemists can only create potions that simulate up to level 3 spell effects.



ENCHANTMENT (Characteristic depends on Wird Distinction; see Main Rule Book, page 150, or below)

Type: Active

Category: Studied

Benchmark: Preparing an item of wood, stone, resin, or crystal to be enchanted for use as a common tool or weapon.

Support Skills: Alchemy, Appraisal, Artistic Expression (Sculpture, Woodcarving, Goldsmith, and the like), Wird Lore

Enchantment is the ability to prepare items to be imbued with Wird. It does not provide the ability to make the items – that requires various forms of Artistic Expression and other skills – or the power to imbue them with magical power – that requires various spells. Instead, it allows a character to detect when an item is good enough to carry an enchantment, and to more easily invest that item with Wird power.

In game terms, players should substitute Enchantment for the appropriate Wird skill when casting spells such as Enchant Item or Store Spell. A Distinction's primary Characteristic + Enchantment roll against a Target Number of 7 can be made when examining any item to learn if that item is good enough to carry an enchantment, and if so what the best way to apply that enchantment is.

For more information on creating enchanted items, please refer to chapter four.

NEW SKILL

The following skill is intended mostly for Wird casters, though other characters, if the game master approves, may buy it if they wish.

DIVINATION (Intelligence)

Type: Active

Category: Studied

Benchmark: Telling the fortune of an average person for the coming week

Support Skills: Philosophy, Wird Lore

Divination is the skill of "reading" the future by analyzing some mundane phenomena. This can be anything from the reflections and ripples in a pool of water, to the cracks in the ground, to the entrails of a Bawk'sha, to a crystal gathered from the heart of the Deep. When characters purchase this skill, they must choose a method by which they attempt to predict the future; thereafter that method is the only one they use with this skill. They may learn other methods by purchasing this skill again. One of the most common methods of Divination – astrology – is inapplicable in Providence because it has no stars.

To use Divination, characters must spend at least an hour (sometimes more) preparing to read the future. Exactly how they prepare depends on their method of divining things. A character using haruspicy (the study of the entrails of birds and beasts) would have to slaughter the appropriate animal as part of a ritual and then study its entrails. Someone who receives visions when staring into a special crystal would have to gaze into the crystal for an hour. The game master may require characters to spend more than an hour if they are seeking to divine events in the distant future, events that are particularly important (or of which foreknowledge may grant the character some great advantage in the days to come), and so forth.

A standard Divination roll has a Target Number of 11. The game master can adjust this up or down depending upon the nature of the information the character seeks; again, the more important or distant in time the information is, the harder it should be to use the skill. Some particularly "pure" or magical Divination focuses (like an enchanted crystal ball) may reduce this Target Number.

If characters succeed, game masters should provide them with appropriate information on the subject the character are inquiring about. This information should be enough to give characters an "educated guess" about a possible future; the more the characters make the roll by, the more information they should get. It is always up to the game master to determine whether the guesses and assumptions the character makes about the future are, in fact, "correct." The information characters receives may be vague, imply one thing while really meaning another, or suggest that something is true while it is not—or characters may simply leap to the wrong conclusions. Unless game masters are comfortable with locking in a result for their game, futures viewed through Divination should never be unavoidable. They merely show one result, something that might happen, if the characters act correctly. The characters must create their own fates, not rely on Divination to tell them everything they have to do.

Even better, game masters can give their characters information symbolically, or in the form of clues, rather than directly. Instead of telling the characters, "You see yourself seated on a throne, wearing the crown of Cry-Star, with thousands of people chanting your name in awe," game masters can instead say that they experience a dream in which they are walking along a road and come across a broken wagon. The wagon is filled with some item that, indirectly, represents royalty (for example, purple silk, gold coins, or swords). The character fixes the wagon and drives it into town, where the townfolk are happy to receive the long-awaited goods. This represents finding a city in chaos, solving its problems, and being made king by a grateful populace.

If characters fail a Divination roll, they may receive no information at all—or they may receive the wrong information and think that it is correct. A fiendish game master can have all sorts of fun with this kind of misdirection and confusion.

TRAITS

Traits are an excellent way to personalize Wird-using characters and make them stand out from all the other spell casters running around out there. Here are some notes on existing Traits, and a few new ones specifically designed for Wird users.

EXISTING TRAITS

CONTACTS

Spell casters, in many cases, form (and break) friendships and alliances easily. Wird users are always in need of something – ingredients for their latest potion, a scroll detailing Pella Teravai's research on the subject of the interaction between the Fire and Water aspects of Wird, or assistance with some particularly tricky invocation. Contacts are an excellent way to represent this; a Wird-using character may owe a favour to one spell caster, but be able to call on favours from another one.

DEEP SECRET

This Trait is a fairly common one among Wird users, who sometimes delve into "things man was not meant to know" and live to regret it. Among other things, a Wird-using character's flirtation with Blight Crow-type magics makes an excellent Deep Secret.

ENEMY

The flip side of Contacts. Wird users can make enemies just as easily as they make friends. Some Wird users are petty, mean spirited, jealous, and spiteful, and will turn on their brethren at the drop of a wand if they believe their secrets are being stolen or their privacy is being invaded.

IMPAIRED SENSE

Many Wird users, especially those who study at schools and/or in libraries, become near sighted (a -2 Trait).

LITERATE/ILLITERATE

Wird users are usually literate (even those like Wird Dancers whose magic rarely involves the written word).

MILITARY/POLICE RANK

Wird users are sometimes valued members of military and law enforcement organizations. Their minimum rank in any such organization, simply because of their ability to manipulate Wird, is +3; they often go much higher.

ORGANIZATION

This Trait, described in *The Recognizers*, is presented here in a slightly revised form for use specifically by Wird-using characters.

ORGANIZATION

COST: +1 to +10

Characters with this Trait belong to an organization or a support network of like-minded allies. For a limited time, they can draw upon certain inherent resources when necessary (i.e., the Traits Contact or Wealthy, and/or additional help from other members of the Organization). Members do not keep an organization's contacts as their own, however, and must eventually repay borrowed money and replace used resources. Characters cannot freely exploit an organization; belonging to one brings responsibilities as well as privileges. Therefore, they must return favours for services rendered, and help other members of the organization when requested to do so.

Characters with this Trait gain a +1 to +5 bonus on Charisma related rolls when dealing with other members of the Organization (+1 bonus for every two levels in the Trait). Other members are willing to do favours for such characters. The organization's hierarchy is also more likely to give characters whatever resources they need to fulfil their obligations to the organization or successfully undertake missions on its behalf. It wouldn't make much sense, after all, to ask members to do something, then deny them all reasonable tools and resources to help them succeed with that mission.

If game masters feel that characters are exploiting this Trait, they can take several actions to prevent the players from doing so in the future. First, the game master can lower characters' standing within the organization, since they have not been contributing their fair share. This will make it harder for those characters to obtain favours and assistance in the future. Second, the organization's drawbacks can be used against the characters; this would include things like dragging the characters into the organization's "shadow war" with some other group. Third, in the worst cases, the Trait's positive value might change to a negative value, indicating that the characters once had allies and resources, but they now have enemies. If the characters once had access to wealth, now they have debts. In essence, the character's bonus to Charisma rolls becomes a penalty.

With magical organizations, the help and resources provided by the organization most often come in terms of access to books of new spells, assistance with magical research, and the like. Magical organizations usually do not act like military units, coming to the rescue of members who have gotten themselves in trouble (though that does sometimes happen). However,

characters who take advantage of the information a magical organization can provide may be able to avoid getting into trouble in the first place.

ORGANIZATION STATUS CHART

Cost	Description
+1	New member of an organization of any size.
+2	Medium-ranking member of a small organization. Very low-ranking member of a medium or large organization.
+3	High-ranking member of a small organization. New medium-ranking member of a medium organization. Low, but noted, ranking member of a large organization.
+4	Leader of a small organization. Noted medium-ranking member of a medium organization (character is now part of the organization's hierarchy). New medium-ranking member of a large organization.
+5	Respected medium-ranking member of a medium organization. Noted medium-ranking member of a large organization.
+6	High-ranking member of a medium organization. Respected medium-ranking member of a large organization.
+7	Respected high-ranking member of a medium organization. High-ranking member of a large organization.
+8	Leader of a medium organization. Noted high-ranking member of a large organization.
+9	Respected high-ranking member of a medium organization.
+10	Leader of a large organization.

REPUTATION

This Trait applies to Wird users only to the extent they are known outside of the community of Wird users. Within the Wird using community, use the new Trait *Altanas*, described below, to represent much of what Reputation represents.

NEW TRAITS

ADEPT

COST: 5

Wird-using characters who are Adepts are especially skilled at using spells based on a particular Element – Earth, Air, Fire, or Water (or one of the new elemental bases described in chapter one, if the game master is using them). When casting spells with that elemental basis, they receive a +1 on all die rolls (not +1 die, +1 to all die rolls).

With the game master's permission, characters may buy Adept more than once, to reflect their skill with many different types of spells. However, this can quickly lead to characters who receive bonuses for virtually every spell that they cast. Game masters should monitor this situation carefully to keep it from disbalancing the campaign.

ALTANAS

COST: -10 to +10

Altanas – a word from an ancient Yas'Wailian dialect which translates best as "respect" – is a term Wird-workers use to refer to an individual Wird user's standing within the worldwide community of casters. This is not a hard and fast rank; the community of Wird users is not nearly that organized, and contains far too many renegades to enforce such a system in any event.

Instead, as the translation suggests, Altanas indicates something more akin to respect – respect for a Wird user's power, skill, accomplishments, and abilities. The greater the Altanas of a Wird user, the greater the number of other Wird casters who have heard of them, know of their capabilities, and respect them enough not to mess with them.

Wird users just beginning their careers, such as most graduates of the Wird schools, begin with a very low Altanas – typically -10. The only exception is for ex-students who achieved something great in their studies (invented a new spell, for example), or who have had some sort of adventure that attracted the attention of the community of Wird users. After that, a character's Altanas level can vary tremendously; there are young, yet highly experienced, Wird users with Altanas ratings of +5 or higher, and aged Wird users who have never done anything notable and remain in the negative range. Player character Wird users, who usually are the focuses of important events in the world of Providence, typically buy off any negative Altanas very quickly, and then begin advancing up the ladder of Wirdly fame and fortune.

A character's Altanas Trait value acts as a modifier to all social interaction rolls with other Wird users. The game master decides when the modifiers for Altanas apply.

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FOCUS

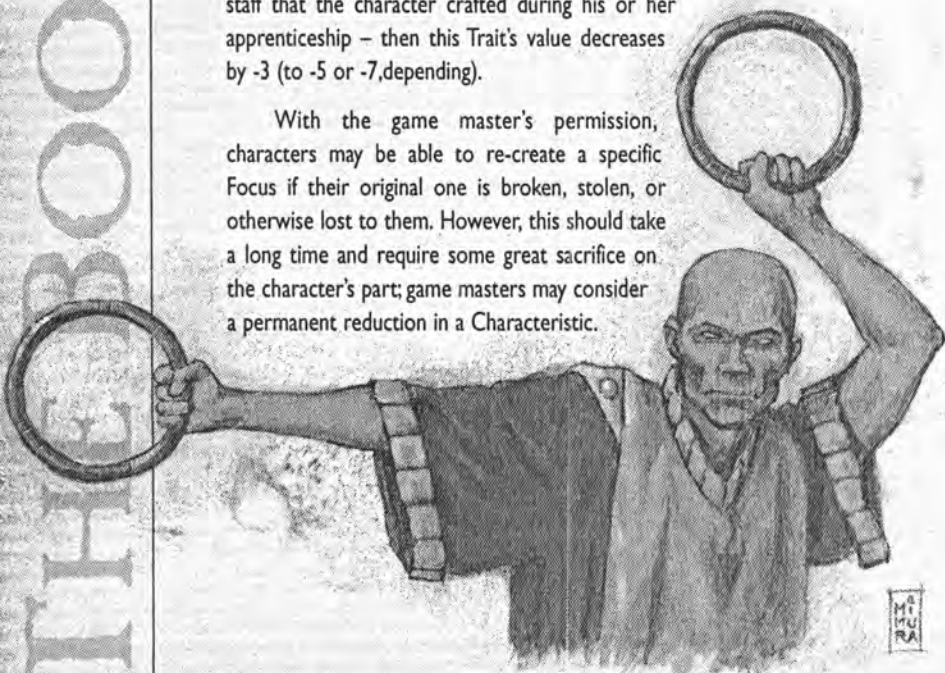
COST: Varies

This Trait, which may only be taken by Wird users, indicates that the characters, due to their training, possess a psychological dependence, or some other factor, require an item or "prop" when they cast their spells. Without this item they cannot cast spells at all, even if they have the Wird available to do so.

The value of this Trait depends upon the nature and type of Focus the character uses. The first thing to consider is how easy it is to take the Focus away from the character. If the Focus is difficult to take away (it cannot be taken away from the character in combat with a CM – Disarm or CM – Grapple) then this Trait is worth -2 points. Examples would include a ring, helmet, bracelet, suit of armour, belt, or similar object. If the Focus is easily accessible and can be snatched away from the character in combat, this Trait is worth -4 points. Examples of this type of Focus include wands, staffs, necklaces, most weapons, medicine bags, and the like. A Focus that is fragile or easily broken counts as "easily accessible," since it can be taken away from the character in combat by breaking it. Focuses that are difficult to take from a character are generally difficult to damage.

The value of this Trait is adjusted based upon the uniqueness of the Focus. If the Focus is defined as a type of item – any sword, any wand, any staff – then this Trait's value decreases by -1 (to -3 or -5, depending). If it is a specific item – the Wand of Kaldon Rejor, a special crystal sword, a staff that the character crafted during his or her apprenticeship – then this Trait's value decreases by -3 (to -5 or -7, depending).

With the game master's permission, characters may be able to re-create a specific Focus if their original one is broken, stolen, or otherwise lost to them. However, this should take a long time and require some great sacrifice on the character's part; game masters may consider a permanent reduction in a Characteristic.



FORMULA

COST: -2

This Trait, which may only be taken by Wird users, says that characters cannot cast spells unless they follow a specific formula or procedure of some sort. Typically this is worth -2; at the game master's option, the value may be increased if the Formula is especially restrictive.

The most common type of Formula is probably gestures. This Formula means that characters cannot cast spells unless they can make arcane gestures with their hands. The gestures are specific and distinct for each spell, and generally involve broad hand and arm motions that can be seen from a distance. Furthermore, they are unmistakably related to the practice of magic. Characters cannot disguise them as mundane hand motions, signals, or something similar; anyone seeing them will know that they are part of spell casting (or at least that they are very odd). If a spell has a duration greater than Instant, the caster must continue gesturing throughout the duration, and cannot cast any other spells during that time, since only one set of gestures can be made at one time.

Another frequently used Formula is incantations. This Formula says that characters cannot cast spells unless they can speak an arcane formula. The Formula could be anything from "double, double, toil and trouble" to special words in a rare language known only to the Wird user and others who have trained with his or her master. Regardless of what they sound like, the incantations must be loud and distinct and cannot be disguised as ordinary speech or communication. Characters cannot mutter under their breath so that they can cast spells on others by surprise. If a spell has a duration greater than Instant, the caster must continue incanting throughout the duration, and cannot cast any other spells during that time, since only one set of incantations can be made at one time.

Ritual is another common Formula (and one which is often granted a higher value by game masters). Characters whose spells are all rituals must spend a long time to cast spells – thus effectively making their magic useless in combat. As a rule of thumb, any spell that measures its casting time in seconds takes one minute to cast. Convert any spell that measures its casting time in minutes to hours (a "1 minute" casting time becomes 1 hour). Casting times for any spell measured in hours becomes days. This formula costs 5 points.

ARCANE ORGANIZATIONS

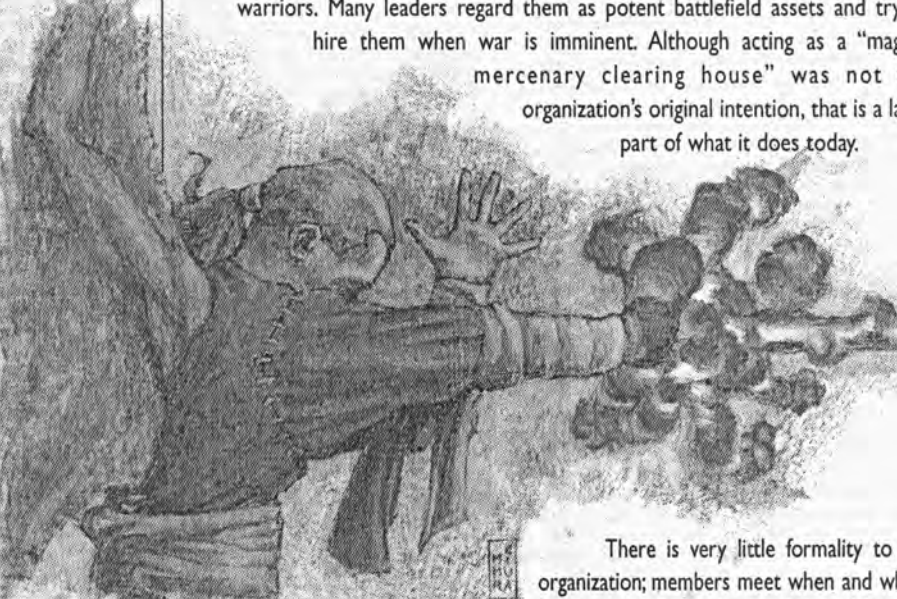
While some Wird users are solitary folk, others are quite gregarious. They enjoy gathering with others of their kind to trade spells and mystical knowledge, tell stories, and learn. As a way of facilitating this process they sometimes form groups, a few of whom are described below. Characters who wish to belong to one of these groups can do so by purchasing an Organization Trait (see page 51); the size of the group is provided with each description.

THE ARKENFIRE

ORGANIZATION SIZE: Medium

This organization is a loose fellowship of Wird users who favour Fire-based spells. As such, it is heavy with Wylders; relatively few Wird Dancers or Wird Weavers can agree with the group's philosophy or outlook.

Since Fire-based spells are, of course, best known for causing damage and destruction, the members of Arkenfire are often skilled Wird-using warriors. Many leaders regard them as potent battlefield assets and try to hire them when war is imminent. Although acting as a "magical mercenary clearing house" was not the organization's original intention, that is a large part of what it does today.



There is very little formality to this organization; members meet when and where they want to discuss issues of mutual interest.

There are only a few restrictions. First, all members must pay annual dues (which, though not oppressive, are not small, either). In exchange for these dues they receive the right to identify themselves as members, and to wear the order's distinctive badge, a flaming spear. Anyone who falsely claims to be a member will be hunted down and killed. Second, all members have to attend a "Grand Convocation" every five years in Cry-Star. Here they elect their leader, called the Torchbearer, who serves until the next Convocation. Torchbearers have the right to appoint up to a dozen "deputies" to assist them in their duties.

To join the Arkenfire, potential members need only meet with a deputy or the Torchbearer, display their ability to control Wird, and pay their first year's dues. As long as they continue to pay dues and meet the other membership requirements, they will remain members. However, if they do something to disgrace the organization – such as becoming a Blight Crow or renegeing on a mercenary contract – their names will be stricken and all remaining members will consider them enemies.

THE BROTHERHOOD OF WIRD

ORGANIZATION SIZE: Large

The Brotherhood (also known as “the Purple Order” because of its members' distinctive purple robes) is the largest organization for Wird users in Providence. Its membership numbers over 5,000, according to some estimates, and Brothers are important facets of community life in all cities and towns across Providence (save, of course, Bone-Wail and the other Warden-controlled areas).

The Brotherhood's purpose is to foster and advance the magical arts in Providence, and to look out for the interests of Wird users everywhere. For example, if the rulers of a particular city are considering whether to outlaw spell casting, a delegation from the Brotherhood will request a meeting with them to try to convince them that such a law would be harmful to the city. However, the Brotherhood's main activity is to support magical advancement and research. It maintains (or helps to maintain) many of the schools of Wird throughout Providence, and also has libraries and other resources of its own. Any member may use these resources for free (or for a nominal fee intended only to defer related expenses).

Full membership in the Brotherhood is, of course, limited to those who are able to manipulate Wird. There is however, a form of “associate membership” open to scholars and others who are interested in Wird lore but are not practicing spell casters. All members must pay annual dues and swear to abide by the Brotherhood's restrictions and codes of conduct. The best known of these is the Brotherhood's First Law, which states that members will not attack other members, with either hand or spell, on pain of expulsion and other punishment. Player characters who belong to the Brotherhood may take “Code of the Brotherhood” as a -1 point Behaviour; game masters are free to elaborate on the Code further for their own campaigns.

As mentioned above, most members of the Brotherhood wear robes with a unique purple hue. Those who prefer not to wear robes usually work the Brotherhood's purple into their clothing in some other way, such as a cloak, tunic, or belt.

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THE GREENWEAVERS

ORGANIZATION SIZE: Small

This organization is composed almost entirely of Wird Dancers and Wird Weavers; very few Wylders or members of other Distinctions belong to it. The reason for this is that it is an organization devoted to preserving (and repairing) the Tapestry and the natural world from which they believe the Tapestry derives from. In short, its members are "environmentalists" and believe that Wird use should be limited or restricted to prevent Retributions. They do not want to give up using Wird entirely, but they believe spell casting can be limited to just the most crucial needs. Greenweavers think that with proper guidelines and restrictions, spell casters can harmonize with the Tapestry and Providence can heal itself. Needless to say, this attitude has put the Greenweavers at odds with the Brotherhood of Wird on more than one occasion.

There are no formal requirements for joining the Greenweavers; one need only prove one's devotion to the group's ideals and be accepted by any existing member. There are occasional meetings where the members gather to discuss their beliefs and plan their strategies, but these are not formal affairs. The de facto leader of the Greenweavers, a Wird Weaver named Tannar Relkwist, presides over such meetings when he can attend.

THE LEAGUE OF THE SCARLET THUNDERBOLT

ORGANIZATION SIZE: Small

Most of the groups listed here have noble goals, or at least good intentions. The League of the Scarlet Thunderbolt is not such a group. Its goal is nothing less than the conquest of Providence.

According to the League's philosophy, Wird is the source of most of the power in Providence. It underlies the entire Yas'Wailian civilization, allowing the construction of vital tools. It even powers the Shards! Therefore, it makes sense that those who know Wird best, and can manipulate it – Wird users – are the most powerful persons in the world, and it is they who should rule.

The League is a small and extremely cautious conspiratorial organization. Its agents, who are usually unaware exactly who they are working for, have infiltrated many major cities and other regions. It rarely takes in new members, for a conspiracy that grows too large inevitably lays the groundwork for its own defeat. Only those who share the League's attitude and are willing to work hard towards its goals are even considered for membership.

The League has a rigid, hierarchical structure in which everyone must unquestioningly obey their superiors. The group's overall leader is a Wylder, Pelatto Garim; he is known as "Master of Thunderbolts." His chief lieutenants are the four "Shadow Princes," one for each of the four elements that form the basis of all Wird spells. Each Shadow Prince has a "court" of several "Royal

Councillors," who in turn command the rank and file, whose members are all known as "Nobles." Meetings are held infrequently; the members typically communicate by mystic means instead.

The League's members are not only power hungry, they are quite ruthless. Murder, blackmail, theft – any and all of these activities are acceptable if they help to forward the League's goals. The League is slowly, but surely, beginning to recruit a mercenary army to help it, and to commit discrete acts of terrorism to weaken its enemies.

Only a few Yas'Wailians, most of them Recognizers and Watchers, suspect that the League exists. These people have put together clues from several isolated terrorist-like incidents, and their conclusions have led them to believe that some group was orchestrating these crimes. Whether they will be able to carry their investigations further, and perhaps even expose the League, remains to be seen. If the League comes to suspect that these people know about it, it will not hesitate to kill them.

THE SWORD OF LIGHT

ORGANIZATION SIZE: Small

This organization, founded just a few years ago by the Bright Oriole Kendrya Welivon, is an extremely small group of Wird users who, whatever their distinction, believe in the goals of justice and truth that the Bright Orioles espouse. Welivon saw a need for just such an organization when she realized how often certain Wird users had come to her assistance during her adventures. She realized that there needed to be a way to harness both their powers and their good intentions to protect the people against the many threats that Providence contains.

The Sword is organized somewhat like a military battalion, though it is not nearly so large. Kendrya Welivon is the "Commander," though she prefers that others call her by name instead of that title, since she doesn't see herself as that sort of leader. She has three "Lieutenants" who lead the three branches of the group; each Lieutenant has one or more "Sergeants" to assist them. Few commands need to be issued by the leaders because the members are usually united in their purpose and agree on what needs to be done to accomplish it.

The Sword meets annually, usually in Cliff-Spider or Cry-Star. At these meetings it considers new business, and the members vote on applications for membership. A unanimous vote is required; prospective members must provide proof of their good deeds and devotion to the cause. New members have to swear an oath of loyalty and fealty. Members can usually be identified by their sign, a glowing crystal sword, which they wear as a badge or pin.

Currently, the Sword's main goals are to defeat and destroy the White Crow and to work for the defeat of the Wardens and the freedom of their subjects. Big goals, certainly, but the Sword of Light is determined to see them through.

THE ARASSWA'IL

No one can deny that the powers displayed by the Wird users of Providence are quite impressive. However, there are some magical abilities that only the most skilled, talented, and experienced Wird users can manifest. These are known as the Arasswa'il, or "deep mysteries," of Wird.

The Arasswa'il represent, in a sense, the pinnacle of mystical power in Providence. Only the greatest spell casters are ever able to develop these abilities. A spell caster who possesses several of them is definitely a person to be feared and respected.

BUYING ARASSWA'IL POWERS

In game terms, characters don't just manifest Arasswa'il abilities whenever they feel like it – they must buy them with points. It is possible to buy them with Magic points during character creation. This would typically represent characters who have already had a long and distinguished mystical career, and whose understanding of Wird have allowed them to develop Arasswa'il powers. Alternately, it could represent a recent Wird academy graduate whose innate talent is so strong that they possess Arasswa'il abilities from a very young age.

However, that sort of situation is rare. Instead, it is much more likely that players will purchase Arasswa'il powers long after the character's career (both in the world of Providence and in the game itself) has begun. To encourage characters to wait to buy Arasswa'il abilities with experience points, the following rule applies: the cost listed below for each of these powers is the same for both character creation points and experience points. Normally, the cost to buy something in the Creative System doubles when you "re-spend" experience points, but that's not the case with Arasswa'il abilities. Their cost remains constant.

Game masters should consider awarding Arasswa'il powers to experienced Wird users in the place of raw experience points. After a long adventure in which the characters have made good use of their Wird spells and sacrificed of themselves to achieve a noble goal, perhaps they will achieve greater understanding of Wird and its uses. Instead of just giving Wird using characters' experience points, grant them Tira su Gaira or an Attunement to signify their personal growth as Wird users. Or, if you prefer, hold back one or two experience points each game session from the character's award. When you've collected enough points, "buy" the character a Wird power and give it to them as a fait accompli.

If they prefer, game masters may forbid the purchase of Arasswa'il abilities with character creation points, and limit them instead to those characters who

have earned a certain amount of experience points. The different powers can even be "graded" so that characters have to buy them in a particular order, if that would help the campaign.

DETECTING ARASSWA'IL POWERS

Characters who are Wird Sensitive or who use a Detect Wird spell can tell that a Wird user possesses an Arasswa'il ability. This is automatic; no roll is required. If characters then make an Awareness + Perception roll against a Target Number of 11, they will know which Arasswa'il abilities the target has.

ARASSWA'IL POWERS

ATTUNEMENT

COST: 25 points

Over the centuries, Wird users have found that some of their brethren are naturally skilled at using spells with a particular elemental base (Earth, Air, Fire, or Water). Something about that base appeals to their fundamental self in ways which makes it easier for them to manipulate that type of Wird. Sometimes this manifests as an Attunement to that particular base.

Wird users who are attuned to one of the four elemental bases gain certain benefits whenever they cast spells, as follows:

EARTH

Any Wird spent to increase a spell's duration will have double effect (this includes extra Wird gained from making a Spell Manipulation roll, see page 33). For example, if a spell has a duration of three rounds plus one round per extra point of Wird spent, and the character spends two points of Wird, the spell's duration will be seven rounds ($3 + (2 \times 2) = 7$). This Attunement has no effect on spells with a duration of "Instant."

AIR

The character may spend Wird to decrease the penalty for making an attack at Range (see pages 225 - 226 in the Main Rule Book). Each point of Wird spent will reduce the Range penalty by one. Thus, spending four Wird eliminates Range penalties altogether.

FIRE

Fire-attuned characters may spend Wird to "buy" successes on their attack rolls only for the purposes of doing a greater amount of damage. As detailed on page 217 of the Main Rule Book, the percentage of damage a spell (or other attack) does depends upon how well characters do on their attack

roll. If they succeed with the roll exactly, they don't do the spell's full damage, they do 25% of that damage. In order to do full damage, the attack roll must succeed by 6 or more. If characters who are Attuned to Fire successfully hit a target with a spell that causes damage, they may spend two Wird per point to "buy" the extra points of success needed to increase the percentage of damage they do. Characters do not have to decide whether to spend Wird to do this until after they make their attack rolls.

For example, suppose that a Fire-attuned Wird user makes her attack roll with Fire Ball by one. Normally that means she only does 50% of the spell's listed damage. However, because she is attuned to Fire, she can increase her success by spending Wird. She spends four Wird to buy two more successes. Now she has "made" her attack roll with three successes above the Target Number, so she does 75% of the listed damage.

WATER

Characters with Water-attunement may spend Wird to improve their ability to aim attacks. When the characters take aim (as described on page 226 of the Main Rule Book), they receive +1 die for making ranged attacks. When aiming spells, a Wird user who is attuned to Water may buy extra aiming dice at a cost of two Wird per additional die, up to a maximum of +5 dice bonus for aiming (for a total cost of ten Wird).

In the history of Providence, there is no recorded instance of any Wird user being attuned to more than one elemental base. Most scholars and Wird users believe this is impossible. However, they have no proof this is impossible; that is merely their deduction based on the evidence of history.

BANTI'S BLESSING

COST: 25 points

Although forgotten, they are not gone. The ancient gods of the Yas'Wailians exist still, though no worship is offered them – or so some scholars and monks claim. Wird users believe that, once every so often, someone comes along whose insight into Wird is so profound that even the gods themselves are impressed. They claim that Banti, the Spell Weaver, touches such a person, blessing them with further revelations about the working of Wird, and thus increasing their power.

Wird users who receive Banti's Blessing can improve the effectiveness of one aspect of their spells. Consult the Magic Chart on page 152 of the Main Rule Book. When characters purchase this Arasswa'il power, they may choose one of the spell aspects listed there – Damage, Defenses, Wird Effect, or Move. Whenever they cast a spell, it is considered to be one level higher on the chart for purposes of determining that aspect; any other functions

(including the spell's Wird cost) are unaffected. For example, if a Wylder buys Banti's Blessing for Damage and knows the spell Acid Bolt (a Level 3 spell that normally does 18 points of damage), he would do 30 points of damage when he casts it, as if it were a Level 4 spell. The spell's duration, range, and Wird cost do not change, however.

With the game master's permission, a character may purchase this Arrasswa'il ability more than once, for the same or different spell aspects. Thus, a character could, for example, buy Banti's Blessing three times and improve the Damage aspect of all of their spells by two levels and the Defenses aspect by one level.

ELEMENTAL HARMONY

COST: 20 points

Providence's Wird users are well aware that the elemental effects produced by their spells do not always interact with maximum efficiency. For example, spell casters know that if they are counting on Flame Armour to protect them, it will offer less protection against Earth-based attacks – the Flame Armour counts as a Level 2 spell instead of Level 3 for purposes of calculating the Defenses it provides when the wearer is attacked with an Earth-based ability.

Fortunately for them, there is a way to reduce this effect. Certain learned Wird users have discovered that there are harmonies between all of the various elemental effects, and one who understands this can weave spells accordingly to decrease the negative interactions between those effects. This is known as invoking Elemental Harmony.

When characters purchase Elemental Harmony, they must choose one of the standard elemental effects (Air, Cold, Earth, Electricity, Flame, Light, Sound, or Water). Every spell they cast which has that elemental effect will have all elemental interactions increased positively by one. To continue with the Flame Armour example above, Flame Armour is at -1 Level for Earth and Light attacks, +0 Level for Flame attacks, and +1 Level for Ice attacks. If a Wird user who has bought Elemental Harmony: Flame casts Flame Armour, it will provide +0 Level protection against Earth and Light attacks, +1 Level against Flame attacks, and +2 Levels against Ice attacks.

With the game master's permission, Wird users may purchase Elemental Harmony for multiple elemental effects. They may also purchase it multiple times for the same elemental effect and gain correspondingly increased bonuses, but this is extremely rare.

ENHANCEMENT

COST: 20 points

With this Arasswa'il power, Wird users can expand the scope of effect of their spells. Through their intense studies of Wird energy, they have learned how to enhance certain aspects of their spells without their losing any vitality in another aspect.

When Wird users buy this ability, they must define whether it affects the Range, Area, or Duration of their spells; once made, this decision is final. After that, all spells they cast have that aspect increased by one unit of measurement. For example, if Range is chosen, a spell with a normal Range of ten yards now has a Range of 11 yards. A spell that affects a two-yard radius area will affect a three-yard radius. A spell that lasts for three rounds plus one round per extra point of Wird spent will remain in effect for four rounds plus one round per extra Wird.

With the game master's permission, a character may purchase this Arasswa'il ability more than once, for the same or different spell aspects. For example, a character could buy Enhancement twice so that her spells' Range and Duration would both be increased.

HUMMINGBIRD MIND

COST: 20 points

One of the greatest restrictions on Wird use in combat situations is the fact that most spells take a long time to cast – several seconds at the very least, and often more than ten seconds. Events can move quickly in a battle; during the time it takes to cast such a spell, a sword-wielding warrior or Green Person with poisoned darts, can kill a Wird user.

Wird users with this Arasswa'il power have an advantage over their compatriots when it comes to casting spells: they can do it more quickly. The advantage is not an enormous one, but it is significant – and in combat, every edge counts.

When characters purchase Hummingbird Mind, every spell that they cast takes one time unit less to cast. A spell with a casting time of 13 seconds can be cast in 12 seconds; one that takes four minutes now takes only three minutes; and a ritual requiring two hours can be performed in but one hour.

With the game master's permission, characters may purchase this Arasswa'il ability more than once, to decrease their Casting Times even further. However, we suggest an upper limit of -3 time units, and in any event the minimum time needed to cast a spell is one second.

SECOND PATH

COST: 30 points

Yas'Wailian Wird users sometimes refer to the Distinctions as "Paths," a term used more than a millennia ago which has fallen into disuse among the general population. Most Wird users choose a Distinction early in their mystical career, and it never changes thereafter. Among other things, Wird users' Distinctions define what spells they can choose to learn.

Wird users with this Arasswa'il power are not so limited. Although they must choose a Distinction for themselves, they may also choose a "secondary Distinction," or Second Path, thus greatly increasing the scope of their spell selection. This is most common among Wird Weavers and Wird Dancers, who choose each other's Path; Wylders rarely seem to gain this Arasswa'il power. Wird users who choose Blight Crow as their Second Path are considered a full Blight Crow in the eyes of the people and the law, and will be captured and executed if possible.

As with Attunement, recorded history does not discuss any instances of a Wird user who had more than one Second Path (which presumably would be called the Third Path, Fourth Path, and so on). However, some scholars speculate that the now-deceased Yas'Wailian gods, who proved to be nothing more (or less) than extremely powerful Wird users, may have been walking on all Paths simultaneously, meaning they possessed this Arasswa'il power multiple times. This would certainly explain their powers, but other scholars remain sceptical. In any event, this Arasswa'il ability is extremely rare.

SPELL LOCKING

COST: 20 points

Some Wird users are especially skilled at creating enchanted items. This is in fact an Arasswa'il ability – Spell Locking – and not necessarily just a matter of, in game terms, buying the necessary skills at very high levels. A Wird user with this power receives a +3 result bonus on all Enchantment and Alchemy rolls. The caster receives a similar bonus for all Wird – Casting rolls made to cast spells used in the enchanting process, such as Empower and Store Spell.



CHAPTER THREE: THE GRIMOIRE OF PROVIDENCE

"So. You have come here at last to find me. I hope you are prepared to die."

Venarish Kareel landed on top of the hill where the Ring of Fangs glittered like a crown of black ice. Venarish's wings carried him to a point just outside the Ring; that was Telzarac Shaan's place of power, and he dared not set foot inside it without permission – or a fight.

The face that confronted him did not belie the harsh tones in which the Ravager of River's-Child spoke. It was a cruel countenance, marked by years of hatred and bitterness and spite, softened not one whit by the inestimable amounts of Wird which Shaan had drained from other Wird users and the very being of Providence herself.

"The only death here this day will be yours, Ravager. So I have sworn."

"Then you will be an oath-breaker as well as a corpse," Shaan said with a laugh. *"Come, step inside the Ring, so I may finish this business. More important matters press upon me, and I have little time to waste on you."*

Carefully, but confidently, Kareel stepped into the Ring, his left wing brushing against one of the obsidian dolmens. He felt a slight electric tingle there, an indicator of the power this place possessed.

Almost before Kareel could prepare himself, the Ravager launched a bolt of fire at him. It was strong; he barely managed to deflect most of it with his Wirdstaff before it would have hit him. Even with that, his clothes and wings were singed, and he could feel the heat of its passing upon his now-blistered face.

Before the next attack came, Kareel gestured, and the ground beneath his feet erupted. When the dust and dirt cleared, he was clad in glittering Earth Armour made of obsidian. Then he hurled an Ice Bolt at his foe.

The bolt shattered on the Ravager's own Earth Armour, which he had called forth while Kareel prepared his Ice Bolt spell. Again the Ravager laughed. *"If that is the best you can do, stripling, I need have no worries about the scant seconds this battle will take."*

Shaan gestured at him, a short, malicious slash of the hand and arm. Almost at once a weakness struck Kareel; his head reeled, and his knees shook. He could feel his Wird being leeches from him by the Blight Crow's foul magics.

Never! he thought as he struggled to retain his feet and his power. With a burst of willpower he threw off the spell and stood tall once more. He had less power to call on now, but not much less – more than enough remained to destroy Telzarac Shaan.

The Ravager smiled, his eyes flashing like the obsidian armour he wore. *"Very good, stripling. I see I shall have to fight harder than I first thought to take your Wird. But it tastes sweet indeed, and I will enjoy feasting upon it soon."*

Wird is infinitely malleable. The number of spells available to the Wird users of Providence is essentially limitless; it is bounded only by the imagination of, and research and development time available to, spell casters.

This chapter describes many new spells available to the Wylders, Wird Weavers, Wird Dancers, Blight Crows, and other spell casters of Providence. As always, players can only use these spells if the game master approves them. Some of them expand the capabilities of Providence's spell casters significantly, and as such may not be appropriate for some campaigns. Game masters are of course free to pick and choose among these spells, deciding which are worthy inclusions in their campaigns' grimoires and which are not; this is not an "all or nothing" list.

Summary charts containing all of these spells, as well as all other spells published in currently available Providence game products (through to The Kestrels: Becoming Fire), can be found at the end of this book.

REVISIONS AND CLARIFICATIONS

Here are some notes about existing Providence spells. The following spells can be found in the Main Rule Book

CLARIFICATIONS

PERCEPTION-BASED SPELLS

The increase to a caster's Perception from sense-altering spells is a dice bonus. For example, the level 1 spell Hearing of the Bat increases the hearing-based Perception of Wird Dancers by +9 dice, not +9 to their rolls. Here is a list of affected spells:

Level 1

Hearing of the Bat
Infravision
Light
Night Vision
Scent of the Hound
Vision of the Eagle

Level 2

Vision of the Bat

ALTER BODY SPELLS

Wird effect spells which alter a target's body are now handled differently. In order to cast the spell, as with all spells, the caster has to roll against a Target Number of 7. If the spell is cast on a willing target (often the case with Heal Others, for example), there is no modifier to the caster's roll. If cast on a target who wishes to resist the effect of the spell, the caster receives a negative die modifier equal to the target's Aura plus Willpower. For example, a Wird Weaver with Wird – Casting at level 3 and a Psyche of 1 has 4 dice to cast an alter body spell. If the target has an Aura of 0 and a Willpower of 1 and wishes to resist the spell, the Wird Weaver's roll is now made at (4 - 1) 3 dice.

Furthermore, targets of alter-body spells can roll their Aura + Willpower against a Target Number of 7 plus the caster's margin of success to resist the affect of the spell. If targets fail this roll, they are affected by the spell normally. As an optional rule, game masters may allow spell casters to substitute their skill level in Wird – Casting for their Willpower when resisting the effect of an alter-body spell. Finally Wird Armour still provides protection against alter body spells.

The effects of an alter body spell end either when the "damage" is healed (treat as Soft damage for healing rates (see Main Rule Book, page 228) unless otherwise indicated) or at the end of the spell's duration, if a duration is indicated

The affected alter-body spells are:



LEVEL 1

Heal Self/Others

LEVEL 2

Disguise Self/Disguise Others

Sleep

Village Idiot

LEVEL 3

Cure Disease Self/Cure Disease Others

Heal Self/Others

Sleep

Speed of the Sloth

LEVEL 4

Alter Body Others

Cause Disease

Strength of the Newborn

LEVEL 5

Alter Body Others

Total Healing Self/Total Healing Others

LEVEL 6

Kill

PROJECTION SPELLS

Spells such as *Fire Ball*, *Air Bolt* and other similar projection spells require a roll against the same Target Number of 7 to be cast successfully. However, since the spell must physically strike a target in order to be effective, successfully casting it may not mean it successfully hits the target. As with basic combat resolution, spell casters must pit their skills against their target's. Spell casters must calculate the total number of dice they have against an opponent's dice (Coordination + Hand to Hand, CM - Dodge are used most often). Casters subtract their opponent's number of dice from their own dice, then roll against a Target Number of 7 to determine whether or not the spell is cast successfully **as well as** whether or not it successfully hits their target. The roll to determine whether the spell hits the target is the same roll used to determine if the spell is cast successfully. Game masters can choose to describe a failed roll as either the spell missing the intended target or the caster failing to cast the spell - the choice is theirs though the end result is the same - the spell does not affect the target.

REVISIONS

LEVEL I

ANIMAL LORE

Spell casters who cast *Animal Lore* successfully gain +4 dice to their *Biology - Fauna* roll.

BREATH OF LIFE

This spell, when cast successfully, allows *Wird* users to hold their breath for an additional 30 seconds + their *Aura* in minutes. Therefore, casters with an *Aura* of 2 can hold their breath for an additional 2 minutes, 30 seconds. This is in addition to the normal amount of time characters can hold their breath; 30 seconds + (their *Constitution* x10).

FOG

When cast successfully, the fog blocks sight similar to *Very Bad Light* conditions, resulting in a -2 dice penalty on all rolls requiring sight (ie: combat, sight-based *Perception* rolls).

LIGHT

The bonuses listed change to +4 dice for *Wird Weavers* and +9 dice for *Wylfers*.

SPARK TOUCH

This spell does 9 points of damage rather than 3.

WEAPON OF ICE

When determining the damage of a Weapon of Ice, use a standard wood or resin reinforced weapon. This means you cannot choose to have a Weapon of Ice do the damage of a crystal sword plus the spell's bonus – it does the damage of a normal sword plus the spell's bonus.

LEVEL 2

FLAMING WEAPON

As with Weapon of Ice (see above), use the damage of a standard wood or wood reinforced weapon.

FLASH

Targets of this spell can make an Aura (or Constitution if game masters prefer) roll against a Target Number of 11 plus the caster's margin of success in casting the spell. If they succeed in this roll, they avoid being blinded. If they fail, they are affected by the spell as normal.

SCENT OF THE WIND

The Targer Number of anyone attempting to perceive the caster of this spell is increased by +18, not +14.

SPARK TOUCH

This spell works exactly like the 1st level version of this spell (see above). The reason it is a 2nd level spell with the damage of a 1st level spell is that Wyliders and Blight Crows manipulate energy such as electricity well unlike Wird Weavers and Wird Dancers (who use the weaker 2nd level version of this spell).

VILLAGE IDIOT

The alter body spell does 9 points of damage. Characters affected by this spell have their Intelligence reduced by 1 and their Initiative reduced by three until the "wound" heals (as per normal alter body spells – see page 68).

LEVEL 3

AIR BOLT

This spell does 9 points of damage, rather than 3. It is also now available to Wyliders.

DECOMPOSE

This spell does not work on magical items.

HEAL SELF / OTHERS

This spell does 18 points of healing, not 9.

LEECH WIRD

The Blight Crow gains a maximum of 9 points of Wird per use of this spell. Blight Crows cannot choose who they drain with this spell – the Wird is drained randomly. This Wird is drained from anyone within the area. If there are 9 people within the area of affect, each character loses 1 point of Wird. Similarly, if there are 2 people within the area, one would lose 4 points while the other would lose 5 (generally the person with the highest Wird will lose the extra point of Wird – it is easier to draw energy from a bountiful source compared to a weaker one).

SILENCE

This spell causes a -9 dice penalty on all hearing-based Perception rolls and provides 9 points of protection from sound-based attacks.

LEVEL 4

ALTER BODY OTHER

The damage of this spell increases to 30 points.

STRENGTH OF THE NEWBORN

The alter body spell does 30 points of damage. Characters affected by this spell have their Strength and Constitution reduced by 4 and their Body is recalculated accordingly. This affect lasts until the "wound" heals (as per normal alter body spells – see page 68).

WHIRLWIND

The whirlwind has a Strength of 9. This means it can now lift 2100 pounds rather than 1320.

LEVEL 5

ALTER BODY OTHER

The damage of this spell increases to 45 points.

LEVEL 6

TORNADO

The tornado has a Strength of 16 and does 16 points of damage to targets caught within its cone.

ELEMENTAL INTERACTIONS

Magical armours which are based on an element (ie: Earth Armour) interact with the various other elements differently. For example, Earth Armour protects against air-based attacks very well but is poor at protecting characters from electricity-based attacks. The following are the Elemental Interactions Charts. It should be noted that the interaction is with the spell's element effects. In other words, if a spell's magical element is Fire but the spell's effect is to project a blast of water at the target, refer to the elemental interactions with water.

AIR-BASED ARMOUR

Attack Element	Modifier to Armour's Rating
Blunt Attack	No Adjustment
Edged Attack	Level -2
Air Attack	Level +2
Cold Attack	Level -1
Earth Attack	No Adjustment
Flame Attack	Level -1
Electrical Attack	Level -2
Light Attack	Level -3
Sound Attack	Level +2
Water Attack	No Adjustment

EARTH-BASED ARMOUR

Attack Element	Modifier to Armour's Rating
Blunt Attack	Level +1
Edged Attack	Level +1
Air Attack	Level +1
Cold Attack	Level -1
Earth Attack	No Adjustment
Flame Attack	No Adjustment
Electrical Attack	Level -1
Light Attack	No Adjustment
Sound Attack	No Adjustment
Water Attack	Level -2

ELECTRICAL-BASED ARMOUR

Attack Element	Modifier to Armour's Rating
-----------------------	------------------------------------

Blunt Attack	Level -1
Edged Attack	Level -2
Air Attack	Level +1
Cold Attack	Level +1
Earth Attack	Level -1
Flame Attack	No Adjustment
Electrical Attack	No Adjustment
Light Attack	Level -2
Sound Attack	Level -3
Water Attack	Level -2

FLAME-BASED ARMOUR

Attack Element	Modifier to Armour's Rating
-----------------------	------------------------------------

Blunt Attack	Level -1
Edged Attack	Level -2
Air Attack	No Adjustment
Cold Attack	Level +1
Earth Attack	Level -1
Flame Attack	No Adjustment
Electrical Attack	Level -1
Light Attack	Level -1
Sound Attack	Level -3
Water Attack	Level -1

ICE-BASED ARMOUR

Attack Element	Modifier to Armour's Rating
-----------------------	------------------------------------

Blunt Attack	No Adjustment
Edged Attack	No Adjustment
Air Attack	No Adjustment
Cold Attack	Level +2
Earth Attack	No Adjustment
Flame Attack	Level +1
Electrical Attack	Level -1
Light Attack	Level -3
Sound Attack	Level -2
Water Attack	No Adjustment

LIGHT-BASED ARMOUR

Attack Element	Modifier to Armour's Rating
Blunt Attack	No Adjustment
Edged Attack	Level -1
Air Attack	Level +1
Cold Attack	No Adjustment
Earth Attack	Level -1
Flame Attack	No Adjustment
Electrical Attack	Level -2
Light Attack	Level +2
Sound Attack	Level -2
Water Attack	Level -1

SOUND-BASED ARMOUR

Attack Element	Modifier to Armour's Rating
Blunt Attack	Level +1
Edged Attack	Level -1
Air Attack	No Adjustment
Cold Attack	Level -2
Earth Attack	Level +1
Flame Attack	Level -1
Electrical Attack	Level -2
Light Attack	Level -3
Sound Attack	Level +2
Water Attack	Level +1

WATER-BASED ARMOUR

Attack Element	Modifier to Armour's Rating
Blunt Attack	No Adjustment
Edged Attack	Level -1
Air Attack	Level +1
Cold Attack	Level -2
Earth Attack	No Adjustment
Flame Attack	Level +1
Electrical Attack	Level -3
Light Attack	Level -2
Sound Attack	Level -2
Water Attack	Level +2

GENERAL SPELLS

PRIMARY CHARACTERISTICS

Below is a reminder of the Primary Characteristic for all of the Wird Distinctions. This is the Characteristic that characters use when attempting to cast a spell. Whenever the text indicates a roll of a character's Characteristic + a skill, use the Characteristic indicated below (unless the text clearly indicates otherwise).

- Wylder:** Intelligence
- Wird Weaver:** Psyche
- Wird Dancer:** Psyche
- Blight Crow:** Willpower

LEVEL ONE SPELLS

BALANCE OF THE CAT

This spell enables a spell caster to balance upon small or narrow surfaces as well as a cat. While this spell is active, the Wird user can run along ledges and rooftops, stand on cliff sides, and walk on tightropes without fear of falling.

Available To: Wird Dancer, Wird Weaver

Type: Miscellaneous, Wird

Element: Air

Casting Time: 12 seconds

Range: N/A

Area: Self

Duration: 1 minute + 1 minute per extra Wird

Spell casters with this spell gain the ability to keep their balance even when standing on precarious or narrow surfaces. It does not allow characters literally to cling or stick to such surfaces, but it does make them extremely sure footed. For obvious reasons, characters with working wings rarely learn this spell.

If characters have to make any Coordination or Coordination-based rolls to keep their balance while the spell is active, they get to add extra dice to their roll, as follows:

Wird Weaver: +4 dice

Wird Dancer: +9 dice

Furthermore, as long as this spell is active the character will seem sure footed and graceful upon even the most difficult surfaces.



THE
WIRD

CLIPPED WINGS

This spell works a partial or total paralysis upon the target's wings, making it difficult or impossible for the victim to fly.

Available To: Blight Crow, Wird Weaver

Type: Offensive, Wird

Element: Fire (Ice)

Casting Time: 6 seconds

Range: 10 yards

Area: Target

Duration: Special

This spell functions like as an spell alter body spell (see page 68), in that it does "damage" – 9 points of damage – to the target which is compared to the target's True Body. The extent of the wound suffered indicates the extent of the change worked upon the target. A Slight wound reduces the target's flying speed by one Tier, a Grave wound by two Tiers, and a Devastating wound by four Tiers. The target heals from this "wound" as if it were Soft damage.

As with all alter body spells, the caster receives a die penalty equal to the resisting target's Aura + Willpower to cast this spell. If cast successfully, targets may resist the spell by rolling their Willpower + Aura against a Target Number of 7 plus the caster's margin of success.

If the flying speed of victims is reduced to zero, they become completely unable to fly; if they are in the air when this happens, they will fall to the ground (see page 224 of the Main Rule Book for rules on falling damage).

DETECT CORRUPTION

Bright Orioles, Faithsingers, and right-minded spell casters of other Distinctions cannot oppose evil and injustice if they cannot find it. This spell helps them do that by detecting the energies of Blight Crows, White Crow, and the like.

Available To: Bright Orioles, Faithsingers, Wylder, Wird Dancer (self only), Wird Weaver

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: 15 yards / N/A

Area: Target / Self

Duration: 1 round + 1 round per extra Wird

This spell tells casters whether there are Blight Crows, White Crow, Elothorin avatars, Shadow-Wird, or another similar presence within their area of perception (generally defined as an area equal to as far as a normal person could see with his or her unaided eye, ignoring obstructions such as walls). This includes enchanted items created by Blight Crows or White Crow, and any area

whose Wird has been drained by those beings. Casters do not know the strength or nature of what they are detecting, only that it is present and roughly where it is located in relation to themselves.

Normally the spell is cast, the caster obtains the information, and the spell ends that same round. However, spell casters may continue to pay 1 Wird per round to maintain the spell, allowing them to "home in on" such a source.

FATIGUE

No one can fight or think well when they are tired. That is just what this spell does – tire victims out, making them feel like they have had a few nights without sleep.

Available To: Blight Crow, Wylder, Wird Weaver

Type: Offensive, Wird

Element: Air (Ice)

Casting Time: 7 seconds

Range: 10 yards

Area: Target

Duration: Instant

When this spell is used, the caster may drain up to 4 points of the victim's Endurance. The victim recovers this Endurance normally. Spell casters do not get to use this Endurance themselves; it is simply wasted and drained out of the victim.

Although not nearly as poorly regarded as Drain Wird, this spell nevertheless is not looked upon kindly by Yas'Wailians. Any spell caster who uses it will almost certainly be suspected of being a Blight Crow.

NIMBLENESS OF THE MONKEY

Monkeys are common sights in Providence's jungles. With this spell, a Wird user can climb as well as any of them.

Available To: Wird Dancer (self only), Wird Weaver

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: N/A or Contact

Area: Self or Target

Duration: 1 minute + 1 minute per extra Wird

This spell grants casters phenomenal climbing abilities. Casters may add the following dice to any Climbing rolls they make while the spell is active:

Wird Weaver: +4

Wird Dancer: +9

SPEAK WITH ANIMALS

This spell allows casters to communicate with a designated species of animal as easily as they would talk to another person.

Available To: Wird Weaver

Type: Miscellaneous, Wird

Element: Air

Casting Time: 7 seconds

Range: 10 yards

Area: One type of animal

Duration: 3 rounds + 1 round per extra Wird

When this spell is cast, casters must specify what species of animal they can communicate with – Tiger-Wolves, house cats, falcons, Dreas, or sharks, to name just a few examples. They will be able to converse with that species of animal, in its own “language,” for the duration of the spell. If casters wish to communicate with another species of animal at the same time, they must cast the spell again. Speak With Animals only works on animals with an Intelligence of -3 or lower.

In keeping with the conventions of classic fantasy, animals should be reasonably intelligent conversationalists who can answer the caster’s questions with some clarity. However, for the sake of humour, their answers and ability to respond may be coloured slightly by their nature or instincts. For example, some animals may be more interested in talking about the delicious food they can smell in the caster’s pack than in the troop of armoured warriors which the caster is seeking information about. Others may have difficulty with abstract concepts such as numbers or time (“Have any soldiers ridden past here recently, little brother?” “Yes, sir.” “How many were there?” “A lot.” In this case, “a lot” could mean three or three hundred, depending upon the animal’s perceptions; the caster will get further by making comparisons between, say, the number of fingers on a hand and the number of soldiers. Similarly, “recently” could mean within the hour, or within the week.) The more precise the caster’s questions, the more accurate the information he or she is likely to receive.

Furthermore, Speak With Animals gives casters no ability to control the creature they want to speak with. Not all animals may be willing to talk to the spell caster; some may request a “bribe” of food or shiny objects before they will start a conversation. However, for the most part the game master should have animals be cooperative, friendly, and helpful towards the casters of this spell, provided they treat them with friendship and respect.

SPEED OF THE SHARK

A caster with this spell can swim as fast as, or even faster than, the spell's namesake.

Available To: Wird Dancer, Wird Weaver

Type: Miscellaneous, Wird

Element: Air

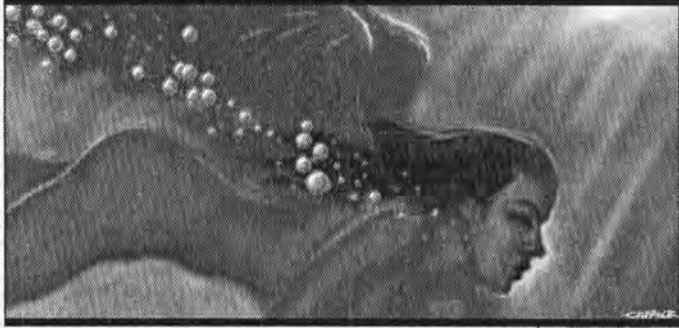
Casting Time: 13 seconds

Range: N/A

Area: Self

Duration: 1 minute + 1 minute per extra Wird

While this spell is active, the swimming speed of casters is tremendously increased. Their base swimming speed goes up by nine yards per second.



STONE LORE

This spell grants casters knowledge of various types of stones – their properties and uses, what type of terrain they can be found in, how valuable they are, and so forth.

Available To: Wird Weaver

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: Contact

Area: One stone or rock

Duration: Instant

To cast this spell, characters must have a sample of the stone to be analyzed (the spell will tell them where they can find more of the stone, though), which they must touch or hold in their hand. The spell will identify the type of stone for them and provide the other kinds of information indicated in the paragraph above. If casters use any skill to help them identify the stone, they gain +4 dice to their roll.

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WIRD

LEVEL TWO SPELLS

AEROBATICS

This spell turns a flyer – skilled or otherwise – into an expert in the arts of flight. Characters can turn on a dime, manoeuvre in midair in ways which make their dogfighting opponents despair of hitting them, and pull off aerial stunts and manoeuvres that they could otherwise never even dream of accomplishing.

Available To: All Distinctions (Wird Dancers – self only)

Type: Miscellaneous, Wird

Element: Air

Casting Time: 8 seconds

Range: N/A or Contact

Area: Self or Target

Duration: 3 rounds + 1 round per extra Wird

This spell simply grants +6 dice to all Flight rolls a flyer makes to perform aerial stunts.



CLOAK OF THE MODIAS

This spell allows casters to blend into the background, much like its namesake, the Modias lizard. As long as casters remain still, the chances of someone seeing them are very remote.

Available To: All Distinctions (Wird Dancer – self only)

Type: Miscellaneous, Elemental

Element: Air

Casting Time: 10 seconds

Range: N/A or Contact

Area: Self or Target

Duration: 3 rounds + 1 round per extra Wird

Cloak of The Modias provides spell casters (or someone whom they touch) with camouflage abilities, allowing them to blend into any background. As long as they do not move, any Perception roll made to see them are made at -16 dice. If casters walk at no faster than 1 foot

per second, Perception rolls made to see them are at -6 dice. If they walk any faster, swim, or fly, the camouflage is automatically ineffective. Attempts made to perceive characters with senses other than sight are made at no penalty.

GRIP OF THE RETARRI

Everyone on Providence knows how strongly a Retarri's pincers can grab you. This spell allows a Wird user to grab someone just as tightly.

Available To: Wird Dancer, Wird Weaver

Type: Offensive, Wird

Element: Fire

Casting Time: 5 seconds

Range: N/A

Area: Self

Duration: 3 rounds + 1 round per extra Wird

Grip of The Retarri provides spell casters with two related abilities. First, it grants them the skill Combat Manoeuvre – Grapple at level two (or, if they already know that skill, improves it by one level). Second, it increases their Strength by 4 for purposes of grabbing and holding things (with or without the skill) and for breaking free of similar grabs. The Strength does not apply to increase damage, or to help a character escape from bonds such as ropes, chains, or the strands of a Great Web.

KLAXON

This spell allows casters to set an alarm that will awaken them and their comrades if the defined event occurs.

Available To: All Distinctions

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: Special

Area: Special

Duration: One night (or similar period of sleep)

To use Klaxon, the character must define two things: first, the event or phenomena that will trigger the alarm; second, the area protected by the spell.

When choosing the triggering event, casters are limited to things that they could detect on their own – the spell does not provide any extra or enhanced senses which they lack. They could, for example, specify that the alarm will go off "if any creature larger than a house cat approaches within ten feet of our campsite," but they could not specify that it would be triggered "if



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any invisible creature or character comes within ten feet of us" unless they could normally detect invisible beings. If there is some question as to the validity of a defined condition, the game master's ruling is final. The protected area cannot be larger than a 20-yard radius.

The alarm sounded by this spell must be loud and distinctive, but otherwise depends upon the caster's whim. For example, it could shout, "Wake up! Wake up!," cry "Intruders approaching!," or simply let out a loud shriek. Anyone in the protected area who is asleep will wake up immediately when they hear the Klaxon go off.

PINIONS

This spell, illegal in virtually all parts of Providence, allows a Fallen character to grow wings, albeit temporarily. It can also strengthen the weak wings of the Redeemed, allowing them to fly under their own power for a time.

Available To: All Distinctions (Wird Dancer – self only)

Type: Miscellaneous, Wird

Element: Air

Casting Time: 1 minute

Range: N/A or Contact

Area: Self or Target

Duration: Special

Pinions allows casters or some other person to grow a set of functioning wings, or to restore function to useless or atrophied wings. This spell functions as an alter body spell (see page 68), in that it does "damage" – 9points of damage – to the target which is compared to the target's True Body. The extent of the wound suffered indicates the extent of the change worked upon the target. A Slight wound grants the target one Tier of flight; a Grave wound two Tiers; and a Devastating wound four Tiers. The target heals from this "wound" as if it were Soft damage. The character's speed and manoeuvrability can be enhanced through spells like Flight and Aerobatics.

Wyliders who use this spell do not create normal feathered or leathery wings. Instead, they create wings of pure elemental form – fire, air, stone, whatever they wish.

This spell works like the Alter Body Others spell. Targets of this spell are usually willing to be affected by it, so no resistance is made to it. If targets do want to resist for whatever reason, they roll Willpower + Aura against a Target Number equal to 7 plus the margin of success achieved by the caster. Remember to subtract the resisting target's Willpower + Aura from the caster's roll when they cast this spell.

Because this spell violates many laws and customs regarding the differentiation of the castes, it is blatantly illegal. In most places, using it, or even

possessing knowledge of it, will merit severe punishment (sometimes rising to the level of execution) if the character is caught. In a few areas anyone who knows this spell is considered a Blight Crow and killed on the spot. Nevertheless this is often one of the first spells that Fallen who study Wird use learn to cast.

SKIN OF THE GARGOYLE

Members of Troupial Gargoyle are known for their rough, tough skin – “stone-like” is usually the term which describes it best. While it does not actually offer much in the way of protection from attacks, this spell, which mimics and enhances Gargoyle skin, does.

Available To: Blight Crow, Wylder, Wird Dancer

Type: Defensive, Wird

Element: Earth

Casting Time: 4 seconds

Range: N/A

Area: Self

Duration: 3 rounds + 1 round per extra Wird

Skin of The Gargoyle provides defense, with no elemental variations, though the level of the defense depends upon the Distinction; Wird Dancers get level 3 defenses (14 points); Wylders and Blight Crows get level 2 defenses (7 points).

Skin of The Gargoyle visibly alters the character's skin, making it tough, leathery, and usually greyish in colour. If casters have some special affinity for a particular elemental base, their coloration may be influenced by that; Gargoyle colour patterns are described on page 109 of the Main World Book.

Some casters have developed a more serpent-like version of this spell, which they call Scales of the Serpenkine. It differs only in appearance; the effects are identical to this spell's. The Serpenkine themselves use just such a version of the spell.

STENCH

This spell creates an area of extremely foul odours. The smells are so intense that they often sicken anyone exposed to them. Members of Troupial Rat are especially sensitive to the odours.

Available To: Blight Crow, Wylder, Wird Weaver

Type: Offensive, Wird

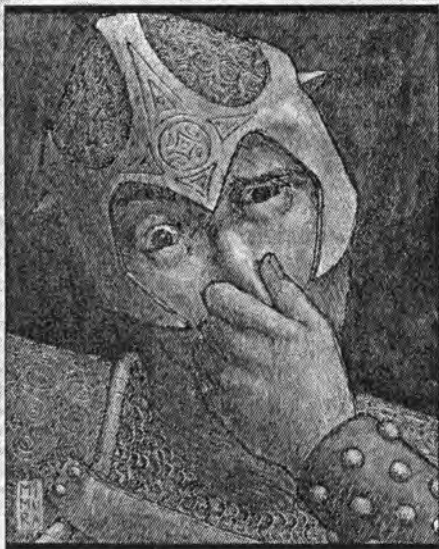
Element: Fire

Casting Time: 14 seconds

Range: 10 yards

Area: 2 yard radius

Duration: 2 rounds + 1 round per extra Wird



Stench creates a two yard radius area of incredibly foul-smelling vapours. Anyone within 20 yards will be able to smell it easily. Those actually inside the radius must make Constitution rolls (Target Number of 7) at -1 die every round or become violently ill. While ill, they can do nothing except collapse to their knees and retch, leaving them extremely vulnerable to many attacks.

Characters who belong to Troupial Rat, who have a highly enhanced sense of smell, are more susceptible to the effects of Stench than other characters. Their Constitution rolls are at -4 dice.

Green People seem to be completely immune to the effects of this spell.

STING OF THE SATORASS

This spell makes the very touch of spell casters deadly, for it causes their skin to exude a lethal poison.

Available To: Blight Crow, Wird Dancer, Wird Weaver

Type: Offensive, Wird

Element: Fire

Casting Time: 9 seconds

Range: Contact

Area: Target

Duration: 1 round + 1 round per extra Wird

When this spell is active, the skin of casters is poisonous. Anytime they touch, or are touched by, another person's skin (not including their wings or glider membranes, if any), they will poison that person. The poison causes Hard damage; it does a base of 1 point of damage with a frequency of every round and a duration of 4 rounds. For every 2 points of margin of success on their Characteristic + Wird - Casting roll, casters may change one of these three parameters. They may increase the damage done by 1 point (maximum of 3 points), decrease the Casting Time by 2 seconds (maximum of 4 seconds), or increase the Duration by 1 round. Thus, for example, if the margin of success of casters was 4, they would have 2 bonuses available to them. With that, they could alter two aspects of the spell by 1 or one aspect by 2.

For complete rules on poisons, please refer to Providence: The Ecology, page 96.

TALONS OF THE HAWK

A popular spell among the Yas'Wailians, Talons of the Hawk transforms the caster's hands into razor-sharp claws.

Available To: Blight Crow, Wird Dancer, Wird Weaver

Type: Offensive, Wird

Element: Fire

Casting Time: 12 seconds

Range: N/A

Area: Self

Duration: 3 rounds + 1 round per extra Wird

The caster's hands become claws which do 9 points of damage per attack. While the spell is active the ability of characters to handle objects is limited; while they still have the same number of fingers, they become thicker (the extra muscle needed to use the claws properly) and have sharp claws on their tips. If appropriate, the game master should require Coordination rolls (perhaps at a penalty) to maintain a grip on some items.

VALERAD'S SPELL OF THE NIMBLE FINGERS

Valerad Bandule was a member of Troupial Rat who, despite his Fallen status, nevertheless managed to learn how to manipulate Wird. Although he is said to have developed many new spells, this one, which makes the caster more dexterous and flexible, is the only one to have passed into general knowledge.

Available To: Wird Dancer

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: N/A

Area: Self

Duration: 3 rounds +
1 round per
extra Wird

While the Nimble Fingers is in effect, casters gain +1 Coordination. Furthermore, they have the Ambidexterity and Double-jointed Traits, and gain +4 dice for the skills Sleight of Hand and Pick Pockets.



LEVEL THREE SPELLS

ARMOUR OF THE DREA

Although slow and seemingly vulnerable, the Drea is actually a fierce and heavily-protected creature. Its shell is so hard and durable that it is often used as decorative armour. This spell gives a spell caster (or someone whom they touch) similar protection without the risk of losing a finger or hand to the Drea's claws.

Available To: Wird Dancer (self only), Wird Weaver

Type: Defensive, Wird

Element: Earth

Casting Time: 6 seconds

Range: N/A or Contact

Area: Self or Target

Duration: 3 rounds + 1 round per extra Wird

Armour of the Drea provides 14 points of defenses. The effect is that the person's skin becomes as thick and hard as that of a Drea (though it does not change to the Drea's colours). There are no elemental variations based on the type of attack that the armour is protecting the character against, but the awkward nature of the carapace-like armour reduces the character's Coordination by 1 for the duration of the spell.

DARKNESS

This spell creates a field of impenetrable blackness, which characters can neither see into nor out of.

Available To: Blight Crow, Wylder

Type: Offensive, Elemental

Element: Fire

Casting Time: 8 seconds

Range: 20 yards

Area: 2 yard radius

Duration: 3 rounds + 1 round per extra Wird

This spell allows the caster to create a region of darkness. This darkness is clearly magical, for it is deeper than any natural darkness; it has an "inky" quality from the inside and a discernible shape and boundary *from the outside*. However, this darkness is not necessarily absolute; it should be considered a level 4 effect. Light generated by more powerful effects will be able to penetrate it.

Any attempt to see through, into, or out of the darkness field is made at -16 (note that this is a modifier to characters' rolls, not to the number of dice rolled). The same modifier affects any attempt by characters outside the field to use ranged attacks on targets inside the field, or vice-versa. The same penalty

affects characters inside the field who are fighting at hand-to-hand range. Casters of the spell are immune to these effects; they can see into and out of the darkness as if it were not there.

A field of Darkness is static; it cannot be made to move with the caster or a given target. Darkness does not affect senses other than sight, so characters with other senses that are sufficiently enhanced may be able to perceive through it easily and avoid the penalties it imposes.

ENERVATION

This spell allows a caster to make it more exhausting for another character to take any actions – whether it is flying and casting spells, or just walking along a road.

Available To: Blight
Crow,
Wylder,
Wird
Weaver

Type: Offensive,
Wird

Element: Fire (Ice)

Casting Time: 6 seconds

Range: 10 yards

Area: Target

Duration: special

Enervation functions as an alter body spell (see page 68). The spell causes 18 points of "damage." The wound result determines the duration of the spell, not its effect – the effect remains the same regardless of the wound inflicted. Characters who are affected by Enervation must spend twice as much Endurance to perform any activity. Everything they do will tire them out much more quickly than normal. Wird Armour protects against this spell.



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EYES OF THE BAT

This spell's title is a little misleading – everyone knows that the members of Troupial Bat cannot see very well. However, in place of keen eyesight they can sense minor shifts in air current. This makes it difficult to surprise them. Spell casters using Eyes of the Bat have the same advantage.

Available To: Wird Dancer, Wird Weaver

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: N/A

Area: Self

Duration: 1 minute + 1 minute per extra Wird

While this spell is active, casters receive +9 to all rolls made to perceive persons who are about to attack them by surprise. This makes it almost impossible to surprise them; they will sense the approach of most attackers before they get within range to strike them. However, this warning may come mere milliseconds before the attack occurs – long enough for casters to avoid being surprised, but usually not enough time for them to warn their comrades and enable them to avoid the same fate.

This special sense works all around casters, not just in front of them. Sneaking up on them from behind does not negate the spell's effect. However, characters can only detect persons who are going to attack them. If another character is lurking nearby invisibly, but is not attacking the character, Eyes of the Bat provides no benefit.

GREAT WEB

This spell allows casters to create a spider web-like mass of thick, sticky strands that ensnare and entangle anyone who touches them.

Available To: Blight Crow, Wylder

Type: Miscellaneous, Wird

Element: Water

Casting Time: 15 seconds

Range: 10 yards

Area: Special

Duration: Special

The sticky, entangling strands created by Great Web must be attached to two or more anchor points – the walls of a room, a character's wings, two trees, or the like. The two anchor points must be within 5 yards of each other. Without two points to hold it up, the web will simply collapse. The web has a BPV of 16, and will remain in place for 1d10 hours before dissolving.

Once the Great Web is created, anyone or anything which touches it will be held fast with a Strength of 9. The only way to break free is to exert greater Strength or destroy the web. Fists or blunt weapons won't damage the web, but it parts easily if someone uses an edged weapon or claws against it; if set on fire, it will burn completely in a single round.

Great Web is particularly effective when used to entangle characters' wings (making it virtually impossible for them to fly, or to keep flying if they are in midair) or such things as their sword-arm and shield. Players can no doubt devise many other fiendish uses for this spell. Game masters should, if necessary, forbid uses of Great Web that are too effective or threaten to unbalance the game – or they can just have the non-player characters give the characters a taste of their own medicine.

Green People spell casters possess a version of this spell. Their version resembles a tangle of vines coated with sticky sap instead of a spider web.

MASK OF THE MUNDANE

Sometimes it is not a good idea for one spell caster to let other spell casters know that they are carrying powerful enchanted items. This spell allows casters to conceal the magical nature of such items – or their own magical powers.

Available To: All Distinctions

Type: Miscellaneous, Wird

Element: Air

Casting Time: 12 seconds

Range: N/A

Area: One enchanted item

Duration: 1 hour + 1 hour per extra Wird

Mask of the Mundane makes an enchanted item appear to be completely ordinary. Neither Detect Wird nor being Wird Sensitive will allow another character to learn that the item is magical. Furthermore, the spell even *disguises its own* presence; characters will not be able to determine that a spell is being used to affect the item.

Mask of the Mundane also hides the caster's ability to manipulate Wird from other Wird users. Anyone trying to detect if the caster can use Wird suffers a -16 dice penalty to his or her perception rolls.



THUNDERBOLT FIST

Characters using this spell can deliver prodigious blows in hand-to-hand combat. When it is cast, the fists of spell casters become surrounded with glowing, crackling, lightning-like Wird energy. Whenever they punch someone, they do a tremendous amount of damage, and the blow is accompanied by a loud thunderclap.

Available To: Blight Crow, Wylder, Wird Dancer

Type: Offensive, Wird

Element: Fire

Casting Time: 10 seconds

Range: N/A

Area: Self

Duration: 6 rounds + 1 round per extra Wird

While this spell is active, casters do an additional 18 points of damage with a CM – Strike (ie: a punch or kick). It does not increase the damage done by attacks with spells, weapons, or the like, just blows from the open hand or fist.

When someone hits with the Thunderbolt Fist, there is a peal of thunder. This has no combat effect; it simply makes the spell more impressive.

TORMENT

This spell allows casters to inflict wracking pains upon victims, thus making it difficult or impossible for them to accomplish many tasks.

Available To: Blight Crow, Wylder, Wird Weaver

Type: Offensive, Wird

Element: Fire

Casting Time: 7 seconds

Range: 10 yards

Area: Target

Duration: Special

This spell functions like as an alter body spell (see page 68), in that it does “damage” – 30 points of damage – to the target which is compared to the target’s True Body Armours (save Wird Armour) do not provide any protection from this “damage.” The extent of the “wound” suffered indicates the extent of

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the pain suffered by the target: a Slight wound causes Slight wound penalties; a Grave wound penalties for a Grave wound; and so forth. The target heals from this "wound" as if it were Soft damage.

Note that this spell does not do any actual damage to targets – it just makes them feel like they are suffering intense pain. The wound penalties caused by this spell are not cumulative with any the character may be experiencing due to actual wounds or other effects.

LEVEL FOUR SPELLS

AGE

This spell, feared and loathed by Yas'Wailians all over Providence, allows the spell caster to cause a character to artificially age.

Available To: Blight Crow, Wird Weaver

Type: Offensive, Wird

Element: Fire

Casting Time: 10 seconds

Range: 10 yards

Area: Target

Duration: Special

This spell functions as an alter body spell (see page 68), in that it does "damage" – 30 points of damage – to the target which is compared to the target's True Body. Armours (save Wird Armour) do not provide any protection from this "damage." The extent of the "wound" suffered indicates the extent to which the target is aged. A Slight wound indicates that 1d10+3 years are added to the victim's life; a Grave wound adds 2d10+6 years; and a Devastating wound adds 3d10+9 years. The target heals from this "wound" as if it were Soft damage.

While victims are aged, their appearance will alter correspondingly – wrinkles appear, they become withered-looking and stooped, and bones become brittle and more easy to break. In game terms, reduce victims' Appearance attribute by 1 point for every 10 years of aging suffered. Furthermore, game masters should reduce the victims' physical attributes (Strength, Coordination, and Constitution) by roughly the same amount, though game masters may vary this to achieve some particularly dramatic effect if they so desire. Some characters might lose more Coordination and less Strength, for example.



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BALL LIGHTNING

This spell allows casters to generate a ball of lightning which strikes an area, damaging everyone and everything in that location.

- Available To:** Wylder
Type: Offensive, Elemental
Element: Fire (Light)
Casting Time: 8 seconds
Range: 15 yards
Area: 3 yard radius
Duration: Instant

This spell causes 9 points of damage to anyone or anything caught within the spell's "blast radius." If anyone in that area is wearing full metal armour (unlikely, but possible), that armour only provides half of its normal protection against this spell. The game master might choose to say metal armour provides no protection at all.

EARS OF THE BAT

This spell provides the caster with a bat- or dolphin-like sonar ability. Characters need only make some kind of sound – a short, sharp whistle, a click of the tongue, a snap of the fingers – to perceive the things and people around them.

- Available To:** Wird Dancers, Wird Weavers
Type: Miscellaneous, Wird
Element: Air
Casting Time: 13 seconds
Range: N/A
Area: Self
Duration: 1 minute + 1 minute per extra Wird

Ears of the Bat allows casters to perceive the objects and people around them even in situations where eyes would be useless, i.e., total darkness. It provides +9 to Perception rolls made with their bat-like sonar. As described above, they must make some kind of sound to use this ability; enemies may be able to track them by the sounds they make.

The sonar provided by this spell is not able to detect fine details; it is not as good as eyesight in many instances. For example, with Ears of the Bat, characters can perceive that someone is standing near them, but they can't perceive sufficient detail to tell one person's face from another. They can detect things like general body height and shape, whether the character has wings or horns, if the character is carrying a large object, and so forth. They cannot read text or perceive colours. Their ability to sense texture is, at best, highly restricted.



The character's sonar may be less effective in certain situations. If there is a lot of noise in the area, the Target Number to perceive anything with sonar should be increased. Rain may interfere with sonar more than they would with vision; so can dust storms and sandstorms.

HEAL CORRUPTION

This spell allows casters to diminish the influence of Blight Crows and the White Crow. It is often used by Bright Orioles and like-minded spell casters.

Available To: Bright Oriole, Faithsinger, Wylder, Wird Weaver

Type: Miscellaneous, Wird

Element: Earth (Ice)

Casting Time: 1 hour

Range: 10 yards

Area: 50-yard radius

Duration: Instant

Heal Corruption allows spell casters to reverse the effects of a Blight Crow's or White Crow's use of Wird in a given area (or on a particular person or item). Generally, users of Shadow-Wird either drain a given area's Wird, or dispel Wird so that Shadow-Wird can take its place. Casters who use Heal Corruption must roll their Characteristic + Wird – Casting against a Target Number of 19. Failure means that the Shadow-Wird has not been dispelled. A margin of success of 0 to 10 indicates that the Shadow-Wird has been changed or dispelled into ambient Wird, neither "Shadow-Wird" nor "pure Wird" (in other words the Wird can be used by any spell caster).

A margin of success of 11 or higher renders the Shadow-Wird into "pure" Wird.

The spell does not restore the lost Wird, but it does dispel or remove the taint left by the Blight Crow or White Crow. Furthermore, it makes it harder for Blight Crows or White Crow to cast spells in that area for the next month; during that time, all spells cast by such beings have their Target Numbers increased by 2. After the month passes, they may cast spells in that area normally.

Blight Crows and White Crow know a spell that is the opposite of this, Befoulment (see page 140). It works identically, but instead of dispelling Shadow-Wird from an area, it attracts it.



LAVA BLAST

This spell allows the character to project a blast of red-hot magma at a target.

- Available To:** Wylder
Type: Offensive, Elemental
Element: Fire
Casting Time: 8 seconds
Range: 10 yards
Area: Target
Duration: Instant

Lava Blast creates a large bolt of magma that does 9 points of damage to any target it hits. In addition it covers the victim with lava. For the next 1-5 rounds (1d10, halved, rounded down), or until freed from the magma, the character will continue to suffer 9 points of damage per round. If victims can't get free by the end of this period, they will be trapped by the solid rock that the magma forms as it cools. The BPV of this rock will be 16.

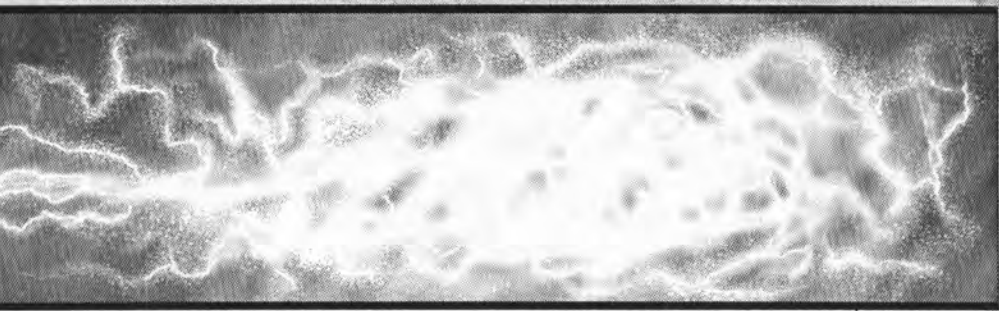
When deciding this spell's interaction with elemental armour spells, use either Fire or Earth, whichever is worse for the defender.

RAZOR WINDS

This spell allows a caster to create a lethal blast of wind that can cut through even the hardest armour.

- Available To:** Blight Crow, Wylder
Type: Offensive, Elemental
Element: Fire
Casting Time: 12 seconds
Range: 10 yards
Area: Target
Duration: Instant

Razor Winds creates a deadly blast of air – so deadly that the wind itself seems to have razor-sharp edges. The spell does 16 points of damage to targets that the caster hits, and the protective value of any armour (mundane or magical) which the target has is reduced by 16 points. This reduction occurs after applying any elemental variation.



LEVEL FIVE SPELLS

ARMY OF ONE

This spell creates nine illusionary duplicates of the character, making it difficult, at best, for attackers to learn which one is the real person.

Available To: Blight Crow, Wylder

Type: Miscellaneous, Elemental

Element: Air (Mind)

Casting Time: 8 seconds

Range: Special

Area: Self

Duration: 3 rounds + 1 round per extra Wird

This spell is similar to the level 2 spell Mirror Image. However, it creates nine illusionary copies of the caster instead of one. Each duplicate mimics the caster's actions exactly. Attackers have only a 10% chance (a roll of 1 on 1d10) of attacking the caster instead of one of his or her duplicates for the duration of the spell. If a 1 is rolled, the attack happens as usual; otherwise the attack has no effect. The illusionary duplicates cannot travel further than 10 yards away from the caster.

Anyone trying to find the real caster makes a Perception roll against a Target Number of 11 plus the caster's margin of success.

CONJURATION

This spell allows the caster to summon forth the beasts of the wild, and sometimes other beings as well.

Available To: Blight Crow, Wird Weaver

Type: Miscellaneous, Wird

Element: Water

Casting Time: 1 minute

Range: Special

Area: N/A

Duration: Special

Conjuration is a classic spell of summoning – a ritual through which the spell caster summons a beast of some sort. Casters must define which type of beast they wish to conjure when they begin casting the spell, for that determines the spell's Wird cost. Only animals with an Intelligence of -3 or lower can be summoned with this spell, and must naturally be within one mile of the caster.

If the caster wishes to summon a creature that is roughly the equivalent of a normal person (see page 33 of the Main Rule Book for character points), the spell costs 5 Wird. This would include most small creatures such as house cats and hunting dogs, song birds and other small avian creatures, and many larger, but essentially docile creatures like farm animals.

If the caster wishes to summon a creature that is roughly the equivalent of a low-powered hero, the spell costs 10 Wird. This would include birds of prey, predators up to the size of wolves, and the like. If casters wish to summon a creature that is roughly the equivalent of a medium powered hero, the spell costs 15 Wird. This would include larger predators (such as many hunting cats) or other large or dangerous creatures. Should the caster wish to summon a creature that is roughly the equivalent of a high powered hero, the spell costs 20 Wird. This would include many magically powerful creatures, or predators that are particularly fierce, dangerous, and difficult to kill.

When Conjuration is completed, the summoned creature will proceed to the caster's location at its highest rate of speed; if no members of that species are within range, the spell automatically fails. While Conjuration does grant spell casters the power to communicate with the summoned creature, the creature is not necessarily kindly disposed towards spell casters. In fact, it may be hostile towards them. Spell casters should be prepared to "bribe" the creature with food or something else which it wants in order to get it to do whatever the casters desire. At the option of game masters, spell casters may guarantee that the creature is friendly to them and willing to do their bidding for all but suicidal tasks by spending an additional 3 Wird.

Conjuration is normally used to summon beasts, but, at the game master's discretion, may be used to summon people or strange beings of other sorts. Players would construct the type of person they wish to summon ("winged warriors" or "Blight Crows," for example) using the character creation system; the game master's approval is needed for all such characters. Conjuration used in this fashion can only summon generic persons or beings. It cannot summon specific people such as "the King of Cry-Star" or "Kannoreese"; nor should the game master allow the spell caster to summon creatures or beings for the sole purpose of killing them or taking things from them.



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CRYSTAL WHIRLWIND

When this spell is cast, it creates a whirling, glittering field of razor-sharp crystals. This field spins around casters, protecting them and damaging their enemies.

Available To: Wylder

Type: Miscellaneous, Elemental

Element: Earth

Casting Time: 9 seconds

Range: Special

Area: Self

Duration: 3 rounds + 1 round per extra Wird

Crystal Whirlwind surrounds characters with a protective field of crystals that orbit their body at rapid speeds. The crystals can be any shape or colour, as casters desire, but cannot be bigger than a thumb.

While a Crystal Whirlwind is in effect, the caster has 14 points of defense. Anyone who touches, or is touched by, the caster will take 16 points of damage; there is no way to avoid this damage, though armour of course offers protection against it.

Additionally, once per round the caster can cause the whirlwind to hurl some of its crystals at a target within 10 yards. This does not cost additional Wird, but does count as an action. Casters must roll their Characteristic + Wird – Casting minus their target's Coordination + Hand to Hand. Targets that are hit take 16 points of damage. Using the Whirlwind as an attack this way does not reduce the protection it provides.

PARALYSIS

This spell allows casters to "freeze" other characters in place, forcing them to stand stock-still against their will.

Available To: Blight Crow, Wylder, Wird Weaver

Type: Offensive, Wird

Element: Fire (Ice)

Casting Time: 8 seconds

Range: 10 yards

Area: Target

Duration: 2 rounds + 1 round per extra Wird

This spell functions as an alter body spell (see page 68), in that it does "damage" – 45 points of damage – to the target which is compared to the target's True Body. Armours (save Wird Armour) do not protect from the

"damage." The extent of the wound suffered indicates the extent of the paralysis that affects the character. A Slight wound reduces the Coordination of targets by 2 and all of their rates of movement by 2 yards per second. A Grave wound reduces the Coordination of targets by 6 and all of their rates of movement by 10 yards per second. A Devastating wound causes total paralysis; characters cannot move at all (making them a sitting duck for other attacks; attackers gain a +8 bonus to hit them). This paralysis fades when the spell's duration ends.

SHRIEK OF THE SOUNDER

Taking its name from a fearsome creature that lives in Providence's seas, this spell allows casters to emit a burst of sound that confuses and disorients the target.

Available To: Blight Crow, Wylder

Type: Offensive, Wird

Element: Fire

Casting Time: 8 seconds

Range: 10 yards

Area: Target

Duration: Instant

When Shriek of The Sounder is used successfully, the target becomes disoriented and suffers from severe vertigo. This spell functions as an alter body spell (see page 68), in that it does "damage" – 45 points of damage – to the target which is compared to the target's True Body. Armours (save Wird Armour) do not protect from the "damage." The extent of the "wound" suffered indicates the extent of the vertigo that afflicts the target: a Slight wound reduces the target's Coordination by 2, and all Coordination-based skills by one level; a Grave wound reduces Coordination by 4, and all Coordination-based Skills by two levels; a Devastating wound reduces Coordination by 8, and all Coordination-based skills by four levels. The target heals from this "wound" as if it were Soft damage.

If afflicted targets are running or flying, they immediately lose all sense of direction and perspective; if they continue to move, the game master should randomly determine which way they are going (they might even fly straight into the ground or run headlong into a brick wall).

SUNBIRD

The legends of Troupial Eagle tell of a type of strange mystic warrior known as a Sunbird. According to the tales, some of the Eagle Fallen can transform themselves into golden-feathered warriors with the beaks of great eagles and claws of golden flame on their hands. The legends are true, and are a result of this very rare spell.

Available To: Wylder, Wird Dancer

Type: Miscellaneous, Wird

Element: Air

Casting Time: 10 minutes

Range: N/A

Area: Self

Duration: 1 hour + 1 hour per extra Wird

The Sunbird spell is so rare as to be nothing but a legend amongst Troupial Eagle and the other inhabitants of Providence. It exists only in certain ancient manuscripts held by Troupial Eagle that have long been lost among the other volumes in the Eagle libraries. It has only been found twice in recorded history, both times by Fallen Eagles who had managed to learn Wird magic. Both died taking the secret of the spell with them to their graves, for they knew of the measure of protection it granted Fallen Eagles from their Troupial's infanticidal tendencies toward their kind.



Only Fallen Wird users can cast Sunbird, though they do not have to come from Troupial Eagle. It is a lengthy and complex ritual. If successfully cast, it transforms casters, granting them the following abilities:

Golden Wings: Golden-feathered wings sprout from their back, allowing them to fly at level 5 speed (90 mph).

Fiery Claws: The hands of characters become claws that burn with an unquenchable golden flame. These claws do 18 points of damage when they strike a target. The casters use normal combat skills to determine if they hit a target with their Fiery Claws.

Resilience: The Strength and Body of casters are raised by 1. Additionally, they have natural armour that provides 14 points of defense.

Keen Sight: The Perception of casters is increased by 9 dice.

TORCH

By using this spell, a spell caster can cause one target to burst into flames and burn until dead.

Available To: Blight Crow, Wylder

Type: Offensive, Elemental

Element: Fire

Casting Time: 10 seconds

Range: 10 yards

Area: Target

Duration: 1 round + 1 round per extra Wird

When this spell is successfully used, the target bursts into flame, taking 45 points of damage. The spell, however, is a projection spell (see page 69) and must first hit its target in order to affect it. The spell caster may pay 1 point of Wird per round to maintain the fire for additional rounds after the first; in succeeding rounds the fire does 9 points of damage each round.

In addition to targets taking damage themselves, any goods or items they carry may also suffer from the flames.

WINDSTORM

This spell creates an area of intense winds which makes flying difficult at best, and often impossible.

Available To: Blight Crow, Wylder

Type: Offensive,
Elemental

Element: Fire (Light)

Casting Time: 15 seconds

Range: 200 yards

Area: 20 yard radius

Duration: 3 rounds + 1
round per
extra Wird

This spell functions like the spell Whirlwind (Main Rule Book, page 199), but the Strength is 16 and it does 16 points of damage due to flying debris.



LEVEL SIX SPELLS

BLIZZARD

When this spell is cast, Wird users summon a blizzard to affect everyone and everything in a large area. People, plants, animals, and even some objects may suffer damage from the terrible cold and pelting sleet and snow.

Available To: Blight Crow, Wylder, Wird Weaver

Type: Offensive, Elemental

Element: Fire (Light)

Casting Time: 15 seconds

Range: N/A

Area: 2-mile radius around caster

Duration: 1 hour + 1 hour per extra Wird

When this spell is cast, the temperature in the affected area immediately drops to sub-zero levels, bitter winds blow through the area, and heavy snow and sleet begin to fall. In the first round of affect, any living thing in the area takes 9 points of Soft damage; this will be enough to kill most plants and small animals. For every half hour (or fraction thereof) which a being remains in the area, it will take 1 point of Soft damage.

Due to the build up of snow and ice, walking or running in the affected area will be difficult or impossible; the game master should reduce movement rates accordingly unless a character or animal has a way to overcome these obstacles (snowshoes or large, flat feet suitable for walking on snow). Similarly, the snowstorm and strong winds reduce characters' ability to fly; reduce the effectiveness of any flight powers by three Tiers.

It is important to note that casters will be caught in the middle of their own Blizzard, and will be affected by it just like everyone else. If they are prepared for it with a Resist Cold spell, they will take no damage (that spell will similarly protect others within the Blizzard). If anyone in the affected area wears heavy clothes (fur-lined coats and the like – extremely uncommon wear in the humid jungle world of Providence), they take -1 point of damage.

The area affected by the Blizzard is static. If spell casters move, it does not move with them.

DEZURAL'S THUNDERSTORM

Named after the spell caster who is said to have created it, this spell allows casters to summon a tremendous thunderstorm that blankets a large area. Within that area they can call down lightning bolts to smite their enemies.

Available To: Blight Crow, Wylder, Wird Weaver

Type: Offensive, Elemental

Element: Fire (Light)

Casting Time: 14 seconds

Range: N/A

Area: 100 yard radius around caster

Duration: 3 rounds + 1 round per extra Wird

This spell creates a terrible thunderstorm with several effects. First, the driving rain, strong winds, and constant thunderclaps make perceiving things or communicating very difficult. All Perception tests within the area (whatever the sense used) suffer a -4 dice penalty. Talking is similarly hampered. The spell caster is immune to this effect; they can see, hear, and talk normally.

Second, flying within the affected area is very difficult. All flying characters and creatures have their Flight power reduced by one Tier. This power affects spell casters if they are flying.

Third, once per round, spell casters can call down a lightning bolt to strike one target within the affected area; they must be able to see the target to do this. Calling lightning counts as an action and takes four seconds, but does not cost any extra Wird. Casters must use the rules for projection spells (see page 69) to determine if the spell affects their target. Characters should roll separately for each attack with a lightning bolt. Unlike most projection spells, however, using the lightning bolts of Dezuara's Thunderstorm requires a separate roll to hit from its casting roll. Each lightning bolt does 18 points of damage.

Dezural's Thunderstorm may have other effects as well. In narrow canyons and similar areas it can cause flash floods. In agricultural areas it may provide needed rain in a time of drought. In some cases the storm's winds and rain will flatten or damage plants. It is up to the game master to decide if such effects occur and to adjudicate the results.

INTANGIBILITY

This spell renders casters intangible. They can walk through walls and are immune to attacks. However, they cannot touch or attack any solid objects.

Available To: Wylder, Wird Dancer, Wird Weaver

Type: Miscellaneous, Wird

Element: Water

Casting Time: 15 seconds

Range: N/A

Area: Self

Duration: 3 rounds + 1 round per extra Wird



This spell renders characters intangible. They cannot touch, or be touched by, physical objects or beings. Characters affected by this spell cannot attack anyone by any method, nor can they be affected by any attack or spell. This includes a spell caster using the (optional) Tira su Gatira Arasswa'il power (see page 207). They can move through walls and other solid objects at their usual rates of movement. They do not need to breathe, eat, or sleep. They are not invisible, but appear to others as ghostly, faded versions of themselves.

SLUMBER

When this spell is cast, everyone near the spell caster falls into a deep sleep.

Available To: Wird Weaver, Blight Crow

Type: Offensive, Wird

Element: Air

Casting Time: 9 seconds

Range: 10 yards

Area: 20-yard radius

Duration: Instant

This spell is identical to the spell Sleep (Main Rule Book, page 176), except that it affects everyone within a 20-yard radius. The only exceptions are the caster and anyone they are not targeting (i.e., their friends, allies, and the like).

TAURIEL'S UNRAVELMENT

This powerful spell, created by the Wird Weaver Tauriel Halshandra, offers the Yas'Wailians their best hope yet for solving, or at least lessening the effects of, the growing problem of Retributions. Retributions are usually visualized as a "knot" or kink in the fabric of the Tapestry. Previous attempts to untie, or even tap the energy of these knots have resulted in the deaths of spell casters and everyone near them. Tauriel's Unravelment seems to offer a means to undo the knots without causing the spell caster harm.

Available To: Wird Weaver

Type: Miscellaneous, Wird

Element: Water

Casting Time: 6 hours

Range: 3 yards

Area: One knot in the Tapestry

Duration: Instant

To cast Tauriel's Unravelment, a spell caster must have the skill Wird-Casting at level 6, and Wird - Water at level 4 or higher. Spell casters of lesser ability are simply unable to comprehend the spell's nature and uses fully; if they try to use it, the Wird backlash from undoing the "knot" will kill them, regardless of whatever armour or other protections they use. The spell can only be cast on knots in the Tapestry that are building towards causing a Retribution; it has no effect on existing Retributions. Tauriel Halshandra is said to be working on a level 6 spell she calls Tauriel's Reweaving which would reverse the effects of existing Retributions, but if so, that spell has yet to be completed.

When this spell is cast, Wird users must roll their Characteristic + Wird - Casting minus the strength of the knot. The game master decides the strength of the knot, defined as a number from 1 to 19 (at a strength of 20, even the

largest of knots will "burst" and cause a Retribution, but most Retributions are caused by smaller knots that burst long before reaching 20). For example, the spell caster's dice total is 6 and the knot's strength is 8. The caster must weave the spell at -2 dice. Since the base Target Number to cast a spell successfully is 7, the caster must roll 2 dice at $7 + 8$ (+2 per die needed to roll the 2 die requirement) for a Target Number of 15. This is not an easy task.

If spell casters fail the roll, they suffer a backlash from the knot equal to two points of damage per the knot's strength rating; no armour or other defense, not even Wird Armour, offers any protection against this damage. Additionally, a Retribution occurs immediately, usually (but not necessarily) at or near the caster's location. The nature and strength of the Retribution depends upon the knot's strength rating. For example, the Sunderlands is believed to have begun when a knot with a rating of 19 grew into a 20 and burst.

If spell casters succeed in the roll, their points of margin of success reduce the knot's strength rating. If the knot's strength reaches 0, it has been completely unravelled and no longer has the chance to cause a Retribution. Tauriel's Unravelment may be used repeatedly on the same knot if one use is not sufficient to undo it completely.



WEIGHT OF EONS

This spell causes the target to age with incredible speed; decades may pass in mere seconds. The result is usually death and destruction.

Available To: Blight Crow

Type: Offensive, Wird

Element: Fire

Casting Time: 14 seconds

Range: 10 yards

Area: Target

Duration: Instant

This spell is an advanced version of the spell Age (see page 91). A Slight wound means that $2d10+6$ years are added to the victim's life; a Grave wound adds $4d10+12$ years; and a Devastating wound adds $8d10+18$ years. The target heals from this "wound" as if it were Soft damage.

GROUP SPELLS

The following spells are limited to members of a particular group (regardless of the Distinction a given member has chosen to follow). They represent some of each group's deepest secrets and most powerful weapons. Except in the most unusual of circumstances, these spells are not taught to outsiders.

Even members of these groups may sometimes have difficulty learning these spells. They will have to prove themselves worthy of this secret knowledge, either through play during the game or as part of the character's background history developed during character creation. Game masters may impose whatever restrictions they see fit on learning them (they may, for example, take extra time to learn or cost more points to buy than normal).

For ease of reading and access, the spells under each group are listed in alphabetical order, with a "Level" entry showing the spell's Level.

GROUPS AND WIRD CASTING

Several of the organizations in Providence resemble the familiar Distinctions even though they are not. Specifically, Kestrels, like Wird Dancers, use spells that affect their bodies; the Wird manipulation of D'Shau Monks is similar to Wird Weaver spells; and Slaywind Wird users resemble Wylders.

Sometimes experienced characters who can already use Wird (for example a Wird Weaver or Wylder) will opt to join one of these organizations. If they do so, they must buy their Wird – Casting skill again to learn that group's special spells.

For example, a Wylder who wants to become a Kestrel must buy Wird – Casting again if they wish to use any of the Kestrels' spells. The level of Kestrel spells they will cast is based on their new Wird – Casting skill. However, Kestrels are also able to use some spells that function exactly like Wird Dancer spells (see the Kestrels: Becoming Fire source book, page 84). If Wird Dancers (i.e. with Wird – Casting level 4) join the Kestrels, they will use the Kestrel-specific spells at the level of their new Wird – Casting skill (for example, Wird – Casting (Kestrels) level 1). Spells they learn with the Kestrels that function exactly like Wird Dancer spells can be used at the character's Wird Dancer experience level (in this case, Wird – Casting level 4).

Some spells however, are available to a variety of Distinctions (i.e. Recognizer spells); in this case, one does not need to buy Wird – Casting again to obtain these spells (as long as the spell is available to the Distinction of the character).

BUTTERFLY MANOEUVRE OF MASTER PO

Monks using this spell seem almost impossible to hit. No matter what their opponents in hand-to-hand combat do, landing a solid blow is, at best, difficult.

Level: 2

Type: Defensive, Wird

Element: Earth

Casting Time: 5 seconds

Range: N/A

Area: Self

Duration: 3 rounds + 1 round per extra Wird

While this spell is active, monks gain an enhanced ability to block and dodge, to extreme levels. Their movements are so graceful and swift that no one can hit them solidly in hand-to-hand combat. In game terms, they have +9 dice when using CM – Parry or CM – Dodge while the spell is active, but the spell offers no protection whatsoever against ranged attacks.

CRYSTAL ARMOUR

This spell sheathes the monk's body in hard crystal armour.

Level: 3

Type: Defensive, Elemental

Element: Earth

Casting Time: 4 seconds

Range: N/A

Area: Self

Duration: 3 rounds + 1 round per extra Wird

Crystal Armour provides monks with 14 points of defense. It does not hinder them in any way. It is considered to be Earth Armour for purposes of elemental interactions.

CRYSTAL BLADE

This spell creates a sword of crystal for the monk to wield.

Level: 2

Type: Offensive, Elemental

Element: Fire

Casting Time: 5 seconds

Range: N/A

Area: N/A

Duration: 3 rounds + 1 round per extra Wird

Crystal Sword creates a perfect crystal long sword that the monk can use for a few rounds. It does 18 points of damage. To fight with it, monks use their Weapon Skill, Melee, or similar skill, not their Wird skills.

THE BOOK OF WIRD

CRYSTAL GUARDS

This spell covers the monk's lower arms and lower legs with crystal guards that contain many sharp, spiky outward projections. When monks strike another character in hand-to-hand combat with their hands or feet (not weapons), the guards make their attacks deadlier.

Level: 1

Type: Offensive, Elemental

Element: Fire

Casting Time: 4 seconds

Range: N/A

Area: Self

Duration: 3 rounds + 1 round per extra Wird

While monks have this spell active, all of their attacks with their bare hands and feet, including their martial arts attacks, are considered to do Hard damage. Additionally, they do +3 points of damage. The guards also provide 2 points of defense against attacks that hit the monk's lower arms or legs.

PRODIGIOUS KICK OF TENEMON VARL

Many young Monks who are inordinately proud of their fighting abilities learn this spell. It allows them to do a powerful flying kick that is strong enough to knock over even a Drummer.

Level: 3

Type: Offensive, Wird

Element: Fire

Casting Time: 6 seconds

Range: Special

Area: Target

Duration: Instant

When this spell is cast, monks leap up to 15 yards towards targets to smash into them with a deadly kick. The monks may substitute their Wird – Casting roll for their Martial Arts if they prefer. The roll to cast the spell successfully is separate from the roll to strike a target.

The kick itself does 18 points of damage. Additionally, the victim must make a Strength roll against a Target Number of 19 or fall down. Monks always land on their feet near the victim, whether the victim makes this roll or not.

THOUSAND-CRYSTAL BLAST

This spell allows monks to create a bolt composed of hundreds of sharp crystals with which to blast their foes.

Level: 2

Type: Offensive, Elemental

Element: Fire

Casting Time: 6 seconds

Range: 10 yards

Area: Target

Duration: Instant

When this spell successfully hits a target, they are struck by a blast of sharp crystals (the caster may choose the crystals' colour, but none of the crystals may be larger than a person's index finger). The blast does 9 points of damage to the target. It is considered to be an edged attack for purposes of interactions with magical armour.

WHIRLWIND FISTS OF PELMAR GH'SREL

Most fighters, even most monks, can only land one punch at a time. A monk who knows this spell can punch someone dozens of times in the space of a few seconds!

Level: 4

Type: Offensive, Wird

Element: Fire

Casting Time: 6 seconds

Range: N/A

Area: Self

Duration: Instant

Monks cast this spell with their Characteristic + Wird – Casting as usual. They then, as part of the same action, may attack any foe in hand-to-hand combat range, using their Martial Arts skill to determine if they hit. If they succeed, they are able to rain dozens, perhaps hundreds, of blows on the target in the blink of an eye, doing 45 points of damage (Strength or other bonuses to damage do not apply). If victims are protected by spells that harm anyone who touches them, the monk will suffer this effect (just once, not dozens of times) when they use the Whirlwind Fists on them.

THE KESTRELS

The Kestrels are warrior-mages par excellence. They have integrated personal-enhancement and combat-enhancement spells with their combat

abilities in ways other groups can only envy. Make no mistake, when you face Kestrels, you face armed warriors – but they carry spells and skills, not weapons.

KESTREL SPELLS BY LEVEL

Level	Spell
2	Blindfighting
2	Danger Eye
2	Lightning Reaction
3	Shattersword
4	Armourbreaker
4	Bladestorm
5	Precision Strike

Some Kestrel spells are very similar to the martial arts magic of the D'Shau Monks. This is partially because the two groups have formed close ties on several occasions over the centuries to exchange knowledge and skills. At the game master's discretion, the Monks can use the spells listed here, and the

Kestrels can use the Monks' martial magic (but not their crystallomancy). However, the Kestrels have their own names for the D'Shau spells. For example:

Butterfly Manoeuvre of Master Po: Kata-Dance
Prodigious Kick of Tenemon Varl: Winged Kick
Whirlwind Fists of Pelmar Gh'srel: Four Winds Fist

ARMOURBREAKER

This spell, similar to Shattersword (see below), allows the caster to break an opponent's armour, leaving the target vulnerable to attacks.

Level: 4

Type: Offensive, Wird

Element: Fire

Casting Time: 10 seconds

Range: 10 yards

Area: One suit of armour

Duration: Instant

This spell does 45 points of damage to one suit of armour. If the armour's BPV is exceeded, it shatters into dozens of pieces and falls off of the wearer (this does not cause the wearer any damage); otherwise it is simply damaged (possibly enough for it to break the next time it is hit by an attack). Armourbreaker has no effect on armour created by spells (such as Flame Armour). It is also less effective against magical armours. The game master should increase such armours' BPVs by double (or more) for purposes of this spell (armour made out of wood or other materials shaped with Wird are not considered "magical" in this sense). Unique, especially powerful, or legendary magical suits of armour may simply be immune to this spell altogether.

BLADESTORM

Kestrels with this spell active become a literal whirlwind of death, attacking multiple times every round and cutting their foes down like chaff.

Level: 4

Type: Offensive, Wird

Element: Fire

Casting Time: 10 seconds

Range: N/A

Area: Self

Duration: 1 round + 1 round per extra Wird

This spell takes an entire round to cast; casters may make no other actions that round (even if their Initiative score would ordinarily allow them to). Beginning the round after the spell is cast, casters receive +36 to their Initiative roll only for purposes of determining how many actions they get in a round. Casters receive this bonus as long as they maintain the spell. These extra actions may only be used to make hand-to-hand attacks; they may not be used to cast spells, or the like.

BLINDFIGHTING

This spell grants Kestrels preternatural combat perceptions so that they can locate and attack foes in the dark without difficulty.

Level: 2

Type: Miscellaneous, Wird

Element: Air

Casting Time: 6 seconds

Range: N/A

Area: Self

Duration: 3 rounds + 1 round per extra Wird

Normally, characters fighting in bad light or darkness (including darkness created by spells or Shard powers) suffer substantial penalties to the number of dice they roll in combat. Kestrels with this spell can ignore those penalties. They can sense where their hand-to-hand combat foes are and attack them with no penalty; they may also defend against their attacks at no penalty. This spell offers no bonuses for, or special protection from, ranged attacks; it only works for hand-to-hand attacks. It also gives characters no ability to see through darkness or in bad light except to detect enemies (and allies; Blindfighting tells characters which people not to attack as well).

DANGER EYE

This spell makes casters aware of all threats to their safety, preventing anyone from surprising them, ambushing them, or catching them with a sneak attack.

Level: 2

Type: Miscellaneous, Wird

Element: Air

Casting Time: 12 seconds

Range: N/A

Area: Self

Duration: 3 rounds + 1 round per extra Wird

While this spell is active, casters possess a “sixth sense” for danger. They won’t know exactly what danger may be threatening them, but they will know where the threat is and how intense it is. In game terms, characters cannot be surprised in combat and are never unaware that someone is about to attack them; attackers receive no bonuses for attacking them from behind, for example. This does not mean that the attack is necessarily going to fail, of course; even without surprise bonuses, an attacker still may succeed.

LIGHTNING REACTION

Kestrels with this spell active can perceive and react to events in combat with blinding speed – seemingly almost before their opponents can complete their attack! This spell is the source of many legends about the Kestrels’ fighting prowess.

Level: 2

Type: Miscellaneous, Wird

Element: Air

Casting Time: 5 seconds

Range: N/A

Area: Self

Duration: 3 rounds + 1 round per extra Wird

Lightning Reaction grants the Kestrel +9 to initiative and +4 dice to Perception rolls for the duration of the spell.

PRECISION STRIKE

This spell gives the caster the ability to sense the weak points in an enemy's armour, and to strike them with pinpoint accuracy. It effectively denies the target much of the benefit of wearing armour.

Level: 5

Type: Offensive, Wird

Element: Fire

Casting Time: 12 seconds

Range: 2 yards

Area: Target

Duration: 3 rounds + 1 round per extra Wird

For the duration of the spell, the protective value of a target's armour goes down by 25 points. This applies even to armour created by spells, such as Earth Armour. However, if the target switches to a different type of armour (for example, dispelling Earth Armour and casting Air Armour in its place), the caster no longer gains any benefits from this spell. The Kestrel must cast the spell again to find the weak points in the new armour.

SHATTERSWORD

This highly feared spell allows the caster to break an opponent's weapon.

Level: 3

Type: Offensive, Wird

Element: Fire

Casting Time: 6 seconds

Range: 10 yards

Area: One sword

Duration: Instant

This spell does 30 points of damage to one melee weapon. If the weapon's BPV is exceeded, it shatters into dozens of shards; otherwise it is simply damaged (possibly enough for it to break the next time it hits a target). Shattersword is less effective against magical weapons. The game master should increase such weapons' BPVs by double (or more) for purposes of this spell; weapons made out of wood or other materials shaped with Wird are not considered "magical" in this sense. Unique, especially powerful, or legendary magical weapons may simply be immune to this spell altogether.

THE RECOGNIZERS

The Recognizers, Providence's skilled bounty hunters, are not opposed to employing Wird to help them do their duty – especially when the quarry is a

Wird user. Some spells unique to the Recognizers can be found in The Recognizers on page 17; a few more are listed here. Students can only learn these spells at the Watchtower Academy at Haak San Bazaa or from a Recognizer skilled at teaching.

RECOGNIZER SPELLS BY LEVEL

Level	Spell
3	Wind Sword
5	Fetters
5	Warrant Armour

FETTERS

This spell creates a mystical set of chains that keep captives from escaping.

Available To: Wylder, Wird Dancer, Wird Weaver

Level: 5

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 1 minute

Range: Contact

Area: N/A

Duration: 1 day + 1 day per extra Wird

This spell may only be cast on a target who is already unconscious or restrained. The caster must touch the victim to bring the spell into effect. It creates a set of mystic chains that bind the legs/feet, arms/hands, wings, and any other part of the victim's body that is dangerous or has the potential to help the Warrant escape (such as a Dragon's tail or the head of a Shard who can project deadly eye beams). Additionally, Fetters blocks 25 points' worth of Wird effects. No Shard ability of Tier 5 or below, and no spell of Level 3 or lower, can be used when this spell is active. This effectively works similar to 25 points of Wird Armour in the way it inhibits magic. However, if victims are wearing Wird Armour when Fetters affects them, consult the appropriate chart to find out how much it reduces this effect.

Fetters allow victims to move without difficulty until they attempt to use powers or spells. At that point they "lock up," making it impossible for captives to move unless they can break them or slip free by making an Escape Artist roll against a Target Number of 21. As well, if a victim attempts to get beyond 20 yards of the caster, the Fetters will become active. Casters or any other Recognizer may also cause them to lock up with a verbal command. Casters may tell others, such as their companions, the verbal command as well, but such a command will only work for the particular set of Fetters being used, not for any Recognizer's Fetters.

Fetters can be broken, but it is difficult. They are considered to have a BPV of 50.

Watchers can also use this spell.

WARRANT ARMOUR

This spell provides Recognizers with protection against all attacks a particular quarry makes against them for one week.

Available To: Wylder, Wird Dancer, Wird Weaver

Level: 5

Type: Defensive, Wird

Element: Earth

Casting Time: 1 hour

Range: N/A

Area: Self

Duration: 1 week

Warrant Armour provides casters with 14 points of defense against any attacks made against them directly by a specific Warrant – a specific person the Recognizer is hunting or attempting to capture. This includes hand-to-hand attacks, ranged attacks, Shard powers, spells of any type, and the like. However, indirect attacks, such as hiring others to attack the Recognizer or causing an avalanche to fall on the character, are not subject to the spell.

Watchers can also use this spell.

WIND SWORD

This spell allows a Recognizer to throw weapons that are not designed to be thrown. After it hits or misses its target, the weapon immediately returns to the Recognizer's hand.

Available To: Wird Dancer

Level: 3

Type: Offensive, Wird

Element: Fire

Casting Time: 4 seconds

Range: Special

Area: N/A

Duration: Instant

After casting this spell, as part of the same action the Recognizer may throw his or her sword (or other non-missile) weapon at a target. Use the Thrown Distance rules on page 223 of the Main Rule Book to learn how far the character can throw the weapon. Casters use their Thrown Weapon skill to find out if they hit the target. If the attack hits, it does as much damage as it would if the caster hit the target with the weapon in hand-to-hand combat (including bonuses from Strength, enchantments, and so on).

After the attack hits or misses, the weapon returns to the caster's hand. Others may try to stop the sword by grappling with it, but it has a Strength of 16 for purposes of returning to the caster.

SLAYWINDS

Much like the Kestrels and D'Shau Monks, the Slaywinds use Wird to enhance their combat abilities. However, whereas those two groups' spells concentrate on hand-to-hand attacks, Slaywind magic helps to focus and enhance their archery skills.

SLAYWIND SPELLS BY LEVEL

Level	Spell
1	Swift Arrow of Jullidek
2	Cloud Arrows of De Bloss
2	Divine Draw
2	Merciful Arrow of Inaille
3	Boiling Arrow of Tocianna
3	Dream Arrow of Shair
3	Falcon Arrow of Shriilyn
3	Frost Arrow of Crysyn
3	Judgment Arrow of Geldonne
3	Rhapsody Arrow of Pamiron
3	Storm Arrow of Otone
3	Sun Arrow of Tanvir
4	Berserk Arrow of Thorale
4	Laughing Arrow of Enthir
4	Terror Arrow of Paxaki
4	Wolf Arrow of Bohash
5	Banti's Bane Arrow

The primary weapon in the Slaywind magical arsenal, and the spell they are most famous for, is the Divine Draw spell that increases their accuracy with bow and arrow. Virtually all Wird using Slaywinds learn this spell before any other, though this is not a requirement.

BANTI'S BANE ARROW

This spell infuses an arrow with the essence of Banti, goddess of Wird. It allows that arrow to penetrate armour spells and powers easily.

Level: 5

Type: Offensive, Elemental

Element: Fire

Casting Time: 4 seconds

Range: Special

Area: Target

Duration: Special

When this spell is cast, it makes a single arrow into a special attack. Once cast, it may be maintained on the arrow until it is shot (usually in another action later that same round), or until later rounds at a cost of 1 Wird per additional round.

The Slaywind's Weapon Skill – Long Bow determines whether the arrow hits the target, as normal. The arrow is in most respects normal, but it ignores 45 points' worth of magical armour, except for the spells Wall of Earth, and Wall of Ice.

This spell may not be cast on an arrow that is enchanted or already subject to another spell. However, casters can use Divine Draw with it.

BERSERK ARROW OF THORALE

This spell infuses an arrow with the essence of Thorale, the Wild God. When it hits a target, it turns a victim into a mindless berserker.

Level: 4

Type: Offensive, Elemental

Element: Fire

Casting Time: 4 seconds

Range: Special

Area: Target

Duration: Special

When this spell is cast, it makes a single arrow into a special attack. Once cast, it may be maintained on the arrow until it is shot (usually in another action later that same round), or until later rounds at a cost of 1 Wird per additional round.

It is the Slaywind's Weapon Skill – Long Bow that determines whether the arrow hits the target, as normal. If the arrow hits, it does its normal damage. If that damage is not sufficient to penetrate the target's defenses and cause it injury, nothing further happens. Should targets take a wound from the arrow, then they become berserk. Victims may roll Willpower + Aura against a Target Number of 15 to avoid this effect. Unless they succeed, a terrifying rage overtakes them. They immediately begin attacking the nearest target – friend or foe – with their most powerful abilities or attacks, favouring hand-to-hand attacks if possible. They will do nothing to defend themselves or dodge any blows. This fit of berserk fury lasts for $2 + 1d10$ rounds or until the caster or victim is knocked unconscious or killed.

This spell may not be cast on an arrow that is enchanted or already subject to another spell. However, casters may use Divine Draw with it.

BOILING ARROW OF TOCIANNA

This spell infuses an arrow with the essence of Tocianna, goddess of the oceans. When it hits a target, it makes the water in the victim's body boil and froth, causing additional damage.

Level: 3

Type: Offensive, Elemental

Element: Fire

Casting Time: 4 seconds

Range: Special

Area: Target

Duration: Special

When this spell is cast, it makes a single arrow into a special attack. Once cast, it may be maintained on the arrow until it is shot (usually in another action later that same round), or until later rounds at a cost of 1 Wird per additional round.

It is the Slaywind's Weapon Skill – Long Bow that determines whether the arrow hits the target, as normal. If the arrow hits, it does its normal damage. If that damage is not sufficient to penetrate the target's defenses and cause it injury, nothing further happens. Should the target be injured by the arrow itself, then the target takes an additional 18 points of damage from having his or her blood and other vital liquids boil. This arrow is not considered to be a Water-based attack for purposes of elemental interactions. The extra damage does not apply against targets who do not have liquids in their bodies.

This spell may not be cast on an arrow that is enchanted or already subject to another spell. However, casters may use Divine Draw with it.

CLOUD ARROWS OF DEBLOSS

When this spell is cast on a Slaywind's bow, the owner's arrows travel further than ever.

Level: 2

Type: Miscellaneous, Wird

Element: Air

Casting Time: 4 seconds

Range: N/A

Area: Self

Duration: 3 rounds + 1 round per extra Wird

When this spell is in effect, all of the caster's arrow shots have double their standard range.

DIVINE DRAW

This spell is one of the things that gives the Slaywinds their fabled accuracy with archery.

Level: 2

Type: Miscellaneous, Wird

Element: Water

Casting Time: 4 seconds

Range: N/A

Area: Self

Duration: 3 rounds + 1 round per extra Wird

This spell adds +4 dice to all rolls made with the Slaywind's Weapon Skill – Long Bow (or any other bow skill) to hit a target.

DREAM ARROW OF SHAIR

This spell infuses an arrow with the essence of Shair, goddess of dreams and sleep.

Level: 3

Type: Offensive, Elemental

Element: Fire

Casting Time: 4 seconds

Range: Special

Area: Target

Duration: Special

When Dream Arrow is cast, it makes a single arrow into a carrier for a Wird effect. Once cast, it may be maintained on the arrow until it is shot (usually in another action later that same round), or until later rounds at a cost of 1 Wird per additional round.

It is the Slaywind's Weapon Skill – Long Bow that determines whether the arrow hits the target, as normal. If the arrow hits, it does its normal damage. Additionally, the target is affected by the level 2 spell, Sleep (see page 176, Main Rule Book); this occurs even if the arrow does no damage. If the arrow misses, the Sleep spell does not affect the target.

This spell may not be cast on an arrow that is enchanted or already subject to another spell. However, casters may use Divine Draw with it.

FALCON ARROW OF SHRIILYN

This spell infuses an arrow with the essence of Shriilyn, the forgotten Yas'Wailian goddess of birds. It transforms an ordinary arrow into a falcon which attacks the target.

Level: 3

Type: Offensive, Elemental

Element: Fire

Casting Time: 4 seconds

Range: Special

Area: Target

Duration: 3 rounds + 1 round per extra Wird

When this spell is cast, it makes a single arrow into a magical attack. Once cast, it may be maintained on the arrow until it is shot (usually in another action later that same round), or until later rounds at a cost of 1 Wird per additional round.

SHRIILYN FALCON

(SKILLS AND ABILITIES INCLUDE CHARACTERISTIC BONUSES)

3 Coordination	-1 Strength	0 Constitution
0 Intelligence	1 Willpower	0 Psyche
3 Appearance	0 Charisma	1 Perception
-1 Aura	3 Body	12 Endurance
21 Wird		

SKILLS

5 CM - Charge	5 CM - Dodge	5 CM - Strike
5 Flight		

ABILITIES

Beak - 5 point attack, Hard damage
Claws - 8 point attack, Hard damage
Wings - Tier 5

TRAITS

Combat Reflexes

It is the Slaywind's Weapon Skill - Long Bow that determines whether the arrow hits the target, as normal. Just before the arrow hits, it transforms into a shrieking golden falcon which slashes at the target with talon and beak. For the first attack, the falcon gains a +6 bonus for damage because of the arrow's velocity; after that it will circle the target and continue to attack without the velocity bonus. The falcon remains in existence as long as the Slaywind pays 1 Wird per round. It continues to attack the target until it is killed, it kills the target, or the caster stops paying Wird. Once the attack stops or the spell ends, the falcon turns back into an arrow.

This spell may not be cast on an arrow that is enchanted or already subject to another spell. However, casters may use Divine Draw with it.

FROST ARROW OF CRYSNIAN

This spell infuses an arrow with the essence of Crysnian, the forgotten Yas'Wailian goddess of winter. Crysnian was also said to test the unfaithful, so her arrows are particularly potent against the likes of the Blight Crow.

Level: 3

Type: Offensive, Elemental

Element: Fire

Casting Time: 4 seconds

Range: Special

Area: Target

Duration: Special

When this spell is cast, it makes a single arrow into a cold-based attack. Once cast, it may be maintained on the arrow until it is shot (usually in another action later that same round), or until later rounds at a cost of 1 Wird per additional round.

It is the Slaywind's Weapon Skill – Long Bow that determines whether the arrow hits the target, as normal. If the arrow hits, it does its normal damage plus 18 points of cold damage.

This spell may not be cast on an arrow that is enchanted or already subject to another spell. However, casters may use Divine Draw with it.

JUDGMENT ARROW OF GELDONNE

This spell infuses an arrow with the holy energies of Geldonne, the forgotten Yas'Wailian goddess of Justice. It signifies her judgment upon the evil and unrighteous.

Level: 3

Type: Offensive, Elemental

Element: Fire

Casting Time: 4 seconds

Range: Special

Area: Target

Duration: Special

When this spell is cast, it makes a single arrow into a powerful weapon against Blight Crows, White Crow, and other beings who use Shadow-Wird. Once cast, it may be maintained on the arrow until it is shot (usually in another action later that same round), or until later rounds at a cost of 1 Wird per additional round.

It is the Slaywind's Weapon Skill – Long Bow that determines whether the arrow hits the target, as normal. If the arrow hits a normal target, it does standard arrow damage plus 9 points. However, if it is used against Blight Crows, White Crow, and the like, the arrow does its normal damage plus 30 points.

This spell may not be cast on an arrow which is enchanted or already subject to another spell. However, casters may use Divine Draw with it.

LAUGHING ARROW OF ENTHIR

This spell infuses an arrow with the laughter of Enthir, the forgotten Yas'Wailian god of fools, luck, and merriment. When it hits a target, it incapacitates the victim with laughter.

Level: 4

Type: Offensive, Elemental

Element: Fire

Casting Time: 6 seconds

Range: Special

Area: Target

Duration: 3 rounds + 1 round per extra Wird

When this spell is cast, it makes a single arrow into a special attack. Once cast, it may be maintained on the arrow until it is shot (usually in another action later that same round), or until later rounds at a cost of 1 Wird per additional round.

It is the Slaywind's Weapon Skill – Long Bow that determines whether the arrow hits the target, as normal. If the arrow hits, it does its normal damage. If that damage is not sufficient to penetrate the target's defenses and cause it injury, nothing further happens. If targets are injured by the arrow itself, then they collapse in uncontrollable, hysterical laughter. They giggle, chuckle, chortle, and roll on the ground holding their sides from the pleasant pain of sheer merriment. They may roll Willpower + Aura against a Target Number of 15 to avoid this effect. Unless they succeed, they will be incapacitated, unable to attack, defend themselves, or flee. The laughing fit lasts for the duration listed above or until casters or victims are knocked unconscious or killed.

This spell may not be cast on an arrow which is enchanted or already subject to another spell. However, casters may use Divine Draw with it.

MERCIFUL ARROW OF INAILLE

Not all spells in the Slaywind arsenal are weapons. This spell transforms an arrow from a tool of war to an instrument of healing by infusing it with the sacred essence of Inaille, the forgotten Yas'Wailian god of healing.

Level: 2

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 4 seconds

Range: Special

Area: Target

Duration: Special

When this spell is cast, it converts a single arrow from an attack to a carrier for healing magic. Once cast, it may be maintained on the arrow until it is shot (usually in another action later that same round), or until later rounds at a cost of 1 Wird per additional round.

It is the Slaywind's Weapon Skill – Long Bow that determines whether the arrow hits the target, as normal. If the arrow hits, it does no damage; instead, it heals the target causing 9 points of healing "damage."

This spell may not be cast on an arrow which is enchanted or already subject to another spell. However, casters may use Divine Draw with it.

RHAPSODY ARROW OF PAMIRON

This spell infuses an arrow with the mighty songs of Pamiron, the forgotten Yas'Wailian goddess of music.

Level: 3

Type: Offensive, Elemental

Element: Fire

Casting Time: 4 seconds

Range: Special

Area: Target

Duration: Special

When this spell is cast, it makes a single arrow into a potent sound-based attack. Once cast, it may be maintained on the arrow until it is shot (usually in another action later that same round), or until later rounds at a cost of 1 Wird per additional round.

It is the Slaywind's Weapon Skill – Long Bow that determines whether the arrow hits the target, as normal. If the arrow hits, it does its normal damage plus 18 points of sound damage. It suffers normal elemental interactions for sound-based attacks.

This spell may not be cast on an arrow which is enchanted or already subject to another spell. However, casters may use Divine Draw with it.

STORM ARROW OF OTONE

This spell infuses an arrow with the power of Otone, the Yas'Wailian god of storms, turning it into a lightning bolt-like attack.

Level: 3

Type: Offensive, Elemental

Element: Fire

Casting Time: 4 seconds

Range: Special

Area: Target

Duration: Special

When this spell is cast, it makes a single arrow into a potent electricity-based attack. Once cast, it may be maintained on the arrow until it is shot (usually in another action later that same round), or until later rounds at a cost of 1 Wird per additional round.

It is the Slaywind's Weapon Skill – Long Bow that determines whether the arrow hits the target, as normal. If the arrow hits, it does its normal damage plus 18 points of electricity damage. It is subject to normal elemental interactions for electricity-based attacks.

This spell may not be cast on an arrow which is enchanted or already subject to another spell. However, casters may use Divine Draw with it.

SUN ARROW OF TANVIR

This spell infuses an arrow with the essence of Tanvir, the Great Father and Yas'Wailian god of the sun, and represents his judgment upon some malefactor.

Level: 3

Type: Offensive, Elemental

Element: Fire

Casting Time: 4 seconds

Range: Special

Area: Target

Duration: Special

When this spell is cast, it makes a single arrow into a potent fire-based attack. Once cast, it may be maintained on the arrow until it is shot (usually in another action later that same round), or until later rounds at a cost of 1 Wird per additional round.

It is the Slaywind's Weapon Skill – Long Bow that determines whether the arrow hits the target, as normal. If the arrow hits, it does its normal damage plus 18 points of fire damage.

This spell may not be cast on an arrow which is enchanted or already subject to another spell. However, casters may use Divine Draw with it.

SWIFT ARROW OF JULLIDEK

This spell gives an arrow something of the speed of Jullidek, the infamous forgotten Yas'Wailian god of thieves.

Level: 1

Type: Offensive, Elemental

Element: Fire

Casting Time: 4 seconds

Range: Special

Area: Target

Duration: Special

Once cast, this spell may be maintained on the arrow until it is shot (usually in another action later that same round), or until later rounds at a cost of 1 Wird per additional round.

It is the Slaywind's Weapon Skill – Long Bow that determines whether the arrow hits the target, as normal. However, casters receive +1 dice for their Weapon Skill roll. This represents the speed of the arrow – it is going so fast it is very difficult for the target to dodge or for any outside phenomenon to interfere with its flight.

This spell may not be cast on an arrow which is enchanted or already subject to another spell. However, casters may use Divine Draw with it.

TERROR ARROW OF PAXAKI

This spell wraps an arrow with nightmares from the mind of Paxaki, the forgotten Yas'Wailian goddess of fear. When it hits a target, that person will run from the Slaywind screaming in fear.

Level: 4

Type: Offensive, Elemental

Element: Fire

Casting Time: 4 seconds

Range: Special

Area: Target

Duration: 3 rounds + 1 round per extra Wird

When this spell is cast, it makes a single arrow into a special attack. Once cast, it may be maintained on the arrow until it is shot (usually in another action later that same round), or until later rounds at a cost of 1 Wird per additional round.

It is the Slaywind's Weapon Skill – Long Bow that determines whether the arrow hits the target, as normal. If the arrow hits, it does its normal damage. If that damage is not sufficient to penetrate the target's defenses and cause it

injury, nothing further happens. If the target is injured by the arrow itself, then the target becomes terrified. Victims may roll Willpower + Aura against a Target Number of 15 to avoid this effect. Unless they succeed, unbridled fear of the caster overtakes them, and they must flee from the caster at top speed. If they are cornered or unable to flee, they will lash out at the caster, but all attacks are at -3 dice. This waking nightmare lasts for the duration listed or until casters or victims are knocked unconscious or killed.

This spell may not be cast on an arrow which is enchanted or already subject to another spell. However, casters may use Divine Draw with it.

WOLF ARROW OF BOHASH

This spell infuses an arrow with the essence of Bohash, the forgotten Yas'Wailian god of wolves. It transforms an ordinary arrow into a wolf which attacks the target.

Level: 4

Type: Offensive, Elemental

Element: Fire

Casting Time: 4 seconds

Range: Special

Area: Target

Duration: 3 rounds + 1 round per extra Wird

When this spell is cast, it makes a single arrow into a magical attack. Once cast, it may be maintained on the arrow until it is shot (usually in another action later that same round), or until later rounds at a cost of 1 Wird per additional round.

It is the Slaywind's Weapon Skill – Long Bow that determines whether the arrow hits the target, as normal. Just before the arrow hits, it transforms into a fearsome wolf which leaps upon the target with jaws slaving. The wolf does not gain any bonuses for slamming into the target at the arrow's velocity. The wolf remains in existence as long as the Slaywind pays 1 Wird per round. It continues to attack the target until it is killed, it kills the target, or the caster stops paying Wird. Once the attack stops or the spell ends, the wolf turns back into an arrow.

BOHASH WOLF

(SKILLS AND ABILITIES INCLUDE CHARACTERISTIC BONUSES)

5 Coordination	2 Strength	3 Constitution
0 Intelligence	1 Willpower	0 Psyche
3 Appearance	-3 Charisma	8 Perception
-1 Aura	9 Body	25 Endurance
30 Wird		

SKILLS

4 Camouflage	6 CM – Dodge	6 CM – Strike
6 Stealth	6 Tracking	

ABILITIES

Bite – 12 point attack, Hard damage
 Claws – 6 point attack, Hard damage
 Movement 3/6/8/15

TRAITS

Combat Reflexes

This spell may not be cast on an arrow which is enchanted or already subject to another spell. However, casters may use Divine Draw with it.

WATCHERS

While there are many Wird users among the ranks of the Watchers, there are relatively few spells unique to the ranks of these powerful law enforcers. For the most part, standard spells, particularly those that provide defenses or greater movement capabilities, suffice for the Watchers' purposes. Watchers can also use the Recognizer spells Fetter (see page 118) and Warrant Armour (see page 119). However, they do have a unique spell of their own.

TRACKER'S EYE

No fugitive is safe from Watchers who know this spell. It allows them to track previously-identified felons and bring them to justice.

Level: 2

Type: Miscellaneous, Wird

Element: Air

Casting Time: Special

Range: N/A

Area: Special

Duration: Special

Tracker's Eye allows a Watcher to locate a criminal who has been specially marked. Within the territory of the Alliance of Kings, criminals who are considered particularly dangerous, notorious, or likely to escape have to submit to the first part of this spell, which is an hour-long ritual. This "brands" them with a Wird signature that is distinctive. As far as can be told, there is no way, including other spells, to alter or remove this brand; once in place it remains for the rest of the subject's life.

After someone has been "branded" with the Tracker's Eye, whenever Watchers are within a 100-yard radius of that person, their enchanted Watchers' bracers will alert them to that person's presence, identifying the person and their general location.

LOST TRIBE SPELLS

One thing is certain about the Lost Tribes: they can manipulate Wird in such a way that it is not harmful to the environment, or the Tapestry. Many Yas'Wailians have speculated about the magic of the Tribes. The general consensus is that they have adapted physically to the world and harmonized with the Wird in Providence.

Each Lost Tribe has its own unique magics, spells, rituals, or concoctions only its members know, and which they do not teach to other races. In some cases their racial grimoires are extensive; what is given below represents only a sample of such magics. Future XID Creative products will provide more details regarding each race's powers.

GREEN PEOPLE

The Green People do not have Distinctions, per se. All Green People Wird users practice magic that Yas'Wailians sometimes referred to as "botanomancy." This practice of magic bears numerous similarities to Wird

Weavers on fundamental levels. Many scholars of Wird, however, feel that the Green People's Botomancers are millennia ahead of Yas'Wailian Wird Weavers in their understanding of how to manipulate Wird. The Green People manipulate or stimulate plant life; some spells even create specific types of seeds, thorns, or other vegetable "weapons." Green People magic, as well as the magics of the other Lost Tribes, will be further developed and explained in the coming Lost Tribe source book. At present,

GREEN PEOPLE SPELLS BY LEVEL

Level	Spell
2	Bark Armour
2	Burning Sap
2	Sap Globe
3	Dream Spores
3	Needle Blast
4	Death Pollen
4	Thorn Skin

however, in game terms, their magic functions exactly the same as Yas'Wailian magic except they do not manipulate the magical element of Fire – Green People magic does not manifest in chaotic ways. Their magic is much more focused around the magical element of Water – the element of control and manipulation. As such, when creating Green People Wird users, they do not need to learn the skill Wird – Fire. Obviously, the Green People do not view their "magical elements" in the same way as Yas'Wailians, which will be covered in detail in the Lost Tribe source book.

BARK ARMOUR

This spell causes the Green Person's body to grow a tough, bark-like armour.

Level: 2

Type: Defensive, Elemental

Element: Earth

Casting Time: 5 seconds

Range: N/A

Area: Self

Duration: 3 rounds + 1 round per extra Wird

Bark Armour provides 7 points of defense. It does not hinder casters in any way, except that it makes it impossible for them to submerge themselves beneath the water (the armour is buoyant). Treat it as Earth Armour for elemental interactions, but flame-based attacks reduce the armour by 1 level.

BURNING SAP

This spell causes the caster's half-plant, half-flesh body to exude an acidic sap. Casters are immune to its effects, but anything which touches them will be burned.

Level: 2

Type: Offensive, Elemental

Element: Water

Casting Time: 8 seconds

Range: N/A

Area: Self

Duration: 6 rounds + 1 round per extra Wird

Burning Sap is identical to the Level 1 spell Acidic Touch, but provides one additional measure of protection: anything which touches casters is affected just like something they touch, because the acidic secretions cover their entire body, not just their hands.

DEATH POLLEN

This spell allows the caster to project a cloud of poisonous pollen.

Level: 4

Type: Offensive, Elemental

Element: Water

Casting Time: 10 seconds

Range: 10 yards

Area: 2-yard radius

Duration: Instant

This spell creates a two-yard radius cloud of deadly pollen particles. Any character who breathes them in takes 16 points of damage; armour offers no protection against this. Characters who do not have to breathe, or who manage to hold their breath in time (game master's discretion; a Coordination or Constitution roll may be required) are immune to the effects. The cloud does not linger; the pollen is too heavy to float and quickly drifts down to the ground, where it becomes inert.

DREAM SPORES

This spell creates a cloud of plant spores which have morphean properties. Anyone who breathes them in will fall into a deep sleep.

Level: 3

Type: Offensive, Elemental

Element: Water

Casting Time: 7 seconds

Range: 10 yards

Area: 2-yard radius

Duration: Instant

Dream Spores work just like the spell Sleep (Main Rule Book, page 176), except that it affects everyone except the caster in the defined area.

NEEDLE BLAST

This spell blasts a target with a shower of poisoned plant needles.

Level: 3

Type: Offensive, Elemental

Element: Water

Casting Time: 6 seconds

Range: 10 yards

Area: Target

Duration: Instant

Dozens of sharp plant needles are projected at the target. The needles themselves do only 3 points of damage. However, if they penetrate the target's armour to cause actual injury, the target takes an additional 3 points of Soft damage every round for 4 rounds from the poison in the needles. No defenses except immunity to poisons protects against the toxin's damage. The Green People themselves are immune to it.

SAP GLOBE

This spell produces a similar effect to the web-sticks that the Recognizers use. It allows casters to create a ball of sticky sap and hurl it at targets, gumming them up and making it impossible for them to move.

Level: 2

Type: Offensive, Elemental

Element: Water

Casting Time: 6 seconds

Range: 10 yards

Area: Target

Duration: Special

This spell projects a strong, sticky, foul-smelling sap at a target. The sap has a Strength rating of 4; the victim must make a Strength roll to break out, and only one attempt is allowed. If it fails, the victim is trapped, unable to move at all, until freed. The sap will become brittle, and thus can easily be broken, within about 6-8 hours. It can be washed off before that time with vinegar or alcohol.

THORN SKIN

This spell causes a Green Person's skin to sprout a protective covering of hard, sharp thorns. Anyone who touches or is touched by the Green Person will be scratched by them.

Level: 4

Type: Miscellaneous, Elemental

Element: Earth

Casting Time: 9 seconds

Range: N/A

Area: Self

Duration: 6 rounds + 1 round per extra Wird

Sharp, tough thorns grow all over the character's body. Anyone the character touches, or who touches him or her, takes 9 points of damage. The thorns also provide the caster with 14 points of defense.

SERPENKINE

The Serpenkine practice a form of ritualized magic. Instead of spells, they perform long rituals which confer great powers upon beneficiaries. In game terms, their spells function exactly as do Yas'Wailian spells except that their casting times and durations are much longer and their game effects are far more potent. The Serpenkine also have only two distinctions of Wird users; the Sahira and the Syenobah. The Sahira are warrior-shamans who spend hours secluded in meditation preparing for battle, enhancing their bodies with their ritual spells.

The Syenobah are sorcerers who use their magic to manipulate and affect the world around them. Their magic is often used to provide for and protect Serpenkine communities.

SERPENKINE SPELLS BY LEVEL

Level	Spell
1	Cobra Strike
2	Coils of The Constrictor
3	Hydra's Arms
3	Serpent Eyes
3	Serpent Form

COBRA STRIKE

This spell enables the caster to strike as swiftly as the fabled cobra.

Level: 1

Available To: Sahira

Type: Offensive, Wird

Element: Fire

Casting Time: 4 minutes

Range: N/A

Area: Self

Duration: 180 rounds (roughly 30 minutes) + 60 rounds per extra Wird

This spell grants the Serpenkine +9 Initiative when they are in hand-to-hand combat. If they try to use spells or make a ranged attack when the spell is active, it immediately ceases to be effective.

COILS OF THE CONSTRICTOR

This spell grants the caster great strength, but only for the purposes of squeezing and crushing things.

Level: 2

Available To: Sahira

Type: Offensive, Wird

Element: Fire

Casting Time: 7 minutes

Range: N/A

Area: Self

Duration: 180 rounds (roughly 30 minutes) + 60 rounds per extra Wird

Coils of The Constrictor gives the Serpenkine +18 Strength, but only for squeezing and crushing purposes. This extra Strength does not add to damage caused by hand-to-hand weapons, help the caster break out of bonds, or the like.

HYDRA'S ARMS

This spell causes casters, or a willing subject whom they touch, to grow extra sets of limbs. This gives them the ability to make more attacks, or defend themselves better, in hand-to-hand combat.

Level: 3

Available To: Sahira

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 10 minutes

Range: N/A or Contact

Area: Self or Target

Duration: 180 rounds (roughly 30 minutes) + 60 rounds per extra Wird

When this spell is cast, the caster (or the subject) automatically grows two extra arms. When this spell is in effect, casters gain +9 to their Initiative (representing the extra weapons, shields, and similar implements which they can now wield) and +4 dice to CM – Grapple rolls. Also, with the extra set of arms, the character now has the trait Ambidexterity. They can also perform most mundane tasks which require use of the hands much more quickly than a normal two-armed person.

THE BOOK OF WIRD

SERPENT EYES

This spell allows casters to see through the eyes of all serpents in the area around them.

Level: 3

Available To: Sahira, Syenobah

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 minutes

Range: N/A

Area: 500 yard radius

Duration: 180 rounds (roughly 30 minutes) + 60 rounds per extra Wird

When Serpent Eyes is cast, casters form a mystical link with all serpents in a 500-yard radius. They must remain immobile while using the spell; this area does not move with them as they move. They can use their eyesight through the eyes of all of those serpents, giving them a clear picture of much of what is going on around them. In addition, casters gain +9 dice to their Perception rolls.

SERPENT FORM

This spell allows casters to assume the form of any normal serpent.

Level: 3

Available To: Sahira, Syenobah

Type: Miscellaneous, Wird

Element: Air

Casting Time: 7 minutes

Range: N/A

Area: Self

Duration: 180 rounds (roughly 30 minutes) + 60 rounds per extra Wird

When Serpent Form is cast, the Serpenkine can assume the form of any serpent they choose, provided that its body mass does not exceed that of the caster. They have all of the standard abilities which that type of serpent has, up to and including any venom or other natural weapons, but retain their own Intelligence, Willpower, Psyche, and memories. The caster may not assume the form of imaginary or magical serpents, such as dragons, wyverns, or wyrms.

SERPENT FORM

(SKILLS AND ABILITIES INCLUDE CHARACTERISTIC BONUSES)

-1 Coordination	-5 Strength	-4 Constitution
— Intelligence	— Willpower	— Psyche
-1 Appearance	-2 Charisma	-2 Perception
0 Aura	-1 Body	12 Endurance
12 Wird		

SKILLS

2 Camouflage	2 Climbing	2 CM – Grapple
2 CM – Strike	2 Stealth	

ABILITIES

Bite – 1 point attack, Hard damage
 Altered/Inhuman Senses – Infrared vision
 Swimming – Tier 1
 Venom (with successful Bite attack) – 1 point of Hard damage per round for 3 rounds

This represents the typical serpent form assumed through use of this spell, but it is certainly not the only one available. Game masters and players should consult Providence: The Ecology for statistics for other types of serpents.

SWARM DANCERS

Swarm Dancers have four Distinctions: Hivers, Wird Flyers, Sharpstings, and Night Mantises. Some of their spells are listed below.

SWARM DANCER SPELLS BY LEVEL

Level	Spell
1	Sting
3	Chitin
6	Swarm

CHITIN

All Swarm Dancers have a natural exoskeleton which protects them from harm. This spell thickens and strengthens that armour so that it provides extra protection.

Level: 3

Type: Defensive, Elemental

Element: Earth

Casting Time: 5 seconds

Range: N/A or Contact

Area: Self or Target (Wird Flyer – self only)

Duration: 3 rounds + 1 round per extra Wird

Chitin provides the caster (or subject) with +14 points of defense; this enhanced exoskeleton does not hinder the caster in any way. This armour does not experience elemental interactions.

STING

This spell makes the caster's touch the equivalent of an enormous bee's sting. It causes intense pain in the subject.

Level: 1

Type: Offensive, Elemental

Element: Fire

Casting Time: 6 seconds

Range: Contact

Area: Target

Duration: 3 rounds + 1 round per extra Wird

When the caster uses this spell and touches the target, the target takes 9 points of damage.

THE BOOK OF WIRD

SWARM

This spell summons a horde of biting, stinging insects to attack the caster's foes.

Level: 6

Type: Offensive, Elemental

Element: Fire

Casting Time: 10 seconds

Range: Special

Area: 10-yard radius

Duration: 3 rounds + 1 round per extra Wird

The cloud of magically-enhanced insects summoned by this spell will bite, sting, and scratch all designated targets within the affected area for 16 points of damage per round. Victims may escape the spell's effects by leaving the affected area. The caster is immune to the spell's effects.

WHITE CROW SPELLS BY LEVEL

Level	Spell
3	Bolt of Darkness
3	Dark Armour
3	Decay Touch
4	Befoulment
4	Shadowwalking
5	Cloud of Corruption
5	Shadowblade

WHITE CROW MAGIC

Perhaps the most feared magic in Providence – more menacing than even that of the Blight Crows – is the Wird of the White Crow. They are wielders of Shadow-Wird (often known as “corrupt” Wird by Yas'Wailians), the magical energy which often manifests in forms of darkness and shadow. Yas'Wailians do not understand the precise nature of their magics.

BEFOULMENT

This spell, the bane of Yas'Wailian Wird users all over Providence, allows the White Crow to flood an area with Shadow-Wird. This leaves it fit only for White Crow and Blight Crows to use.

Level: 4

Type: Miscellaneous, Wird

Casting Time: 1 minute

Range: N/A

Area: 100-yard radius

Duration: Instant

When cast, this spell covers an area of a 100-yard radius around the White Crow with Shadow-Wird. The Wird that normally inhabits this area retreats to another area, or is simply dispelled. Until the area is stabilized by

other spells (see Heal Corruption page 95), the Wird in this area is only truly useful for White Crow and Blight Crow magic. All other spell casters must pay double the Wird cost to cast spells in this area.

BOLT OF DARKNESS

This spell allows the caster to project a damaging bolt of dark Wird energy.

Level: 3

Type: Offensive, Elemental

Casting Time: 6 seconds

Range: 10 yards

Area: Target

Duration: Instant

This spell creates a bolt of energy, darker than night or a Blight Crow's heart, which is powered by Shadow-Wird. It causes 18 points of damage to the target. Light Armours gain +1 level of protection against this attack.



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CLOUD OF CORRUPTION

This spell summons forth a cloud of dark, shadowy energy.

Level: 5

Type: Offensive, Wird

Casting Time: 13 seconds

Range: 20 yards

Area: 5-yard radius

Duration: Instant

This spell creates a cloud of Shadow-Wird energies with a five-yard radius. Every living thing in that area feels its very flesh putrefy where the cloud touches them, causing 25 points of damage. Ordinary armour offers no protection against this, but armours created by spells or Shard abilities (such as Air Armour), magic resistance, and Wird armours do. Purely inorganic

materials (metal, crystal) are not affected by the Cloud, while formerly living materials (leather, wood, resin) are; they crumble and collapse under the spell's effect.

DARK ARMOUR

This spell garbs the caster in armour of impenetrable darkness.

Level: 3

Type: Defensive, Elemental

Casting Time: 4 seconds

Range: N/A or Contact

Area: Self or Target

Duration: 3 rounds + 1 round per extra Wird

This spell allows casters to generate a sheath of armour of dark, corrupted Wird energies to protect their bodies or the bodies of other characters with 14 points of protection. Dark Armour does not interfere with the sight or other senses of wearers, or hinder them in any other way (though its use typically is considered to mark the character as "evil" or corrupt by Yas'Wailians). Light-based attacks reduce the armour's protection by one level.

THE BOOK

DECAY TOUCH

This spell is a more controlled, and somewhat more versatile, version of Cloud of Corruption. It allows the caster to wither and destroy things with but a touch.

Level: 3

Type: Offensive, Wird

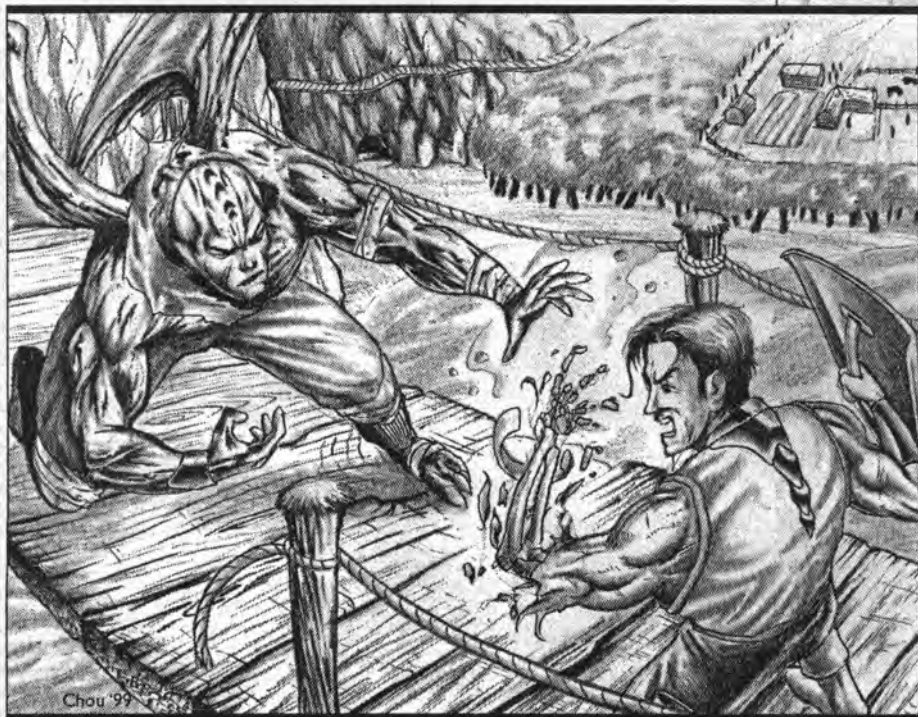
Casting Time: 10 seconds

Range: Contact

Area: Target

Duration: 3 rounds + 1 round per extra Wird

This spell causes 18 points of damage to whatever the caster touches. Flesh becomes dead and gangrenous; formerly living objects crumble and collapse; purely inorganic materials such as metal and crystal are unaffected. Ordinary armour offers no protection against Decay Touch, but armours created by spells or Shard abilities (such as Flame Armour), magic resistance, and Wird armours do.



SHADOWBLADE

This spell creates a sword of Shadow-Wird energies with which a White Crow can harm virtually anyone.

Level: 5

Type: Offensive, Wird

Casting Time: 6 seconds

Range: Contact (as weapon)

Area: Target

Duration: 3 rounds + 1 round per extra Wird

For the duration of this spell, casters are armed with a sword made of darkest Shadow-Wird. They use their Weapon Skill or Melee skill to attempt to hit targets; it cannot be thrown or used at range in any way. It does 18 points of damage per strike, or 45 points of damage to Bright Orioles, Faithsingers, and other especially pure Wird users. Magic Resistance, Shield of Righteousness, and Dark Armour offer full protection against it; no other armour (mundane or magical) provides any defense against a Shadowblade.

SHADOWWALKING

This spell allows a White Crow to step into a shadow, vanish, and then reappear almost instantaneously in any other patch of shadow within range.

Level: 4

Type: Miscellaneous, Wird

Casting Time: 8 seconds

Range: N/A

Area: 100-yard radius

Duration: Instant

The White Crow have the ability to pass from one shadow to another by stepping into a shadow realm and walking between the shadows in the other realm. When this spell is cast however, the White Crow can move from one shadow to another without passing through the intervening space in the shadow realm. The starting shadow cannot be the White Crow's own shadow; it must be separate from him or her. The destination shadow must be within the caster's range of sight. Once casters choose their destination, they simply step into a shadow near them, and appear instantly at the other shadow.

This spell is the only action which characters can take in a round, regardless of their Initiative roll. If they take, or try to take, any other action, the spell automatically fails.

NEW DISTINCTIONS

While the vast majority of Yas'Wailian Wird users in Providence are Wylders, Wird Weavers, or Wird Dancers, these are not the only distinctions known. In recent years at least two new distinctions have resurfaced: one a resurrection of an ancient distinction long thought dead beside the Yas'Wailian gods, the other a revived expression of hope for the people of Providence and a champion to combat the feared Blight Crow. Descriptions of these distinctions can be found below.

As always, these new distinctions are subject to game master approval. Some game masters may prefer not to introduce new distinctions into their campaigns at all; others may prefer to work them in gradually – perhaps as part of a story arc intended to explain the distinctions' appearance. Check with your game master before designing a character who belongs to the Faithsingers or the Bright Oriole.

FAITHSINGERS

Long ago, on Yas'Wail, there existed a Distinction alongside Wylder and Wird Weaver. Members of this distinction worked their magic through their religious faith – the gods, they believed, granted them the power to use and manipulate Wird, and guided them in their use of it. Because they often raised their voices in song when they cast their spells, they were called Faithsingers.

The Faithsingers remained powerful throughout the Grand War versus the Elothorin, when their power and their faith helped sustain the people against the demonic beings that beset them. After the war ended the Faithsingers continued to aid and succour the people. However, the Great Revolution brought about their downfall. It was a time of loss of faith and the doubting of one's gods, and in such an environment one whose strength depends on faith cannot thrive. The revolution itself split the distinction. Some Faithsingers remained true to their gods, no matter how cruel and capricious they might seem; others followed the gods who led the rebellion and joined forces with the other revolutionaries. When the final battle raged, Faithsingers turned their hands against Faithsingers, and thousands of members of the distinction perished in blood and flame.

The Faithsingers might, somehow, have survived even that – but they could not survive the revelation that their gods were no more than highly skilled, extremely powerful Wird users. This disillusionment caused many to give up the practice of Wird altogether; others left society to become hermits. And some, of course, were among the exiles who were thrust into Providence.

Most of the Faithsingers who found themselves exiled to Providence abandoned their faith. Some became Blight Crows, turning their hurt and

anguish at their "betrayal" by the gods against society as a whole; these corrupt Wird users and their descendants are known today as "Apostates." Others simply lived out the rest of their lives and died without passing their learning and wisdom on to others.

But a few, a scant few, held on to their faith. They refused to believe that the gods were dead, that their lives and faith had been meaningless, and that there was no salvation for them. Most of these people, the so-called "Faithful," joined the D'Shau Monks. The Faithful hid their knowledge within that order's sacred texts and scrolls, hoping for a revival of religious faith and preparing for a time of dire need.

TROUPIAL SPARROW AND THE FAITHSINGERS

The Deep is a region that has seen few visitors. The White Crow are protective of the area's jungles, and the Deep's thick trees cover the landscape making most explorers weary of venturing into the region. Some Horizon Striders have returned from the Deep with tales of the White Crow and their captives. These Striders claim that the ancient Troupial Sparrow, long thought to be dead or to inhabit the home world of Yas'Wail, are prisoners of the White Crow. If these tales are true, it is quite possible that some of the slaves have the knowledge to cast the spells of the Faithsingers, since members of Troupial Sparrow were specialists of this distinction.

That time, it seems, has finally come, two thousand years later. With an apocalypse apparently on the way, religion is enjoying renewed interest. There are even some who say that the gods never died, that the true gods were not the powerful Wird users who perished on the battlefields of the Great Revolution. As well, many right-minded Yas'Wailians see their ancient religious beliefs as a bulwark against the increasing number, and thus increasing danger, of unusual cults that have been springing up in recent years.

The first recorded instance of a new Faithsinger occurred two years ago, with the appearance of a person identifying himself as

Calteor Faylin on the streets of Bastion. A Blight Crow had been stalking the alleys of the city, slaying men and stealing their life force. The authorities seemed powerless to find or stop this foul predator; The city's People's Knights and the Recognizers had not experienced any greater success. Then this man, Faylin, walked into the offices of the city's Watchers and announced that he would bring the Blight Crow to them. Though sceptical, they allowed Faylin to proceed.

Two days later, by unknown means, Faylin tracked the Blight Crow to an abandoned tavern in an older part of the city. Residents living nearby speak of flashes of light, a voice raised in purest song, and bursts of unholy fire. Many fled the area, convinced that a battle between Shards was about to destroy their homes. But when the fires had died down and the sounds of battle had ceased, Calteor Faylin came striding out of the ruined area, driving a bound and powerless Blight Crow before him. How he defeated his opponent, Faylin would not say, but he took the Blight Crow to the Watchers, that justice might be dispensed to him. Then he left Bastion.

When word of that incident filtered throughout the city and then around the world, many people went in search of Faylin, to beseech his aid or to learn from him. Some of them found him and began to train with him in the ways of Wird use. Reports soon reached the ears of the people about other Faithsingers making themselves and their powers known all over Providence.

Although the Distinction of Faithsingers is still very small, and has no schools, it is growing in popularity, and more students come to sit at the feet of the masters every day. As religion becomes a facet of Yas'Wailian life again, the Faithsingers can but grow in power – and vice-versa.

STYLE

A Faithsinger's style is usually gentle and mild. With their voices raised in song, they seem to be able to talk to the Tapestry, to coax out of it that which they need. Whether this power comes to them from the gods, no one can say for certain, but the Faithsingers themselves have no doubts.

Of course, just because they prefer a lighter touch does not mean that the Faithsingers themselves are meek and non-confrontational. They have no qualms about confronting evil and injustice and opposing those things. If necessary, they can bring awesome powers to bear on those whose lives and deeds offend the gods. The Faithsingers call this "divine retribution," even though it seems little different from the powers displayed by other Wird users.

The powers of the Faithsingers often tend towards healing, protection, and helping the weak. They are healers par excellence, and possess many powers with which to oppose or reverse the Wird-draining powers of the Blight Crows. Their hatred for the evil Blight Crows has become legendary in just a few short years.

As their name suggests, Faithsingers often accompany their Wird manipulation with song, though this is not required. Characters who wish to restrict their Wird use by requiring singing along with it can take this as a -2 Formula Trait, similar to incantations (see page 55). In order to sing beautifully, the character will also need the Artistic Expression skill. Members of Troupial Sparrow originated the Faithsigner Distinction though many Swans, due to their beautiful signing voices also make potent Faithsingers.

The Primary Characteristic for Faithsingers is Psyche.

DOGMA

"Power is not ours to use and abuse as we see fit. The power of Wird comes to us from the gods. We must study it and use it only in accordance with their divine will, and pursuant to their divine purposes. Through it they have given us a shield to defend ourselves against the evil and corrupt who would profane the gods' names, and a weapon to strike back against them – and we must use these tools."

VIEW OF WIRD

“Wird is a manifestation of the power and will of the gods. It contains something of the essence of each of them, the individual threads of power drawn together into a great Tapestry for the glory of Those Who Sit On High. They have given it to us to see how we use it, and judge accordingly. Wird can be used for good or for ill, and we must affirm our faith in and love for the gods by using it for good. When someone uses it for evil and unjust purposes, it is our most sacred obligation to oppose and defeat them, that the gods might understand our true purpose, and judge us worthy.”

SPELLS

Faithsingers may use some of the spells of the Wird Weavers. Since Faithsingers are specialists at healing magic, game masters may wish to make it mandatory for Faithsingers to purchase the new Wird – Ice elemental base. However, if game masters do not wish to introduce a new elemental base, they may ignore this suggestion. Finally, Faithsingers have some unique spells that they teach only to others of their Distinction. These include:

DETECT CORRUPTION

See page 76

SONG OF AWAKENING

This spell counteracts any form of sleep or unconsciousness. Although it is usually sung, this is not required.

Level: 2

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 6 seconds

Range: Special

Area: 20-yard radius

Duration: Instant

When this spell is cast, all characters and creatures within a 20-yard radius of the caster who are asleep or unconscious are awakened, regardless of why they are asleep or unconscious (natural sleep, sleep caused by spells, unconsciousness caused by injuries – this spell counteracts them all). Song of Awakening does not heal any damage; it merely brings a character back to the waking world.

SONG OF DESTRUCTION

When spell casters use this spell, towers and walls come tumbling down.

Level: 6

Type: Offensive, Wird

Element: Fire

Casting Time: 1 minute

Range: 100 yards

Area: 50-yard radius

Duration: 3 rounds + 1 round per extra Wird

The Song of Destruction does damage to buildings, towers, cliffs, and similar structures (though not all of a structure may fit within the area of effect); it has no effect on individual characters, creatures, or the like. The game master must decide the structure's BPV. A hut or similar small or flimsy building would have a BPV of about 10. A large building would have a BPV of about 40. A strong city wall would have a BPV of 50 or more; a very large or sturdy building a BPV of 75; a castle, fortress, or cliff a BPV of 100 (or possibly much more).

The Song of Destruction does 16 points of BPV damage to the structure per round, but the caster must remain within 100 yards of the building he or she is attacking. Only magic resistance can protect a building. As it takes damage, the building will begin to crumble, shake, and collapse; when it takes its last BPV in damage, it will collapse completely, probably killing anyone still inside it.

SONG OF HEALING

This spell, one of the best known in the Faithsinger arsenal, allows casters to heal everyone within a certain radius of themselves. Although it is usually sung, this is not required.

Level: 5

Type: Miscellaneous, Wird

Element: Earth (Ice)

Casting Time: 1 minute

Range: Special

Area: 10-yard radius

Duration: Instant

When this spell is cast, all characters within 10 yards of the caster take 25 points of healing damage. Casters cannot control whom they heal; they must heal everyone, friend or foe, within the defined radius. Blight Crows, however, cannot be healed by this spell.

SONG OF INSPIRATION

When this spell is cast, casters begin chanting or singing. Anyone who is friendly to them who can hear their song or chant become inspired to do better, fight harder, strive longer. As its nature indicates, this spell was developed by the Faithsingers.

Level: 2

Type: Miscellaneous, Wird

Element: Air

Casting Time: 4 seconds

Range: Special

Area: Special

Duration: Special

While this spell is in effect, all friends and allies of the casters who are fighting on their behalf or for the same cause receive +1 die to roll on all skill rolls and related rolls (or, if more appropriate, +1 to the result of a roll). This benefit remains in effect as long as casters keep chanting or singing and pay 1 Wird per round; the chanting or singing is all that a spell caster can do in a given round.

The recipients of the benefits of the Song of Inspiration must be within 20 yards of casters. Furthermore, they must be able to hear the chant. If they are deaf, or the caster is drowned out by loud noises, or someone has used a Silence spell, the Song is ineffective. This spell is automatically considered to have the "incantations" Formula Trait imposed on it (see page 55).

SONG OF PROTECTION

This spell provides protection against Wird-based spells for anyone friendly to the caster within a certain area. Despite its name, it does not have to be sung.

Level: 5

Type: Defensive, Wird

Element: Earth (ice)

Casting Time: 6 seconds

Range: Special

Area: 20-yard radius

Duration: 3 rounds + 1 round per extra Wird

This spell provides mystic armour for any of the caster's friends and allies who are within 20 yards of the caster. Casters may specifically exclude a character from the spell's protection if they so desire. Each one receives the equivalent of 23 points of Wird Armour. The Song of Protection offers no defense against elemental spells or any mundane form of attack (though at the game master's option it may provide protection against the attacks of some Wird-powered mystic creatures).

SONG OF SERENITY

This spell creates an area where calmness prevails and people feel soothed and relaxed.

Level: 3

Type: Offensive, Wird

Element: Fire (Ice)

Casting Time: 11 seconds

Range: 20 yards

Area: 10-yard radius

Duration: 3 rounds + 1 round per extra Wird

While this spell is in effect, everyone and every creature within the affected area will be calm, relaxed, and content. To cast this spell successfully, casters must roll their Psyche + Wird – Casting minus the target's Aura + Willpower against a Target Number of 7. If casters succeed, any characters who want to take a violent or hostile action, or even one which requires them to move quickly, must make a Willpower + Aura roll versus a Target Number of 7 plus the caster's margin of success. If they fail, they may take the action, but at a -4 dice penalty. If they make the roll, no penalty applies.

SONG OF VIGOUR

This spell provides protection against the draining magics of the Blight Crow and White Crow.

Level: 3

Type: Defensive, Wird

Element: Earth

Casting Time: 10 seconds

Range: Special

Area: 10-yard radius

Duration: 6 rounds + 1 round per extra Wird

While this spell is in effect, the Faithsinger gains 23 points of protection against any spell or Shard ability which drains Wird from a target. Anyone within the area of effect receives 14 points of protection.

WIRD WEAVER SPELLS AVAILABLE TO THE FAITHSINGERS

Note: Since Faithsingers are specialists at healing and protection magic, game masters may wish to lower the casting times of such Wird Weaver spells, or increase their healing values.

LEVEL 1

Awaken Self
Breath of Life
Far Speaking
Heal Self/Others
Hearing of the Bat
Hundred Day March
Infravision
Leap of the Frog
Levitation
Light
Night Vision
Resist Cold
Resist Heat
Resist Pain Self/Others
Revive Self/Others
Sandstorm
Slow Disease Self/Others
Sustenance
Vision of the Eagle

LEVEL 2

Analyze Wird
Create Water
Detect Life
Disguise Self/Other
Distil Liquid
Earth Armour
Extinguish Flame
Flash
Flight
Grand Feast
Invisible Shove
Leave Message
Magic Resistance
Mend the Broken
Protection From Flames

Reflexes of the Rilbec
Scent of the Wind
Sleep
Vision of the Bat
Voice of the Torrader
Walk on Water

LEVEL 3

Counter Spell
Cure Disease Self/Others
Dispel Magic
Earth Elemental
Enchant Item
Heal Self/Others
Scroll
Silence
Spell Shield

LEVEL 4

Armour of the World
Earth Freedom
Invisibility
Leap the Mountain
Magic Resistance
Reflexes of Lightning
Store Spell
Thousand Day March
Wall of Earth
Weightless

LEVEL 5

Empower
Total Healing Self/Others

LEVEL 6

Earthquake
Ward

THE BOOK OF WIRD

BRIGHT ORIOLES

They say that for every action, there is an equal and opposite reaction. Those who believe in this philosophy see the Bright Oriole as proof of it, for they are diametrically opposed to that most corrupt of the Yas'Wailians' foes, the White Crow.

Just as the White Crow have remained mysterious, yet dangerous, for centuries, the Bright Oriole are little known. According to the most common tale told of them, once, during the time of the Grand War against the Elothorin, there existed a little-known Troupial called Troupial Oriole. Though originally distinguished only by its members' artistic skills and often luxurious lifestyles, Troupial Oriole did yeoman's work during the Grand War. Orioles fought on the front lines in every major battle, distinguishing themselves and slaying many of the enemy. They proved to be particularly skilled Wird users.

After the end of the Grand War, the few Orioles who survived attempted to return to their peaceful, artistic lives. However, many of them found this impossible. Having participated in saving their society, they were unwilling to turn their backs on it and once again become self-absorbed and self-important. They wanted to help lead and protect their people. Unfortunately, the rulers of the time were not willing to share power, but they were quite happy to have the experienced Oriole warriors serve as guards, soldiers, and important civil servants.

Though they served nobly and well for many years, the Orioles could not blind themselves to the increasing corruption of their government and society. Disgusted by what they saw, they spoke out, hoping to lead by example where they could not rule by law. Although many hearkened to what they had to say, few seemed inspired, preferring the easy life of corruption and sheep-like complacency over rigid-backed justice and self-sufficiency. Only the authorities, who frequently arrested Orioles on trumped-up charges and clapped them into chains, took any real notice.

Still, the Orioles did not become discouraged. Pure devotion to truth, righteousness, and justice does not wither merely because no one listens and the powers that be try to suppress it; it must, inevitably, triumph. Their attitudes soon brought the Orioles to the attention of those who were planning to rebel against the unjust rulers, and before long the Orioles were thick in the middle of the plot.

When the Great Revolution began, the Orioles were once again on the front lines, this time to oppose the corrupt rulers whom once, in better days, they had gladly served. The battles were long and fierce, and many Orioles breathed their last on the field of combat, but never before taking one last opponent with them to the land of the dead.

By war's end, no more than a few dozen Orioles, the remnants of a once-proud Troupial, survived. There was no question about rehabilitating them, for they were leaders in the rebellion and had to be punished. When the decision was made to exile the rebels, every single surviving Oriole was sent to Providence. They went with a grim smile on their faces, their final words a promise to return one day to wipe the face of Yas'Wail free of evil and injustice.

The early years on Providence were hard on the Orioles. They had long ago lost any skills save those of the warrior. While there was some need for warriors in the new world, what was needed more were wise leadership and organizational skills. The Orioles found themselves displaced and bereft of the true purpose that had guided them for so long.

Some succumbed to bitterness and wrath, and secluded themselves to die lonely deaths. Others looked around for new challenges that they could take on, and they found them in exploration and discovery. They began travelling the entire world, taking all of it in, and opposing evil when they encountered it. For most residents of Providence they passed into the realm of legend and myth, for it might be decades between visits to a particular village by an Oriole.

Of course, this time was not without its strain on the Orioles, for exploration is a dangerous profession, especially in Providence. Many died due to the strange beasts and diseases of their new home. Gradually, as more and more of Providence was sufficiently explored, the Orioles turned to other pursuits. Chief among these was the role of knight errant and wandering do-gooder. Providence had brought forth new foes for the Oriole to fight, such as the Blight Crows and, even worse, the White Crow.

A deadly enmity soon arose between the Orioles and the Shadow-Wird-wielding White Crow. At first the powerful White Crow often defeated their Oriole foes, so the Oriole sought a weapon that would give them an edge. They found it by turning back to their ancient roots in the practices of Wird manipulation. Through long study and research, the surviving Orioles developed special spells designed to help them uphold truth and justice and oppose the White Crow. To counteract the Shadow-Wird, this magic often relied on brightness and light.

In recent years, the Orioles have come to look upon themselves as not a Troupial, but a new distinction – the Bright Oriole, a name bestowed upon them by grateful people whom they saved from the White Crow. However, their numbers had grown extremely small; by some estimates there were no more than a dozen of the descendants of the original Oriole exiles left alive and practicing Bright Oriole Wird use. Therefore the decision was made to recruit and train others who, though lacking the Oriole heritage, were equally devoted to the Orioles' goals of upholding justice and righteousness.

Although the Bright Orioles have no schools – their training is all done through the master-apprentice system at present – they are starting to appear more frequently throughout the world. No longer the stuff of legends, they remain the stuff of salvation and hope for the people of Providence.

The Bright Orioles remain shy of cities and politics, and have to date ignored any overtures to side with the Alliance of Kings or any other faction. According to the few explorers and villagers who have seen them, the Orioles maintain a secret community somewhere in Providence where they teach new recruits the ways of the Bright Oriole.

The Primary Characteristic for Bright Orioles is Willpower.

STYLE

The Bright Orioles' style of Wird use is, as their name indicates, bright, forceful, and straightforward. They typically eschew deceptive or indirect spells in favour of direct spells that make their purposes clear and help them uphold justice. Like Wylders, they see the Tapestry around them as a source of energy to tap to help them do a job, not a natural resource that must be replenished or harmonized.

DOGMA

"Power exists all around us. Although purposeless in and of itself, it can be, and must be, turned to the support of justice, goodness, and truth. Those who would exploit it for selfish gain or to obtain power over the weak and defenceless are abominations, and we must turn Wird against them, to destroy them."

VIEW OF WIRD

"Wird is a blending of elemental energies and forces. It is a tool, a weapon to be used against the darkness of the White Crow and others of their ilk. Although it can be depleted like any other resource, we can and should make use of it, without exhausting it, to help us oppose our foes. They do not hesitate to exploit it, and so we must as well, lest they overwhelm us."

SPELLS

Bright Orioles may use any basic Wylder spells found in the Main Rule Book. Additionally, Bright Orioles are specialists at manipulating light, and game masters may wish to decrease the casting time (reducing it by 1/2, rounding up) of these spells to reflect this nature. Game masters may also wish to make it a prerequisite for Bright Oriole players to purchase the new elemental base skill Wird – Light (see page 37). If game masters choose to make use of this optional skill, they may also give access to all Wird – Light spells to the Bright Orioles. In addition to Wylder spells, here are some spells that only Bright Orioles can use.

DETECT CORRUPTION

See page 76

LIGHT STORM

This spell allows the caster to create an area of bright, glittering, yet dangerous light. This spell is a favourite of many Bright Orioles.

Level: 5

Type: Offensive, Elemental

Element: Fire (Light)

Casting Time: 10 seconds

Range: 20 yards

Area: 10-yard radius

Duration: 1 round + 1 round per extra Wird

When this spell is cast, it creates an area of blinding and deadly bursts and bolts of light. The spell will affect everyone within the defined area; anyone outside it will be treated to a beautiful light show. The colours and exact effects of the Light Storm are up to the caster.

Everyone within the affected area will suffer two attacks every round: one of the effects is a Flash, similar to the level 2 spell of the same name. Smart characters in the area will shield their eyes, preventing this effect from causing them any harm, but still effectively blinding themselves. The second is a deadly blast of light that does 25 points of damage.

At night the manifestation of this spell can be seen from up to 200 miles away (sometimes further), assuming an unobstructed line of sight.



SHIELD OF RIGHTEOUSNESS

This spell, a great favourite of the Bright Orioles, provides the caster with protection against attacks, but extra protection against Wird magic such as that used by Blight Crows and White Crow.

Level: 4

Type: Defensive, Wird

Element: Earth

Casting Time: 6 seconds

Range: N/A

Area: Self

Duration: 3 rounds + 1 round per extra Wird

The Shield of Righteousness creates a glowing golden-white shield that will always interpose itself between the caster and incoming attacks; no roll is required to do this. It provides 14 points of defense against most attacks, with no elemental variations. However, it provides 34 points of defense against Shadow-Wird magic, Blight Crow spells, and the like, including such Blight Crow spells as Drain Wird and Leech Wird. The spell protects against both elemental and Wird spells. If there is any doubt, it is up to the game master to decide whether the Shield offers its extra protection against a specific attack.

SWORD OF RIGHTEOUSNESS

This spell, the companion to Shield of Righteousness, gives the caster a special weapon to use against Blight Crows, White Crow, and their ilk.

Level: 6

Type: Offensive, Wird

Element: Fire

Casting Time: 6 seconds

Range: Contact (as weapon)

Area: Target

Duration: 6 rounds + 1 round per extra Wird

The Sword of Righteousness is a glowing, golden-white blade about three feet long which the caster can wield with either hand for the duration of the spell. While casting the spell requires the usual Willpower + Wird – Casting roll, using the Sword involves other skills – Weapon Skill, Melee, or the like.

The Sword causes 30 points of damage per strike to most targets, and armour applies normally (no elemental variations; nor is the Sword considered an "Edged Attack"). However, against Blight Crows, White Crow, and other similar Wird users (including Elothorin avatars), it does 63 points of damage.

THE BOOK OF WIRD



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CHAPTER FOUR: ENCHANTMENT

"Never!" Venarish Kareel cried angrily. He fired a blast of ice at the Ravager. Shaan caught it on his staff, staggered back under the force of the spell, and then dispersed the rest of the blast's effects.

"You are weaker than I thought if that is the best you can do. I have taken more Wird from you than you care to admit!"

Kareel silently acknowledged to himself that the Ravager was right. The journey and the fight had left him tired, and the Blight Crow's corrupting spells had only made things worse. But he would not be cheated of his revenge – and justice! There had to be another way to destroy Telzarac Shaan once and for all.

His thoughts were interrupted by a blast of vile, warped Wird energy from Shaan. He dove wildly to one side, avoiding the blast through luck rather than skill or power. Clumsy, stupid! he thought to himself. If I am no better than this, I deserve to die.

He flung a blast of energy at Shaan, hoping that would slow him down. It did little to penetrate the Ravager's armour, but it ate away at the ground beneath his feet, causing him to slip. The slight delay while he staggered on the acid-eaten ground gave Kareel time to get to his feet again.

It did him little good. When Shaan righted himself, he began to blast away at Kareel again with his powerful spells. The first one caught Kareel in the chest. His Earth Armour held, but the spell knocked him down. Another bolt hit him as he lay on the ground. He managed to twist around and get his staff in the way of the third attack, but it was all he could do to hold the Ravager off. Kareel held his staff in front of him like a shield as his enemy poured wave after wave of dark Wird into him. The staff began to buckle and twist in his grip as it struggled to keep the power away from Kareel, and he felt his armour crack and crumble.

The Ravager advanced, his gleeful face looking garish and macabre in the witchlight from his spells. "Now, little sparrow – now I will crush you as I have crushed all others who dared to stand against me!"

Suddenly, a thought sprang into Kareel's mind. He might have a chance – one last, desperate chance – but it might also mean throwing his life away for nothing. But at this point it was the only chance he had.

Staggering to one knee, he looked Telzarac Shaan straight in the eye. "Arrogance is not accomplishment, Ravager!" he said between gritted teeth. "I am here to be the instrument of your downfall, and cast you down I shall, though it take my own life to do it!" With that he brought his Wirdstaff down across his bended knee with all the strength he could muster.

He felt the wood crack just as the Ravager shouted, "Noooo!" Then the burst of power washed over him and he passed out before the pain could get any worse.

Kareel woke several hours later. The first thing he noticed was the pain in his hands. Looking down at them through glazed eyes, he saw that they were black and burned. He could tell from the way his skin felt that his face and much of his body were similarly burned, though not so badly.

Delicately, without using his hands, he got to his feet. Twenty feet away from him, at the base of one of the obsidian obelisks, he saw Shaan's body, far more badly burned than his own. It was broken, too, apparently from impact with the stone; one arm and his neck both lay at odd angles which told Kareel that the Ravager of River's-Edge was, at long last, dead.

He wanted to rejoice, but somehow the energy just wasn't there. Celebration would come later. For now he needed to find his way home – and make a new Wird staff.

MAGICAL ITEMS

What would good spell-casters do without a few enchanted items to help them through those rough spots when they don't have enough Wird left to cast spells? This chapter of The Book of Wird details basic rules for creating magical items in the world of Providence, and provides descriptions of many sample items.

PURCHASING MAGICAL ITEMS DURING CHARACTER CREATION

Players may choose to purchase magical items for their characters. Unlike normal items, which require nothing other than the game master's approval, magical items cost character creation points; these come from Magic points.

POINT COST OF MAGICAL ITEMS

You can figure out the point cost for a magical item as follows. First, find out the cost for the base item. This cost is for magical items only – a normal weapon does not cost 5 Magic points.

Type of Item	Point Cost
Weapon	5
Armour	3
Other	0
Crystal	5

BPV of Item	Point Cost
1-10	0
11-20	1
21-30	3
31-40	6
41-50	10
51+	15

As such, a magical sword with a BPV of 22 will have a base cost of (5 for a weapon +3 for a BPV of 21-30) 8. Game masters should not allow players to select items with a BPV higher than 51 without a good reason. Very few items in Providence have BPVs higher than 51. Remember as well that magical items, regardless of their BPVs, are more resistant to damage. At the game master's discretion, magical items can be highly resistant to attacks, particularly non-magical attempts, and may even be impervious to harm.

The next stage is to decide how much the magical enchantments within the item cost. Follow the following process for each enchantment that the item possesses.

Spell Level	Point Cost
1	3
2	9
3	18
4	30

If an item has a special effect not directly linked to a spell, simply check the Magic Chart (Main Rule Book, page 152) and find the corresponding level appropriate to the effect (damage, defense, Wird effect or movement). Use this as a guide to decide the level for the magical effect. However, to avoid confusion, try to link all magical effects a magical item has to a spell.

Number of Charges	Point Cost
1 (total)	0
3 (total)	1
1/year or 5 (total)	3
1/month or 10 (total)	6
1/day	10
3/day	15
1/hour	21
at will/permanent	28

If a magical sword is enchanted with the 3rd level spell Enchant Item to increase its damage profile, the cost is (18 for a 3rd level spell + 28 for at will/permanent) 46. If the sword also had the second level spell Flash usable 1/day, it has an additional cost of (9 for a 2nd level spell + 10 for 1/day) 19. The total cost for this sword is (8 base cost + 46 for increased damage profile + 19 for Flash) 73 magic points. Game masters should feel free to change the number of charges if they wish. For example, they could allow a player to create a magical item with 6 charges per day. In this case however, they should adjust the point cost of the item.

OBTAINING MAGIC ITEMS AFTER CHARACTER CREATION

Should game masters force players to spend experience points to obtain magical items after character creation, just as they spend experience points on increasing their Shard abilities or spell lists? This is something for individual game masters to decide. However, if magic items are common in your game, we recommend that players be forced to spend experience points on magical items to restrict their availability. This will prevent players from becoming walking arsenals of magical artifacts. If magical items are rare in your game, however, you may choose to allow players to simply obtain them after long and arduous adventures as rewards for their efforts. We suggest that magic items be viewed as rare items. Weak items may be commonly available, but powerful (and useful for adventurous characters) items are rare and difficult to find.



ENCHANTING TARGET NUMBER

How do enchanters create magical items once the game has begun? The enchanting process is explained below (also see the skill Enchantment, page 48). However, for the enchanting process, it is important to figure out what the Target Number will be for the rolls involved. The Target Number links directly to the point cost of the magical item. For those that are mathematically curious, the equation is $3 + \text{five times the cube root of the point cost of the item}$. For those that don't enjoy math, simply consult the following table to find the Target Number needed to enchant an item based on its point cost.

ENCHANTING TARGET NUMBER TABLE

Magic Point Cost	Target Number
3-4	11
5	12
6-8	13
9-10	14
11-13	15
14-17	16
18-21	17
22-27	18
28-32	19
33-39	20
40-46	21
47-54	22
55-64	23
65-74	24
75-85	25
86-97	26
98-110	27
111-125	28
126-140	29
141-157	30
158-175	31
176-195	32
196-210	33
217-238	34
239-262	35
263-287	36
288-314	37
315-343	38
344-373	39
374-405	40
406-438	41
439+	Impossible

TARGET NUMBER MODIFIERS

Because certain materials in Providence are easier to enchant than others, the material the item is made from will modify the Enchantment Target Number.

Type of Material	Target Number
Crystal	-1
Wood*/Stone	+1
Other	no modifier

* This does NOT include resin-treated wood, which is easier to enchant and is therefore treated as another material (no modifier).

As such, using our sword as an example, its point cost is 73. Being made of steel, the Target Number to enchant it is 24. If made of simple wood (or stone, however unlikely), the Target Number increases to 25. If made of crystal, its point cost increases to 78 (an additional 5 points to the base cost) which sets the Target Number to 25. This drops back to 24, however, due to the Type of Material modifier for crystal.

Note: We recommend game masters carefully monitor the availability of magical items in their campaigns. More importantly, we recommend items costing over 100 points be exceptionally rare, the sort of items worthy of grand quests.

FLASH SWORD

BPV	22
Damage	3/6/10/13
Flash	1/day
Point Cost	73
Target Number	24

ENCHANTMENT

The process of creating magical items is known as enchantment. It involves the use of the skill of the same name, along with several spells. It takes time, energy, and just the right type of equipment and supplies. Even with all that, it is still possible for a spell caster to fail to enchant an item due to a lack of skill, a mistake, improper supplies, or sometimes just simple bad luck.

Enchanting an item is basically a four-step process. First, the spell caster must prepare a place where the enchantment can be done. Second, the Wird user must obtain an item they will enchant. Third, he or she must prepare the item they will enchant. As the fourth and final step, the caster actually enchants the item, imbuing it with one or more Wird powers.

THE SANCTUM

Before Wird users can begin enchanting items, they must have a proper work place prepared. It is not possible to enchant items while standing in the middle of the street or sitting in a dark corner of your favourite tavern. It requires a quiet area where casters can store their enchanting equipment and supplies and work without being disturbed. Many Wird users build such a room, usually known as a sanctum, onto their houses, workrooms, or towers.

A sanctum is more than just a quiet room. It is a place that the Wird user must ritually prepare for its use as an "enchantment laboratory." This includes testing the Wird in the area to make sure it is sufficient (and sufficiently pure) for the caster's purposes, cleansing the sanctum of any malign or unlucky influences, and so forth. Most importantly, the sanctum must be stocked with the tools and supplies used by enchanters – everything from Modias skin, to Wilder-Beast tusk, to specially-prepared silver or crystal daggers. If casters want to brew potions, elixirs, and other alchemical concoctions, they also need many different types of glassware and chemicals.

As a good rule of thumb, characters must spend 1d10 days preparing a given area to serve as their sanctums. It will cost them 1d10 x 100 Nadlaw Tasks to buy basic enchanting materials, and a like sum for alchemical supplies and equipment. This includes only basic supplies and "staples" of the enchanters' trade; the specific objects they will enchant, and the specialized materials necessary for a particular enchantment, must be purchased separately.

OBTAINING THE OBJECT

The next step is to obtain an object that will be enchanted. The type of object depends, of course, on the caster's desires; one can enchant virtually anything. However, without exception, objects that are to be enchanted must be of the finest quality. They do not necessarily have to be dripping with jewels, or gold inlay (though that usually doesn't hurt), but casters must use the best available materials. Due to the enchantment process, or the caster's wishes, the enchanted object may end up looking old, worn, and shabby, but at the beginning of the process it should be of the best quality.

There is a simple method to judge if an object is of sufficient quality to be enchanted. Should the creator's margin of success when creating the object total six or more, the object is of sufficient quality to hold a spell. Spell casters who are skilled at such trades as weapon smithing and jewellery making are free to create their own objects to be enchanted if they want to; others must buy them (and, naturally, they cost top Task thanks to the quality of the handiwork and materials). Generally, creating objects that will hold great enchantments requires great skill. The Target Numbers for creating these items, pre-enchantment, should reflect the power levels of the spells included in objects.

Characters can evaluate whether an object is suitable for enchanting by rolling their Characteristic + Enchantment against a Target Number of 7. Failure on this roll may lead to disastrous consequences, since it might mean that the caster thinks the item is suitable when it really is not. The end result might be an explosion in the sanctum, a malfunctioning or cursed enchanted item, or similar dire events.

PREPARING THE OBJECT

The skill needed to cast a spell into an object is Enchantment (see page 148 of this book). The Target Number for preparing a given item depends upon the nature of the item and the type of magic it is to be imbued with. The list of magical items later in this chapter includes Target Numbers for each of them; game masters can also consult the Enchanting Target Number Table to decide Target Numbers for items they wish to create. Preparing an item to be enchanted takes a long time – a minimum of two hours per spell to be placed in the item, and often longer. The game master should decide the exact time for each item, allowing for the nature and difficulty of the task. The more powerful the item the caster wants to create, the longer the preparations take; in the case of some unique items, the preparations may take years. If the preparations are interrupted in any way, the spell caster can resume them later at no penalty.

ENCHANTING THE OBJECT

The final stage of the process is when the character actually casts the spells that are a part of the enchantment process. For simple items, the spell Enchant Item (Main Rule Book, page 183) is sufficient. For more powerful items, the spells Empower and Store Spell (Main Rule Book, pages 197, 202), and several variants thereof, are needed. Casters who know these spells automatically learn the variants as well. The caster must, of course, know the spells to be placed within the item, or have access to another person (or a scroll) who does.

Each of the spells above lists the minimum time necessary for enchanting. The game master should feel free to increase this time for items that are especially powerful. If anything interrupts the caster during the spell for any reason, the entire enchantment process is spoiled. Characters will just have to start over again. Wird users can use the same object, but they will have to buy more supplies, and spend more of their own time.

TYPES OF ENCHANTED ITEMS

Virtually any type of object – weapons, armour, leather and cloth goods, kitchen utensils, jewellery, furs, you name it – can be enchanted. However, at their base level, all enchanted items are divided into two categories: General items and Unique items.

GENERAL ENCHANTED ITEMS

"General" is the term applied to enchanted items which are made following a predetermined formula or pattern. These are mass-produced magical goods, so to speak, though the time and expense inherent in the process means there really isn't a vast number of these items being produced.

All General magical items of a specific type are alike. Every Flame Sword, Shield Ring, or Cloak of Wings is pretty much just like every other Flame Sword, Shield Ring, or Cloak of Wings – their appearances may differ, but their magical powers are the same.

If possible, game masters should avoid using General items in their campaigns too much. Magical items of this nature often come to seem mundane or ordinary if they crop up in the game all the time. Magic is supposed to be mysterious and wondrous, and it helps to maintain this feel if enchanted items are mysterious and wondrous themselves. In short, Unique items are likely to improve your campaign a lot more than General items.

UNIQUE ENCHANTED ITEMS

Unique enchanted items are just that – unique, different from every other item ever created. Their powers may be obscure, or they may be items whose names and abilities have gone down in Yas'Wailian legends and lore. They may be extremely powerful –

perhaps even the creation of the gods – or they might simply be some everyday items which spell casters have enchanted to make their lives easier. The former is more fun in an epic fantasy campaign, of course, but you can certainly have both if you want to.

BREAKING ENCHANTED ITEMS

Some enchanted items, including most powerful unique items, cannot be broken, or can be broken only in a specific way that is difficult to achieve (having its creator smash it with a crystal hammer, dropping it into the heart of a volcano, and the like). This means that although a magic item may have a BPV, the item is not destroyed when its BPV reaches 0 – it is badly damaged though not destroyed. However, other magic items can break, including most staves and wands. When they do, they often release a tremendous burst of energy, and many casters will break one as a last-ditch tactic in battle.

As a rule of thumb, when a magical item is broken, it should do a number of points of damage in a 5-yard radius equal to the damage it can cause with its most potent power, plus some additional increment (+1 point usually) for every charge remaining in the item for every power it possesses. Persons breaking an item usually take this damage as well, though they may be spared from the brunt of the blast if it travels away from them somehow.

USING ENCHANTED ITEMS IN THE CAMPAIGN

Game masters need to decide for themselves whether they want to use enchanted items in their campaigns, and if so, to what degree. (In this sense, "enchanted" items do not include everyday items of wood or crystal that are hardened by Wird spells so that they can be used as functional tools; only true enchanted items.) Most games will feature at least some magical items.

Game masters are encouraged to keep enchanted items relatively rare in their games. As mentioned above, magic is supposed to be wondrous. It loses its aura of wonder when all of the characters, not to mention most of the non-player characters, are dripping with magical swords, armour, rings, and other enchanted knickknacks. If the characters have to work long and hard to find (or create) enchanted items, the characters will come to appreciate these items all the more.

If possible, the game master should personalize each magical item by giving it a history, and perhaps even a name. King Arthur didn't just have a magical sword, he had Excalibur, whose powers were legendary and whose history and lineage began well before he was born. Game masters should describe the major enchanted items that the characters find similarly; it greatly enhances the feel of the game and the players' (and thus characters') attraction to the item. Good gamers will have a lot more fun with a relatively low-powered magical item that has an elaborate history and mysterious abilities than with plain enchanted objects which simply provide their characters with extremely powerful combat abilities.

Some of the Enchanted Items listed below may not fit into all Providence campaigns. For example, if an item uses mental spells and you are not using mental abilities, don't allow it. Game masters have the last word as to what items are allowable in their game.

ENCHANTED ITEMS OF PROVIDENCE

What follows here is a catalogue of some of Providence's best-known magical items, both general and unique. Each includes a description of the item, its cost should a player wish to purchase the item for their character during character creation, the difficulty required to prepare it for enchantment (expressed as a Target Number, or as "N/A" [Not Applicable] for unique items), its appearance, and its powers. There is relatively little information about each item's history; game masters should tailor each item's history to their own campaign in ways that will best benefit the game.

In the case of potions, elixirs, and the like, the indicated difficulty is for the characters' Alchemy skill roll, not their Enchantment roll.

WEAPONS

Perhaps the best known enchanted items in Providence (or any other fantasy world) are the weapons – the magical swords, axes, and arrows that the world's greatest warriors wield. Here are a few samples from Providence's arsenal of enchanted weapons.

ARROWS OF ACCURACY

Availability: Uncommon

Cost: 23

Difficulty: 18

Appearance: Typically Arrows of Accuracy are made of wood that is blond or whitish in colour, with black feathers. The arrowhead is usually the finest crystal, or even metal.

Slaywinds and other archers love these arrows, which carry a mild enchantment. Each adds a +2 (to hit) result bonus for the attack roll made with it. The enchantment is only good for one shot, but if the arrow is undamaged through use it may be recovered and re-enchanted. In fact, some Wird users say that an arrow that has tasted the blood of its master's foes is easier to enchant.

A single enchantment process is enough to create five Arrows of Accuracy, or double that number if all of them have been bloodied in battle at least once.

THE BOW OF THUNDERBOLTS

Availability: Unique

Cost: 57

Difficulty: N/A

Appearance: If the tales speak truly, the Bow of Thunderbolts is made not of wood, but of solid gold, though it has no more weight than a wooden bow. It is strung with the essence of a storm cloud, and so never needs to be unstrung.

The legends of the Slaywinds speak of this powerful artifact, though no one knows for certain whether it really exists. The Slaywinds say that Otone, God of Storms, gave it to one of their number shortly after the Exile. If so, it must have been buried with that person, or lost somewhere in the Deep, for there have been no confirmed sightings of it or reports of its use during Providence's recorded history.

According to the legends, every arrow fired from the Bow of Thunderbolts is transformed by Otone into one of his bolts of lightning. Instead of striking with the not inconsiderable force of a Slaywind arrow, it hits the target with the impact of a thunderbolt!

In game terms, if the Bow in fact exists, every arrow shot from it is the equivalent of a Storm Arrow of Otone (see page 128).

ELEMENTAL BLADES

Availability: Rare

Appearance: Each type of Elemental Blade differs; many sizes, shapes, and types of blades are possible. Typically each one is decorated with precious stones related to its element: dark stones like carnelian and smoky quartz for Earth Blades; moonstones and other light-coloured gems for Air Blades; rubies, garnets, and other reddish or flame-colored gems for Flame Blades; and sapphires and blue spinels for Water Blades.

Elemental Blades are enchanted swords which have been imbued with the powers and essence of one of the four elements. They are typically made out of crystal or metal; it is very rare to see an Elemental Blade made of wood or resin.

EARTH BLADES

Cost: 103

Difficulty: 27

Earth Blades are typically large blades (often great swords) made of stone, crystal, or metal. Despite this, their enchantments make them no heavier, and no harder to wield, than a comparable sword made of the lightest wood. They hit with the crushing power of an earthquake or avalanche, doing +4 points of damage and adding +2 to the result of rolls made to hit targets. When the target is wearing elemental armours created by spells, such as Flame Armour, the sword is considered either a Blunt Attack or an Edged Attack, whichever is more effective against that type of armour.

AIR BLADES

Cost: 94

Difficulty: 26

Air Blades come in all shapes and sizes, but are usually very light and slender for their type; they often seem more like decorative pieces than functional weapons. However, they are swift and razor-sharp, and can cut through someone's armour like a cold winter wind cuts through silk. They grant a +4 result for all rolls to hit a target, and ignore 9 points of armour.



FLAME BLADES

Cost: 97

Difficulty: 26

Flame Blades are perhaps the most picturesque of all the Elemental Blades, for they can burst into deadly flame when a command word is uttered. They can only do this 10 times per day, for 10 rounds at the most, but while burning they do +9 damage. Whether on fire or not, they provide +3 to the result of all rolls to hit targets.



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WATER BLADES

Cost: 103

Difficulty: 27

Water Blades – like Air Blades, often small and slender – have the power to dehydrate living targets when they hit them. This causes the sword to do +3 damage with every strike, and the Water Blade increases each Wound Penalty it causes by -1 die. The Water Blade also provides a +2 result on all rolls to hit targets.

THE HEARTWOOD AXE

Availability: Unique

Cost: 75

Difficulty: N/A

Appearance: The Heartwood Axe is one of the few Unique enchanted items of great power that is made from wood. It is made of a single piece of dark brown wood. The lower half of the curved axe-blade tapers to a point almost halfway down the haft of the axe itself, giving the weapon an oddly unbalanced look that belies its fluid speed in combat.

The Heartwood Axe is a relic of an early expedition into the Deep. These explorers found an enormous tree, the biggest they had ever seen. With the help of magic they cut it down and brought it back to civilization to show their fellow Yas'Wailians the wonders that their new world held. When they returned to Cry-Star, the King commissioned a powerful Wird-worker, Belidar Treev of Troupial Dragon, to carve him a weapon out of the tree's heartwood.

The result of the commission was the Axe, an enormous weapon that requires a Strength of at least 9 to wield effectively. If the wielder has that much Strength, or more, the axe does 8/15/23/30 points of damage (plus Strength bonuses), and provides a +4 to the result of all rolls to hit targets. If the wielder has a Strength of less than 9, the weapon does the normal damage for a wooden Battle Axe (plus Strength bonuses), but the wielder must subtract 2 from the result of all attack rolls made with it.

The Heartwood Axe was always awarded to the champion or most favoured warrior of the King of Cry-Star. However, it was lost in 1314 E.M.D. when its master at that time, Graluk Derrn of Troupial Gargoyle, disappeared while on an expedition to destroy some monsters inhabiting the Leviathan's Spine. Many adventurers have searched the Spine for it, without success. There is a large standing reward from the King of Cry-Star for its return, as well as a promise to "retrieve" it from anyone who finds it and does not voluntarily return it to him.

MACE OF CRUSHING

Availability: Rare

Cost: 57

Difficulty: 23

Appearance: Maces of Crushing are usually made of stone, and are etched about with mystical runes and strange carved patterns.

Some say this enchanted mace is the equal of a Drummer's Hammer – though they rarely say it in the presence of a Drummer. The spells laid on a Mace of Crushing give it special power to smash through armor, break bones, and crush flesh. The wounds it leaves are not pretty.

A Mace of Crushing does 4/8/12/16 points of damage, and provides a +2 result bonus to all attack rolls. Unlike the Hammer to which it is so often compared, to its master it seems to be no heavier than a typical mace. To others, however, it has the weight of a mountain – it takes a Strength of 16 or better to lift it. When its master dies or voluntarily relinquishes it, any other person can pick it up and use it until one such person claims it for his or her own.

THURAST, THE SWORD OF SWANS

Availability: Unique

Cost: 222

Difficulty: N/A

Appearance: Thurast is a crystal great sword with a long, straight, razor-sharp blade. Its guard is shaped like two gracefully-curved Swans' wings. The hilt is also crystal, but is wrapped with a fine silver wire, and the pommel is a large, polished emerald.

Its origins lost in the mists of time, Thurast is thought to have been forged by some great spellcaster/swordsmith of Troupial Swan, perhaps with the aid of a D'Shau Monk, over a millennia ago. The Swan champions carried it, one after the other, for hundreds of years until it was lost during the Lost Wars. Its present whereabouts is unknown; Troupial Swan would give much to learn its location, and would pursue anyone who claimed it for their own with a vengeance.

Thurast has several powers of note. First, it does +6 damage, and provides a +4 bonus to the result of all attack rolls. Second, those who wield it become more handsome (or beautiful) than before; their Appearance scores increase by +4, to a maximum of 3.

Third, and most importantly, wielders of Thurast cannot, according to legend, "be defeated while they remain strong of heart and valorous of spirit." What this means in game terms is that, when wielders of Thurast will be knocked unconscious or killed by a blow, they get a chance to survive – provided that they do two things. First, they must serve just and true causes; if they act malevolently or selfishly, this power's protection is canceled. Second, they must make a Willpower roll against a Target Number of 7 whenever they are hit with an attack which could knock them out or kill them. If they fail, their strength of heart or valor of spirit has faltered, and they suffer the full consequences. If they succeed, they will get 45 points of healing, applied to the wound.

WINGED SWORD

Availability: Rare

Cost: 269

Difficulty: 36

Appearance: The appearance of Winged Swords can vary, but usually they are long swords.

Winged Swords are so called because they can move through the air of their own power. This gives them two abilities. First, they can fight on their own, just as if wielded by their master. In game terms, a winged sword can have up to 8 dice in combat, but this total can't be higher than their master's. As well, the sword's BPV is triple what it would normally be. Meanwhile, their master can sit back and watch the fun, or draw another weapon and join the fray. Whether in its master's hand or fighting under its own power, a Winged Sword does +2 damage and adds +2 to the result of all attack rolls.

Second, a Winged Sword can fly through the air into its master's hand whenever its master calls for it. The sword can travel up to 130 mph and can move through objects as the Wird Dancer spell Earth Freedom; the sword won't damage any object it moves through. This power is one reason why assassins value Winged Swords so highly; they can walk into an area completely unarmed and then have a powerful magic sword in their hands in a very short time.

In some areas, such as Bone-Wail, it is illegal for anyone who is not of the Pure caste to own a Winged Sword. These laws are usually based on the logic that only a person who can fly should be able to wield a sword which can do the same.

THE UNSEEN BLADE OF TADRIGORM FYNN

Availability: Unique

Cost: 115

Difficulty: N/A

Appearance: The Unseen Blade, as its name indicates, is invisible. To the touch it is a short sword with a straight, broad blade, and an undecorated hilt and guard built for function rather than for show.

Tadrigorm Fynn's name is known to many Yas'Wailians today as that of the most infamous thief ever to grace the streets and caverns of Cliff-Spider. But he was more than just a thief, he was also a skilled Wylder as well. If the stories are to be believed, he developed many unique spells designed to enhance his thieving abilities, spells which he wrote down in a special grimoire which has remained hidden since his death 97 years ago.

However, his most wondrous creation, also missing since his death, is the Unseen Blade. It is a well-built steel short sword enchanted to be invisible. This gives it a +3 result bonus for attack rolls, since opponents cannot see the blade to dodge or parry it. The Unseen Blade also grants a +3 bonus to damage.

ARMOUR

Next to a powerful enchanted weapon, enchanted armour is the warrior's best friend. While few wars were ever won by fighting defensively, in many an individual fight, the victor is often the person able to withstand the most damage.

ARMOUR OF THE DAWN

Availability: Unique

Cost: 83

Difficulty: N/A

Appearance: The Armour of the Dawn is an exquisitely made set of crystal plate mail. Even the most churlish of warriors somehow looks brave, noble, and handsome while wearing it. When its wearer is not in battle, the Armour possesses a faint golden glow that only enhances this effect; in battle the glow becomes much brighter.

The Armour of the Dawn, long in the possession of the Wardens of Bone-Wail, was made centuries ago by some unknown Wird-worker. In battle it glows so brightly that characters attacking the wearer in hand-to-hand combat must subtract three dice from their attack roll – the glow makes it difficult to look straight at the wearer, and thus difficult to aim at the person. This has no effect on ranged combat; in fact, at night or in dark conditions, persons attacking the wearer at range gain +2 dice when making attack rolls – the wearer is a beacon that they can aim at easily.

Wearers of the Armour are immune to the effects of the Flash spell. They also double the Armour's protective value when applying it to Light-Based attacks.

Rumour has it that some years ago, a daring thief stole the Armour from the treasury of Bone-Wail. If so, she is keeping very quiet about it, for no one will admit to owning the Armour; nor has anyone worn it in battle since then. Many adventurers, not to mention agents of Bone-Wail, continue to search for it eagerly.

COMFORT ARMOUR

Availability: Uncommon

Cost: 80

Difficulty: 25

Appearance: Comfort Armour can be any type of armour made of any of the standard armour materials. However, it always looks clean and well-made, even if the wearer just finished fighting a legion of Green People in a swamp.

Many warriors, especially those who do a lot of exploring, covet a suit of Comfort Armour. Wearers of Comfort Armour do not have to breathe; they can remain underwater indefinitely with no ill effects. Even better, they ignore extremes of temperature. In the hottest temperatures they are cool and refreshed, in the coldest temperatures they are warm and snug. This provides them with 7 points of armour from heat or cold-based attacks.

THE ENGINE OF PRODIGIOUS BLOWS

Availability: Unique

Cost: 104

Difficulty: N/A

Appearance: The Engine is a suit of plate armour made of metal that has been polished to a fine sheen. Although it can become scraped, dirtied, dented, or damaged in battle, within a day all of the indignities it has suffered will magically have been repaired or corrected. It is a very large suit of armour; the wearer will seem to be half a foot taller and about four inches broader at the shoulders while wearing it.

No one knows the precise origins of the ornately-named Engine of Prodigious Blows. Over a dozen years ago an unknown warrior walked into Bastion wearing it. He gave it the name it is now known by, though he would not say where he learned that name. Within a fortnight someone knifed him while he wasn't wearing the armour and stole it. In the past decade it has changed hands over half a dozen times; for all its power it seems unable to save its wearers from dying within a few years after they acquire it. Some people claim the armour is cursed.

However, everyone agrees that it is aptly named, for it increases the wearer's strength to an enormous degree. Wearers whose Strength is less than 16 have it raised to 16; those with 16 Strength or greater gain a +4 bonus to their Strength. The wearer also gains an additional +16 Endurance. The armour provides the same protection as a suit of crystal plate mail.

THE BOOK OF WIRD

SHIELD OF RETRIBUTION

Availability: Uncommon**Cost:** 52**Difficulty:** 22**Appearance:** Typically a Shield of Retribution is made of wood and metal. An individual's coat of arms might grace the shield, or it might have other decorations. It can be any size, from a small round buckler to a large rectangular shield covering most of the user's body.

This enchanted shield is more powerful than it initially appears. It looks like an ordinary shield, and weighs the same as one. It provides no defensive or offensive bonus. However, its powerful magic comes into play whenever it blocks an attack – attackers take the damage they would have delivered had their attack hit!

In game terms, whenever people attack characters with a Shield of Retribution and miss by 1-3 points, they must roll damage normally and apply that damage to themselves. Armour and other forms of protection will reduce the damage in the usual fashion. If the attack misses by 4 points or more, it was so badly off target that no shield was needed to avoid it, so the shield's magic does not come into play. The Shield will reflect up to 18 points of damage.

For some reason the Wardens of Bone-Wail are trying to collect as many Shields of Retribution as possible. They have issued a standing offer of 2,000 Natlaw Tasks for every one delivered to them, and so far they have gladly paid in full whenever someone has offered them one. The Alliance of Kings is extremely worried about this, and is thought to have deployed spies to find out what the Wardens are up to. No rumours of what, if anything, the spies discovered has trickled down to the streets.

WANDS AND STAFFS

Next to enchanted weapons, magical wands and staffs are perhaps the most common type of enchanted item. Many Wird users carry one; as a result, they often serve as a sort of "identification badge" for many spell casters.

STAFF OF SHIELDING

- Availability:** Uncommon
Cost: 38
Difficulty: 20
Appearance: Staffs of Shielding can look like just about any staff. However, the most common appearance for them is a straight staff of dark brown wood, sometimes carved with runes and glyphs, and shod in copper.

The Staff of Shielding is the preferred enchanted staff for Wird users who fear being attacked by their brethren. It provides 7 points of defense against all elemental and Wird spells. In the case of spells that do not cause direct damage, the Staff's protective magic reduces the spell's effect by 7 points (or, at the game master's option, imposes a -4 result penalty on the spell casting rolls of a Wird user who attacks the staff's owner).

TALMERAIN'S WONDROUS WAND

- Availability:** Unique
Cost: 172
Difficulty: N/A
Appearance: Talmerain's Wondrous Wand is a slim rod of copper about two feet long. The end of the wand is tipped with a beautiful sky-blue crystal; similar, but much smaller, chips of crystal run along the length of the wand in a spiral pattern.

Talmerain Halidorn was a famous Wird user who lived over a hundred years ago. Known for both his towering intellect and his capricious sense of humour, he was a favourite of many in Providence, from lowly barkeeps, to adventurers, to kings. One of Talmerain's many distinctive items of equipment was this powerful wand, which he created himself (he was a master enchanter, and is thought to have left many powerful magical items behind when he died). Talmerain was killed during the Lost Wars, and his Wand disappeared; with luck it will turn up soon in the hands of someone loyal to the Alliance of Kings.

The Wand possesses 15 charges per day, which can be used on any of five powers:
Fire Ball (as the spell of the same name)
Bolt of Earth (as the spell of the same name)
Invoked Laughter (see Laughing Arrow of Enthir, page 126)
Shattering Sound (as the spell of the same name)
Complex Illusion (as the spell of the same name)

WAND OF ARROWS

Availability: Common**Cost:** 25**Difficulty:** 18

Appearance: This wand is most often made of ivory. The end that is pointed at the target is usually carved to resemble a highly stylized arrowhead; this part of the wand may be gilded or decorated with precious stones. The end held by the user is sometimes carved with a design of parallel lines intended to represent the fletching of an arrow.

Wands of Arrows are common, if relatively low-powered, offensive magical items. Each one possesses either 1d10 x 2 charges, after which the staff will become a standard weapon, or has the same charges which can be used each day. Up to five charges may be invoked in a single action. Each charge creates an arrow of glowing, golden light that is projected into the target. The arrows hit with +4; in addition, targets receive a -4 penalty to dodge the arrows. Each arrow does 9 points of damage.

WIRDSTAFF

Availability: Uncommon**Cost:** 140**Difficulty:** 29

Appearance: Each Wirdstaff is distinct; they don't have a common appearance

Wirdstaves are frequently used by the spell casters of Providence. By tradition, Wird users can make their own Wirdstaves, not have someone make it for them. The Wirdstaves range from elaborately carved wooden staves, to gnarled sticks picked up from the floor of some forest, to spars of glittering crystal decorated with gold and gems. Wird users who are not skilled in wood working or crystal working may buy the actual staff from someone who is, but they always do their own enchanting. The actual process of creating a Wirdstaff requires a great deal of time, often taking years of work to imbue the item with the variety of basic abilities.

Although Wirdstaves differ greatly, many of the items possess a number of simple abilities. The basic powers of most Wirdstaves are fourfold. First, they provide a +1 bonus to all Wird skill rolls when the owner casts spells. Second, a Wirdstaff often provides its owner with 3 points of armour against both elemental and Wird magic. The staff offers no protection against mundane attacks, such as those of swords, except insofar as it might be used to parry blows. Third, characters with a Wirdstaff are less likely to become lost; they automatically gain the Trait Absolute Sense of Direction. Fourth, a Wirdstaff can

provide a “battery” of 5 Wird that the owner can use to power their spells without tiring them out.

Beyond that, Wirdstaves can differ tremendously. Some casters imbue their Wirdstaves with many additional spells (usually offensive elemental spells, but it could be just about anything). A good rule of thumb is that the more ornate, fancy, or expensive-looking a Wirdstaff is, the more heavily it has been enchanted – but like all rules, this one has plenty of exceptions.

CLOTHING AND JEWELLERY

Since almost everyone wears jewellery, not to mention clothing, both types of items are frequently used to carry enchantments. Typically they provide defensive or movement powers rather than attacks.

AMULET OF FREEDOM

Availability: Uncommon

Cost: 38

Difficulty: 20

Appearance: Typically this amulet is a circular disk of wood, metal, or crystal, carved or etched with a Y-design which divides it into three identical triangular sections. The Y may be inlaid with gold or other precious metals, and gems may be set into the triangles.

Wearers of this amulet cannot be restrained in any way. Tangled growth parts to let them pass through unhampered, quicksand cannot hold them, ropes and chains tied around them fall away with no effort on the wearer's part. For game purposes, wearers of the Amulet of Freedom gain +9 dice to all rolls made to escape any restraint. Wearers can, however, be grabbed and held by a person's hands.



BOOTS OF THE SPIDER**Availability:** Common**Cost:** 34**Difficulty:** 20**Appearance:** These are sturdy leather boots which reach up to the wearer's knee. They can adjust shape to fit any feet or legs.

These boots provide the wearer with powers equivalent to the spell Wall Runner (Main Rule Book, page 190). This power may be activated up to five times per day for up to ten minutes per use.

CLOAK OF WINGS**Availability:** Uncommon**Cost:** 20**Difficulty:** 17**Appearance:** Most of these Cloaks are made of brown leather; many are embroidered with patterns of flying raptors.

The Cloak of Wings is illegal in many parts of Providence (The Alliance of Kings in particular), since it provides the Fallen and others of their ilk with the means to violate caste restrictions. The Cloak can convert into a pair of working wings (typically of Seraph-like appearance) of Tier 2 power. These wings last for one hour, plus one additional hour per charge used; the average cloak has five charges. The wings merge with the wearer's body in such a way as to make it impossible to tell that they are not the real, naturally-grown thing (unless someone uses Detect Wird or similar abilities, of course). Rulers and nobles who get their hands on one of these cloaks typically burn it; anyone caught making one or using one usually suffers severe punishment, up to and including execution.

SHADOW CLOAK**Availability:** Uncommon**Cost:** 46**Difficulty:** 21**Appearance:** Shadow Cloaks are hooded cloaks made of fine, jet-black silk. They are never adorned in any way.

This enchanted cloak, loved by thieves and others of similar stripe, grants its wearer the ability to blend into shadows so well as to be unseen. When in shadows or darkness, the user is considered to be invisible, per the effects of the spell Invisibility (Main Rule Book, page 195).

SHIELD RING

Availability: Uncommon

Cost: 37

Difficulty: 20

Appearance: Shield Rings are usually made of iron and are not decorated with gems, inlay, or the like. However, they can be made of wood, resin, crystal, or other substances, and adorned as the creator desires.

Shield Rings are well named, for they provide their wearers with protection equal to that of strong armour. The wearer has 7 points of defense against normal attacks and elemental spells; the ring offers no protection against Wird spells.



A Shield Ring's protection is cumulative with that provided by normal suits of armour. However, if the wearer is also wearing an enchanted suit of armour, or uses an armour spell, the Shield Ring's effects are negated; they will return when the user removes the armour or the spell ends.

TALISMAN OF RONAS THE MAD

Availability: Unique

Cost: 246

Difficulty: N/A

Appearance: The Talisman is a large amulet-like piece of gold jewellery. It is shaped like a nine-rayed sunburst with a beautiful ruby set in the centre. A particular rune or glyph adorns each ray of the sunburst. When someone invokes a given rune or glyph, it glows with a faint reddish light.

Ronas Numalia, called "the Mad" because of his deranged desire for absolute power, lived over a thousand years ago. During his time he explored much of Providence in search of great Wird powers and enchanted items. He also made many magical items of his own, including his famous Talisman. Following his death at the hands of unknown, but apparently magically powerful, assassins, his tower was looted and his magical treasures and knowledge scattered to the four winds. Since then the Talisman has reappeared from time to time, usually in the hands of some adventurer, but somehow it always seems to get lost or stolen eventually.

According to the records of the scholar Omarios Mnoane, who apparently possessed it for a time, the talisman possesses nine powers, one for each rune carved on it. Activating each power costs 1 Wird, but no Wird has to be paid to maintain them. No more than two powers can be in use at once. The runes, and the powers associated with them, are:

Melborin, the Rune of Valour: The wearer feels no fear, and gains +9 dice against any spells or powers that are supposed to induce fear.

Tressal, the Rune of Protection: The wearer has 7 points of armour against normal attacks and elemental spells.

Churesoth, the Rune of Agony: The wearer can invoke Torment, as the spell of the same name, in one target. This power cannot be used on another target until the first victim is released from its effects. No other Talisman power except Heivlyn can be active while Churesoth is in effect.

Felgored, the Rune of Defense: The wearer has 7 points of armour against all Wird-based spells.

Selvrek, the Rune of Destruction: The wearer can invoke Acidic Touch, as the spell of the same name.

Numor, the Rune of Light: The wearer can use Flash, as the spell of the same name, on one target.

Heivlyn, the Rune of Comprehension: The wearer can understand anyone speaking to him or her, whatever the languages spoken. This power costs no Wird to activate or use.

Kelmarath, the Rune of Strength: The wearer's Strength increases by 6.

Argoz, the Rune of Command: The exact nature of this rune's powers is unknown. It seems to do nothing when activated. However, legend says that Ronas built a gigantic golem of crystal, and that this rune can command that golem. This may be true, but no one has ever found or seen the golem.

POTIONS AND ELIXIRS

The product of the alchemist's trade, these enchanted items must be consumed before their powers take effect. They come in a wide variety of colours and consistencies, and are usually packaged in glass bottles or leather wineskins. Adventurers tend to prefer wineskin, or even to have their own special potion bottles made of metal, to prevent (or at least minimize) loss of the potions through breakage.

DISGUISE POTION

Availability: Rare

Cost: 18

Difficulty: 17

Appearance: This potion is typically greyish in colour.

Characters who drink a disguise potion can change their appearance to resemble any one specific other person. The person whose appearance is to be assumed must be well known to the user, or be visible to them. The transformation affects not only the gross physical appearance of drinkers, but such things as the colour of their eyes, their body language, and the sound of their voice. The change lasts until users of the potion voluntarily transform back to their normal selves, they are knocked out or killed, or one hour passes.

ELEMENTAL RESISTANCE POTION

Availability: Common

Cost: 18

Difficulty: 17

Appearance: This potion's colour varies depending upon which element it is effective against: Earth Resistance potions are grey-brown; Air Resistance potions are white or sky blue; Flame Resistance potions are reddish-orange; and Water resistance potions are a dark blue-green.

This potion, actually a class of several different potions, provides the drinker with protection from spells with a particular elemental special effect (not elemental base). Each one grants the drinker 14 points of armour against that specific elemental special effect. The protection lasts for 10 minutes + 1d10 minutes.

It is not possible to create a potion which provides Elemental Resistance to more than one element. However, some alchemists have developed potions that allow the drinker to resist spells with rarer elemental special effects, such as acid, ice, and light.

THE BOOK OF WIRD

ELIXIR OF YOUTH

Availability: Rare**Cost:** 18**Difficulty:** 17**Appearance:** The Elixir of Youth is usually clear in colour, though some varieties are golden or light blue.

The fabled Elixir of Youth is extremely rare; an alchemist who can make it is assured of good fortune and prosperity. People who drink it have their bodies effectively become five years younger. This won't increase someone's life span, but will increase the amount of time they can remain at the peak of physical condition. The wealthy and powerful often use these potions to maintain their health and good looks. Eventually, the potion will remove less and less time from the user's body.

HEALING POTION

Availability: Common**Cost:** 18**Difficulty:** 17**Appearance:** Healing Potions are usually red or pink in colour.

This potion is a favourite of many adventurers, since it provides them with a means to heal the injuries they suffer. Each dose acts as the Level 3 spell, Heal Self/Heal Others. Alternately, if drinkers have a disease or illness of some sort, the potion can act like the Level 3 spell, Cure Disease Self/Cure Disease Others, instead of healing.

INCAPACITATING DUST

Availability: Common**Cost:** 18**Difficulty:** 17**Appearance:** This item is a small handful of powder. The powder is silver-grey and glitters as if there were chips of mica in it.

This item is one of the most potent weapons in the alchemist's arsenal. It can affect one target up to two yards away; it cannot be used in high winds or rain. Anyone hit with a dose of the powder will be incapacitated by a fit of sneezing, coughing, and choking for 1 + 1d10 rounds. During this time victims can make no attacks and cast no spells, and are considered "unaware" of all attacks against them. The victim can make a Constitution + Aura roll against a Target Number of 13.

JOTHEN'S MARVELLOUS ACID

Availability: Rare

Cost: 20

Difficulty: 17

Appearance: Jothén's Marvellous Acid is always a shiny, slick-looking black colour, like liquid obsidian. It will dissolve a leather wineskin or metal bottle; only a glass or crystal bottle will hold it.

This potion – or, more accurately, acid – is not meant to be drunk, but rather to be used as a tool and a weapon. Each bottle's worth of Marvellous Acid will do 1d10 damage to a target for 2-6 rounds; it will eat through armour, flesh, or bone with equal ease. Alternately, smaller amounts of the acid can be used to eat through locks and hinges, jail cell bars, and the like. The only substances known to be impervious to it are glass and crystal.

POTION OF PENETRATING VISION

Availability: Common

Cost: 18

Difficulty: 17

Appearance: This potion is usually dark red.

This potion grants the drinker the ability to see clearly at night or in deepest darkness (even that created by a Darkness spell). The benefactor gains +8 to all sight-based Perception rolls in the darkness. The effect lasts for one hour. During that time the character takes double effect from any Flash spells, however.

POTION OF RAPID TRAVEL

Availability: Common

Cost: 3

Difficulty: 11

Appearance: This potion has no set appearance.

This potion grants the drinker the power to run faster. The drinker is affected as per the spell Hundred Day March (Main Rule Book, page 160) for four hours. However, users must keep moving during that time (whether they walk, jog, run, or what have you); if they stop to rest, to fight someone, or for any other reason, the potion's effect ends.

POTION OF UNAVOIDABLE SLUMBER

Availability: Uncommon

Cost: 9

Difficulty: 14

Appearance: This potion can be made to look like any other potion.

Alchemists leave this potion in their workshops, laboratories, and homes as a trap for intruders and thieves. Anyone who drinks it must make a Constitution roll against a Target Number of 11 or fall into a deep sleep for 1d10 hours; the victim cannot be roused from this sleep in any way during that time.

TRANSFORMATION POTION

Availability: Rare

Cost: 18

Difficulty: 17

Appearance: These potions are usually beige or greenish in colour.

A Transformation Potion allows users to change their shape into any one animal of their choice. The creature cannot be more than twice the size, or a tenth the size of the user. The characters will possess all of the standard abilities of that creature, but not including magical powers. They will not forget their own spells or memories, but cannot cast spells while in the animal form. Drinkers of the potion revert to their normal selves whenever they want to, are killed or knocked unconscious, or one hour passes. If they voluntarily return to their normal form, they cannot change shape again without quaffing another potion.

MISCELLANEOUS ENCHANTED ITEMS

A THOUSAND THREADS

Availability: Rare

Cost: 300

Difficulty: N/A

Appearance: This item is a large, leather-bound book. Decorative pieces of copper and gold guard the book's corners, and it is bound with a steel clasp in the shape of an owl's talon. The pages are made of ivory-coloured vellum, and are covered with a small, yet precise, script in black and red inks. The first page says, "A Thousand Threads: The Tapestry of Wird: Being an Investigation and Exploration of the Nature and Uses of Wird." The author's name, written beneath the title with gold ink and fancy calligraphic lettering, is Eranis Taklano.

Written over a thousand years ago, *A Thousand Threads*, Eranis Taklano's ground breaking discussion of magical theory, has become one of the standard manuals of Wird use in Providence. Unfortunately, few copies remain extant, and most of those contain many tiny errors and mistakes made by the copyists.

This is one of the few remaining copies written by Taklano himself. It would be valuable for its age and beauty alone, but to a Wird user it is priceless, for it contains Taklano's correct, unedited, magical secrets. A spell caster who possesses it can learn any spell listed in this or any other Providence book, and can do so in half the learning time that studying would normally take. Furthermore, the Enchantment and Wird – Casting skills of the book's readers are raised by two levels when they consult the book before enchanting an item.



Manning '99

CLOTH OF ENDLESS REPAST

Availability: Rare

Cost: 13

Difficulty: 15

Appearance: A Cloth of Endless Repast typically looks like an ordinary

tablecloth. Some of them which have been made for nobles and rulers are created of much finer cloth.

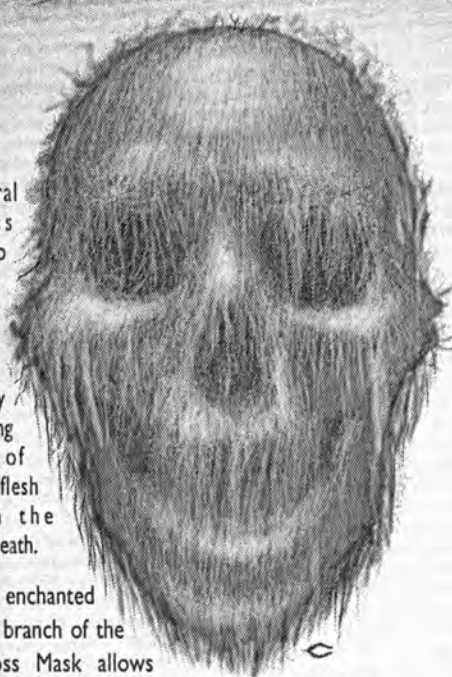
An adventurer with one of these enchanted cloths need never fear going hungry or thirsty. Twice a day the cloth can be unfolded to reveal a meal of succulent food and delicious beverages – whatever the owner desires. The cloth creates enough food and drink to feed six people with healthy appetites. Any unconsumed food can be taken off of the cloth and stored to eat later (or sold).

WIRD

MOSS MASK

Availability: Rare**Cost:** 76**Difficulty:** 25

Appearance: In their natural form, Moss Masks appear to be blank face masks made of moss and lichen. To many people they have a disturbing appearance of half-life, or of flesh mottled in the corruption of death.



Moss Masks are a form of enchanted item used by the Gath Hadatchi, a branch of the famous Kestrel warriors. A Moss Mask allows wearers to assume the appearance of anyone they please, similar to the effect of the spell *Disguise Self*, but it automatically grants wearers the *Disguise Skill* at Level 6 (if they do not already have it) and a +15 bonus to the roll.

Typically a particular Moss Mask is created for a specific Gath Hadatchi, and as such is useless to anyone else. However, rumours say that a flaw in the creation process has created some Moss Masks that are usable by anyone. Other rumours say that certain arcane spells can bend a captured Moss Mask to another person's will.

STONE OF PHANTOM FORM

Availability: Rare**Cost:** 58**Difficulty:** 23

Appearance: Most Stones of Phantom Form are crafted from semiprecious gemstones, such as amethyst. A few are made of nicer gems, and occasionally a caster will make one from an ordinary pebble or rock to disguise its appearance.

When one holds this enchanted stone, it grants the power of *Body of Air*, as the spell of the same name. If they drop the stone, the power instantly turns off. Users cannot hold anything else in the hand that holds the stone. The stone's power cannot be activated by wearing it or keeping it in a pouch; it must be held in the hand.

ZABRIALLE'S ENTRANCING HARP

Availability: Unique

Cost: 194

Difficulty: N/A

Appearance: The Entrancing Harp is made of a dark blonde wood which has been exquisitely shaped and carved. Its pegs are of ivory, and its strings of silver. Inlaid along the arms of the harp are pieces of ivory depicting monsters battling warriors; the work is of unmatched quality. The harp is carried in a case which has been enchanted to prevent any harm from befalling the instrument.

Zabrialle was an adventuring troubadour and one-time court harpist for the King of Cry-Star. Of course, that was over 500 years ago, and Zabrialle disappeared on a trek into the mountains, but tales are still told of the amazing magical harp she created. Because of its fine craftsmanship and the magics infused in it, the Harp increases the musical skills of anyone who plays it by two levels (this bonus only applies to playing the Harp and any accompanying singing).

However, that is the least of the Harp's powers. When the right combination of strings are plucked, the following powers can be evoked:

Slumber: A single listener can be made to fall asleep for an hour. This effect cannot be resisted in any way, nor can the victim be awakened in any way during that hour except by the playing of a song of waking by the master of the Harp.

Merriment: All who hear the Harp as it is played become joyous and content. They will refuse to fight, giving up combat or quarrels for dancing, joking, and the like. They are considered to be "unaware" of any attacks made against them by persons not so affected.

Terror: By playing a song of disaster and woe, the Harp's master can invoke fear in any single listener. Unless characters make a Willpower roll against a Target Number 11, they will move away from the Harp and harpist as fast as they can for at least ten minutes.

Breaking: By striking the right chord, the Harp's master can affect a single object no more than 10 yards away with the spell Shatter. The effect is automatic; the harpist need not roll to "hit" the object with this effect.

Inspiration: Anyone listening to the harpist whom the harpist wishes to inspire to deeds of valour and greatness are affected as if by the spell Song of Inspiration (page 150).



Manning '99

CHAPTER FIVE: THE HIGHER POWERS

This, the concluding chapter of the Book of Wird, contains some material that may not be appropriate for all Providence campaigns. The information contained herein represents the very boundaries of Wird use – the strange and arcane powers known, at best, to only a few select souls. In more mundane terms, it also includes rules and new material that expand the scope of Providence magic, and the Creative System, in ways which may not suit all game masters.

Therefore, everything in this chapter is strictly optional. Game masters may choose to use it, or they may simply ignore it if they feel it will make characters too powerful, or will open dimensions to their campaigns that they would prefer not to explore just yet. Read this chapter over and consider the implications of each part carefully; if you think something here would enhance your campaign, try it out for a while. If it doesn't work, you can always stop using it. Be aware that some of these rules, such as the new spells based on mental power, can significantly change the "feel" and nature of your campaign, and proceed with caution.

MENTAL POWERS IN THE CREATIVE SYSTEM

The world of Providence does not make use of mental powers. We did not want to introduce them and deal with the repercussions of mind-controlling characters who can get out of any situation by dominating or influencing characters. Nonetheless, some players and game masters may want to use mental powers with the Creative System. For this reason, we chose to present them in the Book of Wird. Players and game masters should take note that this does not affect the world of Providence as we have presented it. The mental powers and spells we publish are an option for those game masters who wish to introduce them in their games. There are no characters in Providence who possess mental abilities.

MENTALIST CHARACTERISTICS

The introduction of mental powers to a game of Providence requires the use of a new special characteristic, Mind, the mental equivalent of Body.

OLD CHARACTERISTICS

Intelligence is the equivalent of Coordination for mental combat.

Willpower is the equivalent of Strength and is used to resist the effect of mental powers.

Psyche is the equivalent of Constitution and is used to resist the long term effect of mental powers or to throw them off once they are affecting the target.

NEW CHARACTERISTIC

Mind

Mind is the mental equivalent of Body. Like Body, it is calculated using other base Characteristics.

$\text{Mind} = 6 + (\text{the highest of Willpower or Psyche}) + (\text{the average between the lowest Characteristic from the previous calculation (Willpower or Psyche), and Constitution}), \text{divided by } 2, \text{ rounded down}$

Characters must use their base Constitution, and not modified Constitution from any spells or powers like Modify Characteristic -Constitution.

Example

A character has a Constitution of 3, a Willpower of 0 and a Psyche of 1. The character's Mind Characteristic is calculated as follows:

$6 + 1 (\text{Psyche of } 1 \text{ is higher than Willpower of } 0) + 1 (\text{Constitution } (3) + \text{Willpower } (0) \text{ divided by } 2, \text{ rounded down, equals } 1) = 8.$

Therefore, a character with a Constitution of 3, a Willpower of 0 and a Psyche of 1 has a Mind Characteristic of 8.

CREATURES AND MIND

For game masters who wish to avoid very tough creatures from being highly resistant to mental powers, simply reduce Constitution ratings higher than 3, for example a Torrader with a Constitution of 25, to 3.

Example:

The Torrader, which has a Constitution of 25, a Willpower of 1 and a Psyche of -1 calculates its Mind as follows:

$6 + 1 (\text{Willpower of } 1 \text{ is higher than Psyche of } -1) + 1 (\text{Constitution } 3 \text{ (reduced to } 3 \text{ from } 25) + \text{Psyche of } -1, \text{ divided by } 2, \text{ rounded down, equals } 1) = 8$

Therefore, a Torrader has a Mind characteristic of 8. If you choose to ignore this option, a Torrader calculates its Mind Characteristic with a Constitution of 25, making the creature exceptionally resistant to mental attacks. Unless a creature is unusually resistant to mental attacks therefore, it is probably preferable to exercise this option.

MENTAL DAMAGE

Mental damage is always considered Soft damage. Generally, these attacks are not lethal – someone has to do Overkill damage to kill a character. Mental wounds are healed precisely the same way as Body wounds. The damage penalties for mental wounds are the same as physical wounds (i.e. Slight wound is -1 die penalty). These penalties are not, however, cumulative with physical wounds.

NEW TRAITS

Because mental powers introduce many new facets to a game, several new traits have been developed.

FAMILIAR

COST: +3, +5, or +10 points

A familiar is a mystic companion for a Wird user. Although a familiar can fill many different roles, and serve its master in many different ways, it always improves its master's ability to cast spells.

A familiar may look like just about anything a player wants it to, though animal forms are the most common. As a general guideline, a familiar should be no smaller than a sparrow, and no larger than a bear. Most familiars are roughly the size of a house cat or medium-sized dog.

Players who want to buy a familiar for their character must design that familiar. The cost of this Trait is based upon how many points the familiar is built with. For +3 points, the familiar is built as if it were a Normal character (see the character creation points table on page 33 of the Main Rule Book). For +5 points, the familiar is built as if it were a Low Level character. For +10 points, the familiar is built as if it were a Medium Level character.

Game masters should never allow a familiar to be more expensive than the character, unless this serves some long-term purpose in the campaign. If they feel it would be appropriate or worth while to do so, game masters may adjust the point totals in the character creation points table for purposes of familiar creation (in effect establishing a new "familiar creation points" table).



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Familiars' abilities depend, of course, on how they are built. If players want their characters to have an eagle familiar, they need to buy the familiar's wings, talons, and improved eyesight as powers. A mouse familiar needs Decrease Size. Familiars can also possess the following abilities. The first power is optional; it is a sensory link with their masters. This ability allows them to communicate silently, and share sensory impressions. It is limited by distance; the range varies according to the points the creator wishes to spend. 10 points will grant a range of 50 yards, 20 points 200 yards, 30 points 3 miles, 40 points 10 miles, and 50 points gives unlimited range.

Second, and perhaps more importantly, having a familiar can improve a Wird user's ability to cast spells. This ability costs 10 points. Provided that the familiar is within 5 yards of its master, the master receives a +1 on all Wird – Casting rolls they make (not +1 die, a +1 result on the roll). If the familiar is further away than 5 yards, or has been knocked unconscious, this benefit does not apply. Furthermore, if a familiar is killed or abandons its master, the character not only loses this bonus, his or her Wird – Casting skill is reduced by one level.

Although characters pay for their familiars, the familiars are not completely under their control. In essence, familiars are non-player characters over which game masters exercise ultimate authority. In ordinary circumstances, players should be allowed to dictate what their characters' familiars do ("Kareel's familiar will creep through the underbrush to see if he can spot the Blight Crow we're looking for," "Kareel's familiar will try to scratch out the Blight Crow's eyes"). However, if characters abuse their familiars or expose them to danger all the time, their familiars may rebel, and that means it's time for the game master to take control of the creatures. This could lead to an interesting adventure where a familiar flees or demands some sort of "proof of loyalty" from its master, forcing the character to find and bring the familiar home (or provide the desired "proof").

BEHAVIOUR – TOTAL

COST: cannot be purchased

This Trait is not available to player characters. Anyone with a Behaviour – Total is completely obsessive, and borders on insanity. People who have this Trait are incapable of living a normal life. Extreme Behaviours greatly influence a character's actions, but a Total Behaviour is dangerous as it controls the character's every waking action. When characters attempt to resist a normal Behaviour, game masters may request a Willpower roll against a Target Number of 3, though a roll is not required – it should be left to the player to roleplay the behaviour properly. When a character attempts to resist an Extreme Behaviour, however, the character must make a Willpower roll against a Target Number of 7 in order to resist the Behaviour. When characters attempt to

resist a Total Behaviour, however, they must make their Willpower roll against a Target Number of 19. This makes it impossible for most characters to resist a Total Behaviour.

MENTAL AWARENESS

COST: +5

This Trait functions exactly like the Trait Wird Sensitive (see Main Rule Book, page 57) except that mental powers and effects are seen, not Wird powers and effects. Characters with this Trait are also vulnerable to mental powers – lower the character's Mind by one for purposes of mental attacks.

STRONG MIND – WEAK BODY

COST: +3

This Trait reflects the mentalist characters from comic books who have weak bodies but possess potent mental abilities. Characters with this Trait may use a negative Constitution rating at a positive value only for the purpose of calculating the Mind Characteristic.

TOUGH MIND

COST: +3

This Trait is the mental equivalent of Heavy-Boned. Characters with this Trait increase their Mind by 1.

WEAK MIND

COST: -3

This Trait is the mental equivalent of Light-Boned. Characters with this Trait decrease their Mind by 1.

SKILLS

Just as with other Shard powers, characters with mental Shard powers need to purchase skills to use their abilities effectively. As with other power types, there are two types of skills available; the Learned skill Shard Power – Mental Power or the Innate skill Shard Power – Specific Power. The new skill Shard Power – Mental Power works exactly the same as Shard Power – Control or Shard Power – Ranged Attack (see Main Rule Book, page 89), except it only works for mental-based Shard powers. The Characteristic associated with these new skills is Intelligence.

MENTAL POWERS

Mental powers are invisible to normal senses and can only be detected by a character who has the Trait Mental Awareness. Targets of a mental power, however, are always aware that they are being affected.

Mental powers, unless indicated otherwise, do an amount of mental damage equal to the Wird Effect column on the Power Chart (see Rule Book, page 102). Mental wounds heal at the rate of Soft damage (see Rule Book, page 228). Also, with the sole exception of Mind Blast, all powers work against the maximum Mind Characteristic of targets, regardless of how much mental damage they have taken. For example, a character with a Mind of 7 was attacked by a mentalist who used Mind Blast, reducing the target's Mind to 3. If the character is then attacked by a mentalist using Emotion Control, for example, the character is considered to have a Mind of 7 (the character's maximum Mind) to resist the effects of all Emotion Control attacks. However, if the character is then attack by Mind Blast again, damage is resolved against the wounded Mind Characteristic of 3.

ALTER MIND POWERS

If a power, like Emotion Control has a damage rating, its effect is based on the wound category "inflicted," the effect of the power disappears once the character heals the "wound." Targets, however, do not actually take the damage from their Mind Characteristic. They only suffer its effect. The rate of healing is the same as wounds inflicted by Soft damage (see Rule Book, page 228). This healing rate determines the duration of the power – so long as characters are still "wounded," they are still affected by the power. Once the wound is healed, the affect of the power has reached the end of its duration.

Unless otherwise indicated, characters using alter mind powers must affect their targets using Intelligence + Shard Power – Mental Power against a Target Number of 7. The target's Intelligence + Willpower act as a negative die modifier.

Example:

A character with an Intelligence of 2 and Shard Power – Mental Power at level 2 attacks someone with an Intelligence of 1, and a Willpower of 1. The mentalist's 4 dice are reduced by the target's 2 dice. The mentalist now has to roll a 7 using 2 dice to attack successfully.

Targets of a successful mental attack must roll their Willpower + Psyche against a Target Number of 7, plus the margin of success on the attacker's roll. If targets succeed, they resist the effects of the attack.

MENTAL ARMOUR AND WIRD ARMOUR

Damage from mental attacks can only be resisted with Mental Armour (either the Shard power or from a spell) and Wird Armour (again, either from the Shard power or from a spell). Game masters may choose to allow Mental Armour to be the only source of protection from mental attacks, though we recommend Wird armour provide protection as well. This grants spell casters some level of protection from mental attacks, preventing mentalists from completely dominating (figuratively and literally) a game.

POWERS

EMOTION CONTROL

Area: Target

Range: 10 Yards

Power Type: Control / Action / Mental

Emotion Control permits the user to manipulate a target's emotional state. The Tier of the power determines the amount of damage one inflicts. To determine the effect of the power, the game master must determine the target's emotional state on the Empathic Manipulation Table. The wound category determines the number of shifts which are made either up or down along the Empathic Manipulation Table (below).

Slight: one shift

Grave: two shifts

Devastating: three shifts

Dead+: four shifts

EMPATHIC MANIPULATION TABLE

Joy	Jealousy/Envy	Anger	Love	Hatred
Neutral	Disinterested	Calm	Disinterested	Disinterested
Sad/happy	Jealous/envious	Angry	Romantic attraction	Dislike
Depressed/joyous	Greedy/Desirous	Enraged	Love	Hatred
Suicidal/elated	Blind jealousy/envy	Furious	Madly in love	Blind hatred

Multiple applications of Empathy Control are not cumulative. See Alter Mind Powers on page 199 to determine how targets resist Emotion Control.

MIND BLAST

Area: Target

Range: 10 Yards

Power Type: Ranged / Action / Mental

This power is used to damage a target's mind. The power does damage equal to the power's Tier on the Wird Effect column on the Power Chart (see the Main Rule Book, page 102). The damage affects the target's Mind characteristic and ignores all armour except Mental and Wird armour. To strike successfully, attackers must use their Intelligence + Shard Power – Mind Power, against a Target Number of 7. The target's Intelligence + Willpower act as a negative die modifier. Targets who fail this roll are affected by the power.

MENTAL ARMOUR

Area: Self

Range: N/A

Power Type: Control / Effect / Mental

This power function exactly the same as the Shard power Wird Armour (see Main Rule Book, page 146) except it is only effective against mental powers and mental spells.

MIND CONTROL

Area: Target

Range: 10 Yards

Power Type: Control / Action / Mental

This power permits the character to control a target's actions. Commands must be given verbally or via telepathy in a language that the target understands. If the command is vague, the target may interpret it differently. For example, if a character delivers the command "attack," the target may attack the mentalist. However, the command "attack the Gargoyle" is clear, unless of course there is more than one Gargoyle present...

The exact strength of the control depends on the Tier of the power (Wird effect column), and the wound category. Refer to the table below. Mind Control functions as an alter mind power (see page 199).

Slight: Attacker gives the target a Behaviour.

Grave: Attacker gives the target a Behaviour, but all rolls to resist (if the game master wishes) are made at -1 die.

Devastating: Attacker gives the target an Extreme Behaviour

Dead: Attacker gives the target an Extreme Behaviour, but all rolls to resist are made at -1 die.

Overkill: The attacker gives the target a Total Behaviour.

In addition to the initial roll to resist the power, targets of a Mind Control attack may make a Willpower roll (against the Behaviour, Behaviour – Extreme, or Behaviour – Total), every round to attempt to resist any command. Note: Characters can attempt to resist the command only when they have to comply with it. For example, if characters are commanded to kill Regent Caiylus, they need to attempt to resist the command only when they are in the presence of Regent Caiylus – when the Regent is not present, characters do not need to resist the command. However, if characters are given the command "find Regent Caiylus," they will probably try to resist the command every round until the command fades. Commands fade when the character "heals" the effect of the power, as per the normal healing rate of mental powers. Players and game

masters should remember that even if characters resist a command once does not mean that they are immune to the power. The mentalist can command the victim to perform the same action multiple times. Victims of Mind Control are free of the command when the wound from the attack is healed.

Multiple applications of Mind Control are not cumulative.

MIND LINK

Area: Target

Range: 10 Yards to establish the link / unlimited once established

Power Type: Control / Special / Mental

This power enables a mentalist to establish a psychic link with one or more characters. Any character involved in the mental link will be able to mentally sense the state of the others within the link; they will be able to tell the location of these characters, how they are feeling, what they are doing and whatever else the game master feels they can sense. This link, however, sometimes presents a problem. Game masters may decide to allow damage suffered by one character to affect others within the link like a damage feedback. Characters can break their connection to the link if they wish. If they do not, however, they will suffer the wound penalty of the most injured character within the link. Also, game masters may wish to allow attackers to use Mind Link to attack characters involved in the link mentally, regardless of the range to the target. If one of the characters involved in the Mind Link is within the mentalist's range, then any characters involved in the Mind Link are considered within range. Note: This does not mean that by attacking one person, all characters are attacked. It simply means that the mentalist can use one character's mind as a conduit to another character's mind.

The number of characters that can be involved in a link is equal to the Tier rating as listed on the Wird Effect column on the Power Chart (see Rule Book, page 102).

A Mind Link may not be established with anyone who does not wish to be linked, since characters involved in the link may break their connection to it at any point. If the mentalist who used the power breaks the link, all the characters in the link are removed. Mind Link is visible to characters with the Trait Mental Awareness, though to whom the mind is linked to cannot be determined unless both characters are visible. Mind Link lasts until the characters involved in the link break it or until they fall asleep – links with sleeping characters automatically break.

DETECT MIND

Area: 10 yard radius / special

Range: Self

Power Type: Control / Effect / Mental

This power enables the mentalist to scan for the presence of minds within the area. When characters attempt to detect the presence of minds around them, they roll their Intelligence + Shard Power – Mental Power against a Target Number of 7. This allows the character to detect minds within the range of the power. They will know nothing about those minds, only that they are present. At the game master's option, the Target Number to detect minds may increase if there are rowdy crowds or other similar distractions.

Detect Mind works as an alter mind power (see page 199) when characters try to find specific minds (i.e. Where is Regent Caiylus!). They inflict an amount of damage, based on the Tier of the power. Characters who wish to be found do not need to make this roll. In addition, if game masters wish, they do not have to allow resistance rolls to the targets of Detect Mind if they are sleeping or if they are not hiding from anyone.

The wound level determines the success of the power. A Slight wound will reveal if the target's location is within 1 mile of their actual location. A Grave wound reveals the target's location within 100 yards of their actual location. A Devastating wound will reveal the precise location of the target. The range of the power varies according to its Tier. Consult the table below to determine the range.

Mentalists may only locate the minds of specific characters if they are familiar with the character in question. Characters cannot locate the minds of people they have never met. Game masters are the final arbitrators on whether or not a mentalist is familiar enough with specific characters to locate their minds.

Note: the special range listed below is only for locating one specific mind. When attempting to locate the presence of minds in the area, the area's radius for this power is 10 yards.

Tier	Area (radius)
------	---------------

1	1 mile
2	3 miles
3	6 miles
4	10 miles
5	15 miles
6	21 miles
7	28 miles
8	36 miles
9	45 miles
10	55 miles
11	66 miles
12	78 miles

THE BOOK OF WIRD

MODIFY MENTAL CHARACTERISTICS**Area:** Self**Range:** N/A**Power Type:** Control / Effect / Mental

This power functions exactly like Modify Characteristic (see Main Rule Book, page 122) except that it allows characters to increase any one of their mental characteristics: Intelligence, Willpower or Psyche. Increased Psyche does not increase a character's Body or True Body – characters use their base Psyche when calculating those Characteristics.

TELEPATHY**Area:** Target**Range:** 10 Yards or special**Power Type:** Control / Action / Mental

This power enables the mentalist to read a target's thoughts or to communicate with them mentally. Mental communication with a willing target is automatic. When used against unwilling targets, Telepathy works as an alter mind power. As with all other similar powers, the Tier determines the level of "damage" mentalists do.

The wound category determines the level of information the mentalist gains:

A Slight wound indicates surface thoughts.

A Grave wound indicates common thoughts (i.e. not deeply submerged but not thinking it at present (where characters live).

A Devastating wound reveals deep thoughts (childhood memories).

An Overkill result reveals forgotten memories (something characters themselves have forgotten). As an optional rule, game masters can use Detect Mind's range table as a range for Telepathy. It varies according to the Tier (see page 203).

COMBAT MODIFIERS FOR MENTAL POWERS

Certain combat modifiers work differently when applied to mental powers.

WOUND PENALTIES

Wound penalties are applied normally.

ENCUMBRANCE

Encumbrance penalties are halved.

RANGE MODIFIERS

Range modifiers apply as normal.

LIGHT CONDITIONS

Penalties for poor light conditions are halved, rounding down.

MOVEMENT

Any movement penalty (either the character moving or the target moving) is halved, rounding down.

COVER PENALTIES

So long as the mentalist is capable of seeing a part of a target, cover modifiers are ignored. However, if targets are completely hidden, they cannot be attacked.

CHARACTERS IN WATER

Penalties for being in water are ignored.

SIZE MODIFIERS

Since the size of a target has no bearing on the "size" of their mind, size modifiers are ignored completely.

TAKING AIM

Mental attacks cannot be aimed.

INTERFERENCE PENALTY

The mental powers presented are listed with a Range rating, indicating their short range. This optional rule permits mentalists to substitute the Interference Penalty optional rule for the range (some people feel that mentalists should not be limited by range). However, game masters can also use this optional rule with the ranges listed for mental powers. The Interference Penalty supposes that the number of minds between the mentalist and the target affects the use of the power. These intervening minds create static or "white noise" which makes it difficult for mentalists to target their power.

With this rule, mental powers have a range of sight – if you can see targets, you can affect them. The mental powers, however, are also limited by the number of people between mentalists and their targets. Using mental powers on a specific mind on the other side of a large crowd is harder than someone standing directly in front of you.

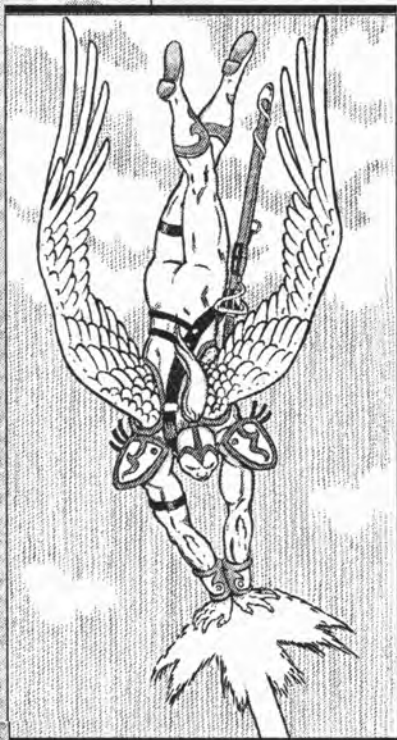
Number of People Intervening	Modifier
In Contact with Target	+1 die
0	no modifier
1-5	-1 die
6-10	-2 dice
10-50	-3 dice
51-100	-4 dice
101-500	-5 dice
501-1,000	-6 dice
1,001-5,000	-7 dice
5,001-10,000	-8 dice
etc...	

NEW ELEMENT SKILL

WIRD – MIND

Element Mind represents Wird's ability to affect someone's mind or to alter one's perceptions. Being and seeming, idea and thought, perception and reality, and illusion – all these are affected by Mind Wird. Wird Weaver healers often study this elemental aspect closely so that they can better heal the minds of those who are deranged or deluded.

Wird – Mind, the skill of the elemental Mind aspect, is the study of Wird's power to affect a broad area. For a Wird user, it is the skill used to determine the effects of mentalist spells – any spell with Mind listed as its element. Game masters and players should remember, however, that Providence was not designed to include mental powers. Their use in your campaign is optional and, if done, should be limited.



SUGGESTED MIND ELEMENT SPELLS

Level Two

Conceal Object
Disguise Self/Disguise Other
Mirror Image

Level Three

Simple Illusion

Level Four

Complex Illusion
Invisibility

Level Five

Army of One
Perfect Illusion

ADDITIONAL ARASSWA'IL POWERS

REWEAVING

COST: 30 points

This, the rarest (and perhaps most powerful) of the Arasswa'il abilities, is an aptitude that many Wird users, particularly those who frequent Wird-poor areas, keenly desire. It allows a Wird user to cast spells at a lower level of effect, thereby conserving Wird (but, of course, obtaining a lesser effect as well). This is similar to Shards' ability to use their powers at lower Tiers of effect.

When a Wird user casts a spell at a lower Level of effect, its Wird cost equals the Wird cost for the lower Level. For example, suppose that Venarish Kareel has this Arasswa'il power and knows the Level 3 spell Ice Bolt. While travelling through a Wird-poor area, a Blight Crow attacks Kareel. Not wanting to use up all of the Wird in the area with one spell, Kareel decides to cast Ice Bolt as a Level 2 spell. Therefore, it only costs him 2 Wird instead of the usual 3. However, the Bolt only does level 2 damage.



THE BOOK OF WIRD

TIRA SU GATIRA

COST: 25 points

Literally "form of no form," Tira su Gatira is a potent ability, one of the rarest of the Arasswa'il. It allows Wird users to separate their spirits (dali-na, to use the Yas'Wailian word), which are the imprints of their consciousness in the Tapestry of Wird. A Wird caster can send this form forth, to a limited extent, as a scout, spy, or messenger.

To use Tira su Gatira, Wird users must first spend an hour in meditation. If they have the skill Meditation, they may roll Willpower + Meditation against a Target Number of 11; every point by which their roll exceeds the Target Number reduces the meditation time required by 10 minutes (with an absolute minimum of 10 minutes). At the end of this time the character's dali-na separates from his or her body. The body becomes unable to move or act in any way; to all but the most subtle and skilled perceptions it will seem dead (which may pose problems for spell casters – someone could discover their "dead" bodies and give them an impromptu burial before they can return to their bodies!). The dali-na form retains no awareness of its body; it does not know its location or what is happening to its flesh while it is away. However, there is one important exception: injuries suffered by the body will affect the dali-na, and vice-versa. The two are still one, even if separated by space.

A dali-na may carry no physical objects with it, though it may appear to be wearing clothes and carrying weapons if it so desires. Its appearance is within its control, though it must remain in humanoid form. However, any magical items possessed by the Wird user likewise possess a "spirit form," and may also take on a "spirit" form.

The spirit form has all of the character's normal Characteristics, Wird, Skills, Traits, spells, and so forth. It can automatically fly at the rate of 20 miles per hour at no Wird cost. However, it cannot in any way affect the physical world. It is completely inaudible, translucent though not invisible. It cannot pick up physical objects, touch or attack other characters (even with spells), be affected by physical attacks or spells, eat or drink, and so forth. However, for a cost of 1 Wird per round, it can speak in the physical realm; during this time the dali-na is still unable to affect the physical world in any other way and retains its invulnerability to attacks.

Similarly, a dali-na cannot attack or be attacked by other beings. While in this form, the dali-na does not have to eat, drink, or breathe. However, it must return to its body within one 32-hour day (a day-cycle plus a night-cycle), or both it and its body will perish. For this reason, and because the body is so vulnerable while the spirit is outside it, the few spell casters who have this ability prefer to use it only for very short time periods.

NEW SPELLS

Here are some additional spells that may not be appropriate for all Providence campaigns. Several of them involve the new element, Mind, discussed earlier.

LEVEL ONE SPELLS

INFLUENCE

This spell allows a caster to exert a subtle mental influence over a single target by talking to the victim. The control is not absolute, as the spell's name suggests, but it is often sufficient to get the victim to do what the caster wants, if the caster phrases his or her desires properly.

Available To: Wird Weaver, Blight Crow

Type: Offensive, Wird

Element: Mind

Casting Time: 7 seconds

Range: 3 yards

Area: Target

Duration: Special

Influence acts as a sort of high-powered version of the skill Charm. It allows a spell caster to control a victim's actions through suggestions and personal appeal (as opposed to the blunter tools of Empathic Manipulation and Domination). To use it, casters must be within three yards of their target and be able to speak to that target. A gag, or loud noises that drown out speech (including most combat situations), prevent this spell from being used. Casters must roll their Characteristic + Wird - Casting against a Target Number of 7. The target's Intelligence + Willpower act as a negative die modifier to the caster's roll.

When Influence is used successfully, the spell caster's Charm skill increases by 2 levels. Remember that, as an Innate skill, Charm can be used by anyone with a simple Characteristic roll; if the caster does not have Charm, the spell essentially grants him or her that skill at level 2. The caster must then *make suggestions* to the victim in the usual manner for the Charm skill. Long, convoluted, or complex suggestions, or ones that could expose the victim to harm, will usually grant a bonus to the victim's roll to resist the suggestion.

If victims agree with the suggestion, they will seek to do whatever the caster has influenced them to do. They will keep trying to do it until someone convinces them otherwise (with or without using a spell to do so) or they can make an Intelligence + Willpower roll against a Target Number of 11 to resist.

They may make one roll per hour, beginning the day after the suggestion is implanted, and at any time when trying to follow the suggestion exposes them to danger, harm, or significant frustration or annoyance.

Wird Armour and Mind Armour are defences against this spell.

MIND ARMOUR

This spell offers the caster protection against other Mind element spells, such as Mind Blast, Domination, and Locate Mind.

Available To: All Distinctions (Wird Dancers – self only)

Type: Defensive, Wird

Element: Mind

Casting Time: 4 seconds

Range: N/A or Contact

Area: Self or Target

Duration: 1 hour + 1 hour per extra Wird

Mind Armour reduces or eliminates the effects of various psychic power spells. Versus Mind Blast, it decreases the damage done. Versus spells such as Domination, which require an Opposed Skill contest, it adds to the caster's dice used to reduce their attacker's dice.

At its base level, Mind Armour provides 3 points of defense against Mind Blast and adds +3 dice to any Opposed Skill attempt to avoid the effects of Mind spells. The caster may spend additional Wird to increase the protection, at the rate of +1 Wird per +1 point of defense/+1 die (this is separate from extra Wird spent to increase the spell's duration).

LEVEL TWO SPELLS

ANIMAL CONTROL

This spell allows the caster to control a single animal. The animal will attack, refrain from attacking, carry burdens, or do whatever else the caster desires.

Available To: Wird Weaver, Blight Crow

Type: Miscellaneous, Wird

Element: Mind

Casting Time: 5 seconds

Range: 10 yards

Area: One animal

Duration: Special

Animal Control functions just like the level 3 spell Dominate, but only applies to animals. Since most animals have poor Intelligence and Willpower ratings compared to Yas'Wailians, establishing control is usually not very difficult. Animals that are especially ferocious, vicious, or magical may, at the game master's discretion, receive Willpower bonuses for the purposes of resisting this spell. Furthermore, at the game masters discretion, creatures with negative scores in Intelligence and Willpower can count those characteristics as 0 for the purposes of resolving this spell.

This spell includes the ability to communicate verbally with the animal that the caster is controlling; the animal will understand simple commands, but will not be able to reply. Furthermore, this spell does not allow the Wird user to talk to any other animals, even those of the victim's same species.

BEHAVIOUR MANIPULATION

This spell allows a caster to alter some aspects of another character's personality – perhaps for the better, perhaps for the worse.

Available To: Wird Weaver, Blight Crow

Type: Miscellaneous, Wird

Element: Mind

Casting Time: 13 seconds

Range: 10 yards

Area: Target

Duration: 1 hour + 1 hour per extra Wird

To cast this spell successfully, casters must roll their Characteristic + Wird – Casting against a Target Number of 7. The target's Intelligence + Willpower act as a negative die modifier to the caster's roll. When this spell is cast, the caster may do one of the following: inflict an Extreme Behaviour upon the victim; substitute any Behaviour for any other Behaviour of equal or lesser value; inflict a Severe Phobia on the victim; or substitute any Phobia for any other Phobia of equal or lesser value. See pages 46-47 and 55 of the Main Rule Book for information on Behaviours and Phobias.

Victims of the attack may resist using their Intelligence + Willpower against a Target Number of 7 plus the caster's margin of success. Wird and Mind Armours will act as defences against this spell.

BONES OF STONE

This spell's name is misleading – it does not literally transform a target's bones to rock. It just makes a target feel like that is what happened. If victims of the spell are in the air, their ability to fly will be greatly reduced. If they are on the ground, they will be slowed as if carrying a great burden.

Available To: Wylder, Wird Weaver, Blight Crow

Type: Offensive, Wird

Element: Mind

Casting Time: 6 seconds

Range: 10 yards

Area: Target

Duration: 2 rounds + 1 round per extra Wird

To cast this spell successfully, casters must roll their Characteristic + Wird – Casting against a Target Number of 7. The target's Intelligence + Willpower act as a negative die modifier to the caster's roll. This spell's effects vary depending upon whether the target is flying or on the ground. If targets are flying, or try to fly after the spell takes effect, this spell reduces their flight speed by two Tiers and they become a Bad Flyer (as described on page 45 of the Main Rule Book). If targets are on the ground, or land after the spell takes effect, they are encumbered as if they were carrying weight equal to their "Bench Press" weight total (see pages 37 and 226 of the Main Rule Book).

Victims of the attack may resist using their Intelligence + Willpower against a Target Number of 7 plus the caster's margin of success. Wird and Mind Armours act as a defence against this spell.

DREAMWEAVING

A spell caster can use this spell to manipulate a target's dreams.

Available To: Wird Weaver, Wylder, Blight Crow

Type: Miscellaneous, Wird

Element: Mind

Casting Time: 1 minute

Range: Contact

Area: Target

Duration: Special

To use this spell, casters must be able to touch their victims while the victims are asleep. This makes it difficult to use on well-protected enemies, but a clever caster can always find a way to get close enough to cast it.

When Dreamweaving is cast, casters immediately begin to see a "vision" of whatever their sleeping victims are dreaming about. They may then take control of that dream and change it to suit themselves. Several possible effects can be achieved:

Message: Casters use the dream to send a message to victims which they cannot, for whatever reason, deliver through normal channels. When victims awake, they will remember their dreams and their message exactly.

Nightmares: Victims experience such terrifying nightmares that they gain no benefit from their sleep. Characters don't recover Endurance or Wird during the period of sleep, and make any Characteristic rolls the next day with a -2 dice penalty. Victims can resist this effect by rolling their Willpower against a Target Number of 7.

Prophetic: The victim experiences a dream that seems to have prophetic qualities. Exactly what they may point toward depends upon the caster's desires and imagination; what is done to act upon this prophecy is up to the victim (in short, prophetic dreams are not the equivalent of mental control).

Soothing: Victims experience the most soothing and relaxing dream possible. Their rate of Endurance and Wird recovery during the period of sleep is doubled.

Dreamweaving lasts as long as casters remain in contact with their victims. When they break contact, the victims' dreams quickly return to their normal state, or cease entirely.

There are rumours that some Wird users have developed a higher-level version of this spell that they can use while in the Tira su Gatira "spirit form" Arasswa'il power. If true, this would allow Wird users in their spectral forms to enter into and manipulate their victims' dreams without having to actually touch them.

EMPATHIC MANIPULATION

This spell allows casters to, literally, toy with their victims' emotions. It also allows them simply to learn the target's emotional state.

Available To: Wird Weaver, Blight Crow

Type: Offensive, Wird

Element: Mind

Casting Time: 8 seconds

Range: 10 yards

Area: Target

Duration: Special

When casters use this spell, they can read the target's emotions, and perhaps manipulate them as well. Casters attempt to manipulate their target using their Characteristic + Wird – Casting against a Target Number of 7. The target's Intelligence + Willpower act as a negative die modifier to the caster's roll.

Empathic Manipulation does 9 points of damage though damage is not actually inflicted upon the Mind Characteristic. Instead, each wound category corresponds to a number of shifts vertically along the Empathic Manipulation Chart. With a success, casters will also know what the victim's emotional state is.

Slight: one shift
Grave: two shifts
Devastating: three shifts
Dead+: four shifts

For example, if a victim is "Enraged" and a caster does a Grave wound, they can reduce the character to Calm, or feed the fires of his or her anger up to Furious.

EMPATHIC MANIPULATION TABLE

Joy	Jealousy/Envy	Anger	Love	Hatred
Neutral	Disinterested	Calm	Disinterested	Disinterested
Sad/happy	Jealous/envious	Angry	Romantic attraction	Dislike
Depressed/joyous	Greedy/Desirous	Enraged	Love	Hatred
Suicidal/elated	Blind jealousy/envy	Furious	Madly in love	Blind hatred

Of course, these are not the only possible emotions. The game master can construct similar tables for other emotions if necessary.

The effects of Empathic Manipulation will last as long as they would naturally – the victim will recover from his or her bout of emotions as they would any other wound. Of course, this can vary tremendously based on the situation and the victim's personality. Induced Calm in the middle of a battle is likely to wear off pretty quickly, but a normally temperamental person may take a long time indeed to cease being Furious.

MIND BLAST

This spell allows the caster to attack another character's mind.

Available To: Wylder, Wird Weaver, Blight Crow

Type: Offensive, Wird

Element: Mind

Casting Time: 10 seconds

Range: 10 yards

Area: Target

Duration: Instant

This spell creates a bolt of lethal mental energy that blasts the victim's Mind for 9 points of damage. Casters roll their Characteristic + Wird – Casting against a Target Number of 7. The target's Intelligence + Willpower act as a negative die modifier to the caster's roll. Normal or magical armours, including those created by spells, have no effect on Mind Blast; only Mind Armour or Wird Armour offers protection.

LEVEL THREE SPELLS

DOMINATION

More powerful than either Influence or Empathic Manipulation, Domination allows a spell caster to take full control of another person's mind, making the victim do whatever the caster desires.

Available To: Wird Weaver, Blight Crow

Type: Offensive, Wird

Element: Mind

Casting Time: 12 seconds

Range: 10 yards

Area: Target

Duration: Special

Domination is a full-blown mental control spell. To use it, the spell caster must roll their Characteristic + Wird – Casting against a Target Number of 7. The target's Intelligence + Willpower act as a negative die modifier to the caster's roll. Wird and Mind Armours defend against this spell. Domination does 18 points of damage though the Mind Characteristic is not actually reduced. The level of the wound inflicted determines the effect. Targets can resist the effects of this spell by rolling their Intelligence + Willpower against a Target Number of 7 + the caster's margin of success.

If the spell caster does a Slight wound, Domination functions just like Influence (see page 209). If the caster achieves a Grave wound, they can force the victim to do something that the victim would be mildly opposed to. Examples would include attacking a different target in combat, buying something the victim didn't really need, divulging useful (but not crucial or vital) secrets or information, and so forth.

If the caster does a Devastating wound, they can force victims to do something they are strongly opposed to. Examples would include stopping fighting in the middle of combat, divulging crucial or vital secret information, or doing something that betrays a cause victims believe in strongly, and the like.

If casters achieves a Dead success, they can force victims to do anything, even things victims are violently opposed to. Examples would include committing suicide, murdering loved ones, aiding a bitter enemy, and so forth.

Spell casters must have some way to communicate their commands to victims; Domination does not provide automatic telepathic contact. If noise or other circumstances prevent casters from being able to communicate orders, Domination has not effect. However, it remains active as long as casters keep paying Wird (see below), and if the noise dies down to the point where casters can give orders, they may then do so. Also, spell casters must maintain line of sight to their victims; if this line of sight is broken, the Domination is likewise broken.

Although their actions are being controlled, victims of Domination are still in possession of their own thoughts. They know that casters are using mental control on them, and they are able to twist the meaning of the commands given to them if they leave room for interpretation (something more than one Wird user has learned to his or her chagrin).

Domination lasts for one round, plus one round for every point of Wird the caster pays to maintain it, subject to the above restrictions.

MIND ARMOUR

This spell offers the caster protection against other Mind element spells, such as Mind Blast, Domination, and Locate Mind.

Available To: All Distinctions (Wird Dancers – self only)

Type: Defensive, Wird

Element: Mind

Casting Time: 4 seconds

Range: N/A or Contact

Area: Self or Target

Duration: 1 hour + 1 hour per extra Wird

Mind Armour works as the Level 1 spell, except it offers 14 points of defences.

TELEPATHY

This spell allows casters to communicate mentally with another person. If necessary, they can also forcibly wrest a character's secrets from their minds or implant false memories.

Available To: Wird Weaver, Blight Crow

Type: Miscellaneous, Wird

Element: Mind

Casting Time: 15 seconds

Range: Special

Area: Target

Duration: 1 round + 1 round per extra Wird spent.

With Telepathy, casters can communicate with another person mind-to-mind – no speech, common tongue, or body language is necessary. If the subject is willing, casters need only succeed with their Characteristic + Wird – Casting roll, and the two can communicate freely, at about the same rate as they could speak. The target must be within 20 yards of the caster when the spell is first cast, but after that they can be any distance apart as long as they can maintain line of sight to each other. Telepathy has 18 points of effect; Wird and Mind Armours will work as defences against this spell.

Telepathy can also be used on an unwilling subject, typically as an irresistible form of interrogation. In this case, the target's Intelligence + Willpower act as a negative die modifier to the caster's roll. Furthermore, targets may resist the spell by rolling their Intelligence + Willpower against a Target Number of 7 + the caster's margin of success. If the caster's spell succeeds and does a slight wound, they can read the victim's surface thoughts, but nothing else. If the caster does a Grave wound, they can read the target's memories and deep thoughts as well as the victim's surface thoughts. For game purposes, assume that the caster can locate one fact he or she is seeking per round of telepathic contact. As with willing subjects, the caster must be within 20 yards of the victim when the spell is cast, but thereafter only has to maintain line of sight; if line of sight is broken, the Telepathy no longer works.

Telepathy also allows a caster to alter a target's memories or to implant memories that are entirely fictitious. Once memories are altered or implanted, victims will believe they are true and correct memories until they find evidence to the contrary, someone convinces them they have been telepathically manipulated, or another character uses Telepathy to undo the damage. To alter memories or implant false memories, casters need to have done a Devastating wound. With this success, they can implant memories that are up to a week old. If they get a Dead result, they can affect any of the victim's memories, or implant any memory they want to. Game masters may, at their discretion, increase the margin of success requirement for particularly important memories (the names of victims, names of their loved ones, which people or political entities they are loyal to, and so forth).

Telepathy cannot be used on sleeping or unconscious victims. That amounts to dream manipulation, which requires other spells.

LEVEL FOUR SPELLS

LOCATE MIND

This powerful spell allows mentalists to search for another character's mind; if they succeed, they know roughly where that character is in relation to themselves.

Available To: Wird Weaver, Blight Crow

Type: Miscellaneous, Wird

Element: Mind

Casting Time: 1 minute

Range: Special

Area: 1 mile radius + 1 mile per extra Wird

Duration: Instant (but see below)

To use Locate Mind, casters must first define the area they wish to search in. The base area is a 1 mile radius around casters, but they can expand the area

by paying extra points of Wird. If the mind sought is not within that area, the spell automatically fails (but failure still tells the caster something about the target's location).

To cast this spell successfully, casters must roll their Characteristic + Wird – Casting against a Target Number of 7. The target's Intelligence + Willpower act as a negative die modifier to the caster's roll. If casters fail the roll, they do not know where the target mind is, but are aware that it is within their defined search area. If they succeed, they have an approximate idea of the target mind's location in relation to themselves. In other words, they do not know that the target mind is, say, sitting on a bluff five miles away, they know that the target mind is five miles west of where they (casters) are currently standing. Game masters can award a resistance roll for targets who are hiding or aware someone is using the spell on them. In this case, they can roll their Intelligence + Willpower against a Target Number of 7 + the caster's margin of success. The greater the casters margin of success, the more precise their ability to locate the target mind is. Wird and Mind Armours act as defences against this spell.

Normally, Locate Mind is used to search for a specific mind: the mind of Daivar Feldmorn; the mind of the King of Cry-Star; and so forth. Characters may, if they wish, search for a generic mind (any Blight Crow mental pattern, any Troupial Eagle mental pattern) in the search area, but they make this roll at -2 dice since this is more difficult.

The standard duration of Locate Mind is Instant (upon successfully casting the spell, the Wird user immediately learns where the target mind is). However, casters may spend 1 Wird per round to maintain their "lock" on the target mind. As long as the lock is maintained, casters will know where their target mind is. If the target mind moves, casters will know it, and know where it has gone, provided it stays within the defined search area. If casters maintain the lock, the search area moves as they move, so if they can keep pace with a moving target, they can make sure the target does not pass beyond the search area's boundaries.

MIND BLAST

This spell allows the caster to attack another character's mind.

Available To: Wylder, Wird Weaver, Blight Crow

Type: Offensive, Wird

Element: Mind

Casting Time: 10 seconds

Range: 10 yards

Area: Target

Duration: Instant

This spell works exactly as the 2nd level spell, except that it does 30 points of damage.

TELEKINESIS

This powerful and versatile spell allows casters to pick up objects and characters at a distance using only pure Wird energy.

Available To: Wylder, Wird Weaver

Type: Miscellaneous, Wird

Element: Mind

Casting Time: 10 seconds

Range: 20 yards

Area: Target

Duration: 3 rounds + 1 round per extra Wird

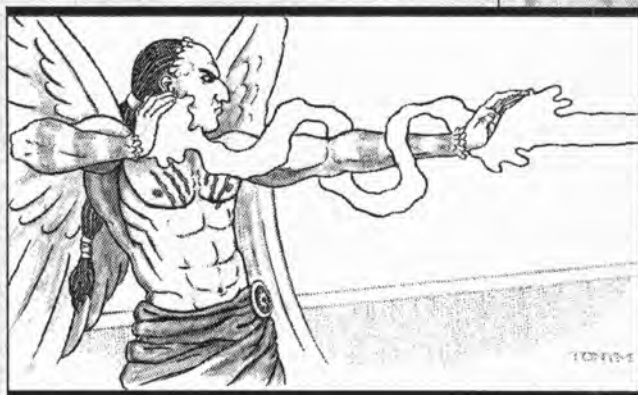
With Telekinesis, spell casters can pick up objects which are within range of the spell. To grab an object, they need only make a Characteristic + Wird – Casting roll to successfully pick it up (game masters may, at their discretion, increase the difficulty of the attempt if the object is particularly small); to grab a character, the roll is Opposed against the target's Coordination + Hand to Hand.

Telekinesis has a "Strength" rating of 16. This determines how much weight can be lifted with it and how much damage a telekinetic "punch," squeeze, or throw can do to a target. It is also used in Opposed skill tests when deciding whether held characters or creatures can break free of the telekinetic grip with their Combat Manoeuvre – Grapple + Strength. Spell casters may not use their CM – Grapple skill with their telekinetic Strength in such situations; the Strength alone must suffice.

Once casters grab something with Telekinesis, they can move it beyond the 20-yard range limit; casters need only maintain line of sight to it. If their line of sight is cut off (for example, by a cloud of smoke, or if someone uses a Flash spell on them), they immediately lose their telekinetic grip. Objects can be moved by Telekinesis at the rate of 18 yards per second, or 40 miles per hour.

Spell casters cannot pick themselves up with Telekinesis and "fly;" nor can they grab a moving object (such as a flying character or a wagon) and be carried along by it. Telekinesis has no action/reaction effect.

Casters can use telekinesis to pick up liquids; liquids which are lifted telekinetically will assume a spherical shape. However, it cannot be used to do precise or delicate work, such as fine sculpture or picking a lock; think of it like a pair of crude, sometimes clumsy hands.



LEVEL FIVE SPELLS



DREAMWALKING

This spell is similar to the level two spell Dreamweaving, but casters do not have to touch their victims to affect their dreams.

Available To: W y l d e r ,
Blight Crow

Type: Miscellaneous,
Wird

Element: Mind

Casting Time: 1 hour

Range: 1 mile

Area: Target

Duration: Special

The effects of Dreamwalking are identical to those of Dreamweaving, except that touching the victim is not necessary. Casters simply project their consciousness into their victims' minds where they find and manipulate their dreams.

MIND ARMOUR

This spell offers the caster protection against other Mind element spells, such as Mind Blast, Domination, and Locate Mind.

Available To: All Distinctions (Wird Dancers – self only)

Type: Defensive, Wird

Element: Mind

Casting Time: 4 seconds

Range: N/A or Contact

Area: Self or Target

Duration: 1 hour + 1 hour per extra Wird

Mind Armour works as the Level 1 spell except it offers 34 points of defences.

LEVEL SIX SPELLS

ANIMAL MASTERY

With this spell, Wird users can command all of the animals near themselves. They will come to their call, run away from or attack anyone they tell them to, do work for them, and so forth.

Available To: Wird Weaver, Blight Crow

Type: Miscellaneous, Wird

Element: Mind

Casting Time: 15 seconds

Range: Special

Area: 1 mile radius around caster

Duration: 1 hour + 1 hour per extra Wird (see below)

When this spell is cast, all animals in the affected area, no matter how far away they are from the caster, instantly fall under the control of casters. They cannot resist this control, and upon successfully casting the spell, casters will be aware of how many animals their spell has affected and how near they are to them. If not within the sound of the caster's voice when affected by the spell, all affected animals will move to the caster as quickly as they can.

For the duration of the spell, or until the caster is killed or rendered unconscious, the spell caster can command the controlled creatures. Casters do not have to give all of them the same command; each animal or group of animals can be given a different command. In the right areas (such as the Deep), this allows the caster to create a potent offensive or reconnaissance force.

If the spell caster is killed or knocked unconscious, the spell immediately ends, and the affected animals regain control of themselves. Most will simply flee from the caster, but some of the more ferocious or cunning ones may instinctually attack the caster in an effort to remove a threat to their wellbeing. This is especially likely if casters have been cruel or abusive to their animal servitors.

Animal Mastery will not work on any being which the game master deems to be sentient, no matter how animalistic it might otherwise seem. In fact, such animals, along with races like the Green People, may be deeply offended by the use of this spell and seek to harm the caster.



THE

WIRD

INTELLIGENT ENCHANTED ITEMS

Some enchanted items possess their own innate sentience. These items are always unique; by definition, intelligence makes each one its "own person." To give an enchanted item sentience (i.e., its own Intelligence, Willpower, and Psyche scores, and the ability to speak at least one language), the spell caster must use a special level 6 spell, *Imbue Intelligence*. This spell is rare, and difficult to cast; many spell casters regret ever using it. The game master decides the exact Intelligence, Willpower, and Psyche scores the item receives.

LEVEL SIX SPELL

IMBUE INTELLIGENCE

This long and complicated spell allows a Wird user to invest an enchanted item with intelligence, as described above.

Available To: Blight Crow, Wylder, Wird Dancer, Wird Weaver

Type: Miscellaneous, Wird

Element: Air

Casting Time: 6 hours

Range: Contact

Area: Target

Duration: Permanent

This spell grants the target item Intelligence, Willpower, and Psyche attributes, as outlined in the text above. These attributes are permanent. Furthermore, the personality of the item is up to the game master (the item effectively becomes a non-player character). Some items are quite friendly and helpful while others are rude, mean and spiteful. Most characters realize too late that they have no control over the item's personality.

PROVIDENCE THE ECOLOGY



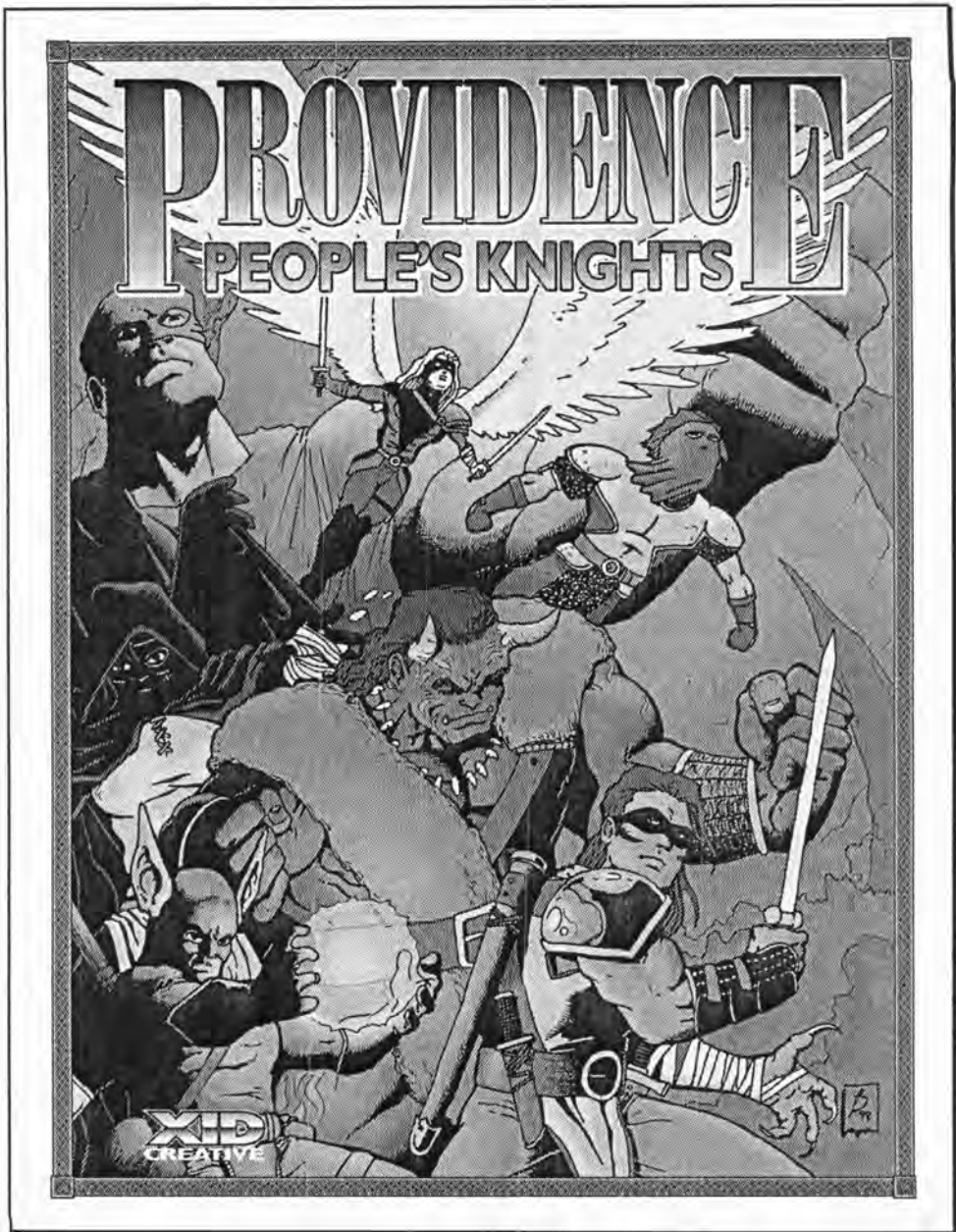
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The vile Warden Degenerate Ja'tamma.
The acid-spitting Dragoniers.

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The Ecology is the ultimate explorer's guide to the creatures of Providence, unearthing three fantastic tales detailing the most powerful and exotic creatures in the realm. Join the young Eagle Lord Caneaius on his journey of discovery and maturity as he learns humility and respect for Providence's land creature. Read the story of Danyell, apprentice Horizon Strider, as he encounters the dangers of the sea with one of the legendary Ghost Walkers. Discover the diary of a future king as he uncovers the mysteries of Providence's flying creatures.

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PROVIDENCE

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LEVEL	SPELL NAME	DISTINCTIONS	TYPE	ELEMENT	CASTING TIME	RANGE	AREA	DURATION	SOURCE
I	Acidic Touch	BC	Offensive / Elemental	Fire	8 seconds	Contact	Target	3 rounds + 1 round / extra Wird	MRB 155
I	Animal Lore	BC, WW	Miscellaneous / Wird	Air	15 seconds	Contact	One animal	Instant	MRB 155
I	Armour of Air	BO, W, WW	Defensive / Elemental	Air	3 seconds	N/A	Self	3 rounds + 1 round / extra Wird	MRB 155
I	Awaken Self	AR, FS	Miscellaneous / Wird	Air	15 seconds	N/A or Contact	Self or Target	One night's sleep	MRB 155
I	Balance of the Cat	WD, WW	Miscellaneous / Wird	Air	12 seconds	N/A	Self	1 minute + 1 minute / extra Wird	BoW 75
I	Battle Movement	K	Miscellaneous / Wird	Air	11 seconds	N/A	Self	2 rounds + 1 round / extra Wird	TK 78
I	Bhur	BC, K, WD	Defensive / Elemental	Air	3 seconds	N/A	Self	3 rounds + 1 round / extra Wird	MRB 156
I	Body Temple	K	Miscellaneous / Wird	Earth	3 seconds	Contact	Self / Target	1 minute + 2 rounds / extra Wird	TK 79
I	Bolt of Air	BO, W	Offensive / Elemental	Fire	6 seconds	10 yards	Target	Instant	MRB 156
I	Breath of Life	FS, WD, WW	Defensive / Wird	Earth	3 seconds	N/A or Contact	Self or Target	Special	MRB 157
I	Cause Disease	BC	Miscellaneous / Wird	Air	13 seconds	Contact	Target	3 rounds + 1 round / extra Wird	MRB 157
I	Clipped Wings	BC, WW	Offensive / Wird	Fire (Ice)	6 seconds	10 yards	Target	Special	BoW 76
I	Cobra Strike	SK	Offensive / Wird	Fire	4 minutes	N/A	Self	180 rounds + 60 rounds / extra Wird	BoW 136
I	Crystal Guards	DM	Offensive / Elemental	Fire	4 seconds	N/A	Self	3 rounds + 1 round / extra Wird	BoW 112
I	Detect Corruption	FS, W, WW, WD	Miscellaneous / Wird	Air	15 seconds	15 yards / N/A	Target / Self	1 round + 1 round / extra Wird	BoW 76
I	Detect Ho'jata	HJ	Miscellaneous / Wird	Air	30 seconds	100 yards	Self	15 minutes + 5 minutes / extra Wird	C-S 126
I	Detect Wird	BO, AI	Miscellaneous / Wird	Air	15 seconds	15 yards / N/A	Target / Self	Instant	MRB 157
I	Drain Wird	BC	Miscellaneous / Wird	Air	8 seconds	10 yards	Target	Instant	MRB 157
I	Far Speaking	BO, W, WW, WD, FS	Miscellaneous / Elemental	Air	12 seconds	Sight	Target	Half a minute worth of speech + 10 seconds / extra Wird	MRB 158
I	Fasten	BC, WW	Miscellaneous / Wird	Earth	15 seconds	Contact	Target	Permanent	MRB 158
I	Fatigue	BC, W, WW	Offensive / Wird	Air (Ice)	7 seconds	10 yards	Target	Instant	BoW 77
I	Focus	K	Miscellaneous / Wird	Earth	30 seconds	N/A	Self	Instant	TK 78
I	Fog	BC, BO, W, WW	Miscellaneous / Elemental	Water (Light)	12 seconds	10 yards	5 yard diameter	3 rounds + 1 round / extra Wird	MRB 158
I	Heal Self / Others	FS, K, WD, WW	Miscellaneous / Wird	Earth (Ice)	15 seconds	N/A or Contact	Self or Target	Instant	MRB 158
I	Hearing of the Bat	BC, FS, WD, WW	Miscellaneous / Wird	Air	15 seconds	N/A	Self	1 minute + 1 minute / extra Wird	MRB 159
I	Herb Lore	BC, WW	Miscellaneous / Wird	Air	15 seconds	Contact	One plant	Instant	MRB 159
I	Hide	HJ	Miscellaneous / Elemental	Air	11 seconds	N/A	Self	5 minutes + 2 minutes / extra Wird	C-S 126
I	Hundred Day March	FS, K, WD, WW	Miscellaneous / Wird	Earth	15 seconds	N/A or Contact	Self or Target	1 hour + 1 hour / extra Wird	MRB 160

LEVEL	SPELL NAME	DISTINCTIONS	TYPE	ELEMENT	CASTING TIME	RANGE	AREA	DURATION	SOURCE
1	Ignite	BC, W, WW	Offensive / Elemental	Fire	2 seconds	5 yards	Target	Instant	MRB 160
1	Influence	BC, WW	Offensive / Wrd	Mind	7 seconds	3 yards	Target	Special	BoW 209
1	Infravision	BC, FS, WW, WD	Miscellaneous / Wrd	Air	12 seconds	N/A	Self	1 minute + 1 minute / extra Wrd	MRB 160
1	Instant Pit	BO, K, W	Miscellaneous / Elemental	Earth	15 seconds	Contact	10 cubic feet	Permanent	TR 17
1	Leap of the Frog	FS, K, WD, WW	Miscellaneous / Wrd	Air	14 seconds	N/A	Self	1 minute + 1 minute / extra Wrd	MRB 160
1	Levitation	BC, BO, FS, W, WW	Miscellaneous / Elemental	Water	15 seconds	Contact	Target	10 minutes + 10 minutes / extra Wrd	MRB 161
1	Light	BO, FS, W, WW	Miscellaneous / Elemental	Air (Light)	4 seconds	3 yards	15 yards diameter	10 minutes + 5 minutes / extra Wrd	MRB 161
1	Marked Scent	K, WW, WD	Miscellaneous / Wrd	Air	11 seconds	1 mile	Target	1 hour + 1 hour / extra Wrd	TR 17
1	Mind Armour	All	Defensive / Wrd	Mind	4 seconds	N/A or Contact	Self or Target	1 hour + 1 hour / extra Wrd	BoW 210
1	Nightvision	FS, K, WD, WW	Miscellaneous / Wrd	Air	12 seconds	N/A	Self	1 minute + 1 minute / extra Wrd	MRB 162
1	Nimbleness of the Monkey	WD, WW	Miscellaneous / Wrd	Air	15 seconds	N/A or Contact	Self or Target	1 minute + 1 minute / extra Wrd	BoW 77
1	Resist Cold	All, BO, FS	Miscellaneous / Wrd	Earth (Ice)	12 seconds	N/A or Contact	Self or Target	Special	MRB 162
1	Resist Heat	All, BO, FS, K	Miscellaneous / Wrd	Earth (Ice)	12 seconds	N/A or Contact	Self or Target	Special	MRB 162
1	Resist Pain Self / Resist Pain Others	BC, FS, K, WD, WW	Miscellaneous / Wrd	Earth (Ice)	12 seconds	N/A or Contact	Self or Target	5 minutes + 3 minutes / extra Wrd	MRB 162
1	Revive Self / Revive Others	FS, K, WD, WW	Miscellaneous / Wrd	Earth (Ice)	15 seconds	N/A or Contact	Self or Target	Instant	MRB 163
1	Sandstorm	BO, FS, W, WW	Offensive / Elemental	Fire	6 seconds	10 yards	Target	Instant	MRB 163
1	Scent of the Hound	WD	Miscellaneous / Wrd	Air	15 seconds	N/A	Self	1 minute + 1 minute / extra Wrd	MRB 164
1	Sense	HJ	Miscellaneous / Wrd	Air	1 hour	N/A	100 yard radius	32 hours	C-S 127
1	Slow Disease Self / Slow Disease Others	BC, FS, WD, WW	Miscellaneous / Wrd	Earth (Ice)	12 seconds	N/A or Contact	Self or Target	1 hour + 1 hour / extra Wrd	MRB 164
1	Spark Touch	BC, BO, W	Offensive / Elemental	Fire	4 seconds	Contact	Target	Instant	MRB 164
1	Speak With Animals	WW	Miscellaneous / Wrd	Air	7 seconds	10 yards	One type of animal	3 rounds + 1 round / extra Wrd	BoW 78
1	Speed	HJ	Miscellaneous / Wrd	Air	15 seconds	N/A	Self	10 minutes + 2 minutes / extra Wrd	C-S 127
1	Speed of the Shark	WD, WW	Miscellaneous / Wrd	Air	13 seconds	N/A	Self	1 minute + 1 minute / extra Wrd	BoW 79
1	Sting	SD	Offensive / Elemental	Fire	6 seconds	Contact	Target	3 rounds + 1 round / extra Wrd	BoW 139
1	Strength of a Tuscani	WD	Miscellaneous / Wrd	Water	13 seconds	N/A	Self	2 rounds + 1 round / extra Wrd	MRB 164
1	Stone Lore	WW	Miscellaneous / Wrd	Air	15 seconds	Contact	One stone or rock	Instant	BoW 79
1	Stone Missile	BC, BO, W, WW	Offensive / Elemental	Fire	3 seconds	10 yards	Target	Instant	MRB 165
1	Sustenance	BC, FS, WD, WW	Miscellaneous / Wrd	Air	15 seconds	Self or Contact	N/A or Target	1 minute + 1 minute / extra Wrd	MRB 165

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LEVEL	SPELL NAME	DISTINCTIONS	TYPE	ELEMENT	CASTING TIME	RANGE	AREA	DURATION	SOURCE
1	Swift Arrow of Jullidek	SW	Offensive / Elemental	Fire	4 seconds	Special	Target	Special	BoW 129
1	The Third Eye	K	Miscellaneous / Wurd	Air	12 seconds	N/A	Self	1 minute + 1 minute / extra Wurd	TK 79
1	The Warrior's Reflexes	HJ	Miscellaneous / Wurd	Water	10 seconds	N/A	Self	1 minute + 1 minutes / extra Wurd	C-S 127
1	Vision of the Eagle	FS, WD, WW	Miscellaneous / Wurd	Air	12 seconds	N/A	Self	1 minute + 1 minute / extra Wurd	MRB 165
1	Weapon of Ice	BC, BO, W, WD	Offensive / Elemental	Fire	10 seconds	N/A	N/A	3 rounds + 1 round / extra Wurd	MRB 165
2	Aerobatics	All	Miscellaneous / Wurd	Air	8 seconds	N/A or Contact	Self or Target	3 rounds + 1 round / extra Wurd	BoW 80
2	Air Elemental	BO, W, WW	Miscellaneous / Elemental	Water	12 seconds	10 yards	N/A	1 round + 1 round / extra Wurd	MRB 166
2	Analyze Wurd	All, BO, FS	Miscellaneous / Wurd	Air	15 seconds	Contact	Target	Instant	MRB 166
2	Animal Control	BC, WW	Miscellaneous / Wurd	Mind	5 seconds	10 yards	One animal	Special	BoW 210
2	Bark Armour	GP	Defensive / Elemental	Earth	5 seconds	N/A	Self	3 rounds + 1 round / extra Wurd	BoW 133
2	Behaviour Manipulation	BC, WW	Miscellaneous / Wurd	Mind	13 seconds	10 yards	Target	1 hour + 1 hour / extra Wurd	BoW 211
2	Blindfighting	DM, K	Miscellaneous / Wurd	Air	6 seconds	N/A	Self	3 rounds + 1 round / extra Wurd	BoW 115
2	Bolt of Earth	BO, W	Offensive / Elemental	Fire	7 seconds	10 yards	Target	Instant	MRB 166
2	Bolt of Water	BO, W	Offensive / Elemental	Fire	9 seconds	10 yards	Target	Instant	MRB 166
2	Bones of Stone	BC, W, WW	Offensive / Wurd	Mind	6 seconds	10 yards	Target	2 rounds + 1 round / extra Wurd	BoW 211
2	Burning Sap	GP	Offensive / Elemental	Water	8 seconds	N/A	Self	6 rounds + 1 round / extra Wurd	BoW 133
2	Butterfly Manoeuvre of Master Po	DM, K	Defensive / Wurd	Earth	5 seconds	N/A	Self	3 rounds + 1 round / extra Wurd	BoW 111
2	Cloak of the Modias	All	Miscellaneous / Elemental	Air	10 seconds	N/A or Contact	Self or Target	3 rounds + 1 round / extra Wurd	BoW 80
2	Cloud Arrows of Debloss	SW	Miscellaneous / Wurd	Air	4 seconds	N/A	Self	3 rounds + 1 round / extra Wurd	BoW 122
2	Coils of the Constrictor	SK	Offensive / Wurd	Fire	7 minutes	N/A	Self	180 rounds + 60 rounds / extra Wurd	BoW 137
2	Conceal Object	BC, WW	Miscellaneous / Wurd	Air (Mind)	15 seconds	Contact	Target	1 hour + 1 hour / extra Wurd	MRB 167
2	Create Water	BO, FS, W, WW	Miscellaneous / Elemental	Water	15 seconds	1 yard	N/A	Instant	MRB 167
2	Crystal Blade	DM	Offensive / Elemental	Fire	5 seconds	N/A	N/A	3 rounds + 1 round / extra Wurd	BoW 111
2	Dance of the Flames	K	Miscellaneous / Wurd	Water	10 seconds	N/A	Self	3 rounds + 1 rounds / extra Wurd	TK 79
2	Danger Eye	DM, K	Miscellaneous / Wurd	Air	12 seconds	N/A	Self	3 rounds + 1 round / extra Wurd	BoW 116
2	Darkness of the Deep	BC, BO, W, WW	Miscellaneous / Wurd	Water (Light)	12 seconds	10 yards	5 yard diameter	3 rounds + 1 round / extra Wurd	MRB 167
2	Detect Life	BC, FS, WD, WW	Miscellaneous / Wurd	Air	13 seconds	Self	N/A	Instant	MRB 167
2	Disguise Self / Disguise Other	BC, FS, WD, WW	Miscellaneous / Wurd	Water (Mind)	15 seconds	N/A or Contact	Self or Target	10 minutes + 5 minutes / extra Wurd	MRB 168

LEVEL	SPELL NAME	DISTINCTIONS	TYPE	ELEMENT	CASTING TIME	RANGE	AREA	DURATION	SOURCE
2	Distill Liquid	BC, FS, WW	Miscellaneous / Elemental	Water	15 seconds	Contact	1 liter	Instant	MRB 1681
2	Divine Draw	SW	Miscellaneous / Wurd	Water	4 seconds	N/A	Self	3 rounds + 1 round / extra Wurd	BoW 123
2	Dreamweaving	BC, W, WW	Miscellaneous / Wurd	Mind	1 minute	Contact	Target	Special	BoW 212
2	Earth Armour	All, BO, FS	Defensive / Elemental	Earth	4 seconds	N/A or Contact	Self or Target	3 rounds + 1 round / extra Wurd	MRB 168
2	Empathic Manipulation	BC, WW	Offensive / Wurd	Mind	8 seconds	10 yards	Target	Special	BoW 213
2	Extinguish Flame	BC, BO, FS, W, WW	Miscellaneous / Elemental	Water	12 seconds	5 yards	One fire	Instant	MRB 168
2	Falling Leaf	K	Miscellaneous / Wurd	Air	3 seconds	N/A	Self	1 minute + 1 minute / extra Wurd	TK 80
2	Fists of Iasha	K	Offensive / Elemental	Fire	10 seconds	N/A	Self	3 rounds + 1 round / extra Wurd	TK 80
2	Flaming Weapon	BO, W, WD	Offensive / Elemental	Fire	10 seconds	N/A	N/A	3 rounds + 1 round / extra Wurd	MRB 169
2	Flash	BO, FS, W, WW	Offensive / Elemental	Fire (Light)	6 seconds	10 yards	90° in front of caster	Instant	MRB 170
2	Flight	All, BO, FS, K	Miscellaneous / Elemental	Air	12 seconds	N/A or Contact	Self or Target	1 minute + 1 minute / extra Wurd	MRB 170
2	Freedom of a Vrologh	WD, WW	Miscellaneous / Wurd	Water	15 seconds	N/A or Contact	Self or Target	1 minute + 1 minute / extra Wurd	MRB 171
2	Glyph	BC, BO, W, WW	Miscellaneous / Wurd	Earth	30 minutes	Contact	Target	Special	MRB 171
2	Grand Feast	FS, WD, WW	Miscellaneous / Wurd	Air	15 seconds	Self or Contact	N/A or Target	1 minute + 1 minute / extra Wurd	MRB 171
2	Grip of the Retarni	WD, WW	Offensive / Wurd	Fire	5 seconds	N/A	Self	3 rounds + 1 round / extra Wurd	BoW 81
2	Intangible Blade	HJ	Offensive / Elemental	Air	6 seconds	N/A	Self	3 rounds + 1 round / extra Wurd	C-S 128
2	Invisible Shove	All, BO, FS	Offensive / Elemental	Fire	4 seconds	10 yards	Target	Instant	MRB 171
2	Maxon	All	Miscellaneous / Wurd	Air	15 seconds	Special	Special	One night (or similar period of sleep)	BoW 81
2	Leave Message	All, BO, FS	Miscellaneous / Wurd	Earth	1 minute	Contact	N/A	Permanent	MRB 172
2	Lightning Reaction	DM, K	Miscellaneous / Wurd	Air	5 seconds	N/A	Self	3 rounds + 1 round / extra Wurd	BoW 116
2	Magic Resistance	All, BO, FS, K	Defensive / Wurd	Earth	5 seconds	N/A	Self	3 rounds + 1 round / extra Wurd	MRB 172
2	Mend the Broken	FS, WW	Miscellaneous / Wurd	Air (Ice)	17 seconds	Contact	2 cubic feet of material	Instant	MRB 172
2	Merciful Arrow of Inaile	SW	Miscellaneous / Wurd	Earth	4 seconds	Special	Target	Special	BoW 127
2	Mind Blast	BC, W, WW	Offensive / Wurd	Mind	10 seconds	10 yards	Target	Instant	BoW 214
2	Mirror Image	BC, BO, W	Miscellaneous / Elemental	Air (Mind)	8 seconds	N/A	Self	3 rounds + 1 round / extra Wurd	MRB 172
2	Mould Earth	WW	Miscellaneous / Elemental	Water	15 seconds	Contact	One cubic yard of earth	1 round + 1 round / extra Wurd	MRB 173
2	Mould Plant	WW	Miscellaneous / Elemental	Water	15 seconds	Contact	One plant	Instant	MRB 173
2	Noise	All, BO	Miscellaneous / Elemental	Air	7 seconds	15 yards	N/A	1 round + 1 round / extra Wurd	MRB 173

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LEVEL	SPELL NAME	DISTINCTIONS	TYPE	ELEMENT	CASTING TIME	RANGE	AREA	DURATION	SOURCE
2	Pack Member	WW	Miscellaneous / Wurd	Air	13 seconds	N/A	Self	1 minute + 1 minute / extra Wurd	HRB 173
2	Pinons	All	Miscellaneous / Wurd	Air	1 minute	N/A or Contact	Self or Target	Special	BoW 82
2	Protection from Flames	All, BO, FS, K	Defensive / Elemental	Earth	4 seconds	N/A or Contact	Self or Target	1 minute + 1 minute / extra Wurd	HRB 174
2	Relieves of the Ribec	BC, FS, K, WD, WW	Miscellaneous / Wurd	Water	11 seconds	N/A or Contact	Self or Target	3 rounds + 1 round / extra Wurd	HRB 174
2	Rust	BC	Miscellaneous / Elemental	Air	13 seconds	10 yards	Target	Instant	HRB 175
2	Sap Globe	GP	Offensive / Elemental	Water	6 seconds	10 yards	Target	Special	BoW 135
2	Scent of the Wind	BC, FS, WD, WW	Miscellaneous / Wurd	Air	15 seconds	N/A	Self	10 minutes + 10 minutes / extra Wurd	HRB 175
2	Shadow	BC, BO, K, W, WW	Miscellaneous / Wurd	Air	10 seconds	N/A	Self	1 minute + 1 minute / extra Wurd	TR 17
2	Shatter	BC, BO, K, W, WD	Offensive / Elemental	Fire	6 seconds	Contact	Target	Instant	HRB 176
2	Skin of the Gargoyle	BC, W, WD	Defensive / Wurd	Earth	4 seconds	N/A	Self	3 rounds + 1 round / extra Wurd	BoW 83
2	Sleep	BC, FS, WW	Offensive / Wurd	Air	6 seconds	3 yards	Target	Instant	HRB 176
2	Slip	HJ	Miscellaneous / Wurd	Air	10 seconds	N/A	Self	1 minute + 1 minute / extra Wurd	C-S 128
2	Sonic Blast	BO, W	Offensive / Elemental	Fire (Light)	7 seconds	15 yards (max)	15 yard cone 5 yards wide at max range	Instant	HRB 176
2	Song of Awakening	FS	Miscellaneous / Wurd	Earth	6 seconds	Special	20 yard radius	Instant	BoW 148
2	Song of Inspiration	FS	Miscellaneous / Wurd	Air	4 seconds	Special	Special	Special	BoW 150
2	Spark Touch	WD, WW	Offensive / Elemental	Fire	4 seconds	Contact	Target	Instant	HRB 176
2	Speed of the Fox	K, WD	Miscellaneous / Wurd	Water	13 seconds	N/A	Self	2 rounds + 1 round / extra Wurd	HRB 176
2	Spider's Walk	WD, WW	Miscellaneous / Elemental	Water	14 seconds	N/A	Self	1 minute + 1 minute / extra Wurd	HRB 177
2	Stealth	HJ	Miscellaneous / Wurd	Air	12 seconds	N/A	Self	5 minutes + 2 minutes / extra Wurd	C-S 128
2	Stench	BC, W, WW	Offensive / Wurd	Fire	14 seconds	10 yards	2 yard radius	2 rounds + 1 round / extra Wurd	BoW 83
2	Sting of the Satoras	BC, WD, WW	Offensive / Wurd	Fire	9 seconds	Contact	Target	1 round + 1 round / extra Wurd	BoW 84
2	Talons of the Hawk	BC, WD, WW	Offensive / Wurd	Fire	12 seconds	N/A	Self	3 rounds + 1 round / extra Wurd	BoW 85
2	Tangle Growth	WW	Offensive / Elemental	Water	7 seconds	10 yards	3 yard radius	3 rounds + 1 round / extra Wurd	HRB 177
2	Thousand-Crystal Blast	DM	Offensive / Elemental	Fire	6 seconds	10 yards	Target	Instant	BoW 113
2	Tracker's Eye	WA	Miscellaneous / Wurd	Air	Special	N/A	Special	Special	BoW 131
2	Valeraz's Spell of the Nimble Fingers	WD	Miscellaneous / Wurd	Air	15 seconds	N/A	Self	3 rounds + 1 round / extra Wurd	BoW 85
2	Village Idiot	BC	Miscellaneous / Wurd	Air	13 seconds	Contact	Target	Special	HRB 178

LEVEL	SPELL NAME	DISTINCTIONS	TYPE	ELEMENT	CASTING TIME	RANGE	AREA	DURATION	SOURCE
2	Vision of the Bat	BC, FS, K, WD, WW	Miscellaneous / Wind	Air	12 seconds	N/A or Contact	Self or Target	1 minute + 1 minute / extra Wind	MRB 178
2	Voice of a Torrader	FS, WD, WW	Miscellaneous / Elemental	Air (Light)	12 seconds	N/A	100 yard radius	1 minute + 1 minute / extra Wind	MRB 178
2	Walk On Water	BC, FS, WD, WW	Miscellaneous / Elemental	Air	12 seconds	N/A or Contact	Self or Target	1 minute + 1 minute / extra Wind	MRB 178
2	Water Armour	BO, W, WD, WW	Defensive / Elemental	Earth	3 seconds	N/A or Contact	Self or Target	3 rounds + 1 round / extra Wind	MRB 179
2	Wilder-Beast's Skin	BC, K, WD, WW	Defensive / Wind	Earth	4 seconds	Contact	Self or Target	1 minute + 3 rounds / extra Wind	MRB 179
3	Acid Bolt	BC	Offensive / Elemental	Fire	10 seconds	10 yards	Target	Instant	MRB 179
3	Air Armour	BO, W, WW	Defensive / Elemental	Air	4 seconds	N/A	Self	3 rounds + 1 round / extra Wind	MRB 179
3	Air Bolt	W, WD, WW	Offensive / Elemental	Fire	6 seconds	10 yards	Target	Instant	MRB 180
3	Alter Body Self	WD	Miscellaneous / Wind	Air	15 seconds	N/A	Self	3 rounds + 1 round / extra Wind	MRB 180
3	Animate Plant	WW	Offensive / Elemental	Water	3 seconds	8 yards	One plant	Instant	MRB 181
3	Armour of the Drea	WD, WW	Defensive / Wind	Earth	6 seconds	N/A or Contact	Self or Target	3 rounds + 1 round / extra Wind	BoW 86
3	Blast of Air	BO, W	Offensive / Elemental	Fire	6 seconds	15 yards	Target	Instant	MRB 181
3	Boiling Arrow of Tocianna	SW	Offensive / Elemental	Fire	4 seconds	Special	Target	Special	BoW 122
3	Bolt of Darkness	WC	Offensive / Elemental	N/A	6 seconds	10 yards	Target	Instant	BoW 141
3	Bolt of Flame	BO, W	Offensive / Elemental	Fire	8 seconds	10 yards	Target	Instant	MRB 181
3	Chain	SD	Defensive / Elemental	Earth	5 seconds	N/A or Contact	Self or Target	3 rounds + 1 round / extra Wind	BoW 139
3	Counter Spell	AR, BO, FS	Defensive / Wind	Earth (Ice)	3 seconds	30 yards (max range)	N/A	Instant	MRB 181
3	Crystal Armour	DM	Defensive / Elemental	Earth	4 seconds	N/A	Self	3 rounds + 1 round / extra Wind	BoW 111
3	Cure Disease Self / Cure Disease Others	BC, FS, K, WD, WW	Miscellaneous / Wind	Earth	12 seconds	N/A or Contact	Self or Target	Permanent	MRB 181
3	Dark Armour	WC	Defensive / Elemental	N/A	4 seconds	N/A or Contact	Self or Target	3 rounds + 1 round / extra Wind	BoW 142
3	Darkness	BC, W	Offensive / Elemental	Fire	8 seconds	20 yards	2 yard radius	3 rounds + 1 round / extra Wind	BoW 86
3	Decay Touch	WC	Offensive / Wind	N/A	10 seconds	Contact	Target	3 rounds + 1 round / extra Wind	BoW 143
3	Decompose	BC	Offensive / Wind	Fire	6 seconds	10 yards	Target	Instant	MRB 182
3	Dispel Magic	AR, BO, FS	Miscellaneous / Wind	Earth	15 seconds	Contact	Target	Instant	MRB 182
3	Domination	BC, WW	Offensive / Wind	Mind	12 seconds	10 yards	Target	Special	BoW 215
3	Dream Arrow of Shair	SW	Offensive / Elemental	Fire	4 seconds	Special	Target	Special	BoW 123
3	Dream Spores	GP	Offensive / Elemental	Water	7 seconds	10 yards	2 yard radius	Instant	BoW 134

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LEVEL	SPELL NAME	DISTINCTIONS	TYPE	ELEMENT	CASTING TIME	RANGE	AREA	DURATION	SOURCE
3	Earth Elemental	FS, W, WW	Miscellaneous / Elemental	Water	14 seconds	10 yards	N/A	1 round + 1 round / extra Wrd	MRB 182
3	Earth to Stone	WW	Miscellaneous / Elemental	Water	15 seconds	Contact	3 cubic feet of earth	Instant	MRB 183
3	Elemental Chains	BO, R, W, WW	Offensive / Elemental	Earth	5 seconds	10 yards	Target	Instant + 1 minute / extra Wrd	TK 17
3	Enchant Item	BC, BO, FS, W, WW	Miscellaneous / Wrd	Earth	3 hours (minimum)	Contact	Target	Permanent	MRB 183
3	Enervation	BC, W, WW	Offensive / Wrd	Fire (Ice)	6 seconds	10 yards	Target	Special	BoW 87
3	Eyes of the Bat	WD, WW	Miscellaneous / Wrd	Air	15 seconds	N/A	Self	1 minute + 1 minute / extra Wrd	BoW 88
3	Falcon Arrow of Shriilyn	SW	Offensive / Elemental	Fire	4 seconds	Special	Target	3 rounds + 1 round / extra Wrd	BoW 124
3	Fire Ball	BO, W	Offensive / Elemental	Fire (Light)	10 seconds	10 yards	2 yard radius	Instant	MRB 183
3	Flame Armour	BO, K, W, WD, WW	Defensive / Elemental	Earth	5 seconds	N/A or Contact	Self or Target	2 rounds + 1 round / extra Wrd	MRB 184
3	Football of the Tiger	K	Miscellaneous / Wrd	Air	13 seconds	N/A	Self	3 rounds + 1 round / extra Wrd	TK 81
3	Frost Arrow of Crysian	SW	Offensive / Elemental	Fire	4 seconds	Special	Target	Special	BoW 125
3	Grant's Growth	WD	Miscellaneous / Wrd	Earth	12 seconds	N/A	Self	3 rounds + 1 round / extra Wrd	MRB 184
3	Great Web	BC, W	Miscellaneous / Wrd	Water	15 seconds	10 yards	Special	Special	BoW 88
3	Harness the Fire	K	Offensive / Elemental	Fire	9 seconds	10 yards	Target	Instat	TK 88
3	Heal Self / Heal Others	FS, K, WD, WW	Miscellaneous / Wrd	Earth (Ice)	15 seconds	N/A or Contact	Self or Target	Instant	MRB 184
3	Hydra's Arms	SK	Miscellaneous / Wrd	Earth	10 minutes	N/A or Contact	Self or Target	100 rounds + 60 rounds / extra Wrd	BoW 137
3	Ice Bolt	BO, BC, W	Offensive / Elemental	Fire	8 seconds	10 yards	Target	Instant	MRB 185
3	Intangible Sword	HJ	Offensive / Elemental	Air	7 seconds	N/A	Self	3 rounds + 1 round / extra Wrd	C-S 129
3	Judgment Arrow of Geldonze	SW	Offensive / Elemental	Fire	4 seconds	Special	Target	Special	BoW 125
3	Leech Wrd	BC	Miscellaneous / Wrd	Air	8 seconds	N/A	10 yard radius	Instant	MRB 185
3	Light Armour	BC, BO, W, WD	Defensive / Elemental	Earth	4 seconds	N/A	Self	1 minute + 1 minute / extra Wrd	MRB 186
3	Lock	BC, WW	Miscellaneous / Wrd	Earth	15 seconds	Contact	Target	Permanent	MRB 186
3	Mask	HJ	Miscellaneous / Wrd	Air	15 seconds	N/A	Self	15 minutes + 10 minutes / extra Wrd	C-S 129
3	Mask of The Mundane	AB	Miscellaneous / Wrd	Air	12 seconds	N/A	One enchanted item	1 hour + 1 hour / extra Wrd	BoW 89
3	Mind Armour	AB	Defensive / Wrd	Mind	4 seconds	N/A or Contact	Self or Target	1 hour + 1 hour / extra Wrd	BoW 216
3	Needle Blast	GP	Offensive / Elemental	Water	6 seconds	10 yards	Target	Instant	BoW 134
3	Pack Member	WD	Miscellaneous / Wrd	Air	13 seconds	N/A	Self	1 minute + 1 minute / extra Wrd	MRB 187
3	Prodigious Kick of Teremon Tail	DM, K	Offensive / Wrd	Fire	6 seconds	Special	Target	Instant	BoW 112

LEVEL	SPELL NAME	DISTINCTIONS	TYPE	ELEMENT	CASTING TIME	RANGE	AREA	DURATION	SOURCE
3	Rhapsody Arrow of Pamiron	SW	Offensive / Elemental	Fire	4 seconds	Special	Target	Special	BoW 127
3	Scroll	BC, BO, FS, W, WW	Miscellaneous / Word	Air	5 hours or more	Contact	Target	Until the text is read	MRB 187
3	Serpent Eyes	SK	Miscellaneous / Word	Air	15 minutes	N/A	500 yard radius	180 rounds + 60 rounds / extra Word	BoW 138
3	Serpent Form	SK	Miscellaneous / Word	Air	7 minutes	N/A	Self	180 rounds + 60 rounds / extra Word	BoW 138
3	Shattersword	DM, K	Offensive / Word	Fire	6 seconds	10 yards	One sword	Instant	BoW 117
3	Silence	BC, BO, FS, W, WW	Miscellaneous / Elemental	Air (Light)	12 seconds	10 yards	5 yard radius	3 rounds + 1 round / extra Word	MRB 187
3	Simple Illusion	BC, BO, W	Miscellaneous / Elemental	Air (Mind)	15 seconds	10 yards	5 cubic feet	1 minute + 1 minute / extra Word	MRB 188
3	Size of the Nile	WD	Miscellaneous / Word	Earth	12 seconds	N/A	Self	3 rounds + 1 round / extra Word	MRB 188
3	Sleep	WD	Offensive / Word	Air	6 seconds	Contact	Target	Instant	MRB 189
3	Solidity	K	Miscellaneous / Word	Earth	14 seconds	N/A	Self	3 rounds + 1 round / extra Word	TR 81
3	Song of Serenity	FS	Offensive / Word	Fire (Ice)	11 seconds	20 yards	10 yard radius	3 rounds + 1 round / extra Word	BoW 151
3	Song of Vigor	FS	Defense / Word	Earth	10 seconds	Special	10 yard radius	6 rounds + 1 / extra Word	BoW 151
3	Speed of the Sloth	BC	Offensive / Word	Water	8 seconds	Contact	Target	3 rounds + 1 round / extra Word	MRB 189
3	Spell Shield	AM, BO, FS	Defensive / Word	Earth	6 seconds	N/A	1 yard radius	3 rounds + 1 round / extra Word	MRB 189
3	Storm Arrow of Ozone	SW	Offensive / Elemental	Fire	4 seconds	Special	Target	Special	BoW 128
3	Strength of the Bawk'sha	WD	Miscellaneous / Word	Water	13 seconds	N/A	Self	2 rounds + 1 round / extra Word	MRB 189
3	Sun Arrow of Tanvir	SW	Offensive / Elemental	Fire	4 seconds	Special	Target	Special	BoW 128
3	Telepathy	BC, WW	Miscellaneous / Word	Mind	15 seconds	Special	Target	1 round + 1 round / extra Word	BoW 216
3	Thunderbolt Fist	BC, W, WD	Offensive / Word	Fire	10 seconds	N/A	Self	6 rounds + 1 round / extra Word	BoW 90
3	Torment	BC, W, WW	Offensive / Word	Fire	7 seconds	10 yards	Target	Special	BoW 90
3	Vigour of the Bawk'sha	K, WD	Miscellaneous / Word	Earth	13 seconds	N/A	Self	2 rounds + 1 round / extra Word	MRB 189
3	Wall of Air	BO, W, WW	Defensive / Elemental	Earth	4 seconds	3 yards	10' x 10' x 1' wall	3 rounds + 1 round / extra Word	MRB 190
3	Walk on Air	BC, WD, WW	Miscellaneous / Elemental	Air	14 seconds	N/A or Contact	Self or Target	1 minute + 1 minute / extra Word	MRB 190
3	Wall Runner	K, WD, WW	Miscellaneous / Elemental	Air	14 seconds	N/A or Contact	Self or Target	1 minute + 1 minute / extra Word	MRB 190
3	Water Armour	BO, K, W, WD, WW	Defensive / Elemental	Earth	3 seconds	N/A or Contact	Self or Target	3 rounds + 1 round / extra Word	MRB 190
3	Water Elemental	BO, W, WW	Miscellaneous / Elemental	Water	12 seconds	10 yards	N/A	1 round + 1 round / extra Word	MRB 191
3	Wind Sword	R	Offensive / Word	Fire	4 seconds	Special	N/A	Instant	BoW 119
4	Age	BC, WW	Offensive / Word	Fire	10 seconds	10 yards	Target	Special	BoW 91

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LEVEL	SPELL NAME	DISTINCTIONS	TYPE	ELEMENT	CASTING TIME	RANGE	AREA	DURATION	SOURCE
4	Alter Body Others	BC	Miscellaneous / Ward	Air	15 seconds	Contact	Target	Special	HRB 191
4	Alter Body Self	BC, WW	Miscellaneous / Ward	Air	15 seconds	N/A	Self	3 rounds + 1 round / extra Ward	HRB 192
4	Armourbreaker	DM, K	Offensive / Ward	Fire	10 seconds	10 yards	1 suit of armour	Instant	BoW 114
4	Armour of the World	BO, FS, W, WD, WW	Defensive / Elemental	Earth	4 seconds	N/A or Contact	Self or Target	3 rounds + 1 round / extra Ward	HRB 192
4	Avalanche	BO, W	Offensive / Elemental	Fire	7 seconds	10 yards	Target	Instant	HRB 192
4	Ball Lightning	W	Offensive / Elemental	Fire (Light)	8 seconds	15 yards	3 yard radius	Instant	BoW 93
4	Beloument	WC	Miscellaneous / Ward	N/A	1 minute	N/A	100 yard radius	Instant	BoW 140
4	Berserk Arrow of Thorale	SW	Offensive / Elemental	Fire	4 seconds	Special	Target	Special	BoW 121
4	Bladestorm	DM, K	Offensive / Ward	Fire	10 seconds	N/A	Self	1 round + 1 round / extra Ward	BoW 115
4	Body of Air	K, WD	Miscellaneous / Elemental	Air	15 seconds	N/A	Self	3 rounds + 1 round / extra Ward	HRB 192
4	Call of the Gath Hadachi	K	Miscellaneous / Ward	Air	1 minute	100 miles	N/A	Instant	TX 81
4	Cause Disease	BC	Miscellaneous / Ward	Air	13 seconds	Contact	Target	3 rounds + 1 round / extra Ward	HRB 193
4	Commune with Plant Life	WW	Miscellaneous / Ward	Air	15 seconds	N/A	Self	1 minute + 1 minute / extra Ward	HRB 193
4	Complex Illusion	BC, BO, W	Miscellaneous / Elemental	Air (Mind)	15 seconds	10 yards	15 cubic feet	1 minute + 1 minute / extra Ward	HRB 194
4	Death Pollen	GP	Offensive / Elemental	Water	10 seconds	10 yards	2 yard radius	Instant	BoW 134
4	Ears of the Bat	WD, WW	Miscellaneous / Ward	Air	13 seconds	N/A	Self	1 minute + 1 minute / extra Ward	BoW 93
4	Earth Freedom	AM, BO, FS	Miscellaneous / Elemental	Water	15 seconds	N/A	Self	1 minute + 1 minute / extra Ward (concentration)	HRB 194
4	Fatal Vibration	BC, K, WD, WW	Offensive / Elemental	Fire	6 seconds	Contact	Target	Instant	HRB 194
4	Fire Elemental	BO, W, WW	Miscellaneous / Elemental	Water	15 seconds	10 yards	N/A	1 round + 1 round / extra Ward	HRB 194
4	Heal Corruption	FS, W, WW	Miscellaneous / Ward	Earth (Ice)	1 hour	10 yards	50 yard radius	Instant	BoW 95
4	Ice Sphere	BC, W	Offensive / Elemental	Fire	8 seconds	10 yards	3 yard radius	Instant	HRB 195
4	Intangible Body	HJ	Miscellaneous / Ward	Air	6 rounds	N/A	Self	3 rounds + 1 round / extra Ward	C-S 130
4	Invisibility	AM, BO, FS	Miscellaneous / Elemental	Air (Mind)	12 seconds	N/A or Contact	Self or Target	1 minute + 1 minute / extra Ward	HRB 195
4	Lava Blast	W	Offensive / Elemental	Fire	8 seconds	10 yards	Target	Instant	BoW 96
4	Laughing Arrow of Enthir	SW	Offensive / Elemental	Fire	4 seconds	Special	Target	3 rounds + 1 round / extra Ward	BoW 126
4	Leap the Mountain	FS, K, WD, WW	Miscellaneous / Ward	Air	14 seconds	N/A	Self	1 minute + 1 minute / extra Ward	HRB 195
4	Lightning Bolt	BC, BO, W	Offensive / Elemental	Fire (Light)	10 seconds	10 yards	1 or more targets	Instant	HRB 196
4	Locate Mind	BC, WW	Miscellaneous / Ward	Mind	1 minute	Special	special	Instant (but see text)	BoW 217

LEVEL	SPELL NAME	DISTINCTIONS	TYPE	ELEMENT	CASTING TIME	RANGE	AREA	DURATION	SOURCE
4	Magic Resistance	AR, BO, FS	Defensive / Ward	Earth	5 seconds	N/A	Self	3 rounds + 1 round / extra Ward	MRB 196
4	Mind Blast	BC, W, WW	Offensive / Ward	Mind	10 seconds	10 yards	Target	Instant	BoW 218
4	Razor Winds	BC, W	Offensive / Elemental	Fire	12 seconds	10 yards	Target	Instant	BoW 96
4	Releases of Lightning	BC, FS, K, WD, WW	Miscellaneous / Ward	Water	11 seconds	N/A or Contact	Self or Target	3 rounds + 1 round / extra Ward	MRB 196
4	Shadowwalking	WC	Miscellaneous / Ward	N/A	8 seconds	N/A	100 yard radius	Instant	BoW 144
4	Shape Stone	WW	Miscellaneous / Elemental	Water	15 seconds	Contact	1 cubic yard	1 round + 1 round / extra Ward	MRB 197
4	Shield of Righteousness	BO	Defensive / Ward	Earth	6 seconds	N/A	Self	3 rounds + 1 round / extra Ward	BoW 158
4	Speed of Thought	BC, WD	Miscellaneous / Ward	Water	13 seconds	N/A	Self	2 rounds + 1 round / extra Ward	MRB 197
4	Store Spell	BC, BO, FS, W, WW	Miscellaneous / Ward	Earth	3 hours	Contact	Target	Special	MRB 197
4	Strength of the Newborn	BC	Offensive / Ward	Water	8 seconds	Contact	Target	3 rounds + 1 round / extra Ward	MRB 197
4	Take Root	K	Miscellaneous / Ward	Earth	10 seconds	N/A	Self	3 rounds + 1 round / extra Ward	TK 82
4	Telekinesis	W, WW	Miscellaneous / Ward	Mind	10 seconds	20 yards	Target	3 rounds + 1 round / extra Ward	BoW 219
4	Terror Arrow of Pzazki	SW	Offensive / Elemental	Fire	4 seconds	Special	Target	3 rounds + 1 round / extra Ward	BoW 129
4	Thorn Skin	GP	Miscellaneous / Elemental	Earth	9 seconds	N/A	Self	6 rounds + 1 / extra Ward	BoW 135
4	Thousand Day March	FS, K, WD, WW	Miscellaneous / Ward	Earth	15 seconds	N/A or Contact	Self or Target	1 hour + 1 hour / extra Ward	MRB 198
4	Vacuum	BC, BO, W	Offensive / Elemental	Fire (Light)	10 seconds	10 yards	5 yard radius	Instant	MRB 198
4	Wall of Earth	BO, FS, W, WW	Defensive / Elemental	Earth	4 seconds	3 yards	10' x 10' x 2' wall	Instant	MRB 199
4	Warrior's Form	K	Miscellaneous / Ward	Water	13 seconds	N/A	Self	3 rounds + 1 round / extra Ward	TK 82
4	Water Cannon	BO, W	Offensive / Elemental	Fire	9 seconds	10 yards	Target	Instant	MRB 199
4	Weightless	BC, BO, FS, W, WW	Miscellaneous / Elemental	Water	15 seconds	Contact	Target	10 minutes + 10 minutes / extra Ward	MRB 199
4	Whirlwind	BC, BO, W, WW	Miscellaneous / Elemental	Fire (Light)	15 seconds	10 yards	An inverted funnel or cone 3 yards wide at its base 36 yards tall 12 yards in diameter at top	Special	MRB 199
4	Whirlwind Fits of Pelmar Gh'srel	DM, K	Offensive / Ward	Fire	6 seconds	N/A	Self	Instant	BoW 113
4	Wolf Arrow of Bolzakh	SW	Offensive / Elemental	Fire	4 seconds	Special	Target	3 rounds + 1 round / extra Ward	BoW 130
5	Alter Body Others	WW	Miscellaneous / Ward	Air	15 seconds	Contact	Target	Special	MRB 200
5	Armour Ablaze	BO, K, W, WD, WW	Defensive / Elemental	Earth	5 seconds	N/A or Contact	Self or Target	2 rounds + 1 round / extra Ward	MRB 201
5	Army of One	BC, W	Miscellaneous / Elemental	Air (Mind)	8 seconds	Special	Self	3 rounds + 1 round / extra Ward	BoW 97

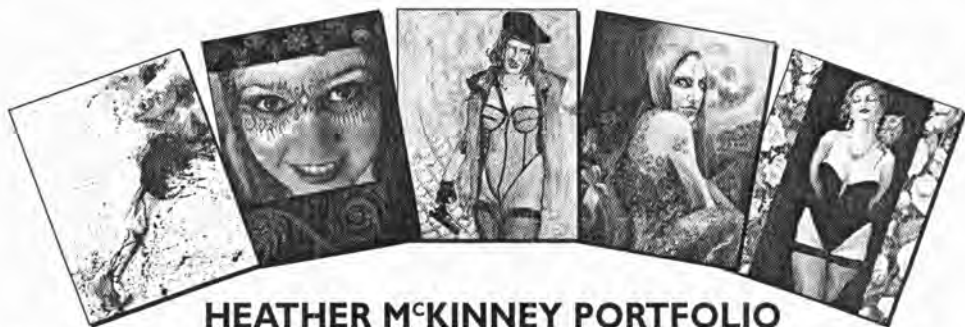
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LEVEL	SPELL NAME	DISTINCTIONS	TYPE	ELEMENT	CASTING TIME	RANGE	AREA	DURATION	SOURCE
5	Bani's Bane Arrow	SW	Offensive / Elemental	Fire	4 seconds	Special	Target	Special	BoW 120
5	Body of Water	WD	Miscellaneous / Elemental	Air	15 seconds	N/A	Self	3 rounds + 1 round / extra Wrd	MRB 201
5	Champion's Form	K	Miscellaneous / Wrd	Fire	14 seconds	N/A	Self	3 rounds + 1 round / extra Wrd	TK 82
5	Closing the Distance	K	Offensive / Wrd	Air	10 seconds	10 yards	Target	3 rounds + 1 round / extra Wrd	TK 83
5	Cloud of Corruption	WC	Offensive / Wrd	N/A	13 seconds	20 yards	5 yard radius	Instant	BoW 142
5	Cooperation	BC, WW	Miscellaneous / Wrd	Water	1 minute	Special	N/A	Special	BoW 98
5	Crystal Whirlwind	W	Miscellaneous / Elemental	Earth	9 seconds	Special	Self	3 rounds + 1 round / extra Wrd	BoW 100
5	Drain Life	BC	Miscellaneous / Wrd	Air	15 seconds	Contact	Target	Instant	MRB 202
5	Dreamwalking	BC, W	Miscellaneous / Wrd	Mind	1 hour	1 mile	Target	Special	BoW 220
5	Empower	BC, BD, FS, W, WW	Miscellaneous / Wrd	Earth	6 hours minimum	Contact	Target	Permanent	MRB 202
5	Fetters	R, WA	Miscellaneous / Wrd	Earth	1 minute	Contact	N/A	1 day + 1 day / extra Wrd	BoW 118
5	Immolation	BD, W	Offensive / Elemental	Fire (Light)	8 seconds	10 yards	Target	Instant	MRB 203
5	Light Storm	BD	Offensive / Elemental	Fire (Light)	10 seconds	20 yards	10 yard radius	1 round + 1 round / extra Wrd	BoW 157
5	Mind Armour	AB	Defensive / Wrd	Mind	4 seconds	N/A or Contact	Self or Target	1 hour + 1 hour / extra Wrd	BoW 220
5	Paralysis	BC, W, WW	Offensive / Wrd	Fire (Ice)	8 seconds	10 yards	Target	2 rounds + 1 round / extra Wrd	BoW 100
5	Perfect Illusion	BC, BD, W	Miscellaneous / Elemental	Air (Mind)	15 seconds	10 yards	15 cubic feet	1 minute + 1 minute / extra Wrd	MRB 203
5	Precision Strike	DM, K	Offensive / Wrd	Fire	12 seconds	2 Yards	Target	3 rounds + 1 round / extra Wrd	BoW 117
5	Seek	HJ	Miscellaneous / Wrd	Air	3 days	10 miles	Self	Instant	C-5 130
5	Shadowblade	WC	Offensive / Wrd	N/A	6 seconds	Contact (as weapon)	Target	3 rounds + 1 round / extra Wrd	BoW 144
5	Shattering Sound	BD, W	Offensive / Elemental	Fire (Light)	7 seconds	25 yards (max range)	Cone extending out 25 yards 10 yards wide at max range	Instant	MRB 204
5	Shriek of the Sounder	BC, W	Offensive / Wrd	Fire	8 seconds	10 yards	Target	Instant	BoW 101
5	Song of Healing	FS	Miscellaneous / Wrd	Earth	1 minute	Special	10 yard radius	Instant	BoW 149
5	Song of Protection	FS	Defensive / Wrd	Earth	6 seconds	Special	20 yard radius	3 rounds + 1 round / extra Wrd	BoW 150
5	Sunbird	W, WD	Miscellaneous / Wrd	Air	10 minutes	N/A	Self	1 hour + 1 hour / extra Wrd	BoW 102
5	The Inner Sight	K	Miscellaneous / Wrd	Air	10 seconds	Line of Sight	Self	2 rounds + 1 round / extra Wrd	TK 83
5	Torch	BC, W	Offensive / Elemental	Fire	10 seconds	10 yards	Target	1 round + 1 round / extra Wrd	BoW 103
5	Total Healing Self / Total Healing Others	FS, K, WD, WW	Miscellaneous / Wrd	Earth (Ice)	12 seconds	N/A or Contact	Self or Target	Instant	MRB 204

LEVEL	SPELL NAME	DISTINCTIONS	TYPE	ELEMENT	CASTING TIME	RANGE	AREA	DURATION	SOURCE
5	Warrant Armour	R, WA	Defensive / Ward	Earth	1 hour	N/A	Self	1 week	BoW 119
5	Windstorm	BC, W	Offensive / Elemental	Fire (Light)	15 seconds	200 yards	20 yard radius	3 rounds + 1 round / extra Ward	BoW 103
6	Animal Mastery	BC, WW	Miscellaneous / Ward	Mind	15 seconds	Special	1 mile radius around caster	1 hour + 1 hour / extra Ward (but see text)	BoW 221
6	Hizzard	BC, W, WW	Offensive / Elemental	Fire (Light)	15 seconds	N/A	2 mile radius around caster	1 hour + 1 hour / extra Ward	BoW 104
6	Body of Crystal	DM	Defensive / Elemental	Earth	14 seconds	N/A	Self	3 rounds + 1 round / extra Ward	BoW 110
6	Body of Flame	K, WD	Miscellaneous / Elemental	Air	15 seconds	N/A	Self	3 rounds + 1 round / extra Ward	MRB 204
6	Body of Stone	WD	Miscellaneous / Elemental	Air	15 seconds	N/A	Self	3 rounds + 1 round / extra Ward	MRB 204
6	Control Plant Life	WW	Miscellaneous / Ward	Air	15 seconds	12 yards (max range)	N/A	1 minute + 1 minute / extra Ward	MRB 205
6	Dezra's Thunderstorm	BC, W, WW	Offensive / Elemental	Fire (Light)	14 seconds	N/A	100 yard radius	3 rounds + 1 round / extra Ward	BoW 105
6	Earthquake	BC, FS, WW	Miscellaneous / Elemental	Air	30 seconds	100 yards	N/A	Instant	MRB 206
6	Fire Storm	BO, W	Offensive / Elemental	Fire (Light)	15 seconds	20 yards	10 yard radius	Instant	MRB 206
6	Freeze Life	BC, BO, W	Offensive / Elemental	Fire	10 seconds	15 yards	Target	Instant	MRB 206
6	Imbue Intelligence	BC, W, WD, WW	Miscellaneous / Ward	Air	6 hours	Contact	Target	Permanent	BoW 220
6	Intangibility	W, WD, WW	Miscellaneous / Ward	Water	15 seconds	N/A	Self	3 rounds + 1 round / extra Ward	BoW 106
6	Kil	BC	Offensive / Ward	Fire	10 seconds	Contact	Target	Instant	MRB 206
6	Redirection	K	Defensive / Elemental	Water	3 seconds	Contact by Target	Self	Special	TK 83
6	Slumber	BC, WW	Offensive / Ward	Air	9 seconds	10 yards	20 yard radius	Instant	BoW 107
6	Song of Destruction	FS	Offensive / Ward	Fire	1 minute	100 yards	50 yard radius	3 rounds + 1 round / extra Ward	BoW 149
6	Swarm	SD	Offensive / Elemental	Fire	10 seconds	Special	10 yard radius	3 rounds + 1 round / extra Ward	BoW 140
6	Sword of Righteousness	BO	Offensive / Ward	Fire	6 seconds	Contact (as weapon)	Target	6 rounds + 1 round / extra Ward	BoW 158
6	Taurie's Unravelment	WW	Miscellaneous / Ward	Water	6 hours	3 yards	One knot in the Tapestry	Instant	BoW 107
6	Tornado	BC, BO, W, WW	Miscellaneous / Elemental	Fire	15 seconds	10 yards	An inverted funnel or cone 3 yards wide at its base 36 yards tall 12 yards in diameter at top	Special	MRB 207
6	Ward	BC, BO, FS, W, WW	Defensive / Ward	Earth	6 hours	N/A	10' radius circle	Permanent	MRB 207
6	Weight of Eons	BC	Offensive / Ward	Fire	14 seconds	10 yards	Target	Instant	BoW 108

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ISBN 0-7685369-0-5



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