

VENTURER'S GUIDE



Forward

This book is a supplement to *The Green*, a game world created for Chaosium's Basic Role Playing Game. To use this supplement effectively, gamers will need both Basic Role Playing and *The Green* monograph.

The *Venturer's Guide* primary focus is to provide a number of additional Traditions for both player and non-player characters. *The Green* introduced a new magic system called Glyphic Magic which was slightly different than the standard BRP magic systems. This magic is based on particular glyphs and totems representing basic realms of power. In the world of *The Green*, Glyphic Magic is taught by a number of varying traditions and orders who specialize in various Glyphic Realms.

When I wrote *The Green* a number of Traditions were left out to try to make the book more manageable and compact. In addition, not much was said about the *outworlder* factions. This was intentional to try to make *The Green* more compatible with other homebrew and gaming worlds. In writing adventures and other items for *The Green* I found that the outworlders were integral to the stories of *The Green* and these invaders and explorers of Verduria needed more variation and definition to make them interesting.

This supplement will add to the list of magic traditions available in *The Green*. It also introduces two magic traditions that do not use glyphs, but essentially use *Magic* from the BRP Gold Book. In addition there are a number of notes and descriptions of the Great Merchant Houses and other factions that are competing for the lucrative trade of Verduria.

The book is broken into four sections: Non Glyphic Traditions, Glyphic Magic Traditions, Totemic Traditions, and the Outworlders. There is also included a compact reprint of the glyphic magic basic rules originally included in *The Green* with a couple of minor additions and corrections.

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NON-GLYPHIC TRADITIONS

ATTAINMENT OF ASCENDANCY

In the world of the Green there are secret teachings among ruling families that allow them to hold dominance over their populations. One such philosophy of leadership is written down in a powerful Grimoire called the Attainment of Ascendancy. In addition to the philosophical teachings, the Grimoire contains powerful spells that grant an ascendant absolute mastery over others. Different versions of this Grimoire are secretly passed through the ruling circles in the far off land of Drazid. These wizards often teach the spells and tenants of the art to slavers, overseers, and others in their employ.

Many look upon the Drazidian arts of Ascendancy as evil and in many free city states the practice of Ascendancy is outlawed. The Brotherhood of Dauchiet in particular finds the teaching of Ascendancy abhorrent. The Attainment of Ascendancy uses a strange perversion of the Dauchiet Glyphs of Body, Mind, and Spirit in its magical teachings.

Others will go to great lengths to acquire spells or other bits from the books of Attainment. Slavers in particular have been known to pay very high prices to acquire certain spells from the Grimoires of the Drazidians..

There is more than one version of the Grimoire, and powerful members of different families will often add new essays and spells in their own branch of the book. Several lesser translations and abridgements that may contain a spell or two are sometimes sold to allies and slavers in the employ of the great Drazidian Families.



The principal source of the Grimoire in the Green is from Irkaz the Obliterate, a powerful Thaumaturgist. Irkaz was once a member of one of the highest of the Drazidian families, but he was excommunicated and exiled from the land. Irkaz wandered to the shores of the Green and carved a kingdom of sorts along the shores of the Sable River. Irkaz is a powerful Ascendant and now he teaches the secrets of Ascendancy to many of his sons and their underlings.

Functionality:

The Spells taught in the Attainment of Ascendancy do not function as *Glyphic Magic*; Instead, BRP's *Magic* system is used.

The Attainment of Ascendancy grimoire always contains the spell *Control*. Different versions of the Grimoire often contain the spells: *Conjure Elemental*, *Countermagic*, *Dispel*, *Heal*, *Siphon (Tap)*, *Speak to Mind*, and *Wounding*.

More complete versions of the Attainment of Ascendancy also contain the formulae for making enchantments and bindings including Magical Staffs and Familiars.

Sympathy:

Sympathy is an important aspect of the Attainment of Ascendancy. An Ascendant may increase the potency of their spells if they are boosted with certain components. The most common items used are things that were once attached to the target of spells; for instance hair, blood or fingernail filings. If an Ascendant has components that were once attached to their target, then they may either: count *touch* Spells as *Ranged Pow x5 Meters*, or subtract 2 from the target's Pow for *Resistance* roll purposes.

New Spell:

Siphon:

Range: Touch

Duration: 15min

PP cost per level: 1

When this spell is cast the user drains points from target to increase their own characteristics. It essentially works as a combination of the Diminish and Enhance

spells. Siphon can be used to Drain STR, CON, DEX or POW. If the spell is used to siphon POW, twice the amount of Pow must be drained from the target; half to power the spell, the other half to increase the caster's Pow. This means that to tap Pow the spell must be cast at twice the level of the Pow to be gained.

There is a slight chance that victims of this spell will not regain their lost characteristics. They must make a Easy Characteristic x5 Roll to regain lost points when the spell ends. If they fail, they may loose d3-1 points of the affected characteristic.



IRON BOUND

The Iron Bound are specially trained individuals who can use forged iron implements along with powerful pragmatic beliefs, to void many of the effects of magic.

THE IRON RING

Several hundred years ago a new metal called *rioux* was found that seemed to have anti-magic properties. An order was formed to study the rare substance. It became clear that when mixed with iron, *rioux* could short out many spells and nullify certain magical energies. Soon, the order began manufacturing *rioux*-iron weapons and armor, and training specialized warriors in its use. The order became known as “the Iron Ring”. Since the inception of the Iron Ring, others have stolen the secrets of *rioux*-iron and now many different countries and factions train specialized warriors who have some resistance to magic. Those who go through the process and wear the collar are now known as Iron Bound.

BECOMING IRON BOUND

The process of becoming iron bound is quite complicated and involves ingesting small amounts of powdered *rioux* so the metal gets into the blood. Initiates then go through a rigorous mental training. This often leaves Iron bound with a somewhat dour and pragmatic personality. In the final stage of training, metal bands or a collar are welded onto the

apprentice’s neck or wrists and they are presented with *rioux*-iron weapons.

Attuning their body to the *rioux*-iron costs one point of permanent Pow.

The cost of *rioux* is very high and the iron accoutrements are specially made by a master smith. The cost of becoming iron bound costs around 2000 guilders.



BENEFITS:

- * Iron bound gain the *Grounding* ability. (see below)
- * Iron bound using *rioux* weapons may do normal damage to any creatures that have magical or spiritual resistance to normal damage (Lycanthropes, undead, elementals, etc).
- * Spirits will avoid ironbound if they can, and must make Luck roll or take d2 power point loss every round they are in contact with one who is Iron Bound.
- * Iron Bound may learn a number of abilities that work as *Brp’s Magic Spells* (each ability has its own skill). In the game world this is not using magic, but is essentially the opposite; using the power of iron and the mind to disbelieve and nullify the unreal. When a character is taught a new ability they will know the ability at a skill of Pow+Int.
- *Iron bound cannot become attuned to a glyph, cast spells, or use magical weapons or items.

Skills: Craft (Blacksmith), Devise, Fine Manipulation, First Aid, Meditation, Shield, Any Weapon (Usually sword, mace or pole arm).

ABILITIES:

Grounding: This ability acts as a level 1 *Countermagic* spell that is continually in place about the iron bound's person. *Grounding* will nullify the effects of a spell but will not rebound the effects at the caster. Friendly magic *is* affected and the *Grounding* ability may not be turned off. *Grounding* also works to nullify the extra damage from magic weapons or weapons with magic cast on them.

Increase Grounding: Self

Cost: 1 pp per level.

This ability allows an Ironbound to increase their Grounding. Each power point spent will increase a character's Grounding by one level.

Undo magic: Touch

Cost: 1 pp per level.

This ability works similar to the Undo Sorcery spell (BRP p.139) but will affect virtually any magic spells rather than the few listed in the description.

Magic Drain: Touch

Cost: 1pp per level.

This spell works similar to the Sorcery spell Pox (BRP p.132), but will only work on magic creatures and individuals who use spells. In order to use this ability the iron bound must touch the target with a piece of metal (sword, mace etc).

Wound Magic:

Touch

Cost: 1pp per level.

This ability adds +1 damage per level to a rieux-weapon. The damage bonus only

works against magical creatures: (Elementals, Undead, Lycanthropes, many Unec creatures etc.). It will not affect spell users unless they are in the process of casting a spell. It will affect magic users attuned to the Spirit Glyph.

Anti-magic Ward: Touch

Cost: 3 pp per level

This ability works on similar lines the Magic Spell *Ward* (BRP p102). By placing four iron wands or wards, iron bound may set up a 9 square meters area that is highly magic resistant. Any spell coming into or being cast within the Ward must overcome a *Dispell* or *Countermagic 1* spell. Any magical being crossing the line from either direction receives the effects of a *Wounding 1* spell.

Each extra level of the ability adds 3 meters to any dimension of the area defined by the ward, or another level of *Dispell*, *Countermagic* and *Wounding*. The ability's effects last until the wards are moved or destroyed. The iron wards necessary for this ability must be specially made and contain high amounts of rieux. The cost for the four wards is roughly 800 Guilders. Magical creatures can generally sense the power of the ward before they stumble into it.



NEW GLYPHIC TRADITIONS

THE GLYPH **A** OF AIR

One of the more powerful of the Glyphs used to wield magic is the Glyph of Air. Those who practice the glyph hold that air is the *arche*, or essential element from which all existence derives. Air encompasses all things. It surrounds and permeates everything. Through breath, life itself is sustained by air. The magic of the Air Glyph encompasses wind, storm, and air as well as movement. The Glyph of Air is taught by a number of societies including Stormwrights, Strigidæ and Windwenders

STORMWRIGHT SCHOOLS

The Stormwrights are Aeromancers and wind-wizards who help navigate and propel ships coming to the Green. Most Stormwrights are trained at a special school called the Vul. The Vul is a small windswept island back in the Sealands of the Thuron Empire (where most outworlders originate). Tuition at the Vul is expensive and most Stormwrights are

sponsored by various Merchant Houses and guilds. When students graduate they are then required to work for the family that sponsored them. Most ships that come to the Green have Stormwrights to help navigate. Without their magic the journey to the Green would be very difficult as the storms and strange tides would

smash many ships against the Rock Teeth. Due to their control of the winds, Stormwrights are highly valued commodity among the coastal cities of the Green.

WINDWENDERS

Where as a Stormwright's education is very formal and scientific, there are more primitive traditions that dabble with the glyph of air. Although they are known by different names they are commonly referred to as Windwenders. Some tribes in the Green who revere insects or birds have Windwenders among them. Windwenders are also common among many pirate societies. These are usually a mix of renegade Stormwrights and tribal

magicians. The glyph of air is harder to master than most glyphs so its teachings are not as widespread within clans and tribes as other magical teachings.



STRIGIDAE

The Strigidae are secret order of assassins and warriors whose use of Glyph of Air for deadly deeds is legendary. Originally the Strigidae were trained at the Vul and acted as navigators and captains working for House Tarquinian. When the House was betrayed and destroyed by the other houses, its members who had trained at the Vul formed the Strigidae.

Although not as active as they once were, the Strigidae still hire on as navigators and are known to teach other pirates and smugglers the Glyph of Air. The Strigidae of old were known for their garish dress and winged helms. (More about the Strigidae on p.29)

WING SEEKERS

Initiates in the Glyph of Air are called Wing Seekers or simply Seekers. The study of the Air Glyph is difficult so applicants must have a Pow of at least 15 and pass a Knowledge test to be accepted. The test may be attempted once per year at the cost of 100 Guilders or its equivalent. When they are accepted they go through a simple ceremony and are gifted with a feather or feathers of a particular bird and are taught their secret wind-name. They will then be taught and attuned to the glyph of air. The attunement requires the investment of a point of permanent Pow. Wing Seekers will gain the Glyphic (Air) Skill at a level equal to their Int+Pow and may be taught spells associated with the glyph.

Wing Seeker Skills: Bow, Dodge, Knowledge (Weather), Listen, Navigate, Pilot (Ship), Perform (Flute), Read and Write, Any Weapon (Sabers and Rapiers are common among outworlders).

AVARIM

The Avarim are powerful wind wizards who act as teachers and leaders of the air traditions. They are highly regarded and feared throughout the land. Due to their mastery of the air they are often paid extremely high prices for their

services as navigators aboard ships.

To become Avarim, Wind Seekers must have attained 80% in the Glyphic Air and 75% in two other Wind Seeker skills. Applicants must go through a number of tests and ceremonies depending on the specific tradition. In these tests the applicant is usually thrown from a great height and required to fly or levitate.

Avarim usually wear long cloaks and garments of blue with feathers sewn into them. In the tribal societies they wear cloaks made of feathers.

Benefits:

*Avarim may learn the Spirit Glyph or the Mastery suffix for the cost of one Permanent Pow.

*When their Glyphic (Air) skill reaches 90% or more they may be attuned to the Durative Suffix at the cost of 1 Pow.

*Avarim may gain an Avian Familiar or a Magical Staff (Brp, p.90).



New Air Glyph Spells:

Guide Arrow(1-3)

Range: *Touch*

With this spell casters may manipulate the air currents around arrows to speed them and guide their way. This spell will add +5% to hit and +1 damage per level to arrows the caster shoots. Special previously prepared arrows with large fletching are necessary for this spell. This spell is cast once and lasts a for a number of melee rounds equal to the casters Pow or until the special arrows run out.

Hinder (1-3)

Range: *Pow x 3 Meters*

This spell will cause the surrounding air to hinder the movements of the target. The caster must first overcome target in a Pow resistance test for this spell to work. All the target's physical skills and attack rolls will be at -5% and damage from any attack will suffer -1 per level of the spell. Furthermore the target will lose one to their Move per level of the spell.

Wind Lift (1-5)

Range: *Pow in Meters*

(Lift, BRP.99): This spell works similar to the *magic spell Lift*. The spell must be learned in levels. Each level of the spell allows the caster to lift 4 points of Siz.

Wingfoot (1-4)

Range: *Touch*

With this spell the caster uses wind and air movement to enhance their physical motion. This spell combines the spells Sorcerer's Speed (BRP p.136) and Sorcerer's Leap (BRP p.134). Wingfoot can also be used as a Climbing Skill Enhancement (+20% per level).

Zephyr's Hand (2)

Range: *Pow x 5 meters*

The Zephyr's Hand creates a gust of strong wind lasting the casters Pow x 5 minutes. This gust is strong enough to fill the sails of ships. Special flutes are crafted and often used to extend the normal Duration of this spell. If a caster has a flute and makes a successful Play Instrument roll the effects of the spell will continue for another number of minutes equal to caster's Pow. If the caster stops playing or fails a Play Instrument roll the effects of the enchantment end and the spell must be cast again for the wind to continue.

The Zephyr's Hand may also be cast with an instant and more focused effect. It can be used like a powerful fist of wind to buffet enemies doing d4 damage and forcing them to make an agility roll to remain standing. This version spell has a knockback strength of 2d6+6.

Summon Air Elemental (1-4)

Range: *Touch*

(See BRP p. 138) The caster is not required to know *Wings of the Sky*.

AIR GLYPH		
Spell Name	Spell Type	Range
Air Chain (3)	(Unbreakable Bonds pp.139)	Sight
Air Shield (1-4)	Armor Enchantment	Self
Blade Song (1-4)	Weapon Enchantment	Touch
Bird's Vision	(BRP, 128)	Sight
Breath of Life	(Breath of Life,130)	Touch
Summon Elemental	(BRP, p.138) (only Sylphs)	Self
Guide Arrow (1-4)	See Above	Touch
Hinder	See Above	Powx3 Meters
Motion Flow (1-3)	(Characteristic Enhancement Dex)	Self
Wind Lift (1-5)	(Lift,BRP,p.99): 4 Siz per level	Pow in Meters
Wind's Secret	Sorcerer's Ear, 133): also acts as Listen Skill Enhancement.	Self
Wing Foot (1-4)	Sorcr's Leap, Sorcr's Speed. (Skill Enhancement, Climb).	Sight
Zephyr's Hand (2)	Wings of the Sky p.139	Sight

THE SOMBRIAN ORDER



Among the most revered of all the Outworlder guilds and organizations is that of the Sombrian scholars. The Sombrian Order is dedicated to chronicling and preserving knowledge from all over the known world. Their universities are cornerstones of civilization. Many cities in the Sealands hold great complexes that act as schools, museums and libraries filled with artifacts, chronicles, relics and lore.

The Sombrian Order is an ancient tradition. It began as a secret organization dedicated to preserving knowledge during an iconoclastic age when the light of humanity was on the brink of extinction. The earliest libraries were hidden cave complexes and underground chambers where scrolls and other artifacts could be kept in secret. When the world became safe again, the Order with its storehouse of knowledge quickly came to the forefront of civilization. Libraries and museums were built in the great new cities to store and safeguard all the knowledge that was preserved. Kingdoms have come and gone since the founding of the order and still the Sombrians and their huge libraries and universities survive.



The Sombrian Order is a very wealthy and influential organization. Noblemen and wealthy guildsmen send their sons to be educated at the Sombrian universities. Most of the Great Houses hire Sombrian advisors and tutors.

While many students are from a wealthy background, poorer students who demonstrate strong learning potential and talent are also taken on. These pay for their learning through apprenticeships and doing menial tasks at the university. The wealthy graduates usually return to work for their sponsors while the apprenticed students often rise within the order to become functionaries, scholars, and teachers within the vast library complexes.

The loyalties of Sombrian-trained individuals are complex. Many who attend Sombrian Schools return to the Great Houses and guilds to serve those that sponsored them while others remain at the universities and libraries and try to maintain a neutral attitude. Sometimes the interests of those within the Order are at odds with one another. Even within the Order there is great division among the loyalties of Scholars. This is further complicated by intense rivalries between local Sombrian libraries and scholars whose research sometimes conflicts or opposes one another.

Glyph of Knowledge

In addition to the use of other glyphs, Sombrians are masters of the Glyph of Knowledge. The Sombrian Glyph of Knowledge is a powerful glyph that increases the Sombrian's natural powers of inquiry, insightfulness and recollection. It is tied to writing, memory, and the inherent magical power of the glyphs themselves. Their mastery of the glyph offers Sombrians rare insight into and the power to master other magical glyphs.

STUDENTS:

Students are not seen as members of the Order. They are simply paying customers who are taught skills and some magics. Most often students are lesser sons of merchants and nobles. Occasionally, particularly talented youth are taken on as apprentices these are required to do labor in place of tuition.

The curriculum at Sombrian Universities covers many subjects including history, alchemy, engineering, healing, mathematics linguistics, and magic.

Student may learn the skills: Appraise, Brew (Potion), Devise (Engineering), First Aid, History, Insight, Language (any) Literacy, Medicine, Navigate, Persuade, Repair (various), Teach. Glyphic (Knowledge), Glyphic (Physic), Glyphic (Alchemy).

SAVANTS:

Students who perform particularly well are often invited to join the Order and become Savants. Every six months tests are given to students. Those that perform well are allowed to become Savants. Savants must know Literacy, Glyphic (Knowledge or Physic), and two other areas of the curriculum at 75% or better

Savants are gifted with the grey and red stole and tall cap of a Sombrian. They are also given a brooch of a silver scroll denoting their status.

Benefits:

In return for their services as teachers or researchers, savants are given room and board at the Universities. Savants may also hire out to the Great Houses and act as advisors, lawyers, managers, translators, or record keepers. Savants are allowed free access to the main stacks of the great libraries and may learn magic and spells from tutors at half the normal price.

Furthermore, Sombrians have gathered information on numerous magical glyphs and spells. The basics of these glyphs are still often learned and passed on by the masters of the order. Savants may become talented and cast spells in the following glyphs at the cost of one permanent Pow each: Air, Alchemy, Commerce, Earth, Enhancement, Mente, Water.

*Savants who reach 75% or better in any Glyphic skill may learn the Spirit Glyph at a skill equal to their Int+Pow. (*Sombrians call this the Glyph of Essence*)

*Savants may gain a magic Staff as explained on p. 91 in BRP.

*Savants who reach 90% or better in any Glyphic skill may learn the Mastery or Durative suffixes at a skill equal to their Int+Pow.

MASTER:

Savants who distinguish themselves in certain areas of study may become Masters. These august sages make up the ruling councils of the universities. There are masters of many areas and fields but some are most important than others. In recent years the masters of Alchemy, Law and Magical Artificing (making magical items) have been the most influential seats in most of the Universities.

To become a Master, a Savant must have 90% or greater in the Glyphic (Knowledge) skill with at least 70% in the *Mastery Suffix*. They must know Language (Glyphic) at 70% or higher, and must know one other knowledge based skill or glyph at 90% or greater. Masters of each of the magic disciplines must also know the mastery suffix that coincides with their Glyphic skill at 70% or greater.



Benefits:

The position of Master is more of a political position rather than one of magical might. The master of a discipline may grant or deny rights and access to libraries and laboratories. They also have numerous apprentices to help them with their studies and teaching chores. Masters may also be very influential with the Great Houses, assigning and hiring out advisors, doctors, or other aids.

Masters each gain special garments and robes denoting their position a golden broach of a scroll. They also gain a sizable yearly income.

* Masters may gain a familiar (BRP p.90).

NEW KNOWLEDGE SPELLS:

Analyze: Cost: 5 Pow

This spell allows the caster to mentally view an item to and examine its constituent parts. The spell will also help determine the composition of any item as well as its heritage, art style, and general strength.

When viewing magical items, the caster will see any magical glyphs and spells along with all accents and be able to determine the item's function. When viewing potions or concoctions the caster will be able to determine what elements or ingredients were used.

Analyze allows the user to call on a large base of magically stored knowledge so it is complicated to remember and cast. Rarely do any users keep this spell in memory. It is usually written in a grimoire and cast from there. The spell also takes a number of hours to complete. There are limits to the spell, particularly with unique or hitherto unknown magics or knowledge. For many items, the spell skill roll may be considered *difficult*. The final decision on the limits of the spell is left to the story or the GM.

KNOWLEDGE GLYPH		
Spell Name	Spell Type	Range
Analyze	See Below	Touch
Countermagic	Countermagic BRP, p. 96	Powx5 Meters
Dispel	BRP, p. 96	Powx5 Meters
Increase Essence	Sorcerer's Soul, BRP p. 136	Touch
Muddle	Muddle BRP, 132	Powx 5 Meters
Pox	Pox BRP. P. 132	Powx5 Meters
See Essence	Witch Sight BRP,p.139	Self
Speak to Mind	Speak to Mind BRP p.100	Powx 5Meters
Store Knowledge	See Below	Self
Translate	See Below	Self
Truthsight	Empathy, BRP p.117	Powx 5 Meters
Ward	Ward BRP p.102	Touch
Wisdom	Sorcerer's Wisdom,	Self

Store Knowledge: Cost 1Pow

This spell allows a user to store visual and auditory knowledge perfectly in their memory. The knowledge, once stored, can be accessed at any time. This spell essentially takes a photo or records auditory information. Single images or pages can be easily stored. Books can be stored similar to magic spells. To remember a full book is similar to memorizing spells. Each full book takes about as much memory as one spell level. (GM's may adjust the cost based on size and level of information of a book).

Translate cost: 1 Pow or 4 Pow

This spell allows the user to translate languages. If the user is not familiar with the language at all they must first attune the language by looking at no less than a written page or listening to the spoken language for about 3 minutes. This initial attunement costs four power points after which the user can use the Translate spell for the cost of one power point for every five minutes. Sombrians who know this spell may learn languages at double the normal increase per successful roll.

SIGHTWEAVERS: THE GLYPH OF ILLUSION



Sightweavers are storytellers and bards who use the glyph of Illusion enhance their stories.

The glyph of Illusion is a compound glyph incorporating glyphs of light, sound, and mente. Due to its nature and the power of its spells, the glyph is has become a very powerful tool for adventurers and thieves who use the glyph to further their ends.

Background

Long ago bards and musicians began using magic to enhance their storytelling abilities. They used the power of a new glyph, the glyph of Illusion, to add light and visual images to manipulate emotions. As time progressed, these performers became increasingly popular and their art progressed and became more refined. Eventually a society of these players arose known as Sightweavers.

As most performers traveled from town to town in the lower levels of society, some saw the opportunity to use their art for more nefarious ends. Sightweaving was used by thieves and cut throats to relieve people of their money. None-the-less, lightshows and performances of these players were as popular as ever. As a solution, most cities and nations

passed strict laws regulating sightweavers and forbidding them to use their skills outside of performances.

Sightweavers now must register with strict guilds overseen by government officials. In most civilized societies sightweavers are bound by law to wear a badge denoting them as illusionists. Any use of the Glyph of Illusion by an individual not wearing a badge is punishable stiff fines or even death.

Due to their skills, Sightweavers make excellent spies. It is known that several powerful families and organizations have been recruiting Sightweavers to act as spies or to train their henchmen in the Glyph of Illusion.



As outworlders flocked to the Green, many realized the power that Sightweavers could have on the savages of an unsuspecting world. Several were hired to accompany expeditions into the Green. Other Sightweavers came to the Green in an attempt to avoid the strict regulations of the city-states. Still others have come to the Green shores in search of new stories and legends from the magic land.

While many originally thought to use the skills of the Sightweavers to bamboozle natives, the sheer popularity of the music and light shows did more to delight and befriend natives than any attempt to use the art deceitfully. Sightweavers have become incredibly popular throughout the settlements of the Green. Enarchs (River Kings) all wish to have a Sightweaver in their employ. Nefara and Treechildren are both highly enamored of the Sightweaver skills.

BECOMING A SIGHTWEAVER

In order to become a Sightweaver a student must know the Play (Instrument) skill at 40% or better and, they must find a Lore Master who is willing to teach them. Most teachers charge about 500 guilders to help an apprentice become talented to the glyph of illusion. The attunement process will cost the student one permanent Pow after which they will gain the skill Glyphic (Illusion) at a percentage equal to their Int + Pow.

Sightweavers Skills: Craft (Musical Instrument), Play (Musical Instrument), Staff, Dagger, Disguise, Etiquette, Perform (Sing), Knowledge (Folktales, Myths, or History), Language, Insight.

LORE MASTER

Lore Masters are particularly skilled musicians and Sightweavers. When an apprentice wants to become a Lore master they must perform before three Sight Weavers who have already gained the rank of Lore Master. It is customary to give a gift equaling 500 guilders to each of the Loremasters. Applicants must have a Pow score of at least 16. Furthermore they must have skills of at least 75% in Play Instrument, Knowledge (Folktales), and Glyphic (Illusion) skills. They must write a song from a story and perform it for the lore masters using visual images requiring a successful role in all three skills. Upon acceptance a lore master is granted a brooch of a gold harp.

Benefits:

*Lore masters are paid very well for their performances and often given the rooms at court or in inns for free.

*Lore masters may gain a magic staff. While many use traditional Magic Staves, some Loremasters often have a special musical instrument made that incorporates all the powers

and takes the place of a Magic staff.

*Loremasters may learn the Spirit Glyph for the cost of a permanent point of Power.

*When they reach 90% with their Glyphic (Illusion) skill characters may sacrifice a point of permanent Pow to gain the Mastery suffix.

GLYPH OF ILLUSION		
Spell Name	Spell Type	Range
Control Light (1-4)	Cloak of Night, BRP, p.130 Light BRP p.199 Midnight* BRP,p.132	Powx5 Meters
Control Sound(1-4)	Sorcerers ear BRP p.133, Sorcerers Sureness BRP p.137, See Below.	Powx5 Meters
Emotion Control (3pts)	BRP, p.116	Pow x 3 meters
Face Cloak (1-3)	Sorcerers Beauty, BRP p. 133	Touch
Flashbang	See Below	Powx5 Meters
Illusion * 1-5	BRP p. 98	Touch
Invisibility	BRP p. 98	Touch



ILLUSION SPELLS:

Several spells granted by the glyph of Illusion allow Sightweavers to cast spells that can have the effects of multiple spells. This is for Int and Memory purposes. Each spell effect must be cast separately. One casting of the spell will not grant all the multiple effects.

Control Light (1-4)

This spell allows an Illusionist to Control the movement of Light. In effect, the single spell Control Light grants the Sightweaver knowledge to cast the spells Cloak of Night, Light, and Midnight.

Control Sound (1-4)

With this spell Sightweavers can see and control the movement of sound, either amplifying or deadening the intensity.

*Control Sound grants the sightweaver the ability to cast the spells: Sorcerer's Ear, and Sorcerers Sureness.

*It can also be used to grant 20% per level to the user's Listen or Play (Instrument) skill.

*Furthermore a Sightweaver may use this spell to deaden sound. In order to silence another individual sightweavers must overcome the target with a Pow Resistance test.

Face Cloak (1-3)

This spell is a minor illusion that can be used to change the targets appearance. This spell usually changes the shape of the visage and color of eyes hair and clothing. It can also be used to cast Sorcerer's Beauty, BRP,p. 133

Emotion Control (3pts)

This spell works in similar fashion to the Psychic Ability Emotion Control. The Emotion Control spell costs 3 points of Pow Regardless of the targets Int.

Flashbang: (2)

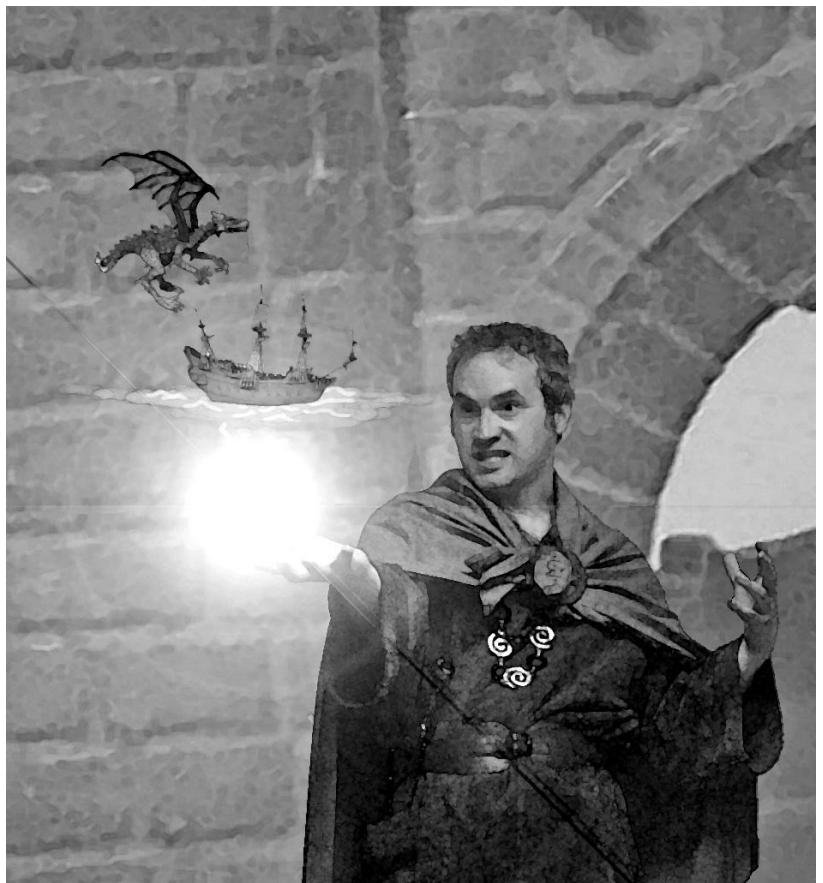
Flashbang focuses loud sounds, brilliant light, and strong emotions into a single disorienting explosion. All characters in a 10 meter radius must make a Difficult Luck roll or be stunned for 1 round. On the second round they may try a normal Luck roll to recover and all affected may recover on the Third Round.

Illusion (1-5)

Similar to the Magic spell Illusion on BRP,p. 98. Each level allows 5 rather than 3 size points of illusion. Illusions can be made to move if the caster is playing accompanying music. Sightweavers often use this spell to create images to enhance stories or ballads.

Invisibility: 1-4

Similar to the Magic Spell *Invisibility* BRP, p.98. Each level allows 5 rather than 3 size points affected.





WARWRIGHTS



The Warwright School began as an offshoot of the Dauchiet brotherhood. The school originated as a order that focused on defensive qualities of the Dauchiet philosophy. Through time though, the Warwright factions became embroiled in politics and sold their skills and secrets to others who would monetarily support the order. Eventually there was a schism and the Warwright faction broke from the Order of Dauchiet. Since the Schism, the Warwright schools have forgone most of the philosophical heritage of Dauchiet. Today, Warwright schools teach their combative and magical arts to those who can afford the high prices.

Warwrights are often hired by mercenary companies and the great families either as bodyguards or drill instructors and teachers of the fighting arts. Warwrights usually come from wealthy backgrounds and the order has long ago set aside any vows of poverty. Most live quite well and now warwrights are known for their high-handedness and aloof attitudes.

Warwrights go through a rigorous training regime using a combination of magical and physical combat. They are known for their martial prowess with staves and disdain wearing any metal armor or weapons.

Much of Warwright training is done through competition. Competitors

often test their skills against one another and against others in non-lethal hand-to-hand combat. These formalized duals are called the Test of Passion. The competitions are non-lethal, usually to first blood, and there are generally healers close by. Objects of value are usually staked when the combat is arranged and the winner will take the prize staked by the looser.

The Brotherhood of Dauchiet has a particular grudge against Warwrights as it is well known that warwrights misused and plundered the Glyph of Enhancement and other Dauchiet secrets to create many of their spells. Warwrights mercenary attitude and luxuriant tastes are highly offensive to the Brothers of Dauchiet



STUDENTS:

Warwrights take on numerous students and train them to increase their skills in concentration, combat, and magical ability. Warwrights charge high prices, but are known as particularly good instructors in fighting and other physical skills. Although students are not considered full warwrights, being able to afford warwright training is a mark of high status.

Skills: Brawl, Climb, Dodge, Grapple, Jump, Staff, Swim, Teach, Throw, Weapons Skill*, Martial Arts (Brawling, Grappling, or Staff). Warwrights also teach improvements to STR, CON, and DEX characteristics. Warwrights teach students the Enhancement Glyph and its accompanying spells.

THE OUTER CIRCLE

Students showing promise and ability may apply to study further to become a Warwright of the outer circle. Warwrights of the outer circle are instructed in some of the deeper and more intricate magics of the order. To become a student of the order one must know the Glyph of Enhancement at 75%, One physical skill (Climb, Jump, Swim), and one of the order's weapon skills (Brawl, Dagger, Dodge, Grapple or Staff) at 75% or greater. They must also know teaching at 30% or greater. Furthermore, they must have a Pow and Dex of at least 15 each.

Once accepted, students must go through a month of intensive training concluding with a series of combat and physical endurance tests. The final test includes defeating two opponents at once in the arena.

Benefits:

***Wardance:** Warwrights of the outer circle may learn the War Dance Skill. This skill will begin at a level equal to a Warwright's Dex. Wardance is a mixture of fluid combat moves, combined with mystical bodily motion, that allow Warwrights to cast enhancement spells on the same round they attack. The Wardance skill can never increase beyond a warwright's Enhancement glyph skill. When used, the Wardance skill is simply substituted for the Enhancement Glyphic Skill. The spell in question must be in the user's memory and is limited to *self* or *touch*;



furthermore the spell may only be cast on the Warwright themselves.

***Unarmed Combat:** Warwrights of the outer circle gain the Super Power: *Unarmed Combat* at level 1. The 5% defense bonus also works if the user is armed with a staff.

***Deflection:** Warwrights commonly train their reflexes by deflecting missiles. Warwrights may use their Dodge, Brawl, or Staff skills to parry thrown items or arrows. .

***Magic Staff:** Students of the Outer Circle may Gain a magic staff at the cost of 1 Pow (see BRP p.91).

***Teaching:** Warwright weapon combat teaching is a holistic approach, involving bodily motions, muscle control, and reflexes. Warwright instructors may use their own skill with Staff in order to teach skills of other melee weapons.

***Meditation:** Warwrights may gain the Meditate Skill at a skill level equal to their (Pow+Int).

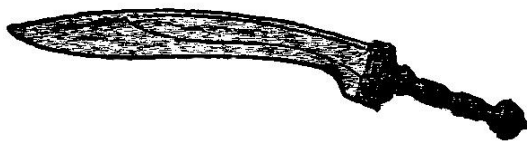
GLYPH OF ENHANCEMENT		
Spell Name	Spell Type	Range
Enhance Vision (1)	Sorcerer's Eye, BRP, p133.	<i>Self</i>
Heal (2)	(Heal) BRP,p.131	<i>Touch</i>
Quickeye	Green, Appendix, p.125	<i>Touch</i>
Swiftess	Enhance Characteristic: Move	<i>Self</i>
Strength(1-3)	Enhance Characteristic: Str	<i>Self</i>
Suppleness (1-3)	Enhance Characteristic: Dex	<i>Self</i>
Vitality (1-3)	Enhance Characteristic: Con	<i>Touch</i>
Breath of Life (1)	Breath of Life, BRP, p.130	<i>Self</i>
Surefoot	Augment Skill: Jump and Climb	<i>Self</i>
Sureness of Mind (1)	Green, Appendix,p.125	<i>Self</i>
Ward Blow (1-4)	Protection Enhancement	<i>Self</i>
Sure Strike (1-4)	Weapon Enhancement	<i>Self</i>
Countermagic (1-4)	Countermagic, BRP, p.96	<i>Self</i>

Meditate Meditation allows one to go into a trance to increase concentration and the abilities of the physical body. A successful meditation skill roll will allow a character to add 10% to any physical skill or Effort, Stamina, or Agility roll. The skill must be a single action the character can visualize and concentrate on; for instance, making a long jump, climbing a cliff face, or lifting a huge log. It does not work for combat rolls. A successful meditation roll also allows characters to recover fatigue, hp, or Pow at twice the normal rate. This requires characters to stay in a meditative state for the duration.

* **Suffixes:** Warwrights who gain 90% in the Glyph of Enhancement may sacrifice a permanent point of Pow to gain the Mastery or Durative Suffix at a skill equal to their Pow+Int..

***Prohibitions:** Students of the outer circle are forbidden to use metal weapons or armor. Most Warwrights wear thick cuirboilli bracers and a cuirboilli skull cap. Underneath they often wear leather or quilting. Superior leather and other non-metal armor made in the Green is quickly coming into fashion among Warwrights.

Wooden Swords: *Although Warwrights do not use metal, some train with wooden or bone knives or swords rather than the traditional staves.*



THE INNER CIRCLE

Warwrights of the inner circle are the masters of the Order and deadly hand to hand combat specialists. In order to try for the inner circle Warwrights must know the Mastery Suffix at at least 50%, Furthermore they must know at least one combat skill at 90% or greater, and two other Warwright skills at 80% or better. Their teaching skill must be at least 60%.

Benefits:

***Lightfoot:** Warwrights of the inner circle gain the Lightfoot Super Movement Power see p.

***Unarmed combat:** Warwrights of the Inner circle gain the superpower Unarmed Combat at level 2.

SPELL DESCRIPTIONS:

Ward Blow

This spell allows the body to be more supple and move with an incoming blow to lesson damage. Although cast on the body, it works similar to a Protection Enchantment granting 1 AP to the user per level of the spell.

Sure Strike

This spell allows the muscles of the body to flow and tighten at the perfect times adding incredible force and accuracy to offensive strikes. Although cast on the body, it works as a weapon enchantment granting +1 to Damage Bonus per level of the spell.

The explanations of other Enhancement (Physic) Spells are on p. 125 of The Green.



NEW TOTEMS



CH'YIRPA The Insect Totem

Although most Tree children practice the magic of the Wealding Glyph, many among their number practice the Totems of Ch'yirpa the armored one. The powers and traditions of Ch'yirpa mimic and revere many of the great insects that inhabit the Green.

There are a great many variations of Chirpa traditions in the Green. Many who use the totem of Ch'yirpa are great hunters. Other practitioners domesticate insects as a source of food, tools, and even beasts of burden. Some focus on specific variety of insects while others revere insects in a general sense. Some tribes of tree children even have rival traditions each specializing in different insects. Some of the most common Chyirpa traditions focus on Beetles, Bees, Dragonflies, Praying Mantises, and Scorpionia.

INITIATES

Applicants must prove their ability and dedication to the tradition by passing through an initiation ceremony. This involves completing three skill tests. The tests vary based on particular traditions. Common skills used for these tests include: Jump, Climb,

Craft (Leather and Bone), Dance, Hide, Sneak, or Weapon Skill. If the applicant fails one of these tests, they must wait a year before they may attempt again.

Once the initial test is passed, the applicant often must participate in a hunt for particular giant insects. Although others may participate in

the hunt, the initiate must deliver the killing blow. The remains of the insect are used to make the implements (weapons, jewelry, and armor) that are the focus of the initiate's magic. Once an applicant crafts their totems, they are then initiated into the tradition and taught the Chyirpa Totemic rites. The character will gain the new skill Totemic (Chyirpa) at Int+Pow and be able to learn and cast Chyirpa spells with the new skill.



CH'YIRPA SPELLS.

Spell Name	Spell Type	Range
Camouflage (1-4)	+20% to Hide and Sneak skills per level	Self
Chitin (1-5)	Protection Enchantment	Self
Chyirpa's Eyes (1-3)	+5% to Defense	Self
Chyirpa's Heart(1-4)	Con Enhancement	Self
Chyirpa's Legs (1-4)	Skill Enhancement (Jump, Climb)	Touch
Chyirpa's Scent (1-4)	Skill Enhancement(Scent, Track)	Self
Chyirpa's Strength (1-3)	Chrctristic Enhancement (Strength)	Self
Healing (2)	Heal, BRP, p. 131	Touch
Insect Vision	Bird's Vision	
Stingbarb (1-4)	Weapon Enhancement	Self
Summon (Giant Insct) (2)	See description	Powx300m
Summon swarm (2)	See description	Powx300m

Ch'yirpa Chitin Armor: The armor of Ch'yirpa Warriors varies based on the insects it was constructed from. Often it is made from the chitin of giant insects, but in some areas it is made from natural materials and then shellacked with a special paint made with crushed insects. The Chitin can be anywhere from 3-6 Ap. The armor is made by the initiate, but the ritual is overseen by special artisans and elders who add concoctions and enchantments to the process. The final product is a light, tough, form-fitting chitin-like armor. There are no skill penalties for wearing this armor, and it only weighs as much as leather. The Chitin armor and possibly the matching weapons and tools are the focus for the Chyirpa totemic spells.

Ch'yirpa Skills: Animal Lore, Climb, Craft (Leather and Bone), Dance, Hide, Jump, Sneak, Track, Missile Weapon and Melee Weapon (often a spear).

KITONKHAN

The Kitonkhan are the teachers, spiritual leaders, and often war leaders of the Chi'yirpa traditions.

Requirements: Kitonkhan's must know the skill of Totem (Chi'yirpa) at 80%, and two other tradition skills at 75%. Furthermore they must have a Pow of 16 and must know at least 8 levels or more of Chirpa Spells. To become a Kitonkhan one must prove themselves to the tribe and the other Kitonkhan. This may require them to complete a task demonstrating their prowess: slaying an enemy, hunting a great beast, saving the tribe or other deed. Once they have accomplished the task they are raised to Kitonkhan in a special ceremony.

Benefits: Kitonkhans may learn the Spirit Glyph and how it relates to their totem for the cost of one Permanent Pow.

*When their Totem (Chi'yirpa) Skill reaches 90% or more they may be attuned to the Mastery or Durative Suffixes at the prescribed cost of 1 Pow each.

*Kitonkahns may gain a giant insect familiar as discussed in the Magic Chapter on pp 90. in BRP.

*Kitonkhan of certain traditions may learn the spell *Wings*.

*Melding:

Kitonkhans may increase the abilities of the armor and weapons they gained in their initiation ceremony. Their armor will grow thicker and better formed to their body. Weapons will grow horny and barbed. Melding costs one point of permanent Pow and will increase the Ap of their chitin armor by d4 points as well as the damage their weapons do by one point.



CH'YIRPA SPELLS:



Camouflage (1-4)

Range: Self

This spell allows a caster to change the color of their body and blend into their surroundings. Camouflage acts as a skill enhancement adding +20% per level to the Hide and Sneak skills.

Chitin (1-5)

Range: Self

(Protection Enchantment) This spell increases the effectiveness of the insect chitin they wear as armor.

Chyirpa's Heart (1-3)

Range: Self

(Characteristic Enhancement: Con) When cast at level 3 the recipients wounds tend to coagulate and they will be immune to bleeding caused by special hits.

Chyirpa's Legs (1-4)

Range: Self

This spell is a skill enhancement spell that increases the caster's Climb and Jump 20% skills per level. It also allows a character to use his jumping momentum when they charge. Add the level of the spell to Str and Siz when charging into combat.

Chyirpa's Scent (1-4)

Range: Self

This spell grants the caster an increased sense of smell. It functions as a skill enhancement for both Sense and Tracking adding +20% per level of the spell.

Chyirpa's Strength (1-3)

Range: Self

This spell acts as a strength characteristic enhancement adding 3 point to a character's strength per level of the spell.

Healing(2)

Range: Touch

For insect totemists this spell involves making a paste out of ground insects and ingesting them or placing them on the wound.

Command (Giant Insect) (1)

Range: Pow x 300 meters.

This is actually a variety of spells. There is a different spell for each type of insect.

The caster must first overcome the insects Pow in a resistance test. Afterwards the insect will follow his commands. Commands are usually given with a combination of gestures, mental images and verbal calls. This spell will also allow a Chyirpa Totemists to call the giant insects in the area to him using a drum, flute or other musical device. It is up to the GM to determine what sorts of giant insects are within Range.

Summon swarm (1)

Range: Pow x 300 meters.

Allows an insect totemist to call a swarm of insects to him. The insects will not attack the user unless he is hostile to them. A Command spell is necessary to get them to follow his commands. It is up to the GM to determine the size and type of Swarms are within Range. For more information on swarms see pp. 336 for more details.

Command swarm (2)

Range Pow x 10 meters

This spell allows a caster to control a swarm of insects with a combination of gestures, mental images and verbal calls. For more information regarding swarms see BRP p. 336 for more details.

Sting Barb (1-4)

Range: Touch

This spell causes a specially prepared weapon to grow large teeth stingers or barbs. It acts as a weapon enchantment. In some traditions it works on natural weapons similar to Sorcerers Talons.

Wings(3)

Range: Self

This spell allows the caster to grow a pair of insect-like wings that can clumsily lift him from tree to tree or allow him to float to the ground or rise to tree level. Characters who gain this spell may begin the skill Fly at their Dex+ Pow. The wings do not grow through armor or clothing so the caster must have specially made clothing or not wear any armor in the chest location.

WARHIAJOO

Totem of the Shark



Among the island atolls and coastal shores of the Green dwell the Trogod tribes that practice the rites of Warhijoo or Shark totem. The Warhijoo is a society bound by common reverence for shark spirits and their ways. To those that practice the tradition, the shark is seen as the embodiment of hunters, travelers, warriors. The way of the Warhijoo is often brutal and violent and many of its practitioners take to pirating, while others become great Whale hunters or mystics.

Warhijoo is a widespread tradition not only among the Sea goblin tribes of Trogod, but also among human pirates and seafarers.

It is often considered fortuitous to count a Warhijoo practitioner amongst a crew on long sea voyages. Many corsairs and pirates often go out of their way to hire those who know the rites of Warhijoo and it is not unheard of for entire crews of corsairs to practice the rites.

INITIATES

Those who wish to become initiated in the Shark Totem must first go on a ritual hunt and kill a shark. The shark is then cleaned and skinned. Its parts are preserved and used to craft the totemist's new tools, weapons and garments as well as other spell components. The new initiate is assumed to have integrated the spirit of the slain shark and takes its place in the Great Hunt.

The aspirant is required to sacrifice a point of permanent Pow. They will then gain the skill Totem (Warhijoo) at a percentage equal to his Int+Pow and will be able to learn and cast Warhijoo Spells using the components of the shark slain in the ritual.

Warhijoo Skills: Craft (leather and bone), Dodge, Pilot (Ship or Canoe), Navigate, Play (Drum), Spear, Shield, Swim, War Club.

Warhijoo clans also commonly teach the Glyph Water and learn its spells.

TOOTH BEARERS

Tooth Bearers are the spiritual leaders of the Warhijoo clans. They officiate over the rites and ceremonies of Warhijoo as well as teach magic and skills to other totemists. Some become great hunters, warriors and chieftains, while others become powerful mystics.

Requirements:

To become Tooth Bearer a Totemist must have Pow of at least 16 and know Totem (Shark) at 80%. Furthermore they must know Swim, and one other Warhijoo skill at 75% or greater.

WARHIAJOO SPELLS		
Spell Name	Spell Type	Range
Blood scent.(1-4) Bl	+20 to Scent Skill Per Level	Self
Blood of Beasts (2) Bl	(Heal, Brp,p.131)	Touch
Breath of Life (1) Bl	(Breath of Life, BRP130)	Self
Razor Tooth (1-4) Bn	(Weapon Enchantment)	Touch
Shark Heart (1-3) Bl	Con Enhancement	Self
Shark's Rage (1) Bl	Fury, BRP, p.131	Self
Shark Skin. (1-4) P	Armor Enchantment	Self
Strength (1-3) P	Strength Enhancement	Self
Swim(1-3)P	(+20 to Swim Skill and +1 to Move while swimming)	Self

Benefits:

*Tooth Bearers may learn the Spirit Glyph and how it relates to their totem for the cost of one Permanent Pow.

*When their Totem (Warhiahoo) Skill reaches 90% or more they may be attuned to the Mastery or Durative Suffixes at the cost of 1 Pow each.

**Warhiahoo's gift:* Tooth Bearers often go through a ceremony after which they will bulk up adding d4 to both strength and size. Furthermore their skin will become coarse and thick adding 2 to their natural armor. Warhiahoo's gift costs 1 Permanent Pow.

*Tooth Bearers may gain a Magical Warclub. This is a club lined with shark teeth. The club does d8 +1 damage and acts as a magic staff.

*Tooth bearers may learn the spell *Summon Water Elemental*. This spell is cast with their Totem: Wazzaka skill.



WELBOLNG

The Totem of the Turtle



In the vast title swamps and deltas where the great rivers pass into the ocean live the enormous island-turtles or Welbolng. Tribes of Trogod have tamed many of these turtles with their totemic magic and make their homes on the enormous backs of the gigantic reptiles. The shells of the Welbolng Turtle can grow up to 50 ft in diameter and the Trogod build huts on their backs and make their tools from the discarded scales of their companion island homes. Welbolng traditions revere the great turtles and allow the Trogod to live in concert with these enormous beasts. The tradition has great respect for the giant turtles which act as riding beasts, homes, and to an extent, gods.

The Welbolng people are generally nomadic and travel in small groups. The largest communities live in the Reed Sea while their smaller groups dwell along the rivers and the inland swamps of the Green.

The Welbolng people are well known for their amicability and they often dwell in harmony with their neighbors, including peoples that often are in conflict with other Trogod tribes. The Welbolng tribes are even known to get along well with the surly Wazzaka clans. Large Queeg Trogod communities often include practitioners of both Wazzaka and Welbolng traditions. Welbolng also occasionally travel to human settlements to trade and sometimes are even hired to carry goods or people on the backs of their enormous turtles.

Welbolng Trogod do not only practice the magic of the Turtle Totem. Some become Waywenders and become talented in the Water Glyph, while others become Marsh Root practitioners.

Membership:

Most turtle Trogod may become initiated into the Welbolng tradition when they come of age. Others who join the tribe may learn the tradition if they live with the tribe and prove that they are useful and will protect the tribe and its turtles. Children are taught to care for the young turtles and, when the turtles are large enough (about 8 foot in diameter), the child may become initiated for the cost of a point of permanent Pow. Occasionally, outsiders have been taught and initiated into the tradition but this is rare.

Initiates are taught the Welbolng Totem at a skill equal to their Int+Pow and will be able to cast Welbolng spells with that skill.

Welbolng Skills: Craft (Leather and Bone), Hide, Insight, Melee Weapon, Missile Weapon, Play Drum, Ride (Turtle), Shield, Sneak, Spot, Swim.

SCALED FATHER

The scaled fathers are the spiritual leaders of the Welbolng clans. They officiate over the rites and ceremonies of Welbolng as well as teach magic and skills to other totemists. They are well known as being wise and some of the more spiritually powerful magicians in the Green.

Requirements: To become scaled father a Totemist must have Pow of at least 16 and know Totem (Welbolng) at 80%. Furthermore they must know Swim, and one other Welbolng skill at 75%.

Benefits:

Scaled Fathers may be attuned to the Spirit Glyph for 1 Pow. When they reach 90% in their Totem (Welbolng) skill, Scaled Father may learn the Mastery and Durative Suffixes for one point of Pow each.

*Scaled Fathers may awaken their turtles for the cost of 1 Pow essentially making them familiars. Furthermore the Scaled fathers use the spell similar to Brazier of Power to increase the power stored in their turtle.

*Little Eyes: Scaled fathers may also have a normal turtle as a familiar at the cost of 1 Pow.

WELBOLNG SPELLS.		
Spell Name	Spell Type	Range
Blend (1-3)	Enhance Skill, Hide	Self
Blood of Beasts (2) B1	Heal, BRP, p. 131	Touch
Command (Turtle) 1	See below	Pow in Miles
Enhance Sheild	Sorcerers Bulwark	Touch
Scaleskin (1-4)	Protection Enhancement	Self
Strength (1-3)	Enhancement Str	Self
Turtle Vision	Bird Vision, brp	Self
Welbolng's Claw (1-4)	Weapon Enchantment	Touch
Welbolng's Heart (1-3)	Enhancement, Con	Self
Welbolng's Lung	Breath of life: BRP, p.130.	Self
Summon Elemental Water. (var)*	Conjure Elemental BRP, p.94	Powx10 meters
* Will only be taught to Scaled Fathers.		



WELBOLNG SPELLS:

Command Turtle

Touch or Pow x1 miles

This spell allows the totemist to communicate with, and helps to control the great turtles that they ride. If used in this manner the spell will add 30% to their ride (turtle) or animal handling skills. This same spell also allows Totemists to telekinetically call their turtles to them from great distances. The range is Pow x 1 miles away.

Turtle Wards:

Welbong practitioners often carve or drill glyphs of warding onto their turtles. These are magical wards that grant similar effects to the Magic spell *Ward* that covers the turtle and those riding it. The wards must be inscribed by a Scaled Father who knows the Durative Suffix. Afterwards any Welbolng practitioner may activate the wards by placing power into it. The wards act as *variable* spells and may be increased up to three levels based on the power cast into them. The effects of the warding will last for the caster's Powx5 Melee Rounds. The effects may be made permanent by investing permanent Pow into the Warding.

There are three different types of warding; each effect must be activated separately:

Countermagic: Grants the turtle and those riding it the effects of the *Countermagic* spell.

Missile Ward: Grants the effects of a *protection enchantment* against all missile weapons fired at the turtle or its riders.

Repulsing Ward: This enchantment will repulse all who try to cross the ward with a spell similar to the Magic spell *Blast*.



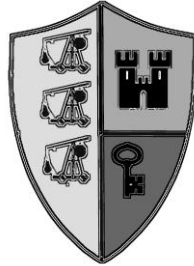
OUTWORLDERS

Many who live in the Green are explorers or invaders commonly called Outworlders. The greatest portion of Outworlders comes from a technically advanced area called the Sealands of Southern Thuron. Thuron was once a world spanning empire that degenerated and imploded in civil war and strife. Surviving the Thuron Civil Wars were independent city states ruled by merchant princes who maintained private armies and navies to protect their trade routes. For mutual protection these houses banded together into a loose organization called the Merchants Guild.

A hundred years later the Thuron Empire is no more. In its place are petty kingdoms and fiefdoms dominated by the power of the Great Merchant Houses. The influence of the Great Houses is far reaching and their navies of merchants have spanned the world creating a network of trade. The most lucrative of destinations is the land of Verduria where amber, spices, rare woods, and magical items bring fortunes to those that dare make the journey.

The Great Houses outwardly work together under the legal umbrella of the Merchants Guild. At the council table the Merchant Houses bind each other with webs of agreements, contracts and charters. Just as often they plot and scheme against each other and often their rivalries break into open wars, particularly in the colonies far from the Sealands where merchant captains are free from the eyes of the legal justicars of the Guild.

While there are numerous lesser houses, most of the expeditions into the Green from the outer world are sponsored by the Great Houses.



House Trebuchet:

House Trebuchet ranks among the most powerful of the Great Houses and its fleets of ships bring spices, rare metals, and wonders from the known world into the Sealands. Trebuchet has many allies among the landed nobles and grain lords within the Sealands and at any time holds influence with more ports and cities than any of the other families.

House Trebuchet has many ties with both the Brotherhood of Dauchiet and the Sombrian Guild. Many of the Greatest of Sombrian Universities and Dauchiet Hospitals are in towns that are controlled by Trebuchet magistrates. The Princes of the great House are usually educated in these great centers of learning.

House Trebuchet has a number of settlements and outposts in the Green, particularly along the Tundell River. The House maintains a large residence in Jurate which acts as the family's headquarters in the Green. Of the Great Houses, Trebuchet has the greatest presence in the Green. Through its intrepid venturers Trebuchet has made strong contacts with many of the tribes and peoples and opened profitable trade routes.

House Trebuchet has long time connections with Dauchiet and brothers from that order often accompany their expeditions into the Green. They also have many of their number trained at the Vul to become windwrights and navigators. The House also created their own school of Alchemy to train Ichorites loyal to the family.

House Orteza

The Great House Orteza is known as the wealthiest of the great houses due to the rich gold mines of some of its colonies. It is also rumored that Orteza



agents looted fabulously wealthy tombs in some of its colonies. With its wealth, Orteza is able to hire the best mercenaries and send its adherents to some of the great magical schools for training. The House often uses its vast fortunes as a tool, relying on bribery and lending money to other houses to bind them to its cause. Orteza is also known to employ the best lawyers and justicars, often quoting obscure or forgotten phrases in the charters of the Merchants Guild to gain rights of deposit at other houses' holds or ports.

Orteza are known to employ a vast array of specialists from various magical orders. The house is well known for their Warwright and Ironbound bodyguards, as well as Sombrian lawyers and advisors. Orteza has founded their own school of alchemy that is suspected of using treacherous methods to plagiarize others ideas inventions and potions.

House Orteza often finances independent traders or expeditions to Verduria. These are usually organized by the explorer, but usually accompanied by an agent of the house who can oversee the venture. Orteza also has agents in many of the major settlements and ports looking out for the interest of the family.

In The Green on p.65 House Orteza is mentioned as being influential in the city of Jurate. This was a mistake and should be changed to House Trebuchet.

Similarly on p. 110 House Orteza is said to be secretly trading with the Drazidians. This is more true of House Vincencio.

House Vincencio:

House Vincencio was once a lesser house, but has recently risen to great power and wealth.



House Vincencio controls few ports in the familiar Sealands. While other Houses hold their colonies with fortresses and mercenaries, Vincencio often married its sons and daughters into the royal families of its colonies. Much of her strength is in the far flung lands and islands where the ruling dynasties are now relatives and cousins of the Vincencio Lords. These foreign-born Vincencio have embraced the strange gods and customs of their adopted homelands. The most controversial is their dabbling in the practice of slavery. While other Houses rely on mercenaries, Vincencio have regiments of Janissaries and slave soldiers. The practice of slavery is outlawed in the League of Merchants and House Vincencio is constantly being accused of violations by the other houses on this account.

The House Vincencio are relative latecomers to the Green, but recently they have made inroads along the Sable River. Smugglers and slavers related to the House have secret contracts with the Kazarim and corsairs along the river. The Vincencios have also sent expeditions from Jurate up the Tundell River. These expeditions are usually accompanied by strange mercenaries and Janissaries who serve as guards. House Vincencio also hires large numbers of Warwrights as trainers and bodyguards.

Many cities under the Vincencio banner host great gladiatorial games. Some of the more ferocious and giant-sized beasts from the Green are very popular in the games. Recently, venturers from the House have been capturing live and dangerous fauna from the Green to send back to the games.

House Tarquinian:

The Lost House

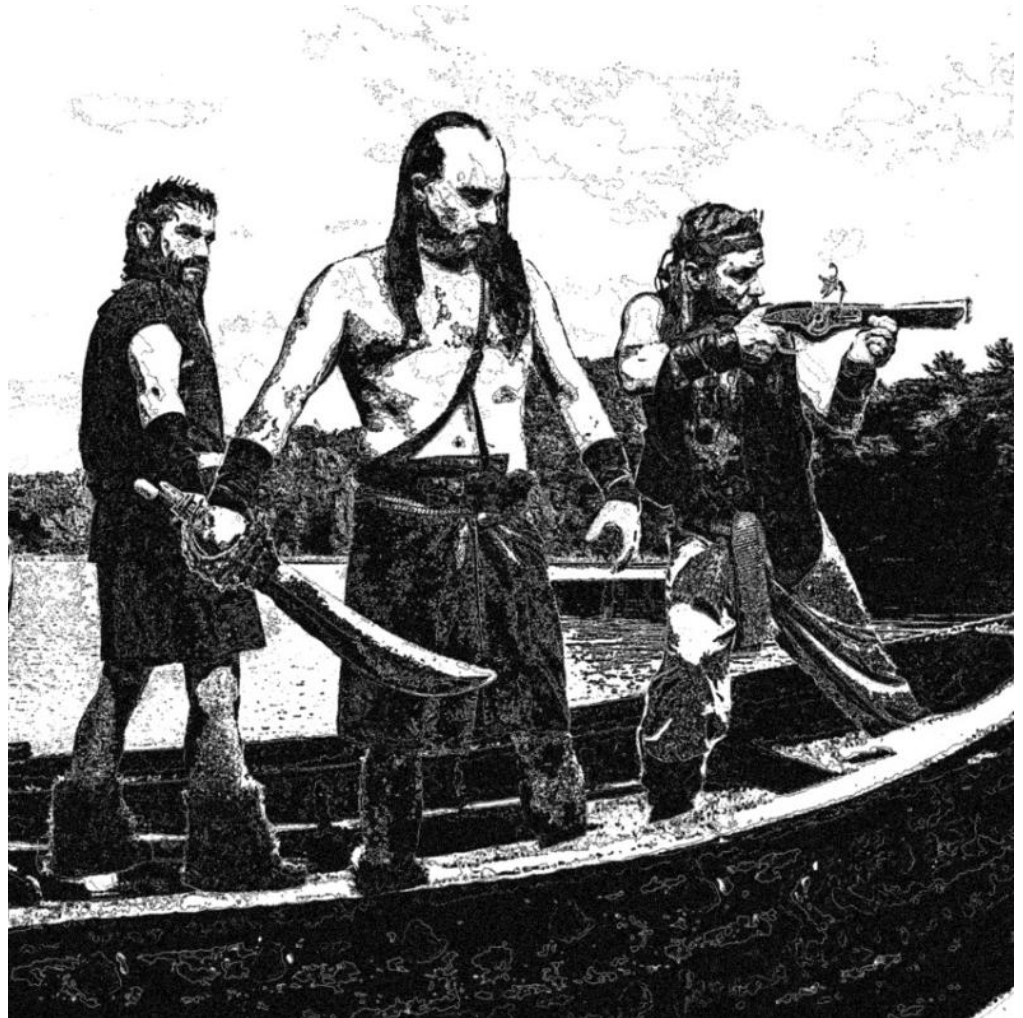
Several houses have been destroyed through assassination, plotting and outright war. The greatest of these was House Tarquinian.

House Tarquinian was a house of noted for its sailors and explorers. They were the first of the sailors to re-open trade to the Green after the Civil Wars. House Tarquinian was on its way to becoming the greatest of all the Houses. The end of the house began with inter-family intrigue and squabbling, leading to assassination, and eventually outright war with the other houses. In the end the Tarquinian Family was hunted down and its holdings and colonies were swallowed up by the other houses. Merchants and captains still loyal to the house were scattered.

In order to escape the assassins of the rival houses many of these captains sailed to the Shores of Vurduria where they became corsairs and pirates, preying on the ships of their enemies. Others smuggled goods from the Green to their old contacts in the Sealands. Remains of House Tarquinian formed the Brotherhood of the Painted Hand. Another remnant of the family formed the Strigadea. One successful pirate settled in Jurate, fortifying the trading port at the mouth of the Tundell.



It is now almost a generation after the fall of House Tarquinian. Few remember the hatred they had for the other houses, and the pirate factions of the Green now often make contracts and agreements with the remaining Houses. Others though, still remember the hatred that they held for the great houses and secret societies still exist that vow themselves to the destruction of the their enemies. Rumors still persist that there are surviving members of the noble Tarquinian family living in the jungles of Verduria.



Painted Hand

It is well known that the Corsairs of the Painted Hand were ship captains that once sailed under the banners of House Tarquinian. The bloody hand used as the sigil of the pirates is a nod to the old family crest of house Tarquinian. The pirates settled along the Sable River in the Green where for years they plundered the shipping of the other Great Houses. The Sable River has many other residents though and the buccaneers often made deals with slavers and other shady interests to further their ends. The Painted Hand soon attracted all sorts of outlaws and refuse. The buccaneers often worked for Irkaz the Obliderite, a powerful magician and known slaver, who also operated in the Sable region. It is now widely known that agents of Irkaz have infiltrated the Painted Hand.

The Brotherhood is now a shadow of what it once was. Many of the captains work as smugglers for the sons of Irkaz. Others simply use flotillas of river boats to raid natives for slaves. Many of the ships are manned by Kuzi, Trogod, or other Natives. The corsairs of the Hand still patrol the Sable River although they prefer to demand tribute rather than boarding any large or well armed vessels. There are factions within the Hand who keep true to the old ways and gallantly struggle against the Great Houses. These do not like what has happened to the Brotherhood and sometimes plot to overthrow the new leadership.

Strigidae

As great sailors, House Tarquinian sent many of its sons and henchmen to the School of the Winds at the Vul. Many of these wind-wielding magicians escaped the slaughter of the House and formed a secret band that used the power of



the glyph of air as an avenging tool. This order of assassins was called the Strigidea.

For years the Strigidea terrorized the other great houses as many individuals who plotted against and betrayed house Tarquinian were assassinated. Later, the Strigidae were known to hire themselves to one house to murder members of another. The Strigidae were never great in number but in years past they worked closely with the Painted Hand. They were known to use small very fast ships powered by the magic of the winds. No bastion or tower was safe from them, and they struck quickly. If they were pursued their fast ships easily outdistanced the pursuers.

A generation has passed and although the original members of the Strigidae are mostly old or dead, it is known that many have taught their secrets to a new generation. It is said that many of the windwenders that accompany smugglers and pirate ships were trained by the Strigidae. Some mercenaries now openly wear their owl claw necklaces and don winged skullcaps that were once the hallmarks of the Strigidae.

Alchemist Schools

(The Ichorites)

Alchemy began as an area of study within the Sombrian universities. The new study involved a compound glyph which incorporated the elemental glyphs of

earth, air fire and water. Using the Glyph of Alchemy researchers were able to easily combine substances allowing them to create an array of new potions and items of wonder. Alchemists also delved into the power of steam, gears, wheels and clockwork. The discipline came to the forefront when alchemists were able to riddle out the secret of gunpowder. From that time onward the demand for those trained in alchemy flowered in the Great Houses.



As the reach of the Great Houses spread into new lands so did the influx of new flora and strange herbs with wonderful and sometimes magical properties. Resident alchemists became a necessity for the Great Houses who built huge laboratories, workshops, and foundries to accommodate their master alchemists. Foremost among the new products was gunpowder and weapons that harnessed the new deadly substance, but new medicines, potions, dyes and incense also continued to bring in wealth.

As the demand for alchemists increased, the houses set up their own laboratories and schools rather than solely count on the Sombrian universities for training. This was primarily due to the fact that the houses were in competition and wanted to keep the recipes and concoctions they developed a secret. Now, many houses have their own conclaves of Alchemists that train students in their particular traditions, concoctions and secrets.

The discovery of the Green was an Alchemists dream. The new plants and herbs discovered there had an array of new and useful properties- many of them magical. Supported and financed by the Great Houses, alchemists flooded to the Green to riddle out the mysteries of the land. The people of Veruduria called them Ichorites due to the fact that they often experimented with the essence or ichors of trees and flowers. That name has stuck. *(For more information see the Ichorites section of the Green on p. 44)*

The Kazzarim

Almost a hundred years ago, a powerful thaumaturge named Ir-kaz the Obliderite was exiled from the land of Drazid. With members of his household he journeyed to Verduria and took the fortress of the Sable Horn which overlooked the mouth of the Sable River. There he has brooded for many years seldom seen by any but his closest servants.

Irkaz has a number of sons collectively known as the Kazzarim. They are powerful

sorcerers in their own right and adapt at many magics including Attainment of Ascendancy. The Kazzarim have built a city at the old stair of Zaakara and from there they have spread their nets of power and intrigue over the Sable River region. From Zaakara, slavers and looters in the employ of the Kazzarim terrorize the natives of the river system. It is known that they have agents in the leadership of the Painted Hand and some surmise that the Brotherhood is now just an extension of the Kazzarim. Zaakara has always been a destination for smugglers and captains of lesser houses- a place where they can fill their ships holds with the riches of the Green. The Great Houses themselves have noted the power of the Kazzarim and many now send ambassadors to Zakaara to negotiate treaties allowing them un-molested access to the Sable River.

The Guild of Free Merchants

The Merchants Guild is an alliance of the Great Houses that formed many years ago in the Sealands of the Thuron Empire. The Empire was in decline and pressed with invasions and civil war. Many merchant factions and cities banded together in an alliance in order to protect their homelands and colonies. Merchant houses signed great charters and contracts that bound each other together to mutual protection. The wealthy merchants hired their own guards and foreign mercenaries for protection, and while the rest of the Empire declined and fragmented, the members of the alliance remained relatively stable.

As time passed, the political turmoil subsided. The Thuron Empire was no more. In its place were fragmented provinces, kingdoms, and city-states. The most stable remaining institution was the Alliance of the Merchants Guild. Since that time each house has grown in wealth and power, controlling areas of the old empire as well as foreign colonies.

The Merchants Guild itself is governed by a congress of representatives from each of the great and lesser houses. These debate and make charters, contracts and laws that the houses of the league are bound to.

There are many complicated charters and treaties between different Merchant Houses, city states, petty kingdoms, and colonies. The Congress appoints judges to settle trade disputes and agents called Justicars to many of the larger ports and colonies to see that their laws and dictates are carried out by the Households. Originally the Guild controlled a substantial military force provided and paid for by the households, but in recent years these forces have been allowed to dwindle while the guards of the individual houses have become increasingly stronger.



Merchant Guards

Many venturers who make their way to the Green are soldiers, guards, or mercenaries of some sort. Each of the Great Houses has their own armies of loyal guards that protects and oversees the business dealing of the house. A rare few of these are Warwrights, Iron Born and Avarim. In addition, the Merchant Houses often hire a wide range of mercenaries, men-at-arms, and soldiers of fortune. Since the voyage from the civilized realm to Verduria is expensive, many of these soldiers are highly specialized and often specifically chosen or trained for their duties. Many are marines or come from light infantry units. A large portion of these adventurers are trained in the use of special weapons, gunpowder or magic.

Following are a few of the specialized types of soldiers and mercenaries active in the Green and the special magic, skill, or items that may distinguish them.

Sailors, Marines and Pirates:

Since the journey to the Green requires a long sea voyage and many adventurers who make it to the Green are sailors, marines, or even pirates. Seafaring types are a suspicious lot and many try to learn a few spells if they can. Many sailors, of course, are attuned to the Glyph of Water and become *Waywenders*. It is not uncommon for sailors to learn and use the Totemic Magics, particularly of the Shark and Rat totems. Even sailors who do not use any formalized magic believe in Fate and carve the Fate, Destiny, or Fortune Glyphs on many of their tools and weapons. (For Fate rules see The Green p.57)

Ichorite Guards While many alchemists are erudite and spend most of their time in book or in laboratories, they have need of many of a more adventuring spirit. Many elite troops are trained in the use of many of the new inventions and magics of the Alchemists. There are two general types of soldiers who are supplied and trained by the alchemist schools: Broad Hats and Bearers of Lesser Fire.

Broad Hats:

The use of firearms is still novel and the use of its secrets is seen as akin to magic. Alchemists from different houses train officers and some elite forces in the use of firearms. These units of Musketeers or Pistoleros are called Broad Hats due to the wide-brimmed leather hats they often wear.

Bearers of Lesser Fire:

Alchemists sometimes train chosen guards or mercenaries in the very basics of the Fire Glyph. Mercenary Guards that know the Glyph are known as Bearers of Lesser Fire. These specialists are attuned to the Glyph at the cost of one point of Pow and taught several useful spells including Ignite, Fireblade, Firearrow. The lesser Fire Glyph is actually small portion of the Glyph of Alchemy that deals with fire.

Janissaries:

The Green is not the only far off lands that the Merchant Orders have settled. Explorers and Merchants from the Great Houses often draft guards and mercenaries from other lands. This is particularly true of House Vincencio. Many of these soldiers are Janissaries: slaves trained from a early age to be disciplined warriors and fiercely loyal to their masters. Most Janissaries are trained

to use pole weapons, scimitars, crossbow and shields. *These Janissaries are **not** to be considered exact replicas of Turkish Janissaries.*

Of course, not to be overlooked should be the wide range of natives that are hired by the houses. Just about any race and tribe from the Green have been hired or utilized at one time or the other by the Great Houses or other factions. Indeed most of the venturers working for the Great Houses in the Green are native to Verduria.



Enhancement Glyph

Many mercenaries who can afford it will try to become talented in the Enhancement Glyph or Glyph of Physic. This is one of the more common glyphs and it is taught by numerous societies including Brotherhood of Dauchiet, the Sombrians and the Warwrights.

Fate

Many soldiers and sailors believe in fate, destiny, fortune and luck. This is no formalized society but these fortune glyphs are often inscribed upon favorite weapons and worn as various charms. Many broad hats tie bone dice laden with the Fate glyph into the bands of their hats. The use of Fate is discussed in the Green on p.57.

Special Equipment

Captains, sergeants, and veterans who work for the merchant houses or other factions are often equipped with some of the new technical inventions of the Alchemists. GMs may allow outworlders to start with one or several of the following items:

Common Items include:

Matchlock (Musket or Pistol)
Repeating Crossbow,
Arbalests
Spyglass
D3 Grenades
D3 Potions

Rarer Items Include.

*Amber Lens (see below)
Wheelock (Musket, Carbine, Pistol,
Blunderbuss).

Amber Lenses

These are relatively new inventions of alchemists that are worn as monocles. Using thin, polished, magically charged, amber; alchemists have created lenses that allow wearer to see into different spectrums. Lenses usually need to be charged with a power point before they operate properly. Once charged they last for about 15 minutes

Essense lense: Allows the wearer to see magic as if he had a *Witchsight* spell cast on him.

Darksee: Allows the wearer to see clearly in the dark.

Life Detection: Allows the wearer to see heat signatures, similar to infrared.

Detect: There are also lenses that can be attuned to make various substances glow to the viewer similar to various detect spells. Common varieties are Detect Gold, Detect Amber or Detect Silver.





GLYPHIC MAGIC



Magic in the Green incorporates elements of both *Magic* and *Sorcery* from the core BRP book and yet is somewhat different from either. Magic is divided into various Glyphic realms. Each Glyphic realm represents a magician's influence over a particular sphere or aspect of magic represented by a glyph. Characters who have expertise in a Glyphic realm are called talented. Characters may only use spells from realms that they are attuned to or talented in. Various traditions throughout the Green specialize and teach particular talents and spells to practitioners, initiates, and students.

Traditions

Traditions are societies, orders, brotherhoods, cults, or tribes that teach the magic of varying Glyphs. Each tradition teaches the skills and spells of one or more Glyphs as well as various skills and customs that are related to their way of life. These Traditions are the primary vehicle for the learning of magic.

Glyphs dealing with animals are called Totems. These work essentially the same as Glyphs in game terms, but totemist traditions are generally more primitive and visceral in style and practice than the glyphic traditions.

Becoming talented

To cast spells a character must first become talented or attuned to a particular glyph. Attunement of an individual must be overseen by a teacher who has become a master in a particular Glyphic realm (See Mastery suffix below). The most common teachers are the leaders of various traditions. Becoming talented varies from tradition to tradition but usually involves a ritual and often must be accomplished at portentous times or locations. At the end of the

process a character must spend one point of permanent Pow to bind or attune themselves to the glyph and its powers. At this point a character gains the skill in that particular glyph equal to his Int + Pow.

Learning Spells

Once a character is talented they may begin to learn spells and enchantments associated with their particular glyph. Spells are learned similarly to sorcery spells in BRP (124-126) and Characters may learn up to their Int in spell levels.

Once spells are known they may be cast at a skill equal to the character's skill with the relevant glyph. Spells do not each have individual skills. All spells within a glyphic realm are cast using the pertaining *Glyphic Skill*.

Note: Characters do not need to have a Pow of 16 or better to cast spells.

Many spell casters are not literate in the Green so spells that characters "know" but are not "ready" are not always stored in the traditional book form of grimoires. Instead they are often "written" in pictograms depicting hand and body motions on shell-woven wampum belts or on wooden or bone epistles, wands or staves that effectively act as a character's Grimoire.

What are Glyphs?

Glyphs are pictographic symbols or ideograms representing the essence of a particular power, concept, or force in the physical world. The glyphs themselves do not contain any power and by themselves are only a symbol or type of writing, but to those talented in their use glyphs become much more. They are a mystical focus representing a spoken sound as well as a hand or body motion. Using a glyph as a focus these gestures and utterances used in concert with particular thoughts, images, and beliefs, may bring about magical and physical manifestations in the material world.

Foci

In order to successfully wield spells a character must have specially prepared Glyphic Foci for that particular spell within his vision as well as be able to make gestures and utterances to bring about the effects of the spell. Glyphic Foci are often worn as

tattoos or carved into wands staffs or weapon hilts. Most spells also require certain components, or ingredients to be cast successfully.

Spell Focuses (How magic works)

The glyphs themselves represent the particular concept or idea and alone are simply a form of writing or symbol. The pictograph can then be combined with accent marks or diacritics to add verbal action, meaning, and manipulation to the glyph. Each spell tied to a particular glyph has a pictographic symbol or foci depicting the glyph itself modified by the accents necessary to affect the spell. Spell Foci are usually inscribed on weapons, jewelry, staves, rods, or as tattoos on hands and arms. When characters learn spells it is assumed that they learn the required accents, as well as the gestures and utterances that when added to the glyph will bring about the spell effects.



These glyphs are examples of Foci for Dexterity Enhancement and Constitution Enhancement spells using the Glyph of Physic, and a Breath of Life Foci using the Glyph of Water.

SPELL DISCRIPTIONS

Duration: Unless otherwise noted a particular spell's duration equals the casters Pow in combat rounds. The duration can be extended with the Durative Suffix (see below).

Range: Defines the distance or possible area of effect for a particular spell.

Self: This type of spell may only work on the magician himself or on his familiar.

Touch: A spell caster must be able to touch the target or recipient of the spell. Spell users who have magic wands or staffs may use these items as extensions of their "touch".

Ranged: These spells have a definite range or area of effect and vary based on the spell. The distance Ranged spells can be cast is often based on the Pow of the magician casting the spell.

BRP Spells:

Many Glyphic magic spells refer to spells listed in the *Powers* section of BRP. In this case the BRP spell name will be listed along with the page number of the spell. The effects of Glyphic magic spells generally resemble *Sorcery* spells. Some spells mimic the effects of *Magic* or *Psychic* powers but are limited by their listed maximum level similar to sorcery spells. Some spells have different *ranges*, *effects*, and *durations* than the listed BRP spells. This is intentional and reflects the unique magic of the Green.

Common Spells

Although spells cast from varying totems and glyphs appear and manifest quite differently and require different components, many of them have similar in-game effects. Rather than explain the effects of these spells in each entry, a list of generic spells effects are explained here.

Weapon Enchantment (1-4)

Weapon enchantments vary from tradition to tradition but generally have the same in-game effects. Each level of the spell adds +5% to the enchanter's weapons skill when using the enchanted weapon. The spell also increases the damage result by +1 up to the maximum damage possible using that weapon. Weapon Enchantments vary from tradition to tradition, but most only work on weapons that have been ritually prepared before hand with particular glyphs, symbols, or on weapons specifically created for the purpose. A similar enchantment is used by some traditions to enhance Claws or other natural weaponry.

Protection/Armor Enchantments (1-4)

Protection Enchantments increase armor by one point per level of the spell. The nature of the spell varies greatly from tradition to tradition. Some spells, particularly those of the totemsists, are used to increase the power of armor or hides that are worn. Protection spells in other traditions, for instance the Wealdings, increase the toughness of the skin. In order for these spells to function properly glyphs and symbols must be carved or tattooed or engraved on the surface the spell effects at the time the character first learns the spell.

Enhance Characteristic (1-3)

Characteristic Enhancements will temporarily increase a character's characteristics by three points per level of the spell. They function as Sorcerer's Strength, Sorcerer's Suppleness, Sorcerer's Speed, Sorcerer's Vitality, etc, although there is no possibility of the effects becoming permanent as with the sorcery spells. Depending on the glyph or totem involved, these types of spells usually require certain components, tattoos or artifacts to function properly and some, particularly those of the Totemists, may physically alter the actual body of the target to bring about the effects.



point of Pow to be attuned to the Spirit Glyph. A character's skill in the Spirit Glyph can never be the highest glyphic skill they have.

Becoming talented in the Spirit Glyph expands characters spiritual abilities and makes them more aware of the Spiritual world. This grants characters the following benefits:

-Characters may learn and cast spells associated with the Spirit Glyph. These are cast using a character's Glyphic (Spirit) skill.

-They may add 3 Pow to their species maximum when determining Pow gain rolls.

- Spirit Sight. Characters automatically gain the ability to cast the *Witch Sight* spell. This spell is not counted against their Int, but it still costs the allotted Pow to cast.

-Many Traditions require that their practitioners attune the Spirit Glyph before they are granted a Magical Staff or similar item.

Augment Skill (1-4)

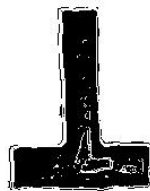
A skill augmentation increases character's success percentages in certain skills. Each level of spell will increase a particular skill by 20%. The components, effects, and appearance of these augmentations vary greatly between glyphs and totems. As with Characteristic Enhancements, these spells often physically alter a character's body to grant them the added skill.

Some types of metal have a detrimental effect on the use of the Spirit Glyph and act to ground out the magical flows necessary to cast spells. Each Enc point of metal carried by a character subtracts 20% to any Glyphic (Spirit) skills. So a character who wants to cast spells while carrying three daggers would use his glyphic skill at a -30%. Metal only has this effect on the individual drawing the power and casting the spell. Wearing metal has no defensive or detrimental effects on the recipients or targets of spells. Silver and gold have no ill effects on magic, Iron and Bronze do.

ADVANCEMENT WITHIN TRADITIONS

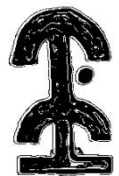
GLYPH OF SPIRIT

The Glyph of Spirit, often called the Glyph of Essence by more civilized societies, embodies the natural flows of magic in the material world.



Attunement to this glyph represents a deeper understanding of the source of magic and how, through belief and sympathy it works and affects other glyphs. Most magical societies allow for the attunement and training in the Spirit Glyph as well as their primary glyphs. One must already be attuned to and have a skill of at least 75% in a core glyphic skill in order to become talented in the Spirit Glyph. Furthermore, a character must invest a permanent

The Glyph of Spirit appears as an upside down T. It is usually portrayed with its base supporting its core glyph and the central bar transfixing the image of the glyph. (*The image to the side is Wealding Spirit Glyph*).



SUFFIXES

There are several powers or augments that a character can learn to use in combination with the core Glyph to increase its function and potency.

These Powers are called Suffixes and represent a character's deeper learning of the tenants of the core glyph and how it functions to affect the world. Their secrets are usually closely guarded and only taught to highly skilled and trusted individuals within magical traditions. Characters generally must know the core glyphic skill at least 90% or more in order to become talented in its suffixes. Each Suffix must be attuned and cost a permanent point of power like other glyphs. Once they are attuned to a suffix characters will gain the particular Suffix skill at a percentage equal to their Int + Pow.

MASTERY SUFFIX

The Mastery suffix allows magicians to cast spells at a greater level than may normally be possible. The Suffix of Mastery may be added to any spell and allows *variable* spells to be cast at any level up to $\frac{1}{2}$ the casters Int as long as the caster knows the base spell and rolls under both the Core glyphic skill and the Mastery Suffix skill*. The spell still requires the allotted Pow expense. A character rolling under his normal Glyphic skill but over his Mastery Suffix skill will cast the spell at its normal maximum level.



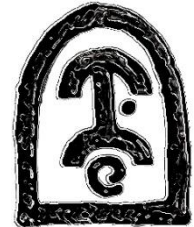
**Optionally a character could cast a variable spell at a level equal to $1/10^{\text{th}}$ their Mastery skill. The $\frac{1}{2}$ Int cap to the level would still apply.*

Casters talented in the Mastery Suffix no longer need foci or components to cast spell as they have infused the essence of the core glyph into their bodies and minds. A magician casting spells without components or foci must roll under both the core Glyphic Skill and the Mastery Suffix Skill.

Those who would become talented in the Mastery Suffix must know the core glyph at a skill of at least 90%.

Characters who know the Mastery Suffix are usually teachers and leaders in their particular traditions. Once one knows the mastery suffix they may oversee the binding ceremonies and teach the mysteries of the core glyph to others.

The Mastery suffix appears as an enclosed arch surrounding the core Glyph with the pediment beneath and the arching crown above.



DURATIVE SUFFIX

Casters who are attuned to the Durative Suffix may extend the duration of many spells by rolling under both the Glyphic Skill of the base spell as well as their skill of the Durative Suffix. In order to double the duration of the spell an additional power point must be spent during the original casting; In order to quadruple the length of the spell two points must be spent etc.

In addition The Durative suffix is necessary to infuse items with permanent magical powers and spell like abilities. The use of the Durative glyph in this way generally costs permanent Pow.

The Durative Suffix appears as a circle surrounding the core glyph and represents the unending or infinite cycle of the glyphs power.



Durative Enchantments:

When a spell caster wants to enchant an item they must first prepare the item with the proper glyphs and runes. Some traditions may require particular material or items for enchantments: bone, special types of wood, or metal. Amber is commonly used for enchantments for most traditions.

Enchanters must then cast the particular spell that they want to enchant the item with by rolling under their Glyphic skill, followed by a roll on their Durative suffix skill. If both rolls are successful they must spend the required Pow (1 Pow per level of the spell for spell-like matrixes and 1+1 Power per level for permanent effects) and the item becomes enchanted. If the enchanter fails either roll the casing is unsuccessful, but the enchanter does not lose their Pow. If either roll was a fumble the spell is unsuccessful and the caster loses a point of Pow.

Once items are enchanted with *spell-like abilities* anyone can use them with a Skill level equal to their Pow x 5, or with their current skill in the glyphic realm that was used to create the enchantment, whichever is higher. Items that are permanently enchanted may be used by anyone.

When creating magical items refer to creating Sorcerous Artifacts on pp. 246 of BRP.

Weapon Enchantments:

Permanent weapon enchantments will only add the +1 damage bonus or the +5% per point of Pow spent on the enchantment. Permanent weapon enchantments are still considered spells and further spells cast over permanent weapon enchantment will not increase the level over the maximum level of the base spell.

Protection Enchantments:

Characters who know the Durative Suffix may make the effects of Protection spells permanent. In order to affect this they must spend a permanent point of Power for each level of the spell for each location

protected by the enchantment (arms and legs count as a single location for figuring the Pow cost). So to permanently enchant an entire set of humanoid armor with 1 point of Protection, the cost would be 5 Points of Pow. Permanent Protection Enchantments are still considered spells and further spells cast over permanent Protection Enchantments will not increase the level over the maximum level of the base spell.

Mnemonic matrix:

A character who knows the Durative Suffix may enchant an item with a Mnemonic Matrix. A Mnemonic Matrix allows a character to store spells up to ½ their Int in spells as if it were in memory. Characters must generally be in physical contact with the item in order to cast spells that are stored in it.

When characters first learn the Durative Suffix they may create one Mnemonic Matrix for no additional Pow cost. Any further Mnemonic foci cost one Permanent Pow to enchant.

Mnemonic Matrices are often inscribed onto jewelry or weapons, magical staffs. They may also be tattooed or attached to a familiar. If this is the case the user may use the Mnemonic Matrix as if they were touching it themselves as long as they remain in mental contact with their familiar.

Magic staffs, Familiars and Items of Tradition.

Relatively few practitioners of any tradition are talented in the Durative suffix. Characters without the Durative suffix may still enchant familiars, staffs, Mnemonic Matrixes and other items of tradition. In the preceding cases the enchantment is a cooperative effort between the enchanter, who is talented in the Durative Suffix and an initiate or applicant to a particular tradition. The spell is cast using the enchanter's skill, but the initiate expends the permanent Pow necessary to enchant or bind the item.



GLYPHS

TOTEMS



WARHIJOO
SHARK



SKIERFING
RAT



GWALK
FROG



WELBOLNG
TURTLE



WAZZAKA
CROCODILE



BROTHSTROM
BEAR



PERUTH
CAT



CH'YERPA
INSECT

ELEMENTAL GLYPHS



AIR



WATER



EARTH



FIRE



ALCHEMY



PHYSIC



SPIRIT
(ESSENCE)



MENTE



CONCORD



ILLUSION



KNOWLEDGE

OTHER GLYPHS



BEAST



ARROWDANCING



WOOD
WEALDING