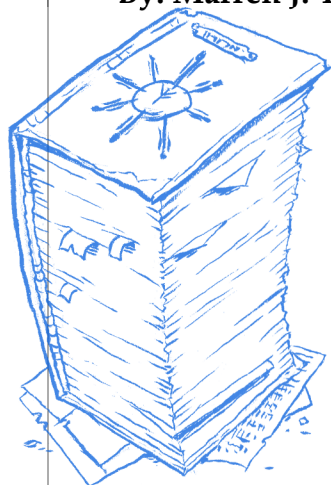


*The owl of Minerva
begins its flight
only with the coming of the dusk.
Georg Wilhelm Friedrich Hegel*

Artwork used with
permission by Charles
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THE CROWNLESS

Magicks and Miracles

By: Marren J. T. MacAdam

Hysterical Heresies (Vandal Brigand
/Marked for Sin)

*You have seen the End Times and it has
seared itself onto your very soul. You ride in
the name of the WYRD. For now...*

Burn Like Me: Slash at your own hand,
scattering your blood as flames. Auto
succeed your spell, take 2 damage, and
deal 2d6 to up to two targets.

Visions of GINNUNGAGAP: Gaze
into Foe's eyes, searing their mind with
visions of endless void. Roll and, on a
success, stun them for two turns.

Sacrilegious Speech: Your mouth fills
with heretical prophecies. Auto succeed
your spell, take 2 damage, and deal
2d8+2 to all Foes, 1d4 to any Crownless.

Blasphemous Flame: Call upon the
Hungering Flames, to coat your
weapon. Deal +1 damage to Foes and +3
to Pretender Gods.

6

Way of the Winds (Wandering Blade
/Heroic Warrior)

*In times when Dragons ruled, the Winds
rose against them. You share that heritage,
with lightning in your blood.*

Become the Hunter: Beast or fiend
cannot hide from you. Roll and, on a
success, you sense any nearby Foes.

Herald of the Storm: Lash out at your
foes with the ferocity of a hurricane.
Roll a d6, and if success, hit a foe for
1d8. You may continue rolling d6s until
a failure, dealing 1d8 for each Success.

Gale Assault: The winds loft you into
the fray, to wreak havoc in their name.
Jump to a Far Foe and deal 1d8+2
damage and make a Weapon Attack.

Beast Roar: It is the fate of all hunters to
become the beast they hunt. Add +2 to
all your damage rolls, but -2 to Armour
for three turns.

5

Sorceries of the Stars (Cabal Knight
/Lunar Channeler)

*Sorceries have the Moon to act as mentor,
its cold indifference and regal countenance
lessons to be learned.*

Teleport: In a puff of cold mist, teleport
away from your foes, moving Far from
any Foe in combat.

Crescent Slash: Form an icy curved
blade, slashing out up to three Foes.
Roll for Spell Success three times, deal
1d8 per success spread out between
enemies. Ignore armour.

Marhalur's Arbalest: A crystalline
crossbow appears in your hands, firing
a single, powerful bolt dealing 2d8 +2
damage to one target. Ignore armour.

Nebula Barbs: Encase yourself in
celestial barbs. Gain +1 armour for three
turns and when Hit, deal 1d6 damage in
retaliation.

4

MAGICKS AND MIRACLES
introduces a few new mechanics
into the game.

**Spells known at Character
Creation.**

- 1: One
- 2-5: Two
- 6: Three

**Each new combat, players roll to
see how many spells they can cast.**

- 1-2: Once
- 3-5: Twice
- 6: Thrice

Casting a spell success table

- 1-2: Spell fizzles (fail)
- 3-5: Success
- 6: Clarity (Critical, deal max die)

Spear of the WYRD: Their death is
fated to be. Auto succeed your spell,
deal 1d6+2 damage to an enemy. Ignore
armour. They are stunned for one turn.

Armour of Guidance: Protective runes
float inches from your flesh, repelling
harm. Roll to cast, on yourself or others.
Add an extra +2 to all armour rolls for
three turns.

Auspices: Pray to the WYRD and seek
omens. Roll, and on success, ask your
DM a question. They answer cryptically.

3

Welcome SEEKER, spellweaver

Little is agreed upon within magick.
There are but a few things that are
known: beast nor dragon seem
capable of casting it and it manifests
only in the ways one accepts it to
be. The former is believed to be
wrapped up within our humanity,
within the soul itself unique to us.
Us, born of luck and chaos, seem
uniquely able to grasp the
intangible thing and make it ours.
The latter, it is believed, is due to
the way belief informs our every
decision, colouring the world
around us to fit our ideals and
hopes. Our souls' lens.

Consider a lantern: only one with a
fire within it may glow, while the
glass panels around tint the light
based on their colour, shaping its
flame into something tangible,
useful. Into light. Into power.

1

2