

ISLES OF MIST



Quick Play Rules

An all-ages roleplaying game set in a world of the skies

By Ashton MacSaylor
With Contributions from Callie MacSaylor

Isles of Mist

Quickplay Guide

Welcome to Isles of Mist! This is a high fantasy tabletop roleplaying system that attempts to strike out in a new direction, compared to existing popular games. You will find...

- ◇ An original core system
- ◇ Classless character creation rules that enable myriad creative options (such as magical pets!)
- ◇ Martial abilities that grant meaningful tactical choices each turn in a fight
- ◇ Flexible magical arts that empower imagination while establishing clear boundaries
- ◇ Rich and easy crafting systems
- ◇ All-original character options that break from the familiar Tolkien-esque tropes
- ◇ XP system that encourages creativity, roleplaying, teamwork, and thoughtful reflection.

This is the flagship RPG used by Story Tables in our official youth programs. We hope you have as much fun as the kids in our program do!

CONCEPTS OF TABLETOP ROLEPLAYING

For purposes of this introduction to the rules of Isles of Mist, we're going to assume you're familiar with the basic concepts of tabletop roleplaying.

This is a "traditional" game, in that the Story Guide (our term for the GM) runs the game, players run their own characters, and dice rolls typically result in success or failure. We have a strong focus on story as an emergent narrative, so we avoid rules that shape the story at a meta level. The rules resolve conflict and get out of your way.

A WORLD IN THE SKIES

Enter a world of islands and continents floating in an endless sky. Airships and dragons ply the trade winds, while sky-pirates and monsters threaten travelers and traders alike.

A YOUNG AND UNEXPLORED WORLD

Recorded history began only 85 years ago with an event called the Awakening, in which people woke up across the world, with no memory of their past.

They found themselves in a magical world of huge forests, talking animals, staggering mountains, and even the occasional overgrown ruins, its origins shrouded in mystery.

COSMOLOGY

Humans in this world are healthy and beautiful and can live indefinitely if their "Keen" remains strong (their sense of purpose and drive). Many of them can wield mighty magics. There are other sentient beings in the world, but our focus is on humans.

The sun always lies directly overhead, simply changing color to become a silver disc at night. Rainfall comes steadily, twice per day, constantly refreshing the rivers and lakes on even the smallest of floating islands.

AN ONGOING MYSTERY

To this day, no one knows what came before the Awakening, or what may be found out there in the skies, past the borders of all known maps. There is a mystery built into this world, and players are challenged to see if they can discover it.

The Core Mechanic

Whenever you wish to try something and the outcome is in doubt, roll a die based on your attributes and add a bonus based on your skills.

Skill Test = Attribute Die + Skill Bonus

A result equal to or higher than the appointed difficulty number is a success!

SECONDARY SKILLS

The full value of the primary skill is added to the roll, but additional skills called “secondary skills” can be added at half their value, rounded down. You can’t apply more skills than your rank to any roll, and only one can be a primary skill.

OPPOSED SKILL TESTS

When two characters directly oppose one another, each rolls a skill test and whoever scores the higher successful result prevails. Ties go to the defender.

DIFFICULTY

Typically, a result of 5 or higher is a success, but your Story Guide may raise or lower this target number if a task is easier or harder. See the Success Thresholds chart for the most common difficulty numbers.

PARTIAL SUCCESSES

On some rolls, different success thresholds can result in different outcomes; for example, maybe if you hit an 8, the Queen likes your proposal and likes you for making it, while if you hit a 5, she accepts, but with reservations. And you need at least a 3 to not anger her and get thrown out.

BEGINNER’S LUCK

If the difficulty is 5, and you have a d4 and no skill bonus, a roll of 4 still counts as a success.

FAILING GRACEFULLY

Not every roll will succeed—and this is good! Failures (especially critical failures) add drama to a scene. Sometimes you can try again at a cost, and sometimes you must find a different way, but the Guide should always make sure that the story has a path forward.

SUCCESS THRESHOLDS

Difficulty	Target Number
Easy	3
Standard	5
Challenging	8
Difficult	11
Extreme	15

CRITICAL RESULTS

If you roll a natural 1 on the die, the results will be exceptional, one way or the other! Re-roll, but this time the result is “critical.”

If the second roll is a success, something lucky happens! However, a failure here will be spectacular.

INSPIRATION

After seeing the outcome of the roll, you may choose to spend inspiration for a bonus on that roll equal to the number of inspiration points you spend.

In order to do this, the situation must be relevant to one of your bonds. You can’t spend more points than the strength of the bond you’re evoking.

RECOVERING INSPIRATION

Gain one inspiration each time you spend at least a night’s rest of downtime in a safe and comfortable place. Inspiring story beats may also award a point.

ADVANTAGE AND DISADVANTAGE

If you have “advantage,” roll twice and use the better result. With disadvantage, roll twice and use the worse result.

In this system, these are cumulative! They also cancel out on a one for one basis. So if you have three sources of advantage and one disadvantage, roll two extra times and use the best.

WORKING TOGETHER

Lower the difficulty of an ally’s skill test by one for each success threshold you meet on a roll to help.

GROUP TESTS: PARTY AVERAGE

Group rolls such as perception or stealth are resolved by the average of all results. Criticals add or subtract an additional 5 before the results are averaged. If players can opt out, they must do so before the roll.

Characters

The full rules for character creation are beyond the scope of this guide, but it uses a priority system, where you assign priority rankings A, B, C, or D to Attributes, Skills, Magic, and Special Features; this determines what you get in each area.

BONDS AND KEEN

You have a number of bonds that define your sense of purpose. The strongest bond is your Keen.

RANK

This game has four levels: Apprentice, Adept, Master, and Grand Master. No skill or magic can be raised higher than your rank. (For example, as an Apprentice, all your skills are capped at +1, and you can't access level 2 magic yet.) Rank also determines how many skills you can apply to a roll.

SOUL AND AURA

All humans are innately magical, with a pool of energy called "Aura." When you take damage, your Aura instinctively flares to block it. You also must spend Aura to power magical abilities.

(Non-magical creatures have hp instead of Aura.)

ATTRIBUTES

You have five attributes, each rated 1-6, indicated by filling in "dots" on the character sheet. When testing an attribute, roll a die of size equal to double the number of dots in that attribute. As a visual aid, the dots are shaped like the dice they represent.

Strength: Muscle, size, and weapons training

Grace: Agility, coordination, and social graces

Wit: Reflexes, quick thinking, and awareness

Wisdom: Knowledge, learning, and insight

Willpower: Inner strength and determination

Note that the center dot counts for all five attributes!

RAISING ATTRIBUTES

Any attribute can be improved with xp at a cost equal to the number of dots in your highest attribute. Most can't be raised higher than five dots; only the two associated with your Mist Mark can be raised to six.

TALENTED

An A priority placed in attributes grants the trait "Talented." All attribute increases cost -1 xp less, and also you can pick a third attribute that you are capable of raising to six dots, with enough xp.



Skills

The skill system in Isles of Mist is very flexible: you can choose from these skills or make up others. They are organized by attribute, but these are simply the most common pairings—any skill can be used with any attribute.

LEARNING SKILLS

All skills start at a rating of +1. Buying new skills costs 2 xp, and raising a skill costs 1 xp; you can't raise any skill higher than your rank.

The skills that are listed in bold are highly recommended by the adventuring guilds!

SUPPORTING SKILLS

As you rank up, you will gain the ability to add supporting skills. The column on the right gives an idea of which other skills may be used to support the skill in question.

PRODIGY

At character creation, an A priority placed into skills grants the special trait “Prodigy.” This allows you to select one skill you are absolutely gifted in; your bonus in that skill is forever doubled.

Strength-Based Skills

Skill	Description	Can be supported by...
Archery	Use of bows and crossbows	Combat Reflexes, Perception, Thrown Weapons
Axes	Fighting with any axe or throwing light axes	Combat Reflexes, Swords, Craft (Woodworking)
Shield	Use a shield to block attacks in combat	Combat Reflexes, Resolve, Muscle
Endurance	Resist exhaustion, hunger, and poison	Resolve, Muscle, Pain Tolerance
Unarmed Fighting	Fighting with hands, fists, or simple weapons	Combat Reflexes, Agility, Muscle, Hammer
Muscle	Lifting, breaking, and other feats of strength	Resolve, Endurance, Pain Tolerance
(Other Weapon)	Pick any one weapon type, not listed here already	Combat Reflexes, 1 other weapon, and 1 utility
Sword	Use of swords, twinblades, and greatswords	Combat Reflexes, Agility, Axe, Dance

Grace-Based Skills

Skill	Description	Can be supported by...
Acting	Put on a show of emotions, even if they aren't real	Charm, Communication, Deception
Agility	Move your body: run, jump, climb, balance, swim	Muscle, Combat Reflexes, Dance
Art	Create beautiful artwork in a variety of mediums	Perception, Insight, Craft
Charm	Make yourself and your ideas seem appealing	Communication, Humor, Good Looks
Dance	Useful in courtly situations, also helps in a fight	Agility, Charm, Good Looks
Dodge	Avoid being hit in combat	Combat Reflexes, Agility, Dance, Sword
Good Looks	Skill with grooming, clothing, and body language	Charm, Agility, Muscle
Lockpicking	Use specialized tools to open locks without a key	Sleight of Hand, Perception, Agility
Music/Instrument	Broad musical talent, or pick a specific instrument	Charm, Insight, (other music skills)
Ride	The ability to ride horses or magical beasts	Agility, Animal Handling, Insight
Sleight of Hand	Perform tricks or pick pockets unnoticed	Agility, Stealth, Surgery
Stealth	Move without being noticed; use with Wit to hide	Agility, Perception, Insight

Wit-Based Skills

Skill	Description	Can be supported by...
Animal Handling	Skill with animals; also use with Grace or Wisdom	Wilderness, Insight, Medicine
Combat Reflexes	React quickly to danger (roll this for Initiative)	Perception, Agility, (weapon you will use)
Deception	Convince others you are telling the truth	Charm, Good Looks, Acting
Humor	Crack jokes to lighten the mood or earn a laugh	Insight, Charm, Good Looks
Perception	Awareness of the physical world around you	Streetwise or Wild., Investigation, C. Reflexes
Sailing	Work on a ship or airship to guide its movement	Muscle, Agility, Combat Reflexes
Streetwise	In cities, find who and what you need	Investigation, Insight, Wayfinding, Perception
Tracking	Identify and follow tracks	Perception, Wilderness, Investigation
Wayfinding	Find your way on land using trails and landmarks	Navigation, Wilderness, Perception
Wilderness	Survival skills; use with Wisdom for knowledge	Animal Handling, Wayfinding, Herbalism

Wisdom-Based Skills

Skill	Description	Can be supported by...
Academics	Skill with reading, writing, research, and mental rigor	Lore, Communication, Investigation
Arcana	Knowledge of the inner workings of magic	Academics, Lore, Spirit Lore
Cartography	Map the ever-shifting isles	Wayfinding, Art, Navigation, Academics
Communication	Speak well and clearly present the logic of your ideas	Academics, Charm, Leadership
Craft/Craft type	General handiness, or pick a specific craft	Muscle or Agility, or other craft skills
Medicine	Treat ailments or injuries so they heal cleanly	Academics, Surgery, Herbalism
Herbalism	Use harvested plants to craft magical potions	Medicine, Wilderness, Academics
Insight	Understand other people; sense lies and motives	Perception, Deception, Charm
Investigation	Perform a methodical search to reveal hidden details	Perception, Crafting, Sleight of Hand
Lore/Specific Lore	General knowledge, or pick a specialized knowledge	Academics, History, (other lore skills)
Navigation	Guide a ship with stars, charts, and a fey compass	Wayfinding, Academics, Cartography
Spirit Lore	Knowledge of religions, spirits, and spirit realms	Lore, Arcana, History
Surgery	Perform surgery to attempt to fix permanent injuries	Medicine, Academics, Perception
Trade	Knowledge of goods, prices, and how to turn a profit	Lore, Academics, Investigation

Willpower-Based Skills

Skill	Description	Can be supported by...
Intimidation	Terrify others or make yourself seem impressive	Resolve, Persuasion, Muscle
Leadership	Inspire others to follow and obey you	Intimidat., Commun., Charm, Resolve
Resolve	Determination in the face of fear or hardship	Endurance, Leadership, Humor



Running the Game

During play, the Story Guide will set a scene by describing the current situation, including where you are, who else is present, and what challenges or opportunities lie ahead. You get to say what your character does or says, and the Story Guide narrates how the world reacts or changes based on that.

If you want to attempt something and the outcome is in doubt, that's when we roll dice. But how and when to roll—and what it means—may vary depending on the situation.

SOCIAL SCENES

Social rolls are most useful against NPCs, as player characters' decisions are always governed by the player. That said, even other players should take into account both your roleplaying and your rolls in deciding how they react to your words.

SOCIAL SKILLS AND ATTRIBUTES

There is no “charisma” attribute, because all of the attributes (except Strength) can be used in social situations.

Grace: Grace is used in social scenes to present yourself as charming and well-mannered. Skill typically associated with Grace include Acting, Charm, and Good Looks, as well as artistic skills such as Art or Music.

Wit: Wit can be used for thinking quickly, cracking jokes, or insulting others. Skills here include Deception and Humor.

Wisdom: The primary social awareness roll, Insight, is typically used with Wisdom. This allows you to read others' intentions and tell if someone is lying. Wisdom is also used with the Communication skill to make logical attempts at persuasion.

Willpower: Leadership and Intimidation are both primarily associated with Willpower, and each can be used to influence others in different ways.

INFLUENCE AND PERSUASION

When attempting to change the minds of other characters, the exact roll that is called for will depend on how you're approaching it. An inspiring call to action could be Willpower: Leadership, while wheedling and begging could be Grace: Charm or Wit: Charm. There's a lot of flexibility.

THE LUCK ROLL

A key tool in the Story Guide's toolbox is the luck roll. This is a single d10 that cannot be modified, with a high result indicating good luck, and a low result indicating bad luck.

This allows extremes of luck to factor into the story without relying on the whim of the Guide, and it can also help spark creativity!

SOCIAL CONTESTS

In some social contests, the goal is not to persuade the other person—their mind may be made up—but rather to impress or influence others around.

Typically, the goal of a social contest is to make the other person lose their cool first. This could be antagonistic, as in a bully trying to goad their victim into an angry outburst, or it could be more playful, as in two people who are mutually attracted to each other, each trying to get the other to confess first.

Cool: When a social contest begins, the Guide should give each contestant a temporary “cool” rating equal to the lower of Grace or Willpower. This will serve as a sort of “hit points,” for the duration of the social scene, with whoever runs out of cool first displaying an emotional outburst.

Social Initiative: When multiple characters all want to take social actions at once, each should roll Wit plus whichever social skill they plan to use first. Take turns in order from highest result to lowest.

Social Moves: When you take a social action, roll the appropriate skill test. If it is one which could cause your “opponent” to lose cool, they should resist it with an appropriate skill test. Often this may be Willpower: Resolve or Grace: Charm, or some combination thereof. If they fail to beat your roll, they lose a point of cool.

Once someone loses all their points of cool, they can no longer meaningfully participate in the social contest. They are too emotional to think clearly and make the kind of measured social moves that a contest calls for.

The effects of this will depend on the situation. Losing your cool may lead to a happy ending, as one finally admits their true feelings for the other. Or losing your cool could cause you to lose credibility in the eyes of others who are watching—even if your ideas are actually correct.

DEEDS OF DASHING AND DARING

Not all conflict has to be combat (or social, for that matter!) Sometimes a good old action scene can be tremendous fun, with fast-moving vehicles, terrifying heights, and daring stunts.

Note that if you're using a battlemat, typically each square or hex on the map represents one meter.

RUNNING AND JUMPING

In scenes of action, run and jump distances are determined by rolling Grace: Agility.

Run: A full run action typically lets you move 10 meters plus your dots of Grace, but a successful Grace: Agility roll can add one meter of distance to this for each success threshold you reach.

Jump: You can jump one meter per success threshold you reach on a Grace: Agility test (starting at 3). You can jump vertically half the normal length.

Obstacles: Obstacles and complications along the way may also require Grace: Agility tests to go around, over, or under.

RACES AND CHASES

Races and chases are typically resolved using Skill Challenges, which are beyond the scope of this document. See the full rules, or use your own knowledge of skill challenges, if applicable.

FEATS OF STRENGTH

Strength: Muscle is rolled when you wish to perform a feat of strength. Sometimes you may be able to accumulate successes over time until you have enough to do the thing.

BEING THROWN

This game uses a cinematic simplification: if you are thrown into a breakable piece of terrain, you take 1d6 damage. Otherwise, you bounce or skid along until you land unharmed.

FALL DAMAGE

Take 1d20 damage for every 5 meters you fall; simply round to the nearest 5 meters. Falls of 1-3 meters deal less damage: 1d4 for a 1 meter fall, 1d8 for 2 meters, or 1d12 for 3 meters.

Fall damage ignores armor, but you can attempt to roll to reduce the impact of your landing. Test Grace: Agility; each success threshold you meet reduces your effective fall distance by one meter.

ISLES OF MIST

TRAVEL AND EXPLORATION

Scenes of travel are a staple in fantasy fiction, and Isles of Mist attempts to present travel in the same way that it appears in fiction and movies—as a framing device for the scenes and encounters that happen along the way.

SCRIPTED ENCOUNTERS

The Guide will often prepare one or more story encounters that will happen on your journey.

RANDOM ENCOUNTERS

Each time you travel from one landmark to the next, make one encounter check. The possible encounters should be designed to showcase the region you're in and bring the setting to life.

Note that the Guide can vary the number of encounter checks on a trip by varying the number of landmarks to include. In this way, each journey can take the right amount of screen time.

SLEEPING OUT-OF-DOORS

Roughing it requires supplies and/or a variety of survival skill checks; in addition, it means you must roll an extra encounter test each leg of the journey!

THE ENCOUNTER CHECK

When an encounter check is called for, roll 2d4 and add them together to see what happens.

- ◇ A result of 5 is an encounter! The Guide may secretly roll luck to see if it's good or bad.
- ◇ A result of 2 is not an encounter, but results in a loss of resources such as time or supplies.
- ◇ A result of 8 is not an encounter, but indicates fair weather and possibly even gained resources.

TRAVEL JOBS

Players may do something while traveling. All jobs except the scout, driver, and guards have disadvantage on perception and initiative rolls.

Driver/Pilot: Responsible for making animal handling or sailing tests as needed.

Guard: A boring job; you're simply staying alert.

Scout: You range ahead to look out for trouble.

Forage: You venture out alone to gather resources; roll Wit: Wilderness to determine your success.

Work: If reasonable, you may work on a project.

Entertain: Make a social roll; if successful, you may give 1 inspiration point to one person.

Rest: If you can rest, regain Aura as usual.



CRAFTING AND PROJECTS

If you want to work on projects during downtime or between adventures, you must make a number of skill rolls over time to accrue progress points.

These rules are most often used for crafting, but can also be used for other kinds of projects as well, such as working slowly over time to win the court's favor for your proposed bride.

SKILL ROLLS

The nature of the skill rolls you must make depends on the nature of the project, and the Guide may call for different kinds of rolls at different stages of the project. For an invention, you might first roll Wisdom: Engineering to draw up the designs, then Strength: Engineering to weld the frame, and finally Grace: Engineering for the detail work.

You can typically make 1-3 rolls toward your project each time you have a chunk of downtime, or while traveling, one roll for each leg of the journey (if you have access to your tools and materials.) This may change, at the Guide's discretion, for projects that are unusually fast or slow.

PROJECT POINTS

Each time you succeed at a skill test while working on your project, take one project token. These come in two types: "progress" and "completion" points. (Just mark the tally on your character sheet until it's time to use them, at which point you can borrow battle points for the physical tokens, if needed.)

The Guide will set a "threshold" of completion; each further success *after* you reach that threshold, gives you a chance of completing the project.

Progress Tokens: At first, take a progress token each time you succeed on a skill roll.

Completion Tokens: Once you have a number of progress tokens equal to the project's threshold, take a completion token after each success instead.

FINISHING YOUR PROJECT

Each time you gain a completion token, put it in a bowl with all the tokens and draw one at random.

If you draw a progress token, you aren't done yet, but take that one out of the pool. If you draw a completion token, the project is done! With each successful roll after the threshold is reached, you become more likely to complete your project.

HERBALISM

Anyone with an herbalism kit and a bit of skill can gather herbs and brew potions. Whenever you have a chance in game, you can roll Wit: Herbalism to search for rare plants in the wilderness.

Brewing any potion takes a number of common herbs and one key ingredient. The nature of the potion will depend on the key ingredient. The Guide can refer to the herb lists in the Guide's Book, or simply invent a plant and the potion it brews.

ALCHEMY

Alchemy is rare and powerful, and does not require any magical talent to use. However, these techniques are so exclusive that you must place a priority into a special feature for Alchemy in order to have access to this secret knowledge.

The arts of Alchemy involve using special tools to distill "essences" from various magical ingredients, most often parts of dead monsters or rare herbs and minerals. These essences can be infused into physical objects to grant them spectacular qualities.

ENGINEERING

Mundane engineers can accomplish wonders, but the Magi-Engineers of Aldolm have been showing how much more can be accomplished when magic is joined with skill and cunning.

Engineers can create all sorts of marvelous mechanical devices, but because magic is involved, it is often hard for one maker to exactly replicate the work of another. Therefore these tend to be unique wonders, not things that can be mass-produced.

ENCHANTING

Magi who study the arts of enchanting can imbue a magical effect permanently into an item, but the item must be made of magical materials already, and crafted with only the finest of workmanship.

To enchant an object, you must first gather rare magical materials capable of holding the enchantment, such as dragon scales or a yeti's crystal heart. Then you must craft those materials into the object you desire, and only then can you weave a magical working into the item. Making it permanent requires sacrificing some amount of your own permanent Aura to lock in the enchantment.

Combat

While this is not a game *about* combat, fight scenes can be some of the most exciting and tense of any in a roleplaying game, as long as they are not overused.

INITIATIVE

When a fight breaks out, all of the players must roll Wit: Combat Reflexes for initiative. Supporting skills may include Perception, Agility, and your skill in whatever you plan to do first.

The Guide does not roll for the opponents, but sets the difficulty of the initiative roll based on how fast they are.

TEAM-BASED TURNS

Whoever succeeds on the initiative roll gets to go on the first turn. Then all the NPCs go, and on the second round *all* the players get to go. Then it passes from one team to the other until the fight ends.

On the party's turn, they may go in any order they please; often the team leader will set turn order.

Turn Length: The length of a turn in combat is undefined, but out of combat a turn is one minute.

BATTLE POINTS

At the start of your turn, if you are prepared and ready to go, you will get one battle point, drawn randomly. You also gain a bonus battle point whenever you take damage in combat.

USING BATTLE POINTS

Battle points come in three types: Rage, Control, or Energy. You can spend these to...

- ◇ Activate special martial arts maneuvers
- ◇ Add +1 to any roll
- ◇ Move one extra meter this turn
- ◇ Add 1 to your armor soak against one attack
- ◇ Shove an enemy or resist an enemy's shove
- ◇ Resist the effects of your foe's maneuvers

You can spend battle point after seeing the results of a roll, or even after your opponent spends them! This can lead to a kind of bidding war, where death is on the line.

There is no limit on how many battle points you can spend at once, but you can't hold more than your dots of Wit. If you draw more for any reason, you must immediately either spend or discard them.

ACTION ECONOMY AND MOVEMENT

On your turn you get to move and then perform one action. Once you act, you cannot continue your movement, unless you have a special maneuver that lets you do so.

Map Scale: If playing on a battle map, each space on the map typically corresponds to one meter.

MOVEMENT TYPES

The distance you can move is determined by the action you use. Actions will state which of the three movement types they grant: Step, Dash, or Run.

Step: This allows you to move a number of meters up to your dots of Grace. Ranged attacks or spells typically grant a Step movement.

Dash: Move meters up to your Grace +4. Melee attacks and general actions usually grant a Dash.

Run: Move a number of meters up to your dots of Grace +10. Typically using a Run takes your action for the turn.

You can jump as part of your normal movement, or you can attempt to climb, but at 1/4 speed.

FEATS OF AGILITY IN COMBAT

Some obstacles can be hurdled or climbed mid-fight; to do so, attempt a Grace: Agility test. If successful, you can do it as part of your normal move. If you fail, you still get there, but it takes your action.

SHOVING PAST ENEMIES

By spending one or more battle points, you can shove an enemy of the same size category as yourself 1 meter, allowing you to move past. But if they match your battle point spend, they are not shoved, and your movement ends instead.

FREE ACTIONS

Once per turn you can change your equipped weapons or tools. Perception and knowledge tests are always free. And speaking in character is always free.

MINOR ACTIONS

Some small deeds do not take your action for the turn, but instead cost meters of movement.

- ◇ 1 meter: open a door or pick up a handy object
- ◇ 2 meters: pick an object up off the floor, pull a heavy lever, flip a table
- ◇ 3 meters: drink a potion, scan a document

More complicated interactions take a full action.



ISLES OF MIST

MAKING ATTACKS

In Isles of Mist, damage is not rolled separately. The result of your attack roll is the base damage of your attack. If it hits, you add a bonus based on your weapon or attack action.

As a side effect, there are no called shots: you are assumed to be attempting your most lethal strike every turn. The better you roll on your attack roll, the more vulnerable of a spot you hit.

1. THE ATTACK ROLL

Because Strength is defined in part as martial training, all attacks are rolled with Strength: Weapon Skill. A result of 5 or higher is a potential hit.

Close Quarters: If using a large weapon in very close quarters, roll attack with disadvantage.

2. ROLL TO DODGE (IF DODGING)

When attacked, you can choose to either dodge or block. If you dodge, roll Grace: Dodge after seeing the results of the attack roll. If the result is equal to or higher than the attack roll, the attack misses and has no further effect. Otherwise, the attack hits.

Each time you dodge, you must move one meter. A melee attacker can step up into the space you just vacated as a free action, if they choose.

- ◇ If you can't move, you cannot dodge!
- ◇ In melee, if you stay adjacent to your attacker, roll dodge with disadvantage.
- ◇ If you get moved by an attack (knockback or throw), ignore the normal dodge move.

Fighting Unarmed: If you find yourself fighting barehanded or with only a small weapon (such as a dagger) or one unsuitable for melee combat (such as a bow), then you have disadvantage on dodge rolls against armed opponents. Note that natural weaponry such as claws or teeth causes most beasts to count as being armed.

3. ADD THE DAMAGE BONUS

After the dodge is resolved, if your attack still hits, then you add the damage bonus of your weapon or attack action.

If you use a special maneuver, its damage bonus replaces the damage bonus of a basic attack with your weapon. Do not add them both.

4. ROLL TO BLOCK (IF BLOCKING)

If you didn't dodge, you may attempt to block. Blocking requires a shield—with no shield, you cannot block weapon attacks!

After the attack's damage bonus is added in, roll Strength: Shield and set your armor soak value to the result, if it's an improvement.

Shield Facing: You can't block attacks that come from behind you. Usually you can turn to face an attacker, but if you get attacked from opposite sides, you can't block both.

5. ARMOR SOAK

Whenever you take damage, reduce the amount of damage you take by your Armor Soak.

6. APPLY DAMAGE

Any damage that remains after applying your armor is reduced from your current Aura total, as your Aura flares to protect you. If you're still up, draw an extra battle point from the adrenaline.

Bloodied: When your Aura is full, attacks don't touch your skin, but once you fall below half Aura, you show cuts and scrapes after attacks. Poisoned weapons only take effect against bloodied targets.

Knocked Out: If your Aura is reduced to zero, you pass out. Any remaining damage is marked down as "physical damage" and will cause an injury roll after the battle. (See Injury and Recovery, later.)

RANGED ATTACKS

Attacks can be made up to the range of a weapon with no problem, but suffer disadvantage beyond that. Cover increases the difficulty to hit.

Long Range (up to 3x range): Disadvantage

Partial Cover: Difficulty 8

Near-Full Cover: Difficulty 11

If you miss the shot because of cover, you hit the cover; this mostly matters if the cover is a person.

FIGHTING WHILE MOUNTED

You can ride a large creature into battle, if it's trained or both intelligent and friendly. Act together as a combined unit, using the mount's movement instead of your own. Each of you can take your own action, and foes can attack either of you.

While mounted, no combat skill can be treated as higher than your Ride skill.



LARGE AND SMALL CREATURES

In combat, size has a tremendous impact.

LARGE CREATURES

To classify as “large,” a creature must be significantly bigger than a human, at least large enough to be ridden as a mount. When fighting creatures smaller than themselves, large creatures...

- ◇ have disadvantage to attack and dodge
- ◇ deal x2 damage
- ◇ take half damage
- ◇ are immune to any effect which could be resisted by spending a battle point

SMALL CREATURES

To classify as “small,” a creature must be no larger than a child or a dog. When fighting creatures larger than themselves, small creatures...

- ◇ have advantage to attack and dodge
- ◇ deal half damage
- ◇ take x2 damage

HUGE AND TINY CREATURES

Huge and tiny creatures follow the rules for large and small, above, except that the multiplier is x5 or 1/5, instead of x2 or 1/2

In addition, tiny creatures can move so quickly that, once per turn, they can interrupt an enemy’s attack to take an entire additional turn of their own. If they end their movement somewhere other than where they were when the attack was declared, it automatically misses.

A huge creature has the opposite effect: when fighting smaller creatures, it must declare its attacks at the end of the turn, naming the place the attack will target. The attack doesn’t take effect until the start of it’s next turn, giving smaller creatures an entire round to get out of the way.

SIZE AND MOVEMENT

Larger creatures can always freely move through smaller ones. All smaller creatures in the way may make a free Step move to get out of the way. If they don’t, the larger creature makes a free, extra basic attack against them that resolves immediately.

Martial Arts

Special maneuvers can be learned by studying the martial arts. Some have passive effects, but most are activated by spending battle points.

BASIC MANEUVERS

Anyone can perform any basic maneuver. Each represents a natural action with a weapon.

CORE MANEUVERS

Core maneuvers can be learned at any rank for 2 xp each, with no special training required.

MARTIAL ARTS STYLES

Maneuvers within a style cannot be learned until Adept rank. You must find a trainer in-game who can teach you the style, and you must learn the Elementary maneuver first, for 5 xp. Future maneuvers in the style cost 2 xp, as usual.

MASTERY MANEUVERS

Each style has a Mastery maneuver. This costs only 2 xp, but it can't be learned until you reach Master rank and know every other maneuver in the style.

COMBAT MASTERY ABILITIES

These passive abilities cannot be learned until Grand Master Rank. You must have mastered 3 full martial arts styles, and you can only ever learn one of the four options. See the full book for the other options.

Master of Balance: Draw an extra random Battle Point each turn in combat.

USING MANEUVERS

To use any maneuver, you must be using the right equipment and you must spend the appropriate battle points to meet the cost.

If you don't have exactly the right battle points, you can spend inspiration as battle points, of a type of your choice. Of course, inspiration is limited.

Action: These use your action for the turn

Free Action: These do not

Reaction: These respond to something; there is no limit to how many reactions you can use

Supplemental: These modify another action

Stance: Enter a stance as a free action; it lasts until you end it, the fight ends, or you enter a new stance

Enchantment: As a stance, but costs 1 aura/turn.

MANEUVER EFFECT KEYWORDS

Armor Piercing: Only apply 1/2 your armor soak.

Blinded: Spend 1 Battle Point or become partially blinded for one turn, meaning all rolls have disadvantage and you move at half speed.

Counterattack: Use after you successfully dodge.

Disarm: Spend 1 Battle Point or drop the weapon.

Ignores Block: This attack cannot be blocked.

Interrupting: Use right before an enemy attacks.

Jumping: Jump for up to 5 meters of your move.

Knockback (x): Spend 1 Battle Point or move x away from the attacker. Also spend 1 or fall prone.

Knockdown: Spend 1 Battle Point or fall prone.

Mighty: This attack deals double damage, but has disadvantage vs. Medium size creatures and smaller.

Off-Balance: Spend 1 Battle Point or make your next roll this turn at disadvantage.

Once: This can only be used once per fight.

Permanent: This is always active.

Pin: Spend 1 Battle Point or become incapacitated until your attacker releases the pin. The attacker also can do nothing else until they release the pin.

Restrained: Spend 1 Battle Point or you cannot move for one turn. Forced movement breaks it.

Returning: Your weapon returns to your hand.

Shaken: Spend 1 Battle Point or make all rolls at disadvantage for one turn.

Stunned: Spend 2 Battle Points or lose one turn.

Sunder Armor: Make a break test for your armor unless it's of higher rarity than the attacking weapon.

Sunder Weapon: Break test for your weapon unless it's of higher rarity than the attacking weapon.

Sweeping (x): This attack can target up to x enemies within reach in a 180 degree arc.

Threaten: Spend 1 Battle Point or for one turn you can't attack anyone except the person who used this. This ends previous uses of Threaten this turn.

Throw (x): Spend 1 Battle Point or be moved x meters (attacker's choice). Also spend 1 or fall prone.

FALLING PRONE

If you fall down, you lose all battle points and your stance ends. While prone, you move at 1/4 speed and make all combat rolls with disadvantage.

If you stand up without using a full action to do so, all adjacent enemies get a free attack on you.

Core Maneuvers

Name	Cost	Mv	Dmg	Additional Effect
Intercept	1 any	Step	-	Reaction. Move to reach a spot within range before a foe gets there
Charge	1 any	Run	wpn	Run and make any basic attack
Wall Run	1C	spc.	-	Supplemental. Use any portion of your movement this turn to run horizontally along a wall, as long as you don't stop.
Nimble Leap	1E	spc	-	Supplemental. Jump for up to 5 meters of your move; a Grace: Agility can increase this by 2 meters per success threshold

UNARMED

Basic: Throw	-	One	+0	Throw (2). Ignores Block.
Basic: Grab	-	One	+0	Restrained. Ignores Block.
Pin	1C	One	+0	Pin. This can only be used on a target you restrained last turn.
Back-roll Throw	1C	One	+0	Counterattack. Throw (2). Ignores Block.
Escape Grapple	-	spc.	+0	You can use this even while restrained or pinned; if you deal any damage, you break free and can immediately make a Step move
One-Two Punch	1R	Step	-1/+1	Make two attacks; the first is at -1 damage, and the second at +1; if the first attack does any damage, roll the second with advantage
Power Kick	1C	Step	+3	Knockback (1)
Iron Hands	-	-	-	Permanent. You never count as unarmed for purposes of defense
Ground Fighting	-	-	-	Permanent. While you are prone, you do not have disadvantage on combat rolls and you move at 1/2 speed instead of 1/4 speed

SHIELD

Protect	1C	One	-	Reaction. Use Block (as above) to protect an adjacent ally
Taunt	1 any	Step	spc	Make a basic attack with your equipped weapon, with Threaten
Shield Bash	1R	One	+1	Off Balance
Shield Shove	1R	One	+1	Knockdown

SWORD

Power Attack	1 any	One	+4	Make two attack rolls; use the smaller result to determine if the attack hits, but use the larger result to determine damage
Cautious Attack	1 any	Step	+2	Make this attack roll with disadvantage, but make all dodge or block tests until your next turn with advantage
Counterattack	1C	-	+2	Counterattack
Double Attack	1R,1C	One	+2	Make two attacks

BOW

Aimed Shot	1C	One	bow	Make this attack roll with advantage
Long Shot	1C	One	bow	Double the range increment of your weapon for this attack.
Double Shot	1R,1C	One	bow	Make two attacks

ISLES OF MIST

TIGER STYLE

Both hands empty

Tiger style is a ferocious martial art that trains speed and power in order to deliver fight-ending blows.

Name	Cost	Mv	Dmg	Additional Effect
Elementary: Tiger Uppercut	1R	Dash	+2	Knockback (1)
Elbow Strike	1R	-	+1	Free action. Use this for an extra attack once per turn.
Tiger Stance	1 any	-	-	Stance. Ghostly tiger claws appear over your hands; all of your unarmed attacks do +2 damage while in this stance.
Kneebash	1R,1C	One	+2	Ignores Block. Shaken. Make two attacks. Can only be used on a target you restrained last turn.
Tiger Knee	1R,1E	Run	+5	Jumping, Knockdown. The target has disadvantage to dodge.
Mastery: Rain of Blows	2R,1C	Dash	+2	Make four attacks.

CRANE STYLE

Unarmed or one weapon; no shield allowed

Crane Style is distinct from other unarmed martial arts in that it can be used while wielding a weapon.

Many practitioners study Crane Style not to use it alone, but to supplement their existing fighting style.

Name	Cost	Mv	Dmg	Additional Effect
Elementary: Crane's Counter	1C	One	+0	Counterattack. Knockdown.
Crane Stance	1 any	-	-	Enchantment. While in this stance, you can jump up to your Grace in meters (even straight up), you automatically pass balance tests, and any solid object can carry your weight, no matter how small. Liquid can even carry your weight, as long as you keep moving.
Redirect	1C	-	-	Reaction. Use this after successfully dodging a melee attack to make that attack target a different foe of your choice within range.
Crane Kick	1C	Step	spc	Make no attack this turn. Instead, adopt the crane posture; the first time an opponent comes within reach before your next turn, make an attack at +6 damage which causes Stunned .
Mastery: Crane's Flight	1 any, 1 aura	-	-	Supplemental: Use this to supplement any normal movement; that movement becomes flying.

ROLLING THUNDER STYLE

Shield

This style was developed by fighter-magi adventurers operating out of Laisa, and is one of the most widely

taught of the more "magical" martial arts in the Trade Triangle region.

Name	Cost	Mv	Dmg	Description and Effects
Elementary: Shield Rumble	-	Step	-	Once. Bang on your shield to inspire allies. Give up to Soul allies within five meters one Battle Point each.
Threatening Thunder	1E	Step	-	Apply Threaten to up to Soul enemies within five meters.

Thunder Slam	1R,1E	Step	+2	Knockback (2). This attack hits everyone within Soul meters in a 90 degree arc in front of you.
Mastery: Rolling Thunder	1C,2E	Step	+6	Shaken. After dealing damage, this attack automatically also hits a new target within three meters at -2 reduced damage. This continues until it runs out of targets or fails to damage a target. No target can be repeated. Only the first target is Shaken.

STORMBLADE STYLE**Sword alone or with shield**

This unique style was developed by a single individual, the Disgraced Guardsman of Laisa, but

he has shown himself willing to teach it, especially to allies of the city he loves.

Name	Cost	Mv	Dmg	Additional Effect
Elementary: Lightning Sword	1E	Step	1d20	Armor Piercing. Your sword briefly turns into pure lightning. This attack deals 1d20 damage with no modifiers.
Lightning Reflexes	1C	-	-	Supplemental. Use with a dodge to gain advantage on the dodge roll and to move up to your Step speed instead of one meter. You may end adjacent to your attacker without any penalty.
Nimbus	1 any	-	-	Enchantment. At the start of each of your turns, enemies within Soul meters of you take 1d6 damage, ignoring armor.
Arc Lightning	1R,1E	Step	+3 +1d6	If this attack hits, you deal an additional 1d6 lightning damage to up to Soul extra targets within 10 meters, ignoring armor.
Mastery: Thunderbolt	1R,2E	Step	+4 +1d20	Armor Piercing. Briefly turn your body into a bolt of lightning; teleport up to Soul x2 meters in any direction; make this attack against any enemy in a line between your start and end points.

BREATH OF THE WIND STYLE**Any bow**

Practitioners of this style ask the wind to help their arrows land true. The result is arrows that magically

adjust their course after being loosed from the bow, even chasing enemies around corners.

Name	Cost	Mv	Dmg	Additional Effect
Elementary: Seeking Arrow	1E	One	bow	This attack has advantage to hit and can target enemies that you can't see, as long as you have seen them within the last two turns.
Gust Arrow	1E	Step	bow	Throw (2)
Wind Arrow Stance	-	-	-	Stance: Every arrow you shoot has the qualities of Seeking Arrow, without needing to pay the cost.
Delayed Arrow	1E	Step	bow +3	Shoot an arrow away from your target; it returns to strike your designated target at a time of your choice within Soul turns, and the target has disadvantage to dodge or block it at that time.
Mastery: Gale Arrow	1R,2E	Step	+5/+2	Knockback (2) Make a normal attack at +5, and also a second attack at +2 that hits everyone within a line 3 meters wide out to the range of your bow, pointing directly at the first target.

ISLES OF MIST

Injury and Recovery

If you have been knocked out and taken physical damage, you don't roll to see how bad it is until sometime after the fight.

THE INJURY ROLL

Roll a die based on the amount of damage you took.

Physical Damage	Dice Rolled
1-4	1d4
5-6	1d6
7-8	1d8
9-10	1d10
11-12	1d12
13-20	1d20
21+	Instant Death

INJURY SEVERITY

The injury roll result is the severity of your injury.

Severity	Injury Type
1	Unharmed
2-3	Stunned
4-5	Wounded Limb
6-7	Serious Wound
8-9	Mortal Wound
10+	Dead

Stunned: Disadvantage on all rolls for one hour.

Wounded Limb: One random limb is wounded.

Serious Wound: You are wounded.

Mortal Wound: You are wounded and will die within 1 minute unless your wounds are bandaged.

Dead: Your wounds are beyond all recovery; at most, you may gasp out a few dramatic, dying words.



WAKING UP

Test for injury when someone checks on you, or sometime within an hour, if no one comes. At this time, you can also recover 1d4 Aura and get back up.

WOUNDS

When you (or a limb) becomes wounded, the affected part can do nothing until the it is bandaged, and then has disadvantage on all rolls until it heals.

If you do not or cannot bandage the wound, you can start acting with disadvantage, but increase the severity of the injury by 1.

NATURAL HEALING

An injury will heal over a number of days equal to its severity. Its penalties last until it is fully healed.

At the conclusion of the healing time, there is a chance that you may suffer a permanent injury if it wasn't bandaged properly.

BANDAGING A WOUND

Bandaging a wound requires one use of a Healer's Kit for supplies and a Wisdom: Medicine roll of difficulty equal to the severity of the wound.

This roll is made in secret by the Story Guide, with the results saved for later.

PERMANENT INJURY

Once the wound finishes healing, the Guide reveals the results of the treatment roll. If it failed (or if you never got the wound bandaged) then test Strength: Endurance. Success means you fully recover anyway; otherwise, you suffer a permanent injury: the Story Guide will give one attribute a -1 dot penalty.

RECOVERING AURA

Regain 1d6 Aura per hour of rest, under normal conditions. If you are in a place of unusual power (or lack thereof) this may be adjusted.

Open Skies: Regain no Aura if land is out of sight, unless you're on one of the fey winds (see below).

Barren Landscape: Regain 1d4 Aura per hour.

Normal Conditions: Regain 1d6 Aura per hour.

Fey Winds: If you're on one of the five powerful fey wind currents, regain 1d8 Aura per hour.

Rich Magical Landscape: In places rich with life and magic, regain 1d10 Aura per hour

Place of Power: In certain rare, magical locations, you regain 1d12 Aura per hour.

MAGICAL HEALING

Magical healing is useful after a fight to speed recovery; it does not renew aura mid-battle. It also does not replace medical skill. A wound must be bandaged successfully before magical healing, or there is the usual risk of permanent injury.

Level 1 Healing Magic: Convert days of healing time to hours. (Affect days equal to your roll.)

Level 2 Healing Magic: Convert days of healing into minutes. (Affect days equal to your roll.)

Level 3 Healing Magic: Allows instant healing.

Level 4 Healing Magic: Can fix permanent injuries or cause lost limbs to regrow.

SEHREN HEALING

As a Sehren, when you use your ability to take pain, you may choose whether you are taking aura loss, damage, injury, or mental trauma.

Take Aura Loss: Give them an amount of Aura equal to half of what they're missing. If you don't have enough, you'll send all you have and pass out.

Take Physical Damage: Take half their damage and then both of you must roll for injury.

Take Injury: Halve the severity of their injury, and then a matching injury appears on your body.

Take Mental Trauma: You can take half of a mental trauma, but only if the target lets you. Sehren who take mental trauma in this way don't suffer the usual difficulties allowing it to heal.

MEDICAL PROCEDURES

It's possible to fix a permanent injury using Surgery. With adequate tools and hours, the healer may attempt a Wisdom: Surgery roll. The target suffers a new injury, but if the surgery roll was successful, the permanent injury will be healed afterward. A critical failure can make things even worse, however.

THERAPY

An alternate way to fix a permanent injury is with long-term therapy. This is done as a project (above) with a high threshold, and success is not guaranteed.

TREATING ILLNESS

Illnesses can also be treated as a project, with the threshold and the difficulty of the rolls depending on how serious and stubborn the illness is.

Magic

Everyone is theoretically capable of using magic, but only a few actually develop the ability.

MAGICAL ARTS

Magical power is obtained in the form of “Arts.” Each art gives you power over one type of thing, such as “fire” or “time.” You can use the spells given or improvise your own within the domain of your art.

FOCUS AND AESTHETIC

To use magic, you must have the tools of your trade. Define a focus for each art, such as hand motions, arcane words, or an object such as a wand.

Unless otherwise noted, all magic is obvious, but you get to define the unique aesthetic of your magic.

CASTING SPELLS

Any use of magic, improvised or not, is called a spell. Your target must be in range and visible to you.

THE POWER ROLL

To cast a spell, roll Willpower: Magic. There are no supporting skills on magic rolls. You must pay Aura equal to the level of the spell, even if it fails.

$$\text{Power Roll} = \text{Willpower} + \text{Magic Level}$$

A result of 5 or higher usually succeeds, though the Guide may modify that. Power rolls are used to...

- ◇ Overpower magical defenses
- ◇ Lift more weight than your normal limit
- ◇ Expand the size of an AoE effect

THE CONTROL ROLL

A Control Roll may also be required if you're trying to do something that requires unusual finesse.

$$\text{Control Roll} = \text{Wisdom} + \text{Magic Level}$$

A Control Roll may be called for if you try to...

- ◇ Press a specific button (and not others near it!)
- ◇ Modify the shape of an Area of Effect spell
- ◇ Reach a target outside of normal range

CRITICAL RESULTS

If you get a critical result, consult the critical charts for magic at the end of this document.

GUIDANCE ON MAGIC

Magic is very versatile in this system, with players able to attempt almost anything they can imagine. As a Guide, your tools to moderate this are the Power and Control rolls. Rule as you see fit on what's possible, and when in doubt, make it a roll!

PARAMETERS OF SPELLS

Many terms of a spell depend on its level.

AREA OF EFFECT

Spells which affect an area use the spell's level, abbreviated as “L,” as the basis of measurement.

AoE (Sphere): This affects a sphere of diameter equal to L, centered on a point in range.

AoE (Line): This shoots out from you in a straight line of length equal to $L \times 2$.

AoE (Jet): This spell emits from you in a straight line of length $L+1$, then billows out from that point, affecting everything within 1 meter of its terminus.

AoE (Burst): This spell reaches out from you L in all directions, centered on yourself.

DAMAGE

The base damage of an attack spell is the result of the Power Roll. Add a bonus based on its level: none for level 1 spells; 1d4, 1d8, or 1d12 at higher levels.

UPCASTING

If you are capable of casting spells of a level higher than the one you're using, you may upcast it, paying extra aura to increase the spell's parameters.

DEFENDING AGAINST MAGIC

A target of magic *always* has a chance to resist or dodge it, though they can choose not to if they want. Which option they get is up to the Guide.

MAGIC RESISTANCE

Use magic resistance when dodging wouldn't make sense. Roll Willpower: Soul, with no supporting skills; if the result equals or exceeds the Power Roll, then the spell has no effect.

DODGING SPELLS

Use a dodge roll when magic resistance wouldn't make sense. Roll Grace: Dodge, with supporting skills as usual, vs. the Power Roll, following all the normal rules for dodging.



Universal Magic Chart

Level	Aura Cost Applies to all spells	Range Applies to non-touch spells	Area Applies to AOE spells (see below)	Number of Targets Applies to multiple-target spells	Damage Applies to attack spells
1	1	5 meters	L = 1 meters	1 person (self or other)	+0
2	2	10 meters	L = 2 meters	2 people	+1d4
3	3	15 meters	L = 3 meters	3 people	+1d8
4	4	20 meters	L = 4 meters	4 people	+1d12

SPELL DURATIONS

Most spells happen and then pass, but some last.

Concentration: While concentrating on a spell, pay 1 Aura per turn and you can cast no other spells.

Lasting: While sustaining a lasting spell, pay 1 Aura per hour. You cannot regain Aura naturally during this time.

Permanent: Some spells may be made permanent by permanently paying the Aura cost of the spell.

UNUSUAL MAGICS

Magic is always somewhat in flux, with strange and mysterious things possible, new even for experts.

Rituals: Rituals have no defined rules; each is designed to meet the needs of its story.

Triunds: Three magi who share an art can permanently join souls to magnify their power.

Arcane Towers: Towers can be built on places of power, granting unique abilities to magi there.

Magical Arts

These pages provide a list of all magical arts, with some spells given for a few arts. For the rest of the spells and arts, see the full rulebook.

UNIVERSAL RULES

Each spell typically gives simply a gist of its functionality, rather than detailed and precise rules. Use the parameters in the universal magic chart and the judgement of the Guide to determine what's possible. The Guide may call for a Power and/or Control roll to help resolve unusual uses of magic.

RESISTING MAGIC

Never forget that the target of a spell *always* has the chance to either dodge or roll magic resistance, even if it's not explicitly stated in each spell.

SPELL TAGS

There are a few "tags" which gives rules to spells.

AoE (Type): Follow the rules for the given Area of Effect type.

Concentration: Follow the rules for concentration

Lasting: Follow the rules for lasting spells.

Magic Attack: Follow the rules for attack spells.

Multiple Targets: This can affect a number of people equal to the spell's level.

Permanent. Lasts forever, but lose the aura forever

Project: This spell must be completed as a project, with multiple rolls required to accumulate progress points, as per the project rules.

Touch: This requires you to touch the target.

Some magics have special combat actions you can learn, often allowing you to cast a spell as a reaction.

THE SCHOOL OF ARCANES MAGIC

The arts in this school focus on using knowledge and training to manipulate the raw stuff of magic to create esoteric effects. These arts are most common in Aldolm, where they form the core of the Academy curriculum.

Aura	The magic of magic itself; includes magic sight, counterspells, and dispelling magic
Conjuration	Creating magical manifestations of your own power, spun out of Aura, to serve you
Enchanting	The art of imbuing magic into objects of fine quality to create magical artifacts
Engineering	Improve your craft skills with magic to create mechanical devices and other wonders
Mist	Form a connection with the magical mist of the world, and persuade it to do things
Summoning	The ability to form bonds with magical beings and summon them to fight by your side
Words of Power	Use the power of true names to create binding oaths or curses

THE SCHOOL OF ELEMENTAL MAGIC

These give control over one of the limitless elements in the world; common choices include Fire, Stone, Wind, Lightning, Water, and Ice. These powers are most common in Ardain, but can appear anywhere.

Fire	Wield the power of heat to control and command fire
Ice	Freeze things by instantly draining the heat from them
Light	Summon brilliant light or concentrate it into blades and shields of pure light
Lightning	Wield the power of thunder and lightning
Shadow	Control and commune with shadow beings, or visit the shadow realm
Stone	Use a mystic kinship with stones to cause them to answer your call and command
Water	Shape water to your will, even wielding it as a weapon
Wind	Summon the powers of wind to buffet your enemies or lift yourself into the sky

THE SCHOOL OF GREEN MAGIC

This school of magic focuses on the natural world, with powers inspired by plants, animals, and spirits. These arts are most common among the Greenlough, the wild folk of the Great Forest who never settled in cities.

Beast Mastery	Called “Beast Whisperers,” by the Greenlough, these magi form bonds with animals
Decay	Called “Rot Druids” by the Greenlough, these magi evoke the powers of death and decay
Healing	Called simply “Healers,” these magi speed natural healing to a remarkable degree
Plant	Called “Grove Keepers,” these magi guide the growth of plants
Spirit	Called “Spirit Speakers,” these magi commune with the spirit world
Swarm	Called “Swarm Lords,” these magi bond with a hive of smaller creatures
Wild Shape	Called “Shape Walkers,” by the Greenlough, these magi can change into animals
Weather	Called “Sky Callers,” these magi control the weather

THE SCHOOL OF SUBTLE MAGIC

The Subtle Arts tend to be less obvious than most, with powers that touch on the mysterious depths of the human spirit. These arts are not endemic to any one place, but can develop naturally amongst magi anywhere.

The Subtle Arts are unique among the schools of magic in that spells from the arts in this school can be cast without being obvious. When you cast an illusion, or invisibility, or mind magic, etc. (any of the arts in this school) it is possible to make a control roll to cast without any visible sign of your using magic.

Dream	Visit the dreams of others and shape them or leave cryptic messages
Faceshifting	Change your appearance to hide or mimic another.
Illusion	Craft illusions that fool the eyes or other senses
Invisibility	Turn yourself or others invisible, or muffle sounds in the area around you
Mind	Read and control the minds of others. Magi of this art are widely mistrusted.
Music	Use the magic of music to influence others.
Mysteries	Insight into the mysteries of magic, the mist, and the many worlds.

THE SCHOOL OF TIME AND SPACE MAGIC

This school of magic grants tremendous power over the stuff of reality itself, and yet is also very limited outside the typical casting range. These arts are most common in Aldolm.

Force	Use your mind to move things, or create shapes of pure force
Gravity	Alter or banish the effects of gravity
Portals	Teleport short distances or make portals that people and objects can pass through
Prophecy	Gain cryptic insights into the future in the form of dreams, visions, or ambiguous phrases
Scrying	Improve your senses and perception, or even glimpse things far away
Time	Speed or slow the passage of time, or attempt to alter the timeline itself
Wards	Enchant a physical location with various protective wards

ISLES OF MIST

ENCHANTING

This is the art of imbuing objects with magical power. By default, these enchantments have the tag *Concentration*. To replace that with the tags *Permanent* and *Project*, you must have...

- ◇ Access to tools equal to the level of the spell
- ◇ Magical materials to work into the construction of the object, which synergize with the magical effect you want to create
- ◇ Access to the art of magic you wish to imbue

A magi other than yourself may provide the magical effect, and they may share up to half the aura cost.

Level One

- ◇ **+1 Magical Bonus:** Enchant an object to give its user +1 on relevant rolls.
- ◇ **Enchant Level One Spells:** Enchant an object with effects on par with level one spells from an art you have access to.

Level Two

- ◇ **+2 Magical Bonus:** Grant +2 on relevant rolls.
- ◇ **Enchant Level Two Spells:** Enchant an object with effects on par with level one spells from an art you have access to.

FIRE

All fire damage has *Armor Piercing*. These spells will typically ignite any flammable materials in the area.

Level One

- ◇ **Burn:** *Magic attack*. Launch a bolt of flame, or simply cause a fire to start within range.
- ◇ **Control Flames:** You can stoke, suppress, or guide the growth of existing flames; or form them into dancing shapes and colors.

Level Two

- ◇ **Blaze:** *Magic attack*. *AoE (Wave)*. Deal damage to all near you.
- ◇ **Fire Sword:** *Lasting*. Summon a sword of pure flame, or wreath your weapon in flame. This adds 1d4 to the damage for the duration.
- ◇ **Jet of Flame:** *Magic attack*. *AoE (Jet)*. You shoot a jet of fire from your hands or mouth.

TIME

Time magic is one of the most powerful arts, but also one of the most dangerous. You can alter the fabric of reality itself, but reality may snap back with terrible force. As the teachers at the Arcane Academy of Aldolm say, use with caution.

The building backlash is represented by Time Points. If you accrue too many Time Points, your Story Guide will tell you what happens.

Level One

- ◇ **Bend Hours:** *AoE (Wave)*. You can alter the passage of time near you to gain 1d4 hours over the course of a full day.
- ◇ **Time Glitch:** Force a subject to re-roll a roll they made within the last turn. Mark one Time Point.

Level Two

- ◇ **Bend Minutes:** *Multiple Targets*. Gain or lose 1d20 minutes over the course of an hour.
- ◇ **Quickstep:** Move your full run distance; this does not count as your action for the turn.

SCRYING

At low levels you can alter your senses to see under abnormal conditions, or throw your sight or hearing to perceive as though you were elsewhere. At higher levels, you can glimpse faraway people and places.

Level One

- ◇ **Alter Senses:** *Concentration*. Heighten, dull, or change one of your senses; perhaps for good night vision or to tune out a noise.
- ◇ **The Far-Seeing Eye:** *Concentration*. Throw one of your senses to a point you choose within range. Look around as though you were standing there.
- ◇ **Detect Scrying:** *Concentration*. Sense if anyone else is using Scrying magic to observe you.

Level Two

- ◇ **Wallsight:** *Concentration*. *Touch*. Touch a wall or door to see on the other side of it.
- ◇ **Blindsight:** *Concentration*. You sense everything perfectly out to the range of the spell, with no need for normal senses.

PLANT

From mighty trees in towering forests, to the smallest of grasses and wildflowers, plants form the bedrock of life. This magical art gives you the power to commune with and nurture that life.

This magic typically requires plants; if there is no nearby plantlife, you cannot use these spells.

Level One

- ◇ **Commune with Plants:** *Touch*. By touching a plant, you can communicate with it, to the limit of its small understanding.
- ◇ **Destroy Wooden Object:** Cause a wooden tool or weapon to sprout rampant new growth, effectively making it useless.
- ◇ **Entangling Roots:** *AoE Sphere*. Roots burst from soil, grabbing at feet. Those affected have their movement halved for one turn.
- ◇ **Shape Plant:** Cause a plant to move in small ways or create a year's growth in a single turn.

Level Two

- ◇ **Grasping Vines:** Nearby plants grab a target, so that they cannot move until they or an ally uses an action to free them. A second use on an already-grabbed target incapacitates the target.
- ◇ **Thicket of Thorns:** *AoE Sphere*. Cause existing plants to grow into a gnarled thicket. Within this area, it takes 3 movement points to move 1 meter, and anyone who does so takes 1d8 damage at the end of their turn.
- ◇ **Vine Pull:** Vines grab a target and pull them Soul meters in a direction of your choice.

Animated Tree

Size: Large **Armor** **Soul:** 3
HP: 25 3 **Dodge:** None
Attack: 1d10+2 **Block:** None

Large: Follows the rules for large creatures, including that it deals x2 dmg and takes 1/2 dmg, but has disadvantage on rolls vs. smaller foes.

Vulnerable to Fire: Takes x2 damage from fire.

Combat Actions

Slam: Dmg +3, Throw (2),

Move Step: 1 **Dash:** 3 **Run:** 5

Level Three

- ◇ **Animate Tree:** *Concentration*. Animate a nearby tree while this spell lasts. If you cast this as a 4th level spell, you may animate a Huge tree instead, with +2 to Soul, attack, damage, armor, and throw distance.
- ◇ **Rapid Growth:** A plant you target undergoes 10 years of growth in a single turn.

Level Four

- ◇ **Awaken Tree:** *Permanent*. Grant sentience and mobility to a tree. It uses the stats for a Huge Animated Tree (above.)
- ◇ **Destructive Growth:** *AoE Sphere*. Cause any plants or seeds in the area to grow so rapidly that they tear apart stonework and structures.
- ◇ **Lifetree Seed:** Enchant a seed to grow into a Lifetree; for as long as it lives, the land within 100 meters of this tree will grow fertile and lush.

Combat Action	Lvl	Cost	Move	Dmg	Effect
Quickvine	2	1E	-	-	Use Vine Pull on an ally as a reaction .
Shield of Greenery	2	1E	-	-	Reaction. Raise nearby plants to intercept an attack; roll plant magic as a Block. As an exception, you can add Block and other appropriate skills as supporting skills.
Slowing Roots	2	1E	-	-	Cast Entangling Roots as a reaction to enemy movement
Surprise Womp	3	2E	-	-	Use this to enhance a casting of Animate Tree so that it animates quickly enough that its first attack counts as a surprise attack; the target must match or exceed your Power Roll with a Wit: Combat Reflexes test or be unable to roll block or dodge.

Critical Result Tables

Whenever you score a critical result, roll a d6 on the appropriate table. High results have a more extreme effect, while lower results are more mild.

If an effect doesn't make sense under the circumstances, move up the chart to lower numbers until a valid result is found, or ignore it.

CRITICAL HITS

For critical hits on attack rolls, add the d6 result to the damage in addition to the listed effect.

CRITICAL FAILURES

If a critical hit is dodged, that doesn't turn it into a critical failure. Similarly, a critical dodge isn't a critical failure unless it rolls below a 5.

Melee Critical Tables

LIGHT BLADES AND CLAWS CRITICAL HIT

Result	Outcome
1	Chance to Break Armor
2-3	Cut Strap: The target drops one piece of equipment (Guide's choice)
4	Weak Spot: This attack ignores armor
5	Eyebite: If the target is bloodied, make all rolls with disadvantage for a turn
6	Vital Strike: This attack ignores armor, and deal another 1d6 extra damage

BLUNT OR UNARMED CRITICAL HIT

Result	Outcome
1-2	Chance to Break Armor
3-4	Knockdown: The target must spend one battle point or fall prone
5	Knockback: The target must spend 2 battle points or be pushed back 1d4 meters and fall prone.
6	Stunning Blow: The target must spend 2 battle points or lose their next turn

HEAVY BLADES CRITICAL HIT

Result	Outcome
1-3	Chance to Break Armor
4-5	Cleave: Attack another foe within reach
6	Sever Limb: If the target is bloodied, chop off one limb (Guide's choice)

MELEE ATTACK CRITICAL FAIL

Result	Outcome
1-2	Chance to Break Own Weapon
3	Fall Down: You trip and fall prone
4	Drop Weapon: Drop your weapon
5	Embarassing Miss: Lose 1 battle point
6	Strike Ally: Make a new attack against one ally within reach (Guide's choice)

Item Break Tests

Roll a d10 whenever your item is stressed. The chance of it breaking depends on its quality/rarity.

Rarity	Breaks on a result of...
A	1 out of 1d10
B	1-2 out of 1d10
C	1-3 out of 1d10
D	1-5 out of 1d10

Ranged Attack Critical Tables

RANGED ATTACK CRITICAL HIT

Result	Outcome
1	Chance to Break Armor
2	Pin: Target is pinned to a nearby object; they must spend 1 battle point or they can't move next turn
3-4	Weak Spot: This attack ignores armor
5	Ricochet: Make an extra attack against another target within three meters of the first (Guide's choice)
6	Headshot: This attack ignores armor, and deal another 1d6 extra damage

RANGED ATTACK CRITICAL FAIL

Result	Outcome
1-2	Malfunction: Your weapon becomes useless for the rest of the fight; the Guide chooses an explanation
3-4	Embarassing Miss: Lose 1 battle point
5-6	Strike Ally: Make a new attack against one ally within reach (Guide's choice)

Dodge Critical Tables

DODGE CRITICAL SUCCESS

Result	Outcome
1	Nimble Dodge: You may make a Step move instead of the normal dodge move, stay where you are, or swap places with your attacker
2-3	Improve Stance: Gain 1 battle point
4	Opening: Your next attack has advantage
5	Overbalance Attacker: The attacker must pay 1 battle point or fall prone
6	Counterattack: Immediately make a free basic attack against the attacker

DODGE CRITICAL FAIL

Result	Outcome
1	Fall Down: You fall prone, causing the attack to miss!
2-3	Dodge Into It: Take damage as though your attacker rolled the highest possible attack roll (without making it a critical)
4-5	Misstep: Step into a nearby hazard of the Guide's choice
6	Injure Self: Take 1d12 damage as you hurt yourself on your own weapon or nearby sharp corner or hard surface

Magic Critical Tables

MAGIC CRITICAL SUCCESS

Each result includes the effect of all lower results.

Result	Outcome
1-3	Add the result to the Power Roll
4-5	Treat the spell as one level higher
6	Spectacular Effect! Guide's discretion

MAGIC CRITICAL FAILURE

Each result includes the effects of all lower results.

Result	Outcome
1-3	Take 1d12 magical backlash damage
4-5	Stunned-lose your next turn
6	Lose access to this Art for 1d4 hours