

CRAFT YOUR OWN RUNES

Magic-wielders at Auramere use runes to unlock doors, silence their footsteps, engrave wood, and trap monsters.

Create your own runes in the space below, thinking about how your symbol represents the spirit of the rune.

RUNE OF WELCOME

For those who inherit the secret of Auramere's existence and are welcome on the grounds



'Lines of golden light took shape on my palm. An incomplete circle, a small second circle to close the gap, and then two diagonal lines just outside. The symbol glowed for a few seconds and then faded into the skin of my palm like it had never been there.' – page 82

RUNE OF UNLOCKING

Used to unlock doors and chains
– use wisely!

RUNE OF ENTRAPMENT

A complex rune for capturing clever Old Ones created by archwitch Ayaka Agawa

RUNE OF ABSENCE

Ideal for covering tracks when hunted – and for sneaking into libraries past midnight.

RUNE OF TRANSMISSION

To connect Auramere to the outside world – even arcane archivists need the internet!

RUNE OF DISRUPTION

A rune to stop magical sounds and smells from reaching you; great to protect you from the Pipers' siren songs in the forest.



CREATURE FEATURE CASE STUDIES

Archlings training at Auramere have a huge amount of knowledge about monsters at their fingertips. They study Riding, Creature Science, and Arcane Shadowing to learn how they can befriend, subdue, track and escape the clutches of creatures older than time. Have a look at the example to the right, and create your own creature features for the mythic beasts on the other side of this sheet. Use your imagination, or draw on folklore from cultures around the world.



**CAUTION
DO NOT
APPROACH**

THE GILDENCROFT BOGEY

NATURE:

Hostile, Old One

STATUS:

Dormant

LAST APPEARANCE:

Norwich, United Kingdom

LAST SLAIN:

May 2024, by Vanya Vallen using a sunsteel dagger

RECOGNISABLE FEATURES:

'The monster looked like a shadow, its proportions unnaturally elongated, its arms thin and spindly, its legs too stretched, its neck twice as long as a person's. It towered above me. Its skin was a pale, almost silvery grey. It wore a striped suit and a crisp silver tie. It had no visible hair, eyes or nose. But there was a mouth, stuffed with several rows of sharp teeth, and there was another mouth in each palm of its hands, thin-lipped and gaping black, crammed with more clicking, snapping teeth.' – page 22.

RECOMMENDED APPROACH:

NOT RECOMMENDED – this creature is highly dangerous with a keen sense of smell and a lasting hatred of archwitches. Do not step foot in its territory, the Gildencroft, in Norwich's old town.

ACTION TO SUBDUE/CAPTURE:

Currently Unknown



FELICORNS



NATURE:

STATUS:

LAST APPEARANCE:

LAST SLAIN:

RECOGNISABLE FEATURES:

RECOMMENDED APPROACH:

ACTION TO SUBDUE/CAPTURE:

PATRALLAKA



NATURE:

STATUS:

LAST APPEARANCE:

LAST SLAIN:

RECOGNISABLE FEATURES:

RECOMMENDED APPROACH:

ACTION TO SUBDUE/CAPTURE:

THE UNEXPECTED UNICORNS:

DRAW YOUR OWN MYTHICAL CREATURES

At Auramere, unicorns look a bit different than you might think:

'Like fat Shetland ponies with shaggy legs, tufty tails and stubby horns.

More like donkeys than horses.

Adorable, but not graceful.

Their horns are full of magic, and like the ivory in an elephant's tusks, it makes them a target for poachers.'

– page 90. They love eating nuts and make sweet-tempered mounts for young children.

If phoenixes and the Bogeyman really existed (and who's to say they don't), how do you think they would look and behave?

Draw your version of a 'real-life' creature from folklore below.

