

LORECHANT

Lorechant is a chaotic and instinctual form of magic practiced by The Small Folk and Goblinoid creatures of The Feywild. Unlike the refined sorcery of Eldarin or the ceremonial rites of Treants, Lorechant is improvised, impulsive, and often deeply personal. It is magic felt, not learned. It draws from the primal energies of The Feywild, shaped by emotion, each casting performed through improvisation, rather than formal study or tradition.

To outsiders, Lorechant seems crude or laughable, riddled with riddles and nonsense. But those who wield it know its strange potency: equal parts luck, madness, and mischief. It is art more than science. Casting is spontaneous, loud, and full of color. A simple rhyme might open a glowing door in a tree or a clever phrase might cause a stone to leap like a frog. The magic is fickle unpredictable, with even those who have mastered the knack terrified of the potential danger of a misplaced phrase.

Lorechant is often seen as crude by other fey spellcasters, but it possesses a strange potency: equal parts luck, madness, and cunning. Lorechanters never use tomes or scrolls, as each incantation must be unique and personal. The magic can result in wildly unpredictable effects: a hex might explode into confetti, or a teleportation spell might leave the caster inside a random wine barrel.

Despite its instability, Lorechant is governed by The 7 Laws Of Lorechant. These aren't simple guidelines or traditions but immutable, irrefutable, and unbreakable rules woven into the very fabric of Lorechant itself. Even the most powerful Archfey cannot bend them. To ignore these laws is not to risk failure, it is to invite disaster, absurdity, or magical embarrassment of the highest order.



THE 7 LAWS OF LORECHANT

1

The Law Of The Gift - Only The Small Folk of The Feywild posses the ability to Lorechant, and nobody knows why. It is strongest among the Korred and the Goblinoids, and it cannot be taught, only felt. Something ancient and unknown binds it to them alone.

2

The Law Of The Rhyme - Lorechant is based on rhyming. One must first pick a single word to describe the intended/desired effect, then create a chant phrase where each word in the phrase starts with a sequential letter in the chosen word. Both the root word and the phrase must describe the intended effect of the incantation (e.g. hole -> "Hope Opens Lovely Exit" to escape from a locked room). The complexity, creativity, relevance, and clarity of the rhyme directly affect the spell's strength and duration.

3

The Law Of Sentimentality - Lorechant *requires* a material component that rhymes with the names effect in Law #2 to function (eg a "bowl"). This item is sacrificed and destroyed during casting. The more powerful the sentimental value of this object, the more powerful the resulting effect. The caster *MUST* own this item (and it cannot be a stolen item), but the sentimental value may be someone else's (a sold or traded wedding ring, for example).

4

The Law Of Limits - Lorechant is grounded in the physical world and cannot affect intangible concepts such as time or love. It also cannot directly cause harm or death to living creatures, or be used to summon or create sentient things, including spirits or constructs. Attempts to break these limits result in random harmless, nonsensical effects (e.g., a puff of smoke shaped like a frog, or harmless sparks). Lastly, most effects from Lorechant last for a few seconds or minutes, based upon the phrase complexity, rhyming nuance and sentimentality of the chant.

5

The Law Of Complexity - The effectiveness of a Lorechant effect depends on the complexity of the rhyming and phrasing. Simple rhymes and phrases may create minor, fleeting effects, while more intricate and clever rhymes allow for more potent outcomes.

6

The Law Of Gibberish - The lorechanter must fully understand and truly believe in the meaning of the words they are rhyming. Gibberish, or deliberate misuse or mispronunciation results in comical misfires, dud effects, or worse.

7

The Law Of The Price - Lorechant always takes a toll. Whether it works or fizzles, each casting imposes exhaustion on the caster. The Feywild exacts a price for every twist in its rules. For the right price, even some of the laws of Lorechant can be bent or broken.