

# Wolves Upon the Coast

Book 2 - Magic

Luke Gearing

Effects beyond the mundane are achieved through the invocation of properties or through pacts with the supernatural.

## Spells

### Alter Self

*One Use:* Consume a simulacrum of the target crafted with their hair and blood mixed with 100 chrysalises/cocoons. *1/day:* Blasphemous induction into the Doppelganger cult. Unspeakable rites and child sacrifice.

The caster is able to reshape themselves in the image of another humanoid. Lasts 36 Turns.

### Animal Growth

*One Use:* The blood of a pregnant animal mixed with stewed lilac, left to brew for a year. Flicked at the target.

1d6 Animals become Giant (*see Volume 2: Monsters &*) for 12 Turns.

### Animate Dead

*One Use:* The teeth of a Hydra are scattered over the area.

5d6 Skeletons rise from the earth, bound to the will of the caster.

### Anti-Magic Shield

*One Use:* A circle described with "chalk" formed from diamond-dust and dragonbone.

No magic may pass through, under or over this barrier - those within are utterly immune to magic.

## **Baleful Polymorph**

*One Use:* A fragment of undifferentiated Chaos, thrown as a javelin and fuelled with malice.

The victim is transformed, as desired by the caster.

## **Bless**

*One Use:* Blast upon a horn wrenched from the skull of a Satyr or Narwhal. *1/day* Blast upon a horn gifted by the unicorn. Allies of the caster receive a +1 to Hit and to Morale for 6 Turns.

## **Charm Monster**

*One Use:* Craft a mask of the creatures to be charmed, using their skin, blood, hair and horn. For each HD, 1 corpse must be processed. *1/day:* Become a monster yourself. This one of the paths a man could walk to leave mortality behind.

3d6 HD of creatures are bound to the will of the caster. Orders antithetical to their nature cause them to break free if they are able to make a Warding saving throw.

## **Charm Person**

*One Use:* A thick pearlescent slug, gathered from the home of Dryad and spat at the target. *1/day:* Ascend a mountain of stunning beauty with twelve companions, all of equal drive and knowledge. One may descend the mountain alive, cursed with this power.

A single human or post-human must make a Warding saving throw - if failed, they are bound to the will of the caster. Orders antithetical to their nature cause them to break free if they are able to make a Warding saving throw.

## **Circle of Invisibility**

*One Use:* Powder derived from the eyes of a Medusae is scattered in the area.

All within this area are subject to *Invisibility*.

## **Circle of Protection**

*One Use:* The caster coats their mouth with blessed oils and performs glossolalia effortlessly. The origin of the blessing determines whom the protection is effective against. *1/day:* The prospective caster is tattooed with exhortations and banishments, using ink from a giant squid or a gall harvested from a centuries-old tree.

All those within the are are subject to *Protection*.

## **Clairvoyance**

*One Use:* A fragile blade of obsidian must be used to open the casters forehead, allowing their presence to slip forth. *1/day:* The caster is trepanned using a drill of star-metal which is discarded in a pool unsullied by fish.

The caster's awareness is freed from the body, and able to travel up to half a mile from their body for 36 Turns. They may not pass through lead or 20' of stone.

## **Cloudkill**

*One Use:* The lungs of certain dragons, formed into bellows.

A thick, heavier-than-air poisonous fog is summoned. Those caught within must make a Physique save or die wretched deaths.

## **Colour Spray**

*One Use:* Behead a light-drinking cave-eel. *1/day:* The eye-lens of a beached whale is held up before a light-source.

A glare of alien colours stuns those unable to make a Warding save, rendering them unable to take action for 1d6 rounds.

## **Comprehend Languages**

*One Use:* A local, poisonous serpent must be swallowed alive. Lasts 1d4 days. *1/day:* An ancient grammar must be recovered and eaten. *Permanent:* The casters tongue is split open with a golden sickle beneath a moon hidden behind the fallen Tower of Babel.

All languages may be understood, spoken, read and written.

## **Confusion**

*One Use:* The skull of a hermit, filled with poppy-seeds is shaken like a rattle, inflicting the spell upon those who hear it.

Up to 3d6 HD of creatures become confused - they defend themselves 2-in-6, otherwise uncomprehending eyes stare at a world untethered from system.

## **Continuous Light**

*One Use:* The heart of a dead forge is tossed towards the target. *1/day:* Some fragment of a sun must be swallowed.

An area is permanently light by actual sunlight, emanating from a source chosen by the caster.

## **Control Water**

*One Use:* The true name of the body of water must be invoked. Being transient, the name will change each time.

Water may be commanded to allow passage through it or to rise up and flood an area.

## **Control Weather**

*One Use:* Gather the first fledgling bird hatched in the area. Gather the first-born mammal born in the area. Gather the first-spawned amphibian in the area. Commingle their blood and their flesh beneath the sky and make your demand.

The caster determines which weather permanently affects the region.

## **Cure Critical Wounds**

*One Use:* A salve brewed from the blood of a Troll and bitter roots. Each Troll corpse yielding enough for a single dose after successive reductions.

3d6+2 HP is restored.

## **Cure Light Wounds**

*One Use:* Harvest the herbs and mushrooms from the grave of a witch unburnt. Boil them down. Spread upon wounds. *1/day:* Accept a Subtle Spirit into your protection. They are hard to find, and make demands upon you. Counts as a hireling.

1d6+1 HP is restored.

## **Cure Serious Wounds**

*One Use:* Flesh for flesh - a bath of blood.

Every 1HD of creature blood spilled heals 1HP. Can be used by multiple people.

## **Curse**

*One Use:* Release a dirge on a horn wrenched from the skull of a 6HD or less Demon. *1/day:* Release a dirge on a horn wrenched from the skull of 7HD or more Demon. The enemies of the caster are subject to a penalty of -1 to Hit and to Morale for 6 Turns.

## **Darkness**

*One Use:* Burst the eye of a mother fox or bat. Fling the pulp. *1/day:* Make a home for darkness in your chest cavity - a glazed clay sphere, inserted surgically. Alternatively, find some Talking Darkness and strike a deal. Total darkness suffuses an area, out to the distance a torch would illuminate. No light may pierce such magical darkness. Lasts 24 hours.

## **Detect Invisibility**

*One Use:* Three drops of fluid left by ghost in each eye. *1/day:* Replacing an eye with a huge pearl.

The caster can always see *Invisible* creatures.

## **Detect Magic**

*One Use:* A drop of pure-white or pure-black dog blood in each eye. *1/day:* Replacing an eye with a lump of quartz.

All magic within eyesight reveals itself for 3 Turns.

## **Dimension Door**

*One Use:* A dagger prepared with the blood of a Realm Spider is used to describe a door.

The caster teleports anywhere within line of sight by stepping through the door they drew.

## **Disintegrate**

*One Use:* A fragment of Outer Dark, released from a container, snakes outwards.

A single target is destroyed. They may make a Dodging saving throw at -4.

## **Dispel Magic**

*One Use:* Salt from a dead ocean, cast at the enchanted object. *1/day:* Leaving a limb in a jar of salt, allowing all moisture to be drained away - leaving only a withered limb.

Removes magic not bound into an object.

## **Enervate Dead**

*One Use:* Blessed lily-smoke is released from a container. The smoke seeks the restless dead.

4d6 Undead are frozen in place for 12 Turns.

## **Fear**

*One Use:* A mask-and-cape of Wolf-Hide is worn. *1/day:* Kill a primordial wolf-mother and re-enact the Birth of the First Wolves.

All opponents of the caster make a Warding saving throw. NPCs who fail must flee for six Turns. Characters who fail may not engage in combat with the caster for six Turns.

## **Fireball**

*One Use:* Throw the shrivelled heart of a salamander, stored in cooking oil. *1/day:* Sojourn to a Place of Fire and sacrifice a limb to the beings within.

A ball of flame explodes, dealing 5d6 damage to all in a 50' radius. Victims may make a Dodge saving throw to halve damage received.

## **Fly**

*One Use:* A bar of goose-fat, hemlock and nightshade berries is smeared on the body. A feather of gold is crushed. *1/day:* Become spouse to a griffon or similar. *Permanent:* Become a Sphinx or Harpy.

Fly, travelling at triple-speeds through the air. Lasts for 1d6 Turns.

## **Fog Wall**

*One Use:* The caster swallows eight frogs whole to charge the spell - vomiting out fog at will. *1/day:* Deliver freedom to a mist-wight.

A 20' thick bank of fog rolls in. It is immobile and opaque.

## **Hallucinatory Terrain**

*One Use:* A vellum map with diamond-dust infused inks is produced, describing the illusory terrain. It is then burnt.

Creates an illusionary overlay which can hide, exaggerate or entirely change the underlying geography. At a distance, it is flawless.

## **Haste**

*One Use:* Consume the meat of a bird or hare killed by lightning. *1/day:* Survive being struck with lightning.

Hasted creatures always go first in initiative, and take a second set of actions after all other actions are resolved. Lasts 3 Turns.

## **Hold Monster**

*One Use:* Break the legs of a statuette found in iron slag and wrapped in the flowers of an invasive species.

1d6 monsters are rendered immobile if they fail a Warding saving throw.

## **Hold Person**

*One Use:* Break the legs of a wood figurine unshaped by blades and buried for two months.

1d6 humans are rendered immobile if they fail a Warding saving throw.

## **Hold Portal**

*One Use:* The caster fills the mouth with gravel and holds a fragment of the portal between their teeth. *1/day:* Devotion to the Opener of the Way - through the murder of those bound to capture and imprison people - at least one every two months.

A single opening or portal is magically locked, unable to be opened without destroying the surroundings or the casters permission.

## **Insect Plague**

*One Use:* Innumerable evils must be laid upon the caster, who is willing to give their flesh up as a brood-chamber for the imminent swarm. They are destroyed utterly in the process.

A thick carpet of insects spreads across the land. All organic material is devoured. The sun is blotted out. Starvation follows. The insects die a cannibal frenzy, devouring one another as all else is gone beneath wing and limb.

## **Invisibility**

*One Use:* Powdered silver is cast into the air. As long as the caster does not disturb the particles with their breath, the effect is retained. *1/day:* The eyes of three members of royalty must be formed into a necklace. *Permanent:* Infection from an Unseen. Spread through bite.

As long as caster does not take hostile action, they cannot be seen.

## **Knock**

*One Use:* A valuable key of unknown origin and use is broken. *1/day:* A small pact with the Opener of the Way to capture and imprison at least one human being a month.

A single portal becomes unlocked.

## **Levitate**

*One Use:* A bar of goose-fat, hemlock and nightshade berries is smeared on the body. A feather of silver is crushed.

The caster levitates up to 6" above the ground. Lasts 6 Turns.

## **Light**

*One Use:* Charcoal from an arson is crushed and wet into a paste. The paste carries the enchantment. *1/day:* Drill a hole into the top of the skull to let the light in - and then pour it forth from the mouth. Light, as if cast by a torch, flows from an object as determined by the caster. Lasts 12 hours.

## **Lightning Bolt**

*One Use:* Burn the ring-finger of a Cloud Giant, and blow the ash at the target. *1/day:* Feed your right hand to Wraith dwelling beneath the Riven Oak.

A bolt of lightning is flung, dealing 4d6 damage to the victim. It passes directly through the victim, potentially injuring others. It might (4-in-6) bounce off any hard surface, doubling back. All victims may make a Dodging saving throw to halve damage received.

## **Locate Object**

*One Use:* The skull of a bloodhound (or similar scenthound) is filled with the skulls of nine different species of rodent. This rattle is then shaken, the sound an indicator of direction.

The caster gains an intuitive sense of where a known or thoroughly described object is, able to unerringly navigate towards it for 3 days. In the case a general class of object is Located, they are led to the nearest instance of it.

## **Magic Jar**

*One Use:* A soul-vessel is prepared, requiring a huge investment in research, blood and treasure. The transferral ritual takes a full month, during which the body must be maintained by others - any lapse in concentration causes failure. This one of the paths a man could walk to leave mortality behind.

The soul of the caster is moved to the soul-vessel. The spirit may leave and attempt to animate soulless bodies or vie with other souls for control of their own bodies. In this case, both make a Warding saving throw. If one passes and the other fails, they gain/retain control of the body. If both fail, the body dies, leaving only the caster. If both succeed, they now cohabit the body.



## **Move Earth**

*One Use:* The hateful, parasitic Peak Crown flower is planted in the earth, where one wishes the earth to move to. The earth moves to destroy it, hills converging like wolves.

1d6 hills or equivalent move to the location violently, destroying structures and disrupting armies.

## **Neutralize Poison**

*One Use:* Bronze is poured over a de-fanged venomous snake. The resulting wand is waved at the envenomed object. *1/day:* A poison-gland from a live serpent, worn around the belt and milked every morning, can drain the poison from objects. This fetish is useless if the donor serpent dies.

An envenomed object or creature is purified, rendered harmless.

## **Passwall**

*One Use:* A fragment of a chisel from lost Uruk is used to mark a passage. Close your eyes and wait 1 minute.

Creates a tunnel up to 5' in diameter and 15' deep. The tunnel is permanent.

## **Phantasm**

*One Use:* A sheet of gold-foil is folded into a paper approximation of the Phantasm to be evoked. *1/day:* The caster must break down the barrier between their own imagination and perception through massive hallucinogen usage and several mystical revelations.

An illusionary creature is animated and given life - convincing enough to deal real damage. Those observing closely may make a Warding saving throw to disbelieve the Phantasm - banishing it in doing so.

## **Plant Growth**

*One Use:* The caster imbibes a brew of rich loam and five lambs. They then cut themselves and flick their blood over the area.

The vegetation in an area rapidly grows, becoming an impassable tangle in minutes.

## **Polymorph**

*One Use:* The caster wills themselves into a new form over weeks of visualisation, will and deprivation. This new form is hidden in the confines of the mind and invokes through certain gestures and forms. Of course, in hindsight, they never changed form at all.

The caster transforms themselves into a new form.

## **Project Image**

*1/day*: The caster murders themselves in a different dimension or space, gaining the ability to invoke this other-self.

An illusion of the self is projected forth and acts as double - albeit one under control. Physical attacks pass through it harmlessly - magical attacks are redirected to the caster. Lasts 6 turns.

## **Protection**

*One Use*: The caster anoints the target with blessed water. The origin of the blessing determines whom the protection is effective against.

Those the Protection is against take a -2 penalty on To Hit rolls against those under effect of a Protection. Lasts 6 Turns

## **Protection from Missiles**

*One Use*: A bundle of arrows, each used to kill, is snapped. *1/day*: A charm made of golden arrowheads, each used to kill a man, is worn.

All normal missiles glance harmlessly from the target of this blessing. Lasts 12 Turns.

## **Sixth Sense**

*One Use*: The dessicated head of a shark, pierced with two rods of silver, is used as dowsing rod. *1/day*: A series of slender copper, silver and gold rods are inserted into the vertebrae of the prospective caster.

The caster is able to hear the surface thoughts of all beings within 60', and determine distance and direction to each creature 'heard'. Lasts 12 Turns.

## **Slaying Spell**

*One Use*: A natural rat-king is killed with a mallet.

10d6 HD of creatures die, starting with the nearest to the caster. Those with over 6HD are entitled to a Warding saving throw to resist.

## **Sleep**

*One Use*: A bear's fecal plug is smoked and exhaled. *1/day*: The caster travels through Dream and back out again in a single sleep.

2d6+2 creatures are robbed of wakefulness, sleeping for 24 Turns if undisturbed.

## **Slow**

*One Use:* Mud gathered from an ocean trench is flung. *1/day:* A herd of one hundred and one lamed horses must be kept alive by the caster or their estate.

A single target makes a Warding saving throw. If failed, they are Slowed - acting only every other round. Lasts 3 Turns.

## **Speak with Animals**

*One Use:* The tongue of a pig and the brain of an owl are left to fester in a buried jar for six months. The resulting fluid is imbibed. *1/day:* A series of platinum tongue-sheaths, corresponding to different manners of beasts, can be crafted.

For 6 Turns, the caster is able to converse with animals.

## **Speak with Dead**

*One Use:* Through the use of divinatory methods, vague and uncertain answers can be interpreted.

The caster may ask 1d6 questions of a corpse. The corpse does not have to answer, although many have craved communication in their long repose.

## **Speak with Plants**

*One Use:* Sap flowing through the veins allows speech with plants - and is sure to cause death.

For 6 Turns, the caster is able to understand and be understood by plants.

## **Stone to Flesh**

*One Use:* The waters flowing from the eyes of petrified gods and demons are filled with the will to return to flesh.

Stone becomes flesh.

## **Teleport**

*One Use:* Meteoritic iron-dust and ambergris, thrown at the ground.

The caster, or victim, is instantly transported to a location familiar to the caster.

## **Transmute Rock to Mud**

*One Use:* The heart of a dormant volcano, topping a copper spike which is driven into the rock.

A 30' by 30' area of stone becomes mud, collapsing tunnels and crushing those within to death.

## **True Seeing**

*One Use:* The eyes of black cat - the runt of the litter. *1/day:* Spectacles carved from the skull of a hermit.

For 18 Turns, all illusions and magical visual alterations do not affect the caster. All hidden objects reveal themselves. The true nature of any magically changed item or creature is obvious.

## **Turn Undead**

*Each burial practice has their own rituals to drive the dead back to their graves. The beliefs of the corpse in life are all that matter.*

## **Wall of Fire**

*One Use:* The blood of a star, or other being of flame, is used to draw a line.

As long as the caster concentrates, a wall of fire, 5' thick, 15' long and 20' high rages. Those attempting to move through it take 3d6 damage and are set alight.

## **Wall of Ice**

*One Use:* The residue left by a *Wall of Fire* can be boiled and re-used.

A wall of ice, 5' thick, 15' long and 20' high forms instantly. A single blow dealing over 10 damage is required to destroy it. Unbroken, it melts over 6 Turns.

## **Water Breathing**

*One Use:* A dried powder of frog-mother and buoyant seaweed is snorted. Drying the powder takes weeks. *1/day:* Gills are tattooed using the blood of a giant moray eel.

For 12 turns, the caster and ten companions may breath underwater.

## **Web**

*One Use:* A huge golden web of delicate threads is folded back into a small nugget. As it is thrown, it boils away, revealing the web it represents. *1/day:* An infestation of spiders in the blood - introduced in egg-form and kept sated with sacrifice.

A ball of web explodes outwards - all in a 30' area may make a Dodging saving throw. Those failing are stuck fast in magically regenerating web which fights to keep them immobile. This web is highly flammable. Giants are their like are strong enough to ignore the Web. It lasts for 3 Turns.

## **Witch Eye**

*One Use:* The eye of a witch, inflated as a balloon.

Acts as a detached third eye the caster may see through at any distance. It is invisible, and moves through the air at the pace of walking person. It lasts for 6 Turns.

## Warding

The base Warding save represents an innate protection against ill magics. These are supplemented with the use of protective charms.

Unless noted otherwise, a character may only benefit from one such charm a day although many may be carried. Uses involving the application of a charm after the fact do not count for this limit. (*Ex: A character may be daubed in the blood of a Bear and re-roll a save using an unguent of Betony. They would not benefit from the blood of a bear and wearing a garland of Betony.*)

Each Ward lists where it may be found, followed by a number 1-6: this is the x-in-6 chance of discovering the plant per half-day spent searching. 2d6 'doses' are found where appropriate - otherwise a single instance. Such wards must be specifically sought - the odds of chancing upon such things is low.

*Plants are only effective for 2 weeks after being picked unless specifically turned to a powder or unguent as per the description.*

## Blood

The stuff of life, and charged with energy.

**Bear** - The blood of a bear, worn as a second skin, forgoes fear and domination. +4 Warding vs Mind-Altering spells. Faroe (1), Frania (1).

**Bird** - The blood of a bird smeared over the face guarantees freedom from magical chains and bindings. +6 Warding vs Mobility-reducing effects. All (6).

**Cat** - Taken from a black cat with nary a speck of white, and daubed at the arm-pits, groin and neck, a counter-charm. +2 Warding. Settlements (5), Wilderness (3).

**Child** - An extreme rite reserved by the Druids. The life of one for the protection of another. +6 Warding. Settlements (6).

**Dog** - Douse the hands and lips in the blood of a hound and know your form and freedom. +3 Warding vs Body-Affecting spells. Settlements (6), Wilderness (3).

**Fish** - The alien blood of fish, rubbed into the scalp, confuses and repels the spirits of the land. +2 Warding vs land-bound spirits. Water (5).

**Horse** - A bath of horse-blood marks a warrior as ready to die by weapons, not sorcery. +3 Warding vs mortal magic users. Settlements (5), Wilderness (2).

**Whale** - The blood of the deep, rich in evil and malice, drunk til the belly rejects it and vomits it back out as pink foam. +4 Warding. Ocean (4).

**Wolf** - Drinking deeply of wolf-blood with companions creates a bond against enchantment. +1 Warding per companion also drinking of wolf-blood to a maximum of +5. All (3).

## Betony

A purple flowering plant. Worn as a garland, it protects against the spirits of the dead. Chewed and eaten at dusk, it protects the imbiber against sorcery until the sun next rises. It can also undo paralytic magics if applied to victims as an unguent. +4 Warding vs Ghosts. +6 Warding vs Spells at night. Re-roll Save against Paralysing magic at +4.

Ruislip (2), Fortu (1), The Black Strath (2), Ergyng (3), Hwicce (3), Moerheb Weald (4), Kark (1), Abhaus (1), Argadnel (2), Ortaq (3), Knartu (3), Rhus (3), Faroe (1), Noos (2), Cnivian Kingdom (1), Frankia (3), Brechelian & Amorica (4), The Marches (3).

## Casting-Away

The casting away of weapons, shoes and humans is a charm to pre-empt related misfortune. Splitting open the skull of a magician grants +3 Warding for the duration of a journey.

## Chanting

Chanting the names of saints, the titles of a singular god or the names of a pantheon grant a modicum of protection. This must be done for 3 concurrent rounds to have an effect, granting +1 Warding. Such Chanting can be done for d6 rounds +1 per point of Constitution above 10.

## Cold-Stones

Flat heavy pebbles painted with the geometric magic of the Pictish druids. Ran across the brow of one beleagured by magical ailments, they are said to alleviate symptoms. Carried in the pocket, they provide some small luck. Re-roll Save against Disease/Poison magic at +6. +1 Warding.

## Cowslip

Yellow flowers and a stem said to prophecy the seasons. A tea made from the petals protects against ailments natural and otherworldly. +2 Warding vs Disease/Poison magic.

Ruislip (3), The Black Strath (1), Ergyng (3) Hwicce (3), Moerheb Weald (1), Kark (4), Abhaus (1), Argadnel (1), Ortaq (1), Knartu (3), Rhus (2), Faroe (2), Noos (3), Cnivian Kingdom (1), Frankia (5), Brechelian & Amorica (2), The Marches (2).

## Dragon Arum

A flower from southern climes which stinks like rotting meat. The oil squeezed from the fleshy petals protects against serpents and sea-monsters. Cooked, the leaves are an abortifacient. +5 Warding vs Serpentine or Sea-Monster effects. If a petal is aboard a ship, re-roll the first River/Sea-Monster encounter per journey.

## Dogs

What has not been said of loyal companions whose senses extend beyond human sight, human hearing and human sensitivity? A ghost-white hound protects the heart, a red dog the mind, and a dog raised in a church the soul. +1 Warding vs Fear effects. +2 Warding vs Mind-Altering effects. +1 Warding. These benefits can be concurrent with other charms, although only one dog may be benefited from.

Settlements (6), Wilderness (3). Dogs of a specific colour must be found at specialised breeders, and command lofty prices.

## Elecampane

Bright yellow flowers, open to the world and drinking it in. Those in Albann know it as a sign of elves, and leave it well alone. Eaten, others know it to fortify healing magics and protect the lungs. Warding automatically fails vs Elves. +1 to Healing rolls from magical sources. +4 Warding vs Inhaled effects.

Cnivian Kingdom (4), Frankia (4), Brecheliant & Amoricca (2), The Marches (3).

## Eye Talismans

Blue, white and black, the circles ensnare one another and form a mirror for malignant gazes and glares. +2 Warding vs Gaze-based magic. Successful saves cause the sources to also make a Warding save.

## Faces

The face of a monster seen, slain and recreated in paint upon a shield grants +3 Warding against any who have not seen such a creature. This benefit can be concurrent with other charms.

## Gargoyles

Leering figures and depictions of evil greater than the terrors that stalk the earth, or so it is hoped. Supernatural beings make a Morale Check. On failure, bearer takes +3 Warding vs them.

## Hazel

The hazel-tree affords protection to those who shelter beneath her branches. Some small nugget of this is remains within the nuts she spreads upon the ground, which protect against all things that creep upon the earth. +4 Warding for those beneath the branches - this benefit may be concurrent with other charms. +1 Warding vs all and an additional +3 Warding vs legless beasts.

Ruislip (2), Fortu (2), The Black Strath (3), Ergyng (2) Hwicce (2), Moerheb Weald (3), Kark (1), Abhaus (1), Argadnel (1), Ortaq (1), Knartu (2), Rhus (2), Faroe (2), Noos (1), Cnivian Kingdom (2), Frankia (2), Brecheliant & Amoricca (3), The Marches (3).



## **Hawthorn**

Known for its pungent smell, this stink permeates across realities. This stench unweaves and undoes the magics of the dead. Destroying a Hawthorn is a cursed act. +5 Warding vs Spirits and Undead. -6 Warding for 2 years.

Ruislip (2), Fortu (2), The Black Strath (3), Ergyng (2) Hwicce (2), Moerheb Weald (3), Kark (1), Abhaus (1), Argadnel (1), Ortaq (1), Knartu (2), Rhus (2), Faroe (2), Noos (1), Cnivian Kingdom (2), Frankia (2), Brechelian & Amorica (3), The Marches (3).

## **Heather**

The highlands of Fortu are purple and white with heather. Ale made of the purple is said to give luck and courage in equal measure. The white, which grows only where no blood has been shed, is said to be a charm against violence when worn. 1 Warding or +2 Warding vs Fear effects. Automatic Save once against damage-dealing magical effect - but the sprig is destroyed.

Ruislip (1), Fortu (5), The Black Strath (2), Ergyng (1) Hwicce (1), Moerheb Weald (1), Kark (3), Abhaus (2), Argadnel (1), Ortaq (1), Knartu (1).

## **Hellebore**

Flowers in many colours, none to be trifled with. The black purges the mind and body, explosively. The white numbs pain and distances the imbiber from reality. The green is said to be a cure for sadness, although this is just a cruel joke. Re-roll Warding vs Mind-Altering effects at +6 - regardless of success, bed-bound with violent diarrhoea. No effect. Physique save or painful death.

Cnivian Kingdom (4), Eastern Frankia (2), Brechelian & Amorica (1).

## **Herb Paris**

A leafy plant producing but one single berry. Crushed and smeared on the brow, it prevents the mind being bewitched. Eaten whole, it is poisonous. +4 Warding vs Mind Altering effects. Physique save or painful death.

Cnivian Kingdom (2), Frankia (2), Brechelian & Amorica (1), The Marches (1).

## **Holly**

The prickly rich-green leaves of the holly nestle rich red berries in the deepest winter. Wearing the leaves in the hair protects against enchantment. The berries, worn in a bunch, repel lightning. +2 Warding. +6 Warding vs Lightning-based effects.

Ruislip (2), Fortu (2), The Black Strath (3), Ergyng (2) Hwicce (2), Moerheb Weald (3), Kark (1), Abhaus (1), Argadnel (1), Ortaq (1), Knartu (2), Rhus (2), Faroe (2), Noos (1), Cnivian Kingdom (2), Frankia (2), Brechelian & Amorica (3), The Marches (3).

## **Horses**

The work of an animal does not end in death. The skull of a horse with a name makes for a cumbersome protective charm. If still enrobed in flesh, the head is a dire curse. +3 Warding. 1-in-6 chance of splitting per successful save.

Settlements (5), Wilderness (2).

## **Horseshoes**

A perennial charm of fortune. +1 Warding. If purchased for this purpose, no effect - they must be found, or stolen.

Settlements (2), Wilderness (1).

## **Ivy**

Creeping vines bind buildings tight and worm through the smallest gaps. Those within are protected from magics flung towards the building. +3 Warding for all inside. This benefit can be concurrent with other charms.

All (5).

## **Mullein**

A candle made of these leaves gives a low, guttering flame. Those within the meagre light of such a candle are protected from the machinations and enchantments of witches. +6 Warding vs mortal magic users.

Mountains (3).

## **Oak**

A wood of stout reputation and deep strength. A shield of oak stops magic as well as blades. A pocket of acorns protects against all comers, and a leaf around the neck cuts through illusions. A shield of oak may be sacrificed to add +6 to a failed Warding save. +1 Warding. +4 Warding vs Illusions.

All (3).

## **Penises**

Invaders from the south bore charms of winged penises - the laughter they caused said to distract malign forces. +1 Warding. +2 Warding if a ribald joke is made using the charm.

## **Pocket Figures**

Carved figures of saints, gods and heroes are widespread and multivarious. Each has a story, and are said to protect from that which they overcame. Heroes and Saints grant +2 Warding against that which they overcame in their stories. Gods grant +1 Warding against things within their dominion, and against anything they opposed.

## **Rosemary**

Blue flowers and green-needles sprout from this storied plant. A garland of flowers worn or a twig carried protects against invisible things. +4 Warding vs Spirits and incorporeal beings.

Monasteries and Churches (4).

## **Rowan**

The orange-red berries of the rowan are each marked with a five-pointed star - an indicator of their potency. Ground to a paste and smeared on a shield, they protect the wielder. +4 Warding til the paste dries entirely (~2 Hours).

Ruislip (1), Fortu (3), The Black Strath (3), Ergyng (1) Hwicce (1), Moerheb Weald (2), Kark (3), Abhaus (2), Faroe (3).

## **Rue**

Blue-green leaves also known as witchbane, and for good reason. A bundle of leaves can be burnt, those inhaling the smoke protected against magic. +3 Warding vs mortal magic users. Those breathing this smoke are unable to cast spells. Lasts 4 hours.

Cnivian Kingdom (2), Roman Ruins (1).

## **Sulphur**

A mineral eager to burn and release it's terrible stink, all those breathing in the pungent smoke fall to retching but are purified of foul enchantment. Re-roll Warding at +6. Physique save to not lose d6 rounds to vomiting.

## **Verbena**

The purple flowers of the Verbena, worn in a pocket, distract malign forces. +3 Warding. After a single successful save, the flower withers and becomes useless.

All (2).

## Writing

The written word, whether latin script or ancient runes, has a magic of its own and can protect against other forms. Markings in common materials give +1 Warding against exactly what they describe. Markings in sea-beast ink and monster-blood taken from a 5HD+ creature grant +2 Warding against a category of threat. Runes in crushed diamond mixed with royal blood may grant +3 Warding forever more, power condensed into a single phrase or marking. Sea-beast ink and monster-blood may be used to create tattoos, which grant +1 Warding permanently. This benefit can be concurrent with other charms. Up to two such tattoos may be worn, but the second must be sourced from a higher HD creature than the first.

## Yarrow

White and lilac flowers, pounded to a poultice and spread upon the back, are said to instill bravery enough to face down the unworldly. +6 Warding vs Fear effects.

Ruislip (2), Fortu (2), The Black Strath (1), Ergyng (2) Hwicce (2), Moerheb Weald (1), Kark (1), Abhaus (1), Argadnel (1), Ortaq (1), Knartu (2), Rhus (2), Faroe (2), Noos (3), Cnivian Kingdom (2), Frankia (2), Brechelian & Amorica (1), The Marches (2).

## Yew

Another storied tree, the berries used to avoid capture - the eaters escaping into death. It has authority over the dead, and demands they remain asleep. Shields of yew carry this charm with them. +4 Warding vs effects from the undead beneath a Yew tree. +3 Warding for a yew-shield bearer.

Ruislip (1), Fortu (1), The Black Strath (1), Ergyng (2) Hwicce (2), Moerheb Weald (3), Rhus (2), Faroe (1), Cnivian Kingdom (1), Frankia (2), Brechelian & Amorica (2).

## **Appendix 1: Turn Undead**

The unhappy dead forced to walk each respond to different banishment rituals, depending upon their faith in life. The teaching of such rites is often restricted to the upper echelons of the faiths - or their agents. Turned undead flee the area, making no attacks.

Christian and Muslim dead resist turning. They were raised early, their covenant broken. All they desire is revenge upon the cruel world. A holy symbol of silver may drive them back, although they make a Warding Save to resist. Each makes this save individually, and those passing are immune to further attempts.

The Druidic dead are turned by the flinging of earth gathered from the roots of an oak tree. 2d6HD of undead are driven back per round.

The dead of the ancient Norse are turned through recitation of deeds - for each successful Boast recounted, 1d6 of undead are turned.

The dead of Noos are turned with sea-water, becoming calm and still when doused with a cups worth.

The dead of the Marches do not attack those reciting the names and lineages of Belgic ancestors. Many has pass-phrases woven into them as part of their raising process.