

Shield of the Wisent Witch

+1 armor, hand, forceful, magical, weight 2

An shield of horn-oak, glossy from long use, shod in bronze and adorned with a stylized wisent skull. It's heavier than it looks, but its heft gives you a feeling of confidence, like anyone would be a fool to mess with a titan such as you.



When you **bear this shield openly**, natural creatures give you wide berth and treat you with the respect that they would give a 1,000-lb. bison.

When you **Defend with this shield and your feet are firmly planted on the ground**, so long as you have hold you cannot be moved or tripped. When you **spend hold to deal damage to the attacker**, you also break their momentum, knock them back, and send them reeling.

When you perform the sacred rites of the forest witches, alone in the woods under a bright crescent moon, mark a box.



When you mark the last box, you unlock the shield's mysteries. You can use **Spirits of the Herd** (see reverse).

SPIRITS OF THE HERD

When you **proudly bear the Shield of the Wisent Witch and call upon the spirits of the herd**, choose one of the following effects:

- So long as you bear the shield and until one of you speaks in the tongues of men, you and any allies you mark with mud from the forest floor take on the visage of a herd of wisents. While this spell lasts, you and your allies cover ground at great speed and can graze rather than consuming rations.
- As you charge your foes, conjure a herd of stampeding wisent to join you. Treat the herd as a weapon (+1d6 damage, forceful, messy, area, terrifying) as you **Hack and Slash**. The herd vanishes once the charge's momentum is spent.
- Hold 3 MIGHT. You can spend MIGHT 1 for 1 to:
 - Plow past, over, or through an opponent or obstacle
 - Tear free from any physical restraint
 - Shrug off a physical blow, unfazed and unharmed

Once you've decided, roll +CON:

- 10+ The spell manifests as described.
- 7-9 Either the spell fails *or* it manifests as described but you must mark a consequence.
- 6- Mark XP, mark a consequence, and the spell manifests—but the GM also makes as hard of a move as they like.

CONSEQUENCES

- You give off a strong, musky scent no matter how much you bathe. It is distinctive & easily recognized.
- Over the next few days, you grow 4-6 inches.
- Over the next few days, your body mass doubles. Your size and relative strength remain mostly the same.
- You make an inordinate amount of noise; your voice booms, your feet stomp heavily, even your breathing is loud.
- Your attacks all gain the *forceful* tag (and become more so if they already were *forceful*) and large weapons lose the *awkward* tag. Alas, you hardly know your own strength and must be careful to avoid breaking things (or your friends).
- Large* and *huge* predators sense that you would be delicious and will choose to attack and eat you before just about any other potential prey.
- You become territorial and overly defensive of your allies. When **someone or thing disrespects you, challenges your authority, or directly threatens your allies**, take -1 ongoing to do anything *other* than set them straight.

Hec'tumel Codex

crude, slow, magical, weight 2

A dozen copper plates, greed with age and bound together with rings of reddish metal wire. The outer plates are embossed with strange images of man, woman, and beast. Inside, the plates are etched with tight-packed lettering in some forgotten script and arcane diagrams stranger even than those carved into the works of the Makers.



When you **untie the copper rings and open the codex**, a cold wind blows and/or nearby flames flicker and dim.

When you **first run your fingers over the inscriptions**, your dreams that night are filled with images of a pale, reptilian creature with skulls for eyes, slithering through darksome caverns. You awake with an alien incantation on your tongue, its words emblazoned in your mind.

When you **utter the incantation at night with the codex open before you**, Hec'tumel (Pale Lizard! Slithering One! Death is Its Eyes!) manifests in the shadows until sunrise or until you dismiss it. It has no power in this world unless given a physical host, and no knowledge of the current world except that which you give it. It knows much of the ancient past, the arcane arts, and the Things Below, and can teach you if you make it worth its while.

When Hec'tumel tutors you on the ancient script and spells contained in the codex, mark a box.



When you mark the last box, you unlock the codex's mysteries. You can haltingly read the ancient script in the codex and can use **Cast a Codex Spell** (see reverse). Start knowing 1 spell; Hec'tumel can teach you more.

CAST A CODEX SPELL

When you **cast a spell that you have learned from the Hec'tumel Codex**, roll +INT.

- 10+ You spell is successful and works as described.
- 7-9 The spell is cast, but choose 1:
 - You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
 - Something shifts in your mind; take -1 ongoing to **cast a codex spell** until you get Hec'tumel to show you what you're doing wrong.
 - Mark a consequence without empowering the spell
- 6- Mark XP, and the GM makes a move (which may or may not involve you marking a consequence).

CODEX SPELLS

- Snuff the Spirit:** Name a living victim within *near* range and roll 2d6. If the victim has fewer current HP than your roll, it dies suddenly. *Empowered:* each living creature nearby your victim is also affected.
- Call up the Dead:** Touch a corpse; you conjure its spirit, which must truthfully answer 3 questions you pose it. *Empowered:* The spirit must also perform 3 tasks for you, though it can refuse any given task.
- Serpentine:** Your soul slithers from your mouth in the form of an albino viper (*tiny, stealthy, precise, venomous*), leaving your body insensate until you slither back in. Use your normal stats while in this form. *Empowered:* Rather than your soul leaving your body, you physically transform into a man-sized serpent (2 armor, *stealthy, precise, venomous, forceful, messy*).

CONSEQUENCES

When you **Cast a Codex Spell**, you can mark a consequence to gain the *empowered* effect in the spell's description.

- Over a few days, lose most of your body hair. Your skin grows paler and develops scaly patches.
 - Over a few days, lose all your remaining hair and grow a fine layer of scales over all your skin except that on your face. Get +1 armor.
- Your body temperature drops and your skin becomes cool to the touch; take -1 ongoing in cold weather. Your metabolism also slows, and you need to consume only 1 ration every two days.
 - Your heart rate and breathing slows, and you can hold supremely still for hours on end. You can easily be mistaken for dead. You only need consume 1 ration every 3 days, but you gain no benefit from healing arts or magic.
- Over a few days, your ears grow smaller and flatten against your head. Your tongue grows longer, and you can distend your jaw and throat to swallow things no human should be able to.
 - Your eyes grow milky, you no longer blink, and you have trouble seeing things that aren't moving. Your tongue becomes forked, and you gain a preternatural sense of smell.
 - Anything that you see, hear, or smell, Hec'tumel perceives it too.