

Redwood Effigy

magical, weight 1

A vaguely man-shaped root of blood-red wood, wrapped in tattered cloth. Bright blue markings adorn the fabric, as do rust-colored stains.

But you know that. After all, you made it yourself.



When you **dig a redwood mandrake from the soil, exorcise the spirit within, wrap it in blood-daubed strips of your own clothing and seal the binding with sacred pigments**, you create a redwood effigy.

The effigy serves as a mystical conduit to you; any magic worked on the effigy effects you. Any magic divines your location or sries on you targets the effigy instead.

When you **suffer a bleeding wound despite your best efforts to avoid it and smear some of your own blood on the effigy**, mark a box.



When you mark the last box, you unlock the effigy's mysteries and can use **Surrogate Suffering** (see reverse).

☐ SURROGATE SUFFERING

When you **take damage or otherwise suffer physical harm**, you can mark a consequence to have the effigy suffer that harm instead. If you do, make note of the diverted harm below (including any damage, debilities, loss of limbs, etc.):

When the effigy takes harm in your place, you suffer no more than passing inconvenience. You can wait until after harm is described (or even until after you roll for **Death's Door**) to decide whether to use the effigy this way.

The effigy itself shows signs of the trauma it has endured in your stead, but they are much reduced.

If the **effigy is destroyed**—for example by fire, by being chopped to splinters, etc.—then all of the harm it has absorbed is immediately visited upon you, quite possibly to horrific effect.

CONSEQUENCES

- ☐ The effigy cracks, or scars, or otherwise bears the marks of the trauma it has absorbed.
- ☐ Your heartbeat slows and your emotions dull. Magic cannot stir your emotions unless the magic specifically targets the effigy. Alas, you no longer benefit from **Kith & Kin**. Meanwhile, the effigy grows warm to the touch and throbs, gently.
- ☐ Your blood flows like sap and your muscles become like cords of wood. You get +1 armor and +3 HP, but you no longer benefit from bandages, herbs & poultice. When you **Make Camp**, you must rest while touching fertile soil or you regain no HP. Meanwhile, the effigy bleeds a tick red sap each time you use **Surrogate Suffering**.
- ☐ Henceforth, any magic worked upon the effigy affects you wholly and completely, with no chance to resist it. Magic worked on you directly (and not on the effigy) is dampened and has lesser effects. Ask the GM how each time it applies.
- ☐ The effigy becomes brittle, fragile, and flammable. If you have it suffer harm from fire in your place, it will burst into flames.
- ☐ The effigy bursts into flames and is reduced to ash, unleashing its stored harms upon you.

Hungering Ring of Hlad

worn, magical, weight 0

A ring of black metal bands, woven in an intricate pattern beyond the skills of modern smiths. The way the bands twist on each other seems to defy reality, and the weak-willed find themselves pondering the bands for minutes or hours.

The metal is always cold. Always.



When you **wear the ring and press it firmly into the skin of a living thing**, the ring draws the life force from your victim (1d8 damage, ignores armor). If your victim is able to defend itself, roll +CON.

10+ You either avoid their counterattack or deal +1d6 damage and expose yourself to their counterattack.

7-9 You expose yourself to their counterattack.

6- Mark XP, your victim takes no damage, and the GM makes a move (which may or may not involve you marking a consequence; see reverse).

When you reduce an intelligent victim to 0 HP with this power, they die painfully and their soul is devoured by the ring. Mark a box.



When you mark the last box, you unlock the ring's mysteries and can use the **Eater of Magic** (see reverse) while you wear the ring.

☐ EATER OF MAGIC

When you **raise your ringed hand at a magical effect or construct and will the ring to consume its power**, roll +CON.

10+ The ring leeches the power into itself. Lesser, temporary magics are destroyed outright. Lasting, potent magics are suppressed or weakened but still persist.

7-9 As above, but also mark a consequence.

6- Mark XP, and the GM makes a move (which may or may not involve you marking a consequence).

When you have marked 3 consequences, you gain **Hlad's Shielding Maw**.

☐ HLAD'S SHIELDING MAW

When you **wear the ring and are specifically targeted by a magical effect, even a beneficial one**, roll +CON.

10+ The ring absorbs the magic entirely, negating its effects.

7-9 Choose one:

- The ring absorbs the magic completely, as on a 10+, but choose a consequence.
- The magic affects you normally.

6- Don't mark XP, but the magic affects you normally.

CONSEQUENCES

- ☐ The ring starts to absorb your life force, dealing 1d8 damage (ignores armor). Roll +CON. *On a 10+, you recover quickly. *On a 7-9, you also suffer a debility of your choice. *On a 6-, mark XP, suffer a debility, and the GM makes a move.
- ☐ A powerful earthquake strikes, lasting for nearly 20 seconds.
- ☐ A powerful earthquake strikes, lasting over 30 seconds. 1d6 jagged columns of ore-etched stone protrude from the earth within 1d4 miles of your present location.
- ☐ The ring fuses to your flesh and bone and can no longer be removed without cutting off your finger. The air in your presence is always noticeably colder, though you yourself are unharmed and unfazed by even the bitterest cold.
- ☐ The ring becomes a gaping vortex, sucking in the life force and magical energy of everything around it (except you). You can, perhaps, will it shut again through a force of will.
- ☐ The earth shakes. The ring tears at your life force, doing 2d6 damage (messy, ignores armor) and inflicting two debilities. Your ring hand is withered and palsied and the ring is gone. And something, somewhere, has been unleashed upon the world.