

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 stamped-ing 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.