

# FOLK MAGIC of the HARBINGER

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# FOLK-MAGIC of the HAVEN ISLES

A roleplaying supplement for magicians and wizardly types of the Haven Isles. Inspired by the folklore of the real British Isles.

This tome includes:

- ✠ 14 Magic-User Sub-classes
- ✠ 16 Magic-User Backgrounds
- ✠ 7 Tomes or Spellbook Ideas
- ✠ 16 Magical Spells
- ✠ 4 Oddities of the Haven Isles

The  
Midderlands  
Compatible

OSR  
OLD SCHOOL RPG

# FOLK-MAGE of the HAVENTIDES

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# INTRODUCTION

-- — THIS BOOK IS INTENDED FOR INSPIRATION — --

Fantasy novels and roleplaying games often give the impression that the practice of magic is a single, unified art and that Magic-Users in one place are broadly similar to those in another.

In the real world, and certainly in the British Isles, magical beliefs and practices are localised, weird and idiosyncratic.

This supplement draws on those traditions and warps them into new and more gameable shapes.

This book is written for *The Midderlands* setting, but can be dropped into any OSR rule system/fantasy setting with magic-users or wizards. Do not worry if you do not have *The Midderlands*, you can always refer to the glossary at the back of this book to understand context for any unfamiliar things.

## SUB-CLASSES

*a.k.a. Slightly Less Shit Magic-Users*

The following sub-classes are intended to tie a Magic-User's background into the folklore and magical traditions of the Haven Isles, giving you a bit more flavour to work with. They are an overlay to place over the top of a Magic-User character—or even NPC—in your game.

Each one offers unique abilities and drawbacks, including unique spell options, casting style, and outlook on life.

It is up to the Game Master whether a unique spell is available automatically at the appropriate level or is merely available to find somewhere in the world and can only be learned by that sub-class of Magic-User.

Not all of these sub-classes are equal in power and some of them have drawbacks that may outweigh their advantages—that just provides more opportunities for roleplaying!

# Apple Queen or King

*Apples are a plentiful crop in Havenland and cider is a popular and potent beverage, particularly in the South. The art of cidermaking is well-respected in rural communities and anyone who masters it will be set for life —unless the delicious scent of apples attracts vile monsters from the Upper Middergloom to devour the brewer and his family.*

*Tet, there are those who take mastery beyond the limits of nature and into the realms of magic. These are the Apple Queens and Kings, mystical brewers who can take sunlight and moonshine and the promise of spring and ferment them together with apple-must to make a drink fit for royalty.*

*Apple Queens and Kings are supernaturally inspired brewers. Cider making usually requires a considerable amount of time, a mill or cider-press, large barrels, pressing stones, layers of straw, and other cumbersome bits of equipment.*

*Forget all that. In the hands of an Apple Queen the apples want to become cider.*

*An Apple Queen can take fresh apples and brew them into excellent cider in the space of an hour with little more than a small barrel, a staff, and a bair sieve.*

## Rules

✦ **MAGIC CIDER:** Once per day, an Apple Queen can brew a draught of magical cider infused with one of the spells she memorised earlier that day. That spell slot is lost for the day.

The spell used must directly affect a single target to qualify as 'Magic Cider' and must be able to target the drinker. The first person who drinks the cider is the target.

The Game Master can choose to bend this rule by, for example, letting a spell that normally has multiple targets or an area of effect, target just one creature, or by allowing the creation of a Magic Cider that lets the drinker cast the spell, rather than being affected by it.

*Apple King Roderick Sourthirst picking apples from his orchard*



For each Spell Slot an Apple Queen has (used or not), she can carry one Magic Cider of the equivalent Spell Level. Making any more, turns all her cider into tasty, but magically inert cider vinegar.

For example, a Level 5 Apple Queen could carry;  
4× Level 1 Magic Ciders,  
2× Level 2 Magic Ciders and,  
1× Level 3 Magic Cider.

If minions, summoned creatures, henchmen, allies, or fellow adventurers carry the Magic Cider, it still counts towards the total available to make.

✧ *AN APPLE A DAY*: As all right-thinking people know, apples are the key to health and happiness.

An Apple Queen gains +1 HP and +1 Constitution at Level 1. They must consume at least a bite or sip of an apple or something made from apples once every 24 hours to maintain this effect—cider, cider vinegar, apple brandy, apple butter, and apple sauce all count.

If an Apple Queen does not ingest something apple-related in a given twenty-four-hour period she becomes sickly and takes -1 to all attack rolls and Saving Throws until she is able to consume an apple or something made from apples.

Additionally, if an Apple Queen has not drunk at least a half-pint of cider in the last 24 hours she cannot cast or memorise spells until she rectifies the situation.

## Spells

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LEVEL 3: Can learn the following Level 2 Magic Cider recipes; *sunset gold* and *cheeky green*.

LEVEL 9: Can learn the Level 5 Magic Cider recipe *stump puzzler*.

## Flavour

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- ‡ The colours of an Apple Queen's magic will be gold, earthy red, and bright green. Their spells call forth the scents of apple blossom and rich earth.
- ‡ Each draught of Magic Cider (each spell), has a different name. Beneficial spells are named after a colour such as russet, amber, or bronze. Harmful ciders are not.

## Other Notes

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Prefer beer instead of cider?

- Substitute cider and apples for ale and hops.
- Replace the Constitution bonus with a Wisdom bonus.
- Rename the recipes with darker, earthier names and you are good to go.

At the Game Master's discretion, this Sub-class could also be applied to Druids.



*Bog Chanter Clarissa Gloopington wading through the Stranded Cow Marsh*

# Bog Chanter

*The bogs and marshes of the Haven Isles hold the myriad dead of lost ages in their filthy grasp. What awful lore, what tales of terror and woe, have been swallowed up by the ageless mud?*

*Bog Chanters know something of these secrets. Perhaps this Magic-User learned their craft from a vile hermit slathered in muck or a crazed bag with a taste for live frogs. Maybe they dipped their head into a fetid pool and listened to the mummified souls of ancient chieftains speaking forgotten wisdom.*

## Rules

- ✦ **MUDBREATH:** Bog Chanters cannot drown in mud, bogs, swamps or marshes and will only sink in water or mud if they wish to.
- ✦ **MUDDY TRAIL:** Must roll equal to or under their Wisdom score to prevent themselves from leaving muddy hand and footprints on anything they touch.
- ✦ **GLAIMED BY MUD:** Dead Bog Chanters must be buried in a bog or marsh, or rise as vengeful, undead Bog Mummies (of the Game Master's invention) with full knowledge of all their previous spells.

## Spells

**LEVEL 7:** A Bog Chanter can learn *transmute rock to mud* as a 4th Level Magic-User spell. This replaces the 5th Level version of the spell but is otherwise identical.

## Flavour

- ‡ Bog Chanters usually prefer necromantic spells.
- ‡ Bleeds dirty water instead of blood.
- ‡ A Bog Chanter speaking magic words sounds like someone being drowned in mud.
- ‡ Undead summoned by a Bog Chanter will be mummified, mud-drenched corpses or spectral clouds of marsh-fog.
- ‡ Fireballs will be exploding balls of swamp gas.
- ‡ Any spells that move or hold objects or people will manifest as animated mud.

*After stealing the cathedral's silver candelabra,  
Pithlewick danced and howled on the moonlit moor*



*The Braags of Northumbeshire are a loose collection of tricksters, shapeshifters, and miracle workers who delight in mischief.*

# Braag

*Their favourite trick is to turn into a donkey, allow a human to ride them, then buck the poor fool into a pond or thorn-bush. Most Braags are goblins but there are humans amongst their ranks.*

*To become a Braag, one must spend three days and nights out on the moors wearing the skin of a donkey, fighting or fooling anyone they meet, and eating only what can be foraged or stolen. Then, they must steal something inedible from a church and swallow it. If they survive, they become a Braag—well, that is what Braags tell their apprentices anyway.*

## Rules

✦ **CHAOTIC NATURE:** Wild and fond of tricks, Braags cannot be Lawful.

✦ **NIGHT HAUNTER:** Braags have *darkvision* to 60 feet.

✦ **SLEEP-DEPRIVED:** They also do not need to sleep providing they have disturbed someone else's sleep by screaming and shrieking during the night.

✦ **EQUINE FORM:** Braags have an alternate form that they can take on at will. This will be either a horse or a donkey. In this form the Braag gains Move: 18, kick attack (1d6) and +3 Strength.

Each time the Braag changes into an equine, there is a 1 in 20 chance that he will be stuck in that form for the next full day. Only roll when the Braag tries to change back.

Braags are halfway to becoming Faeries and suffer some of their weaknesses.

✦ **TT BURNS:** Cold iron burns a Braag as though it were red hot.

✦ **DIVINE NOISE:** The sound of church bells drives a Braag into an unreasoning frenzy of terror as if affected by the *fear* spell.

✦ **UNBREAKABLE PROMISE:** A Braag can lie but if he makes a promise, he is incapable of breaking it—though he may find some unpleasant or tricky way of fulfilling it.

## Flavour

‡ Braags cast spells by capering, screaming, braying, howling and frothing at the mouth.

‡ Wherever possible, their spells are themed around shapeshifting, darkness and trickery; For example, a *magic mouth* will pause to insult the listener before sharing its message, the flames of a *wall of fire* will be as dark as night, and a *power word, stun* causes a massive phantasmal hand to slap the target silly.



*Musgrave Witheres pets his demonic familiar,  
Tangyun, whilst his patron looks on*

# Demon Slave

*Despite the fanatical claims of the Witchfinders, most Magic-Users in the Haven Isles are no more likely to be evil than anyone else.*

*But there are those who worship devils and demons and make pacts with them to gain riches or the power to hurt those they despise.*

## Rules

### ✦ **ALIGNED WITH DEVILTRY:**

Demon Slaves are naturally chaotic.

✦ **DEMONIC FAMILIAR:** Each Demon Slave has a familiar—a minor demon that usually takes the form of an animal such as a dog, cat, bird, rat or hare, though in rare instances it may also appear as a deformed child or a literal imp of hell. It is the familiar who teaches the Demon Slave to use magic and if the familiar is slain the Demon Slave cannot memorise spells until they can convince their patron to provide them with a new familiar.

The familiar attacks as a 1 HD creature with AC 7 [12]. The familiar has 2 HP per Level of its master. It is intelligent and can speak in dark languages as well as at least one human language.

It feeds on the Magic-User's blood or life-force, reducing their HP total by 1 permanently, (this

penalty is static and does not increase as the Magic-User gains Levels).

If the Demon Slave is Level 2 or higher, the familiar gains the ability to *hide in shadows* like a Thief one Level lower than its master.

Though it may choose to behave in a servile way, the familiar is not under the Magic-User's control. It has its own malevolent agenda and will make deals, corrupt, or torment the innocent, encourage the wicked, and even betray the Magic-User if it gets a better offer.

✦ **WITCHMARK:** Whatever place on the Magic-User's body the familiar feeds from, mutates into a Witchmark, a supernatural blemish with deadened nerves that Witchfinders will recognise as the mark of a demon-worshipper.

✦ **WICKED SABBATH:** At certain times of the year, the Demon Slave will be summoned to a hellish festival where they and those like them carry out appalling acts, transform into animals, and abase themselves

before their demonic patron. At some point during the ceremony the Demon Slave must make a Saving Throw, failure results in a roll on your preferred mutation or madness table, success grants them a boon from their patron—such as the answer to a question, a potion, or a single use of a new spell.

## Spells

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A Demon Slave can learn the following spells;

LEVEL 1: *find riches* (p. 50) and *misfortune* (p. 51).

LEVEL 3: Can learn the Cleric Spell *cause light wounds* as a Level 2 Magic-User spell.

LEVEL 7: Can learn the Cleric Spell *cause disease* as a Level 4 Magic-User spell.

LEVEL 9: Can learn the Cleric Spell *cause serious wounds* as a Level 5 Magic-User spell.

## Flavour

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- ‡ A Demon Slave casts spells in the usual way, but the magical words they speak are in a vile, demonic tongue. These words may scorch the air, call forth the stink of sulphur or brimstone, sour milk, cause black liquid to drip from the caster's mouth, or simply inspire prickling unease in those who hear them.



*As she stood and looked at the forest she had emerged from,  
Caitlin recalled a memory, or was it a song, a powerful song?*



# Faerie Bride or Bridegroom

*Sometimes people are stolen by the Unfair Folk (faeries).  
Sometimes they come back.*

*The Faerie Bride may have spent years or even centuries in the realm of the Faeries and will probably have a very odd perspective on human society and current events. They also have an ingrained understanding of magic.*

## Rules

- ✧ **NATURAL MAGICIAN:** A Faerie Bride does not have a spell book and does not need one. They hold the magic in their minds like a song. A Faerie Bride still has the usual number of spell slots and must spend time ‘studying’ a spell

in order to learn it. Instead of memorising their daily spells, a Faerie Bride spends time communing with the spells and bringing them to heel so that they can be cast.

✦ **EXPANDED MIND:** Faerie Brides gain one extra Level 1 spell slot at Level 1.

✦ **A BEAUTIFUL MIND:**  
[At Game Master's discretion]  
A Faerie Bride can use Charisma instead of Intelligence for the purposes of determining maximum spell level, maximum number of spells known, and percentage chance of understanding a new spell.

✦ **FAERIEMARK:** A Faerie Bride can always find one of the Unfair Folk if they wish to. Of course, the Unfair Folk can always find them too.

✦ **FOREVER CHANGED:** One does not return from the halls of Faerie unmarked. Roll or pick one result from both the Improvements and Experiences tables opposite.

## Spells

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LEVEL 1: Can learn the Druid spell *faerie fire* as a Level 1 Magic-User spell.

LEVEL 3: Can learn the Druid spell *speak with animals* as a Level 2 Magic-User spell.

LEVEL 7: Can learn the Druid spell *hallucinatory forest* as a Level 4 Magic-User spell.

LEVEL 12: Can learn the Druid spell *transport via plants* as a Level 6 Magic-User spell.

## Flavour

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‡ Faerie Brides tend to hum or sing lines of popular ballads, nursery rhymes, or love songs to cast their magics. This is not like a bard's performance, more like a quiet mumbling, or broken tune.

‡ Their magic is drawn from that of the Unfair Folk and tends towards illusions and spectacle. A *fireball* will be a bright and unlikely colour. A transport spell will occur in a clap of thunder and a burst of sparkles.

‡ Some 'spells' such as *levitate* may just be Faeries using their own abilities to help the Faerie Bride. It is up to the player whether or not the Faerie Bride knows this.

## ROLL IMPROVEMENTS

- 1 TRUE: Cannot knowingly tell a lie, but can still lie by omission.
- 2 RHYMING: The Faerie Bride can only speak in rhymes.  
*For pity's sake, make sure everyone around the table is okay with this.*
- 3 BEAUTIFUL: One of the Unfair Folk chose to 'enhance' the Faerie Bride's appearance in some startling way, for example, giving them live snakes for hair, cat's eyes, stag antlers, the head of a donkey, or an impossibly-wide mouth—so they can smile more!
- 4 BELOVED: Small woodland creatures love the Faerie Bride and will seek them out, singing to them, and trying to climb onto them. When the Faerie Bride sleeps, they will often wake to find various creatures curled up on their face. There is a small danger of suffocation.
- 5 DANCER: If anyone asks or commands the Faerie Bride to dance, they are compelled to do so. The Faerie Bride can make a Saving Throw to resist this compulsion, but only if they or someone they care about is in danger.
- 6 FAMOUS: Everyone notices everything the Faerie Bride does, and feels compelled to share this information. They can become a folk hero or villain almost as soon as they enter a new settlement. Even deeds that no other mortal witnessed and the Faerie Bride does not want anyone else to know about (especially those), are soon immortalised in song and story.

## ROLL EXPERIENCES

- 1 MADE TO SING FOR THE HIGH COURT: Can memorise any new song (not spells) by listening to it once. Is driven into a violent rage by the sound of one particular song they were forced to perform hundreds of times over.
- 2 SET TO WORK IN THE ETERNAL GARDEN: Can regenerate flowers or herbs with a touch of their hand and cannot pass an ill-tended garden without spending at least a little time sowing, weeding, and so on in order to bring it into bloom.
- 3 FORCED TO JOIN THE WILD HUNT. The Faerie Bride can smell blood like a hunting hound and has a dog's instinctive desire to chase things.
- 4 TRANSFORMED INTO A DECORATIVE PURSE: Can swallow up to 5 lbs of jewellery and coins, and regurgitate them at will, causing no damage to the Faerie Bride or swallowed items. The Faerie Bride's sleep is often wracked by nightmares of jangling keys and stray sweets.
- 5 USED IN A RETELLING OF THE FROG PRINCE: Once per day, can grow gills and breathe underwater. For the duration, the Faerie Bride cannot speak, but instead croaks like a frog. The Faerie Bride dislikes gold and loathes princesses. The gills vanish after one hour.
- 6 TRADED THEIR HEART FOR A LUMP OF ICE: Unharmd by cold weather. Reduce all frost/cold damage they receive by 3. Unless their icy heart is melted, the Faerie Bride will never know love.

*As the green boy emerged from the cave,  
the farmer dropped his sack of turnips and stood agape*



# Green Child

*Havenland legends speak of children raised in strange subterranean kingdoms deep in the Middergloom. It is said that such children sometimes make their way to the surface and will either die soon after, or live to become magicians.*

*Green Children keep this name even if they grow to adulthood.*

*Optionally, a Green Child could start adventuring while still a child, with the unusual vigour, strength and insight granted by their mutations overwriting any stat penalties that being a child might impose. Or they could have lived long enough to be an adult but appear as a child due to magically slowed or arrested aging.*

touched Deformities table and apply the result. The same person will not be mutated in this way more than once.

✦ **GLOOMIUM SENSE:** Green Children can smell gloomium, creatures native to any layer below the Upper Middergloom, and magic items. They cannot differentiate between these things or tell anything more without further investigation.

## Rules

✦ **TERRADIATED:** Green Children have skin the colour of fresh peas on account of growing up in gloomium-rich environments. This becomes more apparent as their power grows. At Level 3 and every third Level after, apply a roll on the Gloom-touched Deformities table (TM p. 11).

✦ **SPONGE BRAIN:** Green Children gain an extra Level 1 spell slot at Level 1.

✦ **GLOOMTOUCH OTHERS:** Once per Level, one person who has spent a considerable amount of time with a Green Child—such as a fellow adventurer—must make a Saving Throw or roll on the Gloom-

## Spells

Level 7: Can instinctively learn the Level 4 Magic-User spell *gloomium dragon fire* (TME p. 125).

## Flavour

‡ All Green Child magic is various shades of luminous green, even *invisibility* casts a faint emerald glow that an extremely observant person might notice.

‡ A Green Child will have different names for their spells, which may not be in human languages. Sample spell names: Crrrrkt! Grish-grash, Yagraaaaah! Lollopy-bop, Alva, Bonk Bonk Ftagnh!



*One day, Indigar would transform the lead into gold.  
Either that, or the process would kill him*

# Hermetic Magician

*Styling themselves as wiser and more learned than the hedge-witches of the countryside, Hermetic Magicians claim to be more interested in achieving enlightenment than in gaining worldly wealth or temporal power.*

*Hermetic Magicians tend to be secretive, scholarly and obsessive. Their ultimate goal is to learn the secret of transforming lead into gold, though many of them say this is just a metaphor for the perfection of the soul.*

## Rules

### ✦ OCCULT PARAPHERNALIA:

Hermetic magic requires the use of various ritual objects such as mirrors, knives, chalk, books, telescopes, silver bowls, potions, staves, and more. Half of a Hermetic Magician's pack will always be filled with such 'vital' objects.

It takes an extra hour a day of working with these tools for a Hermetic Magician to memorise their spells. They will refuse to accept any quicker methods, dismissing them as hedge-wizardry or gutter magic.

✦ **HIDDEN KNOWLEDGE:** Whenever a Hermetic Magician encounters a new spell or magical item, roll 1d20 and compare it to their Level. If the roll is equal to or lower than their Level, the Hermetic Magician has heard of this spell or artefact and knows how it works. This does not mean that they can cast the spell; spells must be learned and memorised in the usual way.

✦ **STRANGE TONGUE:** Hermetic Magicians start with a bonus language, but it must be something very obscure like lower middergloomian, blood runic, or enochian.

✦ **SECRET SCHOLARS:** Whenever a Hermetic Magician enters a new place that could conceivably have 'civilised' Magic-Users in it, roll 1d20 against their Intelligence. If the roll is equal to or under their Intelligence, the Hermetic Magician has uncovered one or

more fellow scholars of the occult and can make contact with them. These scholars are usually friendly to the Hermetic Magician and will trade favours, knowledge, and items with them.

## Spells

All Hermetic Magicians seek the spell *transmute lead into gold* (p. 52). They do not necessarily find it.

Also, feel free to allow the player access to one or two weird or wonderful spells from outside the standard spell list, reflecting the magician's extensive research and occult contacts.

## Flavour

- ‡ Hermetic Magic is complex and relies on knowledge of mathematical formulae, astrology, alchemy, the theory of the humours, and the wisdom of numinous spirits.
- ‡ A Hermetic Magician may calculate angles and dates in order to cast the perfect spell for the perfect moment.
- ‡ They will use their ritual objects in odd, stylised ways such as showing an enemy their own face in a mirror and striking it gently with a small silver hammer to cast *feeblemind*.




*As the mask was donned,  
the villagers fled, screaming*



# Masked Dancer

*Many folk traditions across the Haven Isles revolve around a masked or costumed figure who dances in parades or on festival days.*



*Occasionally, these mantles take on a magical life of their own and grant power to their wearers. Masked Dancers often use their performances to represent the unfettered powers of nature or chaos but they may still be Lawful themselves.*

## Rules

✦ **MANTLE:** The Masked Dancer derives their power from the wearing of a particular costume and/or mask. Each of these ‘mantles’ offers different benefits.

Each mantle also has its own personality and desires which it will also encourage the Masked Dancer to pursue. No more than one mantle can be donned at any time, and a full week must pass between wearing of different mantles. The following are sample mantles;

### THE DORSOMSET OOZER

A horned wooden mask with a fearsome, bellowing face. The wearer can secrete a stinking ooze that improves their AC by 1 and increases the difficulty of all attempts to grapple or swallow them by 10% (or 2 on a d20 roll).

At Level 9, the bearer gains the ability to cast the Level 4 Magic-User spell *fear* once per day without needing to memorise it or use up a spell slot. If the bearer does not use this ability on a given day, the mantle’s personality will become angry with them.

The Oozzer personality wants to frighten people and cause mischief. It will encourage its bearer to scream and shout and play practical jokes on people. If angered or ignored, it will cause itself or the bearer to secrete foul-smelling ooze, or bellow loudly at inopportune moments such as when the bearer is sleeping in a stranger’s bed.

## OBBY OSS

Terrifying and whimsical by turns, the Obby Oss is a vaguely horse-like costume that represents the changing of the seasons and the uncontrolled power of love and lust.

The bearer can run at the same speed as a horse (Move: 18) without ever getting tired.

At Level 1 the wearer can learn the Druid spell *locate animals* as a Level 1 Magic-User spell.

The Obby Oss wants to drink and have fun and engage in ‘romantic’ activities. It will encourage the bearer to flirt outrageously with all and sundry and proposition anyone they find attractive, no matter the circumstances. If denied, it will cause real horses to panic and stampede—preferably when the bearer is riding the horse or in its path—or scream hideously and continually until appeased.

## MAURICE PAINT

Many years ago, a Havenlander called Maurice took to painting himself green, adorning himself with small bells and colourful ribbons and dancing around a pole while rhythmically hitting things with a wooden staff. For some reason, this caught on.

In melee combat the wearer will dance around their opponent, whacking them rhythmically with their staff, this does not grant any bonuses to hit, number of attacks or damage, but it looks funny—the first time, anyway.

The wearer’s AC is improved by 1 due to their lithe agility and odd movements.

At Level 7, the bearer can learn the Level 4 Magic-User spell *feblemind strike*, which functions exactly like the Level 5 Magic-User Spell *feblemind*, but requires the caster to strike the target in melee combat to take effect. The target still gets a Saving Throw.

Maurice Paint wants to promote fertility and wants to be noticed doing it. It will encourage the wearer to announce their presence with dancing and jingling and demand that they ‘help’ with any situation that involves farming, animal husbandry or affairs of the heart. If angered, it will ring the wearer’s bells when they are trying to be stealthy or bop them over the head with their own staff.

## HARLEQUIN

Hailing from foreign shores, the brightly painted Harlequin mask is used in pantomimes, particularly in the city of Great Lunden. It represents a sophisticated trickster who is by turns a hero, villain, or fool. One infamous performance by Mathias Pouke of *The Harlequin Sorcerer* in a Great Lunden theatre led to mass riots and spawned at least one magically empowered Harlequin mask.

The bearer can balance on any ledge, pole, or rope as though it were solid ground and can leap or fall up to 30 feet without taking harm.

At Level 1 the bearer can learn the Level 1 Magic-User Spell *lesser mirror image*, which functions just like *mirror image*, but only summons 1d2 images.

The Harlequin personality cannot escape its own inconstant nature. It will encourage the bearer to lie, mock, and joke even when it's not in their best interests, or actively endangers them. If refused, it will take on a shadowy form of its own and whisper treasonous plots into the ears of the bearer's companions or use up some of their spell slots for the day for its own pranks.

## Flavour

- ‡ A Masked Dancer does not have to wear their mantle all the time, and probably won't, but they must wear it to cast spells.
- ‡ The Masked Dancer will prance and dance and make odd noises, often animal noises, when casting spells.
- ‡ The appearance of spells will reflect the mantle's purview. An Obby Oss mantle bearer might summon equine monsters, while skeletons raised by a Maurice Paint mantle bearer would be dressed as Maurice dancers.

*It's a windy day in Sallop Vale, perfect for burying a witch bottle*



# Peller

*Pellers are rural folk-magicians, most common in Cernwall and Devern. They are healers, helpers, cunning-folk, weather diviners, and experts in matters of the heart.*

*Pellers tend to be Lawful as they wish to serve their community. A Peller might go adventuring to learn more spells and improve their skills but will likely intend to return home and protect their village. That intention might not survive the road, of course.*

## Rules

✧ **WITCH BOTTLE:** Instead of memorising a spell, a Peller can choose to create a ‘Witch Bottle’ of the same Level as the spell they have sacrificed.

A Witch Bottle is a defensive ward that protects a specific person from magical harm. The Peller takes a bottle and fills it with items that are tied to the target—hair, fingernail or toenail clippings, urine, scraps of clothing, saliva, tears, etc. and spends 10 minutes performing rituals over it. Then, they bury the Witch Bottle.

While the Witch Bottle remains charged and buried, the target is protected against hostile magic. If the target is affected by a hostile

spell of the same Level or lower than the Witch Bottle, the spell is dispelled and the Witch Bottle is destroyed.

The Witch Bottle also loses its charge if it is dug up, if its glass is broken, or if the Peller who created it uses that spell slot for something else, such as creating a new Witch Bottle or memorising a spell. A Peller will know if one of their Witch Bottles is destroyed, but will not have any special insight into why.

✧ **OATH OF THE PELLER:** A Peller cannot refuse to help a non-hostile character who is in distress or danger and asks for their aid, though they can choose to exact a fee for their services or negotiate as to what form their help will take. Surrendered enemies count as non-hostile.

A Peller cannot use magic to harm an innocent—though may have a flexible definition of what an ‘innocent’ is. Breaking this oath causes the Peller to lose their powers until they perform an act of magical penance.

*Korb Seethers smells the  
sins of the deceased before tucking into lunch*

## Spells

LEVEL 1: Can learn the spell  
*find true love* (p. 50).

LEVEL 3: Can learn the Cleric  
spell *cure light wounds* as a  
Level 2 Magic-User spell.

LEVEL 7: Can learn the Cleric  
spell *cure disease* as a Level 4  
Magic-User spell.

LEVEL 9: Can learn the Cleric  
spell *cure serious wounds* as a  
Level 5 Magic-User spell.

## Flavour

- ‡ A Peller will have various  
ways of casting spells—  
reciting rhymes, burning  
packets of herbs, calling on  
minor deities, or drawing  
charms through their  
fingers. The magic of  
Pellers is an art rather than  
a science and every spell  
will have a different  
technique.



*The folk of the Haven Isles are not always clear on what sort of life gets you to Them Upstairs. But they can usually list lots of things that doom you to Them*

*Downstairs, especially when their neighbours do them. In Oldenwale and nearby counties of Havenland, a profession has sprung up that aims to help the recently departed go to the right place.*

# Sin Eater

*A Sin Eater will attend a person's funeral, receive money from their family, and eat a ceremonial meal which must include bread and beer. This ritual allows the Sin Eater to take on the evil deeds of the deceased, leaving their soul free to float up to the Good Place.*

*This is an inherently magical profession and once a Sin Eater eats a Magic-User's sins it is almost impossible for him to avoid becoming a Magic-User himself.*

## Rules

✧ **DEATH SENSE:** If an NPC is fated to die soon, from illness or old age, the Sin Eater will know. Violence surprises them as much as anyone else though.

✧ **BEARER OF SIN:** No matter how the Sin Eater behaves, they will always appear to be chaotic-aligned. They will be detected as such by spells or abilities that detect alignment, they are treated as a chaotic monster by *protection from evil*—unless they cast it

themselves. Once a Sin Eater reaches Level 7, they count as an enchanted monster for the purposes of *protection from evil* and can be turned as though they were undead.

✧ **MARKS OF SIN:** The gathered sin often leaves a physical mark on the Sin Eater's appearance over time, though it does not affect their stats. Their eyes will look tired, their face drawn or ruddy with broken veins, and they may appear old before their time. They may be corpulent from all the evil stuffed into their belly. Their hands may be permanently stained with filth or blood and their tears may run grey, green, or black.

✧ **WORKING STIFF:** With a successful roll under their Charisma, a Sin Eater can find work eating the sins of the recently deceased in any settlement in Oldenwale or nearby Havenland counties—or anywhere else where the Game Master deems that Sin Eating is

an accepted practiced. They gain a meal and 2d6 coins per job—tin pennies for a poor person, silver shillings for a merchant or wealthy craftsperson, and gold quids for a noble.



#### **SPELL EATER:**

[At the Game Master's discretion]

If the Sin Eater or anyone within their range is targeted by a harmful or hostile spell, the Sin Eater can give up their next full round to eat the spell.

The spell takes on physical form, for example, a wailing demon or skittering nightmare-insect, which appears in front of the Sin Eater. Then the Sin Eater chews the spell-creature up and swallows it down while it screams and struggles, leaking poison and ripping at his mouth and throat with sharpened talons and chitinous claws. The spell is dispelled and the Sin Eater takes 1d6 damage per Level of the spell. The Sin Eater cannot do this more than once per Round.

## Spells

---

**LEVEL 3:** Can learn the Cleric spell *cause light wounds* as a Level 1 Magic-User spell.

**LEVEL 5:** Can learn the Cleric spell *speak with dead* as a Level 3 Magic-User spell.

**LEVEL 7:** Can learn the Cleric spell *cause serious wounds* as a Level 4 Magic-User spell.

## Flavour

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- ‡ A Sin Eater's magic is likely stolen from other Magic-Users whose funeral he has attended.
- ‡ He will use a variety of styles and often speak in different voices when casting particular spells—a croaking old man, a breathy young woman, etc.
- ‡ A secondary effect of the Sin Eater's power is to allow the dead to rest easy and they will often supplement this power with spells meant to banish or control undead creatures.

# Spae Wife

*Hailing from a small cluster of islands to the north of Scotland, the Orcnadians are a hardy people with strong ties to the sea and its powers.*

*Their form of magic is mainly but not exclusively practiced by women and focuses on prophecy and weather divination.*

## Rules

✦ **DIVINER:** Spae Wives must spend one hour a day using their arts to tell the future and/or providing readings to other characters, consulting cards, dreams, clouds, or wave formations.

Once per session, a Spae Wife can add her Level to a single roll except damage. This represents the Spae Wife having foreseen the event and knowing what to do about it. If you are using a system that already adds Level for certain rolls then this bonus can be applied in addition to the standard one.

✦ **SEA BORN:** A Spae Wife cannot drown in saltwater.

## ✦ **ENEMY OF THE NUCKELAVEE:**

The Nuckelavee is a sea demon who dedicates himself to causing misfortune to the people of the Orcy Isles. He has a particular hatred for Spae Wives as they wield the powers of the sea to defend the folk of the Orcy Isles. He appears on land as a flayed, cyclopean horse with a man's skinless torso jutting out of its back like a rider. The man's eyes bulge and roll wildly and the horse exhales toxic vapours from between chattering jaws.

Each session, the Game Master gains a pool of HD equal to the Level of the highest spell slot the Spae Wife possesses. Any time the Spae Wife is involved in combat the Game Master can spend these HD to buy extra hostile monsters with the same total number of HD as those spent. For example, two HD could buy two 1 HD creatures or one 2 HD creature.

These creatures appear by magic and are all sea or water themed—piscaceans, kelpies, lesser knucks, sharkfolk, etc. and they all hate

the Spae Wife and her companions. However, they are not suicidal or any braver than normal members of their species.

At higher levels the Nuckelavee may appear himself!

The Game Master can also spend one of these HD per session to transform an existing hostile NPC into a 'champion' of the Nuckelavee. This increases their HD by 1 and mutates them horribly with some combination of scales, flippers, horse features, flayed skin, bulging eyes, fins, etc.

With the Game Master's agreement the effects of Enemy of the Nuckelavee and Diviner rules can be reduced if the Spae Wife travels inland. This may in fact be the reason that a Spae Wife travels to the mainland.

## Spells

---

LEVEL 1: Can learn the Druid spell *predict weather* as a Level 1 Magic-User spell.

LEVEL 3: Can learn the spell *speak with sea creatures* (p. 51).

LEVEL 9: Can learn the Druid spell *control winds* as a Level 5 Magic-User spell.

LEVEL 12: Can learn the Druid spell *weather summoning* as a Level 6 Magic-User spell.

## Flavour

---

‡ Spae Wife magic often focuses on telling the future, medicine, dreams and manipulating the elements, particularly water and air. For example, *cloudkill* summons a freezing fog or a horde of ghostly, sharp-toothed fish instead of poisonous vapours, *haste* and *slow* cause other characters to move as if in a dream and *protection from evil* is applied in the form of a salve.



*"Not this time, Servant of the Nuckelavee," Ursula McGrim protects herself*

*Esstha Leverington, selling her  
stitched fabrics at the city market stalls*



# Stitch Witch

*There is great ritual in the making of clothes and other items that require stitching. An entire magical tradition has grown up around the crafts of leather and cloth. Stitch Witches combine a useful trade with their magical powers.*

*Magical cloaks, hats, jackets, and other items of enchanted apparel will almost certainly have been created by a Stitch Witch.*

## Rules

✦ **METAL STITCHER:** As well as being able to stitch fabric and leather, Stitch Witches are also capable of stitching materials that cannot usually be stitched together such as wood, lead, bone, and iron plates.

When using these stitched items, roll 1d20-3. Rolling over the Stitch Witch's Level will cause the items to break and need repair.

Any metal armour or weapons fashioned by Stitch Witches will fall apart on striking or being struck by attack rolls of a natural 20.

## Spells

**LEVEL 1:** Automatically knows the following spells: *create curse doll* (p. 48) and *a stitch in time* (p. 48).

## Flavour

- ‡ A Stitch Witch usually casts spells through a focus called a poppet. They might sing the poppet to cast a fire spell, pin paper wings to it to cast *fly*, or tie a ribbon around its eyes to cast *power word, blind*.
- ‡ Alternatively, they can use their hands or knitting needles to cast spells, manipulating threads to make shapes such as a cat's cradle.
- ‡ Instead of summoning undead, Stitch Witches summon scarecrows.
- ‡ A Stitch Witch's spellbook is a pattern book full of arcane stitches which they can decipher, but which are meaningless to anyone else.



*Malkeeth Bloog, looking for his next dim-witted townsfolk to con*

# Toadman

*A strange and unsavoury breed of Magic User lurks in the fens of eastern Havenland, notably in the counties of Camshire, Suffolkshire, Norfolkshire, and Linkernshire. These are the Toadmen—poisoners, gamblers, and con artists to a man, or so local folk say.*

*The path of the Toadman is a shortcut to magical power, though a less dangerous and wicked one than the devil's bargain made by a Demon Slave. The prospective Toadman finds a toad, strangles it, feeds it to a colony of ants, and collects its bones once all the flesh has been stripped from them. He then throws the bones into a running stream at midnight and retrieves the only one which has not been swept downstream. This he grinds up into a broth or tea and drinks it down in one go.*

*Soon after, the transformation begins. Why this happens is unclear. Perhaps it is a ritual of abasement to a long-forgotten batrachian god. Perhaps it is some jape created by Old Hobb himself.*

*The newly created Toadman becomes more hunched over, his skin grows clammy, and his eyes grow a little larger than is comfortable. From that day forward he is able to learn and cast spells, even if he has never done a day's worth of magical research in his life.*

*There are one or two other 'benefits'.*

## Rules

- ✦ **TOAD-BLOODED:** A Toadman is immune to all non-magical poisons. His blood and flesh are infused with poison. Any creature that attempts to eat a Toadman must make a Saving Throw or suffer 1d3 damage per pound of flesh or pint of blood consumed. The damage is inflicted 1d6 rounds after ingestion. Vampires are immune to this damage, but will find the Toadman's blood foul and devoid of nourishment.
- ✦ **TOAD-CURSED:** Humans and amphibians alike tend to dislike Toadmen, for different reasons.
  - At Level 1, reduce the Toadman's Charisma by 1, permanently.
  - At Level 2 and each Level after, the player can choose to make the Toadman subtly more batrachian—hunching forward more, speaking in a croaking voice, growing webbing between his fingers and toes, using tongue to grab food or insects. These changes should not have a rules-

effect and are intended for role-playing

- At Level 3 and every third Level after that, the Game Master can offer a small, toad-appropriate, power (see Example Batrachian Powers below) to the Toadman's player in return for losing another point of Charisma.

### EXAMPLE BATRACHIAN POWERS

- The ability to breathe underwater for up to ten minutes at a time.
- The ability to jump twice as far as a normal human.
- The ability to swim twice as fast as a normal human.
- The ability to forgo the need for rations by eating insects and other horrible things.
- Folds and wattles of loose skin that catch the blades and blows of opponents. Permanently increase Hit Point total by 1d3.

✦ **THE LAST MEAL:** If a Toadman dies and leaves behind a corpse, a swarm of frogs, or one appallingly large toad, will appear within 24 hours and devour the body, leaving only bones behind.

## Spells

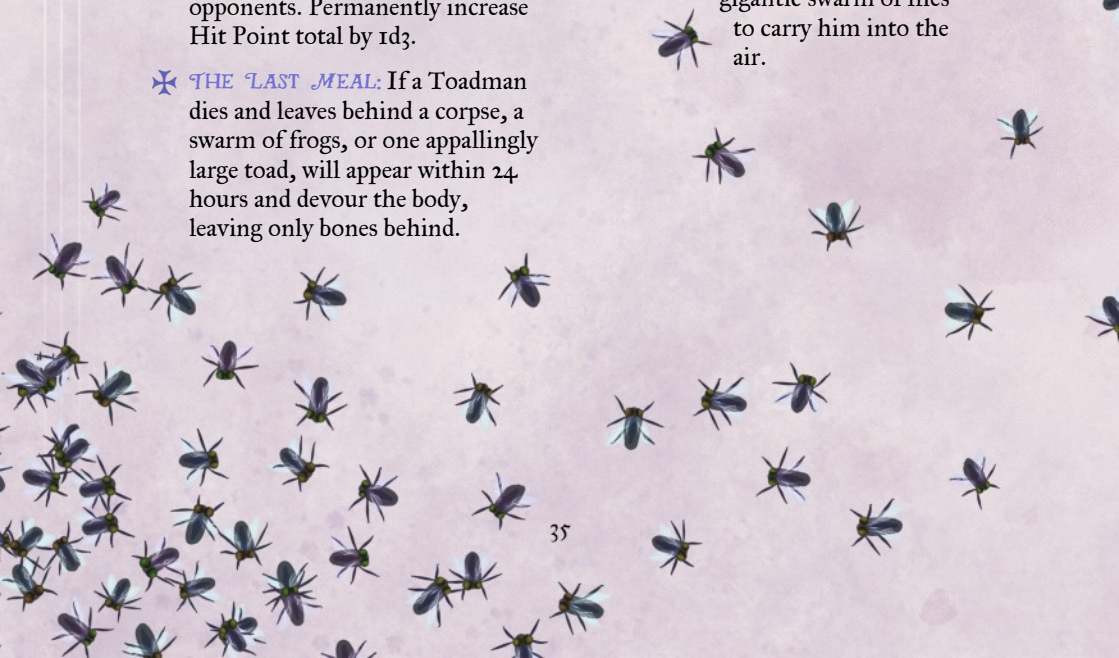
LEVEL 1: Can learn *lesser command animal* (p. 50).

LEVEL 7: Can learn the Level 4 Druid spell *insect plague*.

## Flavour

‡ Few people enjoy watching Toadmen at work. They speak unclean words in harsh, growling voices, and cast spells by throwing small bones, spitting on the ground, and eating noxious items like live slugs.

‡ Their spells are often themed around insects, vermin, and amphibians. Summoned monsters, include giant frogs, giant carnivorous snails, and toad-like demons. For example, a Toadman would cast *remove curse* by forcing the curse into a frog and would *fly* by commanding a gigantic swarm of flies to carry him into the air.



# Wizard of the Edge

*In Chesternshire, near the village of Adderlee Edge, there is a hidden cave where an ancient order of wizards tends to an army of armoured knights and their mounts, frozen in time and awaiting Havenland's hour of greatest need.*

*These Wizards sometimes wander the Haven Isles, seeking objects to better equip the knights or to maintain their eternal slumber. Dressed oddly, exquisitely courteous in the manner of a bygone century, and prone to strange pronouncements, such Wizards do not fit in well with other folk and incite gossip wherever they go.*

## Rules

✧ **ALWAYS A STRANGER:** People always remember a Wizard of the Edge and will remark on their strangeness to all and sundry. Weird events are commonplace around a Wizard—calves will be born with two heads, lost villages that have not been seen for hundreds of years will reappear, the midderfog will roll in unexpectedly. It is unclear to other characters whether the Wizard of the Edge causes these events or is merely drawn to them.

✧ **FROM OUT OF TIME:** Wizards of the Edge are privy to many secrets of the past and future. Whenever a piece of secret knowledge is mentioned, a Wizard of the Edge can roll **1d20**, if the roll is equal to or under the Wizard's Level, the Wizard knows that fact already. They must still learn spells in the usual way.

## Spells

**LEVEL 1:** Can learn the spell *time skip* (p. 52).

## Flavour

‡ A Wizard of the Edge has an archaic magical style that seems odd to every other Magic-User encountered in the campaign. They may intone words in a completely unknown language, importune spirits that no one else has ever heard of, or draw sizzling glyphs in the air that no one else can focus on.





*Brother Armitage claims the Sword of Fortune from Murkobb K'th T'th*

# BACKGROUNDS

These backgrounds, drawn from folklore, history, and beyond, do not have any significant mechanical benefits or drawbacks. They merely help to personalise a Magic-User and bind them into the *Midderlands* setting.

---

## Alraune

There is a mandrake (p. 54) in your family tree. And a hanged man. It is probably best not to dig too deeply into that story, to be honest. Anyway, you are a bit more ‘planty’ than other people and you have an affinity for plant-based magic, herbalism, and charm spells. You are attractive, but in a scary way and people often become obsessed with you. If you reject the advances of your admirers, they will call you cruel and heartless and their ‘love’ may turn to hate.

Your spells manifest in bursts of pollen, creeping vines, and venomous stings. Your *fireball* is an explosion of searing poison. Your *monster summoning* spell uses perfume to draw the creature to you.

Also an excellent Druid background.

---

## Arcane Gloombugger

Gloombugs hate to be imprisoned and they certainly do not like to starve to death. If you speak their language, they may whisper secrets to you through the glass of their lanterns in return for food.

Your magic requires the use of a gloombug lantern, which optionally replaces your spellbook. Learning new spells could be the result of finding new, rare species of gloombugs, or finding new treats to tempt them with. *Magic missile* will appear as a swarm of glowing bugs. So does *light*. *Protection from normal missiles* is a ring of glowing insects. Get used to bugs, basically.

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## Court Astrologer

You serve a lord or lady as an advisor, divining wisdom from the patterns of the stars. Your patron does not know that you can cast spells, or pretends not to know.

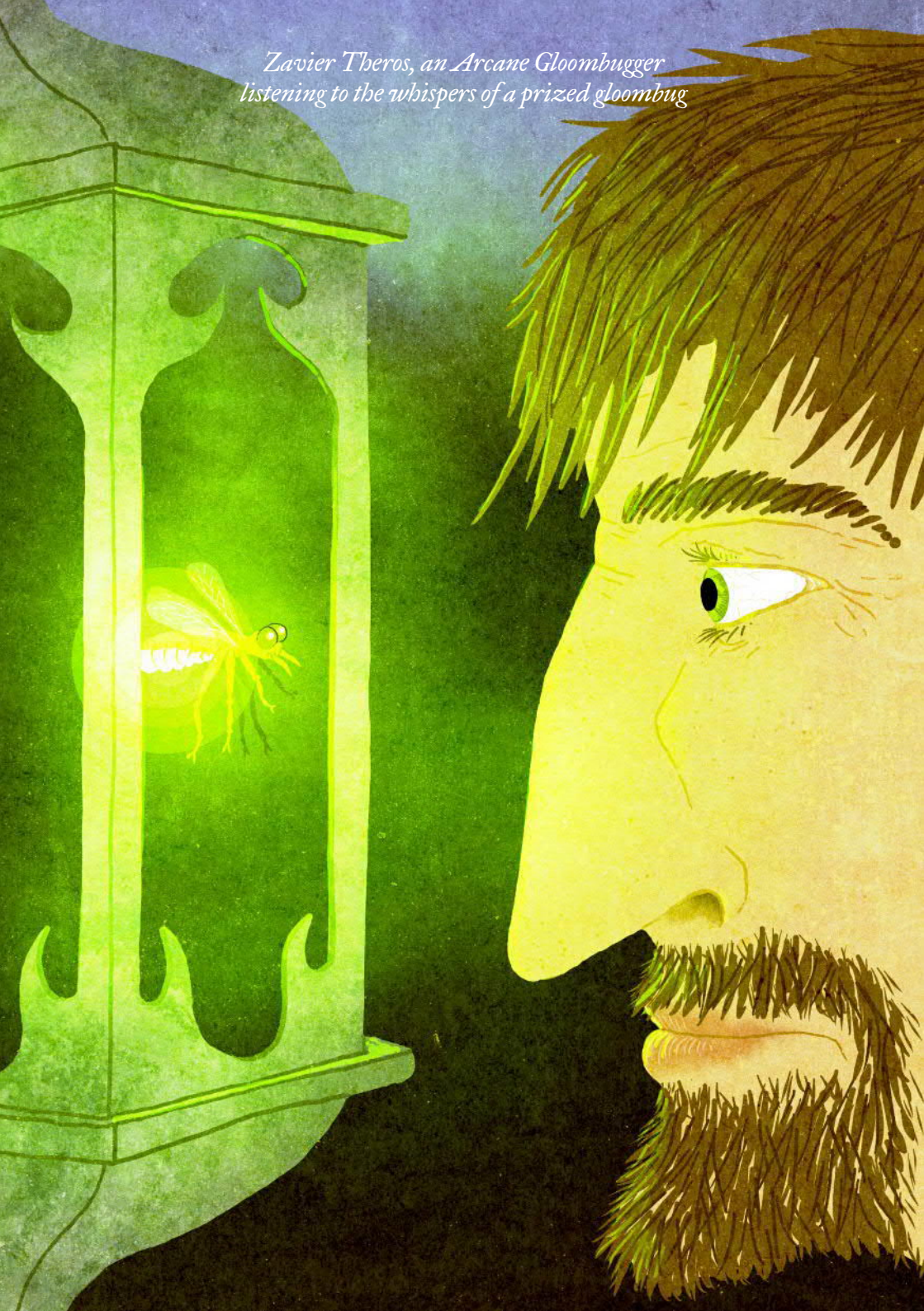
Your magic is secretive and sly and focused on the movements of the heavens and the ever-shifting influences of the planets. You name your spells after constellations, stars, and other astrological matters.

---

## Cultist

A hidden, but not necessarily evil, cult of a mysterious god taught you the rudiments of occult power. Perhaps you serve it still. Perhaps you fled its company and fear its reprisals to this day. Your spells all take the form of requests for aid from your patron god and are themed around its purview. For example, a *rope trick* cast by a cultist of Morgontula would actually be a strand of webbing, and a *monster summoning* spell by the same character would inevitably summon some kind of arachnid.

*Zavier Theros, an Arcane Gloombugger  
listening to the whispers of a prized gloombug*



## Demonologist

---

You may not be evil and you certainly do not serve any gods or devils, but all of your magical powers are drawn from the demons that you bind into service. Each demon has a different name and personality and teaches a different spell or set of spells.

Optionally, you have a magic ring that you bind demons and spells into, in place of a spellbook.

## Dwarven Shouter

---

You perform magic by bellowing and shouting and waving your arms around like a very grumpy or extremely drunk old man. Your spell-casting sounds a bit like this -

*“Argrefuggabwabahaba gerroutofit!!!”*

Sometimes you throw bottles.

Occasionally the bottles explode.

## Fallen Witchfinder

---

The temptations of magic proved too much and you gave up your sword and holy words in favour of mystical knowledge. You may still incorporate sacred wisdom and references to your former deity into your spells and rituals. Your body may have been ravaged by the displeasure of your abandoned deity or the cruel whims of your new tutor(s), but your mind has grown strong.

## Former Selkie

---

You were one of the seal-folk, but were tempted onto land and into human form by a bright-eyed lass or comely lad. They hid your sealskin, and lacking any knowledge of living on land, you ended up relying on the culprit and perhaps you do not even resent them anymore for the trick they pulled.

Though judging by the fact that you have taken to the road, that relationship probably is not going so well, eh?

You chitter and bark when casting spells and your magic carries the mingled scents of salt and spray. You like water-based magic and probably get on well with Spae Wives. Your hair is the colour of seaweed and it lashes around your head when you cast your spells, as though caught in the heart of a storm.

## Goblin Stinkbinder

---

A large-nosed garden goblin, you sniff out spells the way a pig finds truffles. Instead of writing the words of a spell in your spellbook, you learn its unique stink and stain a page with it. To memorise a spell, you find the right page and inhale the correct aroma. When you cast a spell, its unique and pungent stench emanates from your every pore. You cannot understand why this style of magic is not more popular.

## Lazy Apprentice

---

You lived in a tower with your mentor, learning the craft of magic. Your mentor did not seem in any rush to actually teach you any spells and you spent most of your time performing menial chores. Left to your own devices one day you borrowed their spellbook and commanded a broom to sweep the tower. Every object in the tower animated at the same time and most ran amok. You were kicked out by your master and will not be allowed to return until you have captured or destroyed every escaped object.

You have not really mended your ways and you do not so much memorise spells as mark them in your spellbook so you can read them out when you need them.

## Mad Hatter

---

The craft of millinery requires the use of mercury, which has terrible effects on the human body and brain. You were driven at least a little insane by mercury poisoning. On the bright side, when your mind cracked open it let the magic in.

You cast magic through rhyming or by babbling nonsense.

## Mine Tamer

---

Mining is a perilous profession at the best of times. With the added dangers of uncovering patches of gloomium or disturbing the denizens of the upper middergloom, it becomes

practically suicidal. In Yorkshire and Humbershire and nearby northern counties, this has given rise to a class of men and women called Mine Tamers. They are guides and pathfinders, experts in spotting cracks and faults, and avoiding the attentions of subterranean beasts.

You are one such magician. Gloomy, stern, indifferent to death and suffering. You wear the ceremonial flat cap when not delving beneath the earth so that all will know your profession and show you the proper respect. Your magic is drawn from the earth, the upper middergloom and the hard-won wisdom of your ancestors.

## Stone Tender

---

Stone circles are found across the Haven Isles and they must be protected. Awful things dwell in the depths of the earth and in hideous dimensions beyond space and time and only the stones can hold them back. You must travel the Haven Isles ensuring that the circles remain intact and charged with enough magical energy to carry out their purpose. Perhaps this just involves cleaning and a bit of light masonry. Perhaps the occasional blood sacrifice is also called for.

You probably wear a robe and cowl. Your magic is ritualistic and draws on the names of ancient spirits and the stones they have blessed. You despise the pamphleteer, Mathias Pouke, for his ridiculous theory about the stone circles.

## Tempestuous Hermit

---

You spent years alone, or nearly alone, on a remote island, perfecting your craft. Your magic is all carried out by bound spirits or faerie servants. If you are Level 1 it is possible that you were once more powerful, but were betrayed and had most of your magic stolen or destroyed.

As you grow in power, the storm in your heart will be made manifest. Sparks will fly from your eyes and winds will whip up as you cast magic. An angry glance from you will steal the heat from a room. At higher Levels, you may find that you have no need of your servants anymore.

## Witch of the Cave

---

Many years ago, you dwelt alone in a cave and practiced the magical arts. You did not get on with the locals and took to tormenting one particular lad. Unfortunately, the snivelling little weasel ran off and blubbed to a local cleric who was well on the way to sainthood. The cleric gave the boy a holy charm and he went to your cave, threw the charm at your feet and turned you to stone. Today, that magic finally wore off and you returned to human form, albeit with slightly greyish skin and a tendency to sit completely still for extended periods of time.

Everyone you knew is long dead and all your possessions are long gone. Will you repent your previous wicked ways and find a new lease on life? Or will you get your revenge on an uncaring world?

## Worm Charmer

---

You collect worms, using tapping, digging, or playing an instrument. You do this to amuse other folk or to gather worms to sell them to farmers. An old wizard with a seemingly never-ending need for worms had taught you the rudiments of magic in return for a year's work, gathering all such creatures in his demesne.

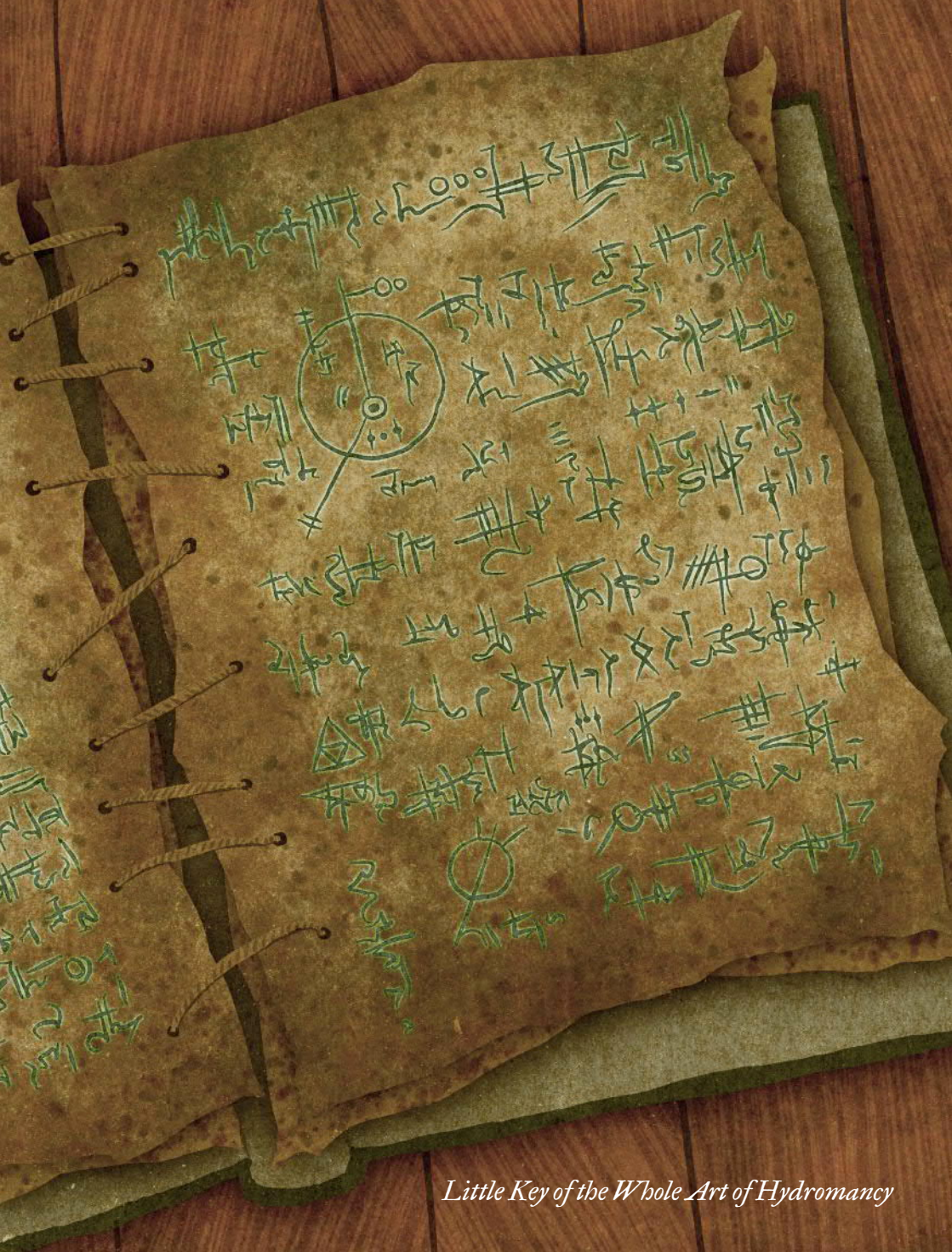
You can never remember precisely what he did with all those worms. Sometimes you have bad dreams about it though.

But all that is behind you now. Magic must be more profitable than worm charming, right?

# WHAT IS WEIRD ABOUT THIS MAGIC-USER?

## ROLL WEIRDNESS

- 1 Must pass half their food over their shoulder—for the Unfair Folk.
- 2 Turns into a sparrow on the third day of the month.  
When they die, the steeple of the church in the village where they were born will fall.
- 3 Always floats in freshwater, but always sinks in seawater.
- 5 Beer dissolves them.
- 6 Always walks widdershins around a dwelling or camp before sleeping in it.
- 7 Floats a couple of feet above the ground when having a bad dream.
- 8 Cats hate them.
- 9 Anything they say three times is true.
- 10 Has reversed feet and legs that bend the wrong way.
- 11 Ages backwards.  
Can only ever have three shillings in their pocket.  
(Their pack is another matter.)
- 13 Will grant one request to anyone who can guess their name.
- 14 Subsists entirely on a diet of worms, grubs, and acorns.
- 15 It is always raining wherever they are.
- 16 Has blue, acidic saliva.  
Has an odd steed or vehicle such as a flying ladle, walking cottage, or a boat made from a giant Yorkshire pudding.
- 17 Occasionally and inadvertently speaks prophecy.
- 19 Keeps their power in their hat.
- 20 Eats people. The reasons for this are complicated.



# TOMES

Want to provide new spells in an interesting package? Here you go.

## What Them There Angels Told Martha

---

Said to hold the wisdom of angels—or at least shining people with wings—who visited an old woman in Hertshire called Martha. They shouted cosmic secrets to her through her front door—she would not let them in.

Originally written on the inside of Martha's door, the knowledge has been transcribed since then, although not in a complete form. Extensive use can lead to visits from the shining people, who will be annoyingly keen to pass on more universal wisdom. The book focuses on divination, time, and flight.

SUGGESTED SPELLS: *clairaudience, clairvoyance, ESP, fly, haste, slow, and time stop.*

## The Clypeus Maleficarum

---

A book for the protection of 'witches'. Instructions on how to blend into normal society, hide magically summoned creatures, pass off spells as mundane skills and so on. Extremely ordinary-looking and usually hidden inside an almanac or book of jam recipes. Also contains spells for protection and stealth.

SUGGESTED SPELLS: *hold person, invisibility, protection from law, protection from normal missiles, sleep, slow, shield, wizard lock, and any other protective spells.*

## Little Key of the Whole Art of Hydromancy

---

Tattooed onto a sailor by a three-horned, blue-skinned woman who smelt of elderflowers and dwelt on an island that only appears once every thirteen years. No one knows whether the sailor is still alive or if the tome now consists of his flayed and preserved skin.

Shortening the name of this book in speech or written words inflicts an annoying headache on the perpetrator.

The tome contains instructions on water magic, creating magic weapons, protective amulets, divining the weather, binding demons, protection against thieves, and making really good tapenade.

SUGGESTED SPELLS: *create water, enchant item, lightning bolt, locate thief (p. 51), protection against evil, and wizard lock.*

## The Tractate Middergloomth

---

A rancid and forbidden book supposedly dictated by a glowing bottle-green skeleton that crawled its way out of the upper middergloom. Burned into the skin of an onion and inexpertly preserved in vinegar. It contains magic pertaining to mutation, radiation, and both the upper and lower middergloom. Has a soft green glow and tends to cause Weird Shit (TM p. 12) to happen.

SUGGESTED SPELLS: *animal growth*, *darkvision*, *gloomray* (p. 50), *gloomium dragon fire* (TME p. 125), *massmorph*, *polymorph other*, *polymorph self*, *radiation spray (magic missile)*, and *summon gloomium dragon (monster summoning VII)* but always summons a single Gloomium Dragon—TME p. 157).

## Liber Raziel

---

Attributed to a lost god or angel of magic, opposed or at least disliked by Gael. Likely a fake, at least in part. Contains details of spirits and demons, some of which are either made up or do not appear in the Haven Isles. Contains spells to do with *telekinesis*, far-seeing, and illusions.

SUGGESTED SPELLS: *clairvoyance*, *clairaudience*, *knock*, *levitate*, *magic mouth*, *phantasmal force*, *project image*, *telekinesis*, *weather control*, and *wizard eye*.

## The Sworn Book of Onerous

---

Gives instructions for astrally projecting oneself into other realms such where Them Upstairs reside. Doing so is very dangerous and often painful. If left unattended the book has a habit of teleporting itself to a nearby room.

SUGGESTED SPELLS: *astral spell*, *conjunction of elementals*, *contact other plane*, *extension*, *magic jar*, and *monster summoning spells*.

## Gadabook

---

47 runes written on willow bark on a foreign shore. Translated into a book of spells, some of which have never been understood or mastered by anyone in the Haven Isles. Copies are always uncomfortably cold to the touch and spread frost if left unopened for more than a day. Contains a wide-ranging set of spells but with some emphasis on protection and controlling ice.

SUGGESTED SPELLS: *fear*, *ice storm*, *locate thief*, *monster summoning spells* (undead or ice-themed creatures only), *passwall*, *read languages*, *remove curse*, *sleep*, and *wall of ice*.

# SPELLS

## A Stitch in Time

SPELL LEVEL: 1  
DURATION: 1 hour  
RANGE: Touch

DESCRIPTION: The Magic-User ties a stitched or woven charm to the target's armour or clothes. The target's AC improves by 1 for one hour as the charm bends time and/or fate in their favour, just a little. The spell is broken if the charm is removed or destroyed.

## Cheeky Green

SPELL LEVEL: 2 (Magic Cider)  
DURATION: Instant  
RANGE: 150 Feet

DESCRIPTION: An inky green cider with a clean crisp taste, not too sweet and not too sour. It is rare amongst Magic Ciders because it allows the drinker to cast the spell, rather than suffering its effects. Two coils of bright green energy erupt from the drinker's fingers and fly wherever she wishes, with a range of 150 feet.

The drinker must roll to hit the target/s with a +1 bonus to the roll. The rays inflict 1d6+1 points of damage each.

## Create Curse Doll

SPELL LEVEL: 1  
DURATION: 24 hours  
RANGE: 1 mile

DESCRIPTION: The Stitch Witch makes a simple doll or poppet, basing its appearance on the target. The doll must contain or be made from some part of the target or their possessions e.g. blood, hair, fingernail clippings, saliva, shoe-leather, buttons, cloth, etc. The target makes a Saving Throw, if they fail, the poppet is bonded to them for 24 hours.

If the caster or someone else symbolically injures a bonded poppet, the target suffers intense pain in the affected area and takes 1 HP of damage. Injuring can take the form of sticking pins into the poppet, singeing it, dipping it in boiling water, biting it, or beating it. Further injuries to the doll will only inflict pain on the target. One hour after inflicting damage on the target, the Stitch Witch can inflict another 1 HP of damage on them with a new attack, if they wish they can continue doing this every hour until the target dies or the spell ends.

If the poppet is destroyed, the spell ends and the Stitch Witch and target must make a Saving Throw. Anyone failing the Saving Throw falls unconscious for 1d6 hours.

Killing the Stitch Witch ends the spell.



*Preparing a Gloomray*

## Enforce Queuing

---

SPELL LEVEL: I

DURATION: I minute

RANGE: 100 feet

DESCRIPTION: Forces hostile creatures to form an orderly, single-file queue when attacking the character or their designated allies in melee combat. Does not prevent the targets from using ranged attacks. Affects up to 4d6 HD of targets.

## Find Riches

---

SPELL LEVEL: I

DURATION: I hour

RANGE: Current building

DESCRIPTION: For the duration of the spell the Magic-User instinctively knows where all valuables are in whatever structure they currently occupy, including dungeons. They do not know how expensive the items are, but they can pinpoint the location, even if the items are concealed by magic. Favoured by demons.

## Find True Love

---

SPELL LEVEL: I

DURATION: 12 hours

RANGE: Touch

DESCRIPTION: The Peller spends an hour chanting or performing strange rituals on the target. The target must be willing and must carry out some kind of esoteric instruction such as bathing themselves in morning dew

at the top of a hill just as the dawn's rays strike it or harvesting seven bluebells at midnight and boiling them in a tea. The next person the target sees after completing their task is the person they are destined to marry.

This is not a mind control spell; it simply bends the strands of fate so that the person the target is most likely to marry happens to bump into them on that day. Despite the name of the spell, there is no guarantee that the target will fall in love with this person or that the marriage will go well.

## Gloomray

---

SPELL LEVEL: 2

DURATION: Instant

RANGE: 200 Feet

DESCRIPTION: This crude spell launches a bolt of harmful gloomium at the target. Roll a ranged attack with +2 to hit. On a hit, target takes 1d6+2 damage and must succeed at a Saving Throw or suffer a randomly rolled mutation. Roll on the Weird Shit (TM p. 12) table after casting this spell, to see what else happens.

## Lesser Command Animal

---

SPELL LEVEL: I

DURATION: Instant

RANGE: Sight

DESCRIPTION: At Level I, the Toadman casts the spell, then focuses their attention on an animal they can

see. With a successful ranged attack roll they can force the animal to carry out any single action such as bursting out of its stall, throwing a rider, fleeing, falling prone, or biting someone. The command is mental and does not have to be spoken aloud. The Toadman can issue one command per their character Level and can target different animals with subsequent commands.

This spell was created with the express purpose of cheating in horse and dog races.

### Locate Thief

---

SPELL LEVEL: 1  
DURATION: 24 Hours  
RANGE: Self

DESCRIPTION: The Magic-User meditates on a picture or fragment of a stolen object. For the duration, the Magic-User knows the exact direction of the person who stole the item as though their mind was a compass and the thief was magnetic north.

### Minor Polymorph Self

---

SPELL LEVEL: 1  
DURATION: 1 Hour  
RANGE: Self

DESCRIPTION: The Magic-User transforms themselves into a small, harmless, flightless creature such as a hare, mouse, or otter. They must choose one species of animal that they can turn into when they learn this spell and cannot use it to change

into any other sort of creature. A hare is traditional, but not obligatory. This spell is often associated with Demon Slaves and Faerie Brides.

### Misfortune

---

SPELL LEVEL: 1  
DURATION: 24 hours  
RANGE: 120 feet

DESCRIPTION: The Magic-User gestures towards the target and mutters under their breath. At some point in the next 24 hours the player (or the Game Master, if this is more appropriate), can force the target to reroll a successful roll and accept the new result. If cast on an animal this spell causes their milk to go sour, eggs to putrefy, wool to become infected with mould, or some other unpleasant effect. Taught by demons.

### Speak with Sea Creatures

---

SPELL LEVEL: 2  
DURATION: 10 minutes  
RANGE: Self

DESCRIPTION: The Spae Wife can speak to all sea creatures, sentient and non-sentient, so that they understand her and can reply. Sea animals tend to be friendly and willing to help as long as they are neither offended or hungry. Sentient sea creatures will follow their usual motivations.

## Stump Puzzler

---

SPELL LEVEL: 5 (Magic Cider)

DURATION: Permanent until dispelled

RANGE: Varies

DESCRIPTION: Cloudy, with a delicate, floral scent. Tastes like nettle stings and straw.

Functions exactly like the spell *feeblemind*. However, instead of casting a spell, the Apple Queen picks her target and removes the cork from the bottle containing the cider. If the target smells the cider, they must make a Saving Throw at -4 or make every effort to reach the cider and drink it. If the target drinks the cider, they suffer the effects of *feeblemind* without any further save.

## Sunset Gold

---

SPELL LEVEL: 2 (Magic Cider)

DURATION: 1 Hour

RANGE: Self

DESCRIPTION: Amber cider with gleams of russet lurking in its depths. Tastes like a mouthful of sunshine. The drinker gains the effects of the Cleric spell *bless*.

## Transmute Lead into Gold

---

SPELL LEVEL: 7

DURATION: Instant with one-week casting time

RANGE: Touch

DESCRIPTION: The Hermetic Mage spends a week working on a metal object or lump of metal—it does not actually have to be lead—in a well-stocked laboratory, by the end of the process the object is transformed into gold.

The spell transforms the metal into an amount of gold equal in weight to the Hermetic Magician's Level in pounds.

## Time Skip

---

SPELL LEVEL: 1

DURATION: 1 Round

RANGE: 240 Feet

DESCRIPTION: The target cannot act for one full round as their perception of time skips and stutters. Other characters can still attack or otherwise interact with the target during this round. The target is still subject to physics and would, for example, fall if pushed off a cliff. This spell is one of the secrets of the Wizards of the Edge.



*Mandrake*

# ODDITIES

## Mandrake

A deformed, human-like plant-creature which sprouts from earth that has been watered by the blood of a hanged man.

Mandrakes start as a seedling that takes a year to form into a one-foot high 1 HD creature which then pulls itself free of the ground and scurries off about its business.

Once sprouted, mandrakes grow far more quickly than humans. Mandrakes grow a foot taller and gain an extra HD each year, maxing out at seven feet tall with 7 HD after seven years of life. They do not grow or age beyond this and are immortal unless slain.

A mandrake has a natural Armour Class of 9 [11], and can wear armour if specially made to suit its strange form.

A mandrake fights with needle-teeth and thorny claws.

- At 1-2 HD, it attacks with 1 bite (1d4), and 2 claws (1d4) damage.
- At 3-4 HD, it attacks with 1 bite (1d6), and 2 claws (1d6) damage.
- At 5-6 HD, it attacks with 1 bite (1d8), and 2 claws (1d8) damage.
- At 7 HD, it attacks with 1 bite (1d10), and 2 claws (1d10) damage.

Anyone damaged by a mandrake's bite must make a Saving Throw or suffer an additional 1d6 damage. This Saving Throw is only made on the first successful bite from a single mandrake. This damage is inflicted at a rate of 1 damage per Round. More than one adventurer has stumbled away from a fight with a mandrake, only to turn all sorts of funny colours and die soon after.

Mandrakes are usually chaotic or neutral. They enjoy wicked pranks and poisoning people. The older and wiser ones tend to hate Magic-Users and may actively hunt them to avoid becoming spell components or potion ingredients.

1 HD worth of ground-up mandrake, used in the casting of a Magic-User spell or brewing of a potion, increases the power of the spell or potion by 50% in one way—damage, area of effect, range, or duration.

For example, a *death spell* could kill up 3d8 creatures, have its radius of effect increased to 90 feet, or have its range increased to 360 feet.

If there is no way to increase the spell's power, it just becomes weirder.

## Robin Jade-Breast

---

These bright and brave little creatures are attracted to magical items, Magic-Users, and magical creatures. They are a sure sign that something interesting is around the corner. They are pretty birds with dark brown wings and shining jade-coloured bibs above their white bellies. Goblins, trolls, and other odd creatures tolerate their presence with surprising calm.

The song of a robin jade-breast sounds like an old man choking on broken glass.

## True Lava Bread

---

Lava bread is a delicacy in Oldenwale, a tasty and nutritious substance made from seaweed paste rolled in oats.

Only a few mystics amongst the clans of Oldenwale know the secret of making true lava bread. It can be eaten as normal, without any magical effects. But if thrown, it transforms into a gobbet of sizzling lava, inflicting 5d6 damage on any single person, object, or surface it strikes.

## Wizard Hole

---

Created by a wizard whose name has been—perhaps intentionally—lost to history. These tiny pocket dimensions are scattered all across the houses, cottages, and castles of Havenland. They were intended to hide Magic-Users from witchfinders and other unpleasant folk.

If any Magic-User, or person from a related character Class such as a Dragon Singer (TME p.151) or Phantom Piper (MZ3 p. 16), is trying to hide themselves in any structure in Havenland where people might live, there is a 1 in 20 chance that a wizard hole opens up in front of them.

Only roll once for a particular structure.

A Wizard Hole appears as a small door or trap-door and leads to a space that is just large enough for the Magic-User to crouch in. The space does not obey the usual rules of space-time and could be in a ceiling, floor, or wall that is not thick enough for it to fit into. There is enough air in the space to last one person for 24 hours.

Anyone else searching for the entrance to the Wizard Hole should search for hidden doors or traps in the usual way.

# BOOK REFERENCES

Some of the spells and creatures referred to in the previous pages provide page references to other products in *The Midderlands* range. These are presented as follows:

TM: The Midderlands

TME: The Midderlands Expanded

COGL: The City of Great Lunden

MZI-5: Midderzine Issues 1 to 5 respectively

# GLOSSARY

There are a lot of words mentioned in this book that may seem strange to some. This is where we explain their meaning.

- ✦ **ADDERLEE EDGE:** A village in Chesternshire and said to be the resting place of a long-lost army.
- ✦ **GAMESHIRE:** A county in the east of Havenland (based on Cambridgeshire).
- ✦ **GERNWALL:** A county on the south west tip of Havenland (based on Cornwall).
- ✦ **CHESTERNSHIRE:** A county in the north west of Havenland (based on Cheshire).
- ✦ **DEVERN:** A county in the south west of Havenland (based on Devon).
- ✦ **DORSOMSET:** A county in the south of Havenland (based on Somerset and Dorset).
- ✦ **SAEL:** An angelic-looking, lawful god.
- ✦ **GLOOMBUG LANTERN:** A lantern filled with gloombugs (see Gloombug) used as street lighting in larger towns and the city.
- ✦ **GLOOMBUG:** A marsh-living insect that gives off a powerful green glow.
- ✦ **GLOOMIUM:** A substance that is both dangerous and possibly magical (based on radioactive substances).
- ✦ **GLOOM-TOUCHED DEFORMITIES:** The deformities that occur when someone is exposed to gloomium for too long or too much.
- ✦ **GLOOM-TOUCHED:** When someone is affected by too much contact with gloomium.
- ✦ **GOLD QUIDS:** The gold piece equivalent currency.
- ✦ **GREAT LUNDEN:** The capital city of Havenland.
- ✦ **HAVEN ISLES, THE:** The collective countries of Havenland, Scrotland, and Oldenwale.
- ✦ **HAVENLAND:** The country in which *The Midderlands* is set.
- ✦ **HERTSHIRE:** A county in the east of Havenland (based on Hertfordshire).

- ✦ **HUMBERSHIRE:** A county in the north east of Havenland (based on Humberside).
- ✦ **LINKERNSHIRE:** A county in the north east of Havenland (based on Lincolnshire).
- ✦ **LOWER MIDDERGLOOM:** See Middergloom
- ✦ **MATHIAS POUKE:** Infamous pamphleteer, author, and radical. Or idiot. (Not based on anyone. Allegedly.)
- ✦ **MIDDERFOG:** The green misty miasma that rolls across the lands and through the streets hiding sinister deeds and nightmarish creatures.
- ✦ **MIDDERGLOOM:** The subterranean realms below the earth, all the way to the gloomium core.
- ✦ **MIDDERLANDS, THE:** An area comprising several counties in the centre of Havenland
- ✦ **MORGONTULA:** A spider god that resides on the moon.
- ✦ **NORFOLKSHIRE:** A county in the east of Havenland (based on Norfolk).
- ✦ **NORTHUMBERSHIRE:** A county in the north of Havenland (based on Northumberland).
- ✦ **OLD HOBB:** The devil himself. Well, one of them, anyway.
- ✦ **OLDENWALE:** A country that borders the west of Havenland (based on Wales).
- ✦ **ORCNADIANS:** Residents of the Orcy Isles.
- ✦ **ORCY ISLES:** Islands off the north coast of Scotroland (based on the Orkney Islands).
- ✦ **PISCACEANS:** A race of half-man, half-fish creatures that reside mainly in the Dog Sea of Havenland's east coast.
- ✦ **QUIDS:** See gold guilds.
- ✦ **SCROTOLAND:** A country that borders the north of Havenland (based on Scotland).
- ✦ **THEM DOWNSTAIRS:** Where the bad devils and demons live (based on Hell).
- ✦ **THEM UPSTAIRS:** Where the good gods live (based on Heaven).
- ✦ **UPPER MIDDERGLOOM:** See Middergloom
- ✦ **WITCHFINDER:** A fanatical religious warrior who seeks out those who would ally with demons and devils.
- ✦ **YORKSHIRE:** A county in the north of Havenland (based on Yorkshire).

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