

Terra Obscura: Albion

With the introduction of the ["Dark Shadows"](#) campaign it would seem appropriate to look at Albion.

"Official" Albion Sources

One of the earliest mentions of Albion is in "The Known World" section of the WFB 2nd Edition "Battle Bestiary" Book, and it has little to say other than noting that "The Isle of Albion is known for its barren moorlands and bogs, although even this land is now mostly forested or under the plough".

Then came the satirical McDeath reviewed in this issue of Strike to Stun. In my opinion it has little to offer, other than to detail a small region of the world. What we know is that witchcraft is rife, the forests are tended by Treemen, warring and competing clans control most of the countryside, and that Orcs reside on the island. However none of the material from this scenario pack has ever been used in any other products.

There was also the Brian Craig "Storm Warriors" novel. After reading a number of the Warhammer novels, I lost any interest in reading any of the other books, so this book was never read by me. There was a companion article in White Dwarf by Carl Sargent that gives a brief overview of Albion, or at least some of the lesser islands, which includes a map of the islands and provides a bit of history for the islands.

Albion languished for some time until it received mention in a Dogs of War regiment described in WD 233. This article was online for a short time at the GW website and may still be available (the URL eluded me however...). There was some new material presented, that Giants guard the island under the aid of Druids from invasions and the biggest giant is revered by the "primitive" humans of the island. The actual content of the article is quite appalling, involving a Tilean general named "Curious Geasar".

Lastly, there is the Dark Shadows, which provides the most detailed information on the island, although I suspect that most WFRP veterans would take a disliking to. The website adds additional details to the area and provides a better feel. Since this is the latest GW canon, the original material at the end is designed with this version in mind.

Unofficial Albion Sources

To date, the few unofficial texts written by players have been far more extensive in detail than the official efforts.

The first major piece that ever came to my attention was by a participant of the WFRP mailing list, Tuomas Pirinen, who would later go on to work for Games Workshop for some time. His work on [Albion](#) follows along on a real life historical parallel but is quite dark and grim. One person once commented that those who liked the comic *Slaine* would enjoy this, and I feel it is probably correct.

A more contemporary piece was written recently and it too follows a strong historical model. This version is a little less epic in scale and grittier. It follows much more closely to the low key approach of the original WFRP version, and is hosted at [Critical Hit](#). It begins with an introduction to the [island's history](#) and continues with more detail about the [various isles](#). This work alone is not the only contributions to Albion, for the site also hosts [Albion basic careers](#) and [advanced careers](#).

Notes on Albion

Albion has never been fully described in the WFRP book, or the WFB world. I see this as an opportunity rather than a deficiency - if the island is initially mysterious, I suggest that we keep it this way.

Since the Dark Shadows campaign right now is part of GW canon, I will formulate my suggestions to fit loosely with its concepts.





First of all Albion is a significant magical site. Why? Just as Ulthuan is mentioned as a critical place, Albion is given even greater power, but neither island is given a reason why it serves as a magnet for strange and esoteric powers. A handful of reasons are given below.

Ley Lines

Like other forms of energy, psychic energy had laws that governed its behavior, and the consciousness of the sentient beings of the planet circulated the globe in predictable patterns, and one of the focal points or the nexus was high above the sky of Albion. This nexus focused psychic energy and now continues to channel warp energy, the winds of magic, and pure raw chaotic energy.

A Sheer Veil

Certain locations in the physical world are closer to the warp and the Realm of Chaos than other places, and by some chance there exists only a thin fabric between the physical world and the unseen world throughout Albion.

The Crystal Hammer

Thousands of years ago an asteroid continued its billion year trip through time and space, to fall screaming to the earth and shatter Albion. This meteor had unusual properties, being composed of a peculiar crystal that serves as a focus for warp and magical energy. Maybe the crystal is deep within the earth and still continues to function drawing and focusing energy, or maybe it shattered into millions of pieces and its remains lie scattered in the earth where it has infused the very soil.



A Ritual Awry

The Slann were known for their powerful rites, yet even they were not beyond failing. Perhaps the Slann practiced strange rituals on the lonely isle, but maybe for any of the other reasons here they chose this place as a site for a ritual. Maybe a ritual took place long before the collapse of the warpgates, maybe it occurred as the warpgates failed, or it could have been after as a last minute attempt by the Slann to stave off the worst of the Warpgate catastrophe. Regardless the failed Slann ritual awoke the earth - gave the earth some psychic consciousness which manipulates magic energy and draws it to the earth.

An Open Door

Both the powerful warp gates at the poles collapsed causing momentous change - but what if some of the smaller gates had remained stable and were aimed away from the Realm of Chaos and into warpspace? If these portals to the warp that remain open and functioning to some degree they could allow for the peculiar nature of the island.

It seems that Albion should have a mystery at its heart. A GM could use one of the above or develop one of their own. The players themselves need never know what was at the center of the mystery, but some clarity on the GMs part would allow for the GM to take into account what sort of processes have taken place on the island.

Druids (Truthsayers and Dark Emissaries)

At the heart of the Old Faith is the concept that there is a sentience in nature, a position supported by the existence of nature spirits in SriK. This group of creatures could be expanded greatly in Albion. Those seeking a whimsical sort of game can add faeries and the like, while those wanting a darker game can have capricious nature spirits that scorn and curse all of humanity.

The nature of nature on Albion is thus different, and the Druids of WFRP should be modified in some manner to reflect this account. The review of Dark Shadows covers Dark Emissaries and Truthsayers and some of this material can be used for both. I hope to eventually touch upon this more with the release of Realms of Sorcery.

The Druids of Albion might have Arcane Language - Children of Nature skill or the Nature Spirit Skill to reflect their knowledge of the sentient extensions of nature. However the power of the Druids should be even more powerful and dramatic than those in the rest of the Old World, and as such I offer the following rituals and magic to add to the Albion Druids. I have mentioned Dark Druids for those who like darker aspects of Druidism or it can be construed as a euphemism for the Dark Emissaries ([see Dark Shadows](#)).

New Druidic Magic Rituals

Heartwood

It is rumored that at the heart of every forest there is a great tree, the first tree from whose seeds the majority of the forest sprang from. Few have seen such a tree, and its location is only known by a handful of forest creatures, Elves, and Druids who travel the forest. Such trees were rumored to be among the first to grow at the birth of the world and will be the last trees to capture the final rays of the world's last sunset. It is said that the greatest of these trees is in Albion in one of its many forests, and it is claimed that its roots have grown into the center of the earth.

These trees are known as Heartwood trees and are among the most sacred of all things earthly, and as such are carefully revered and guarded by Druids. Only the oldest and most powerful of Druids are invited to pay their respects to the tree, and it is said that only the oldest and wisest Druids may become the companions of the tree. This Heartwood Tree hears the whispering of all the leaves in the forest and can warn any Druids under its eaves of any danger in the forest and its general directions. This communication comes in the form of a rustling of leaves and the accompanying Druid simply intuits the degree of danger, its distance, and its location in the forest by interpreting the trees subtle behavior.

Should Animate Tree ever be invoked on the Heartwood, something only done in the absolute most dire of circumstances, such as the Heartwood itself being attacked, the Heartwood animates as a Treeman with a +1 bonus to Strength, Toughness, and Armor Points, and +2d6 Wounds due to its immense size.

The Heartwood Grove

The Heartwood lies in an area known as the Heartwood Grove. The entire clearing is under the massive canopy of the tree, and its earth is rent and tangled with ancient knobby roots that stretch out for hundreds of feet around, and there are at its roots small places for Druids or injured animals to hide or weather from the storm. If one is brave enough to climb the top of the tree, they may look out over the entire forest with a sense of awe. The Heartwood Grove is a powerful location, and functions as a Sacred Grove with no need for dedicating or rededicating this place.



Dangers to the Heartwood

So great is its power and sacredness that the most unholy and dark of things may attempt to seek it out and destroy it. Even more frightening is the secret that Druids fear and never speak of, for it has been known for a Heartwood Tree to become infected with Chaos. The great tree's heart darkens, innocent forest creatures are driven out from its presence by fear, and the forest itself becomes darker and more oppressive as the Heartwood Trees limbs entangle themselves in the roots of other trees, leeching the vitality out of nearby trees, and the Heartwood itself is reputed to awaken the hunt and drink blood.

Heartwood Companions



The Great Albion Heartwood tree is often visited or kept companion by an ancient Druid or Druids who come here to learn the wisdom of the tree rather than guard it. These Druids are the bravest, oldest, and wisest of Druids who have been invited by the tree to share in its experience and to help watch over the Heartwood's forest. These Druids are known as the Heartwood Companions or the Heartwood Coven and all other Druids in the forest, and even neighboring forests, will defer to their judgment.

The Heartwood Companions spend most of their time wandering about the area of the Heartwood, caring for the trees nearby, and looking after the health of the Heartwood. Some of the Companions may stay immediately within the area of the tree, while others visit it once a week or month, depending on the needs of the forest and the Heartwood. Being a Companion to the Heartwood is the greatest honor a Druid can have, and very few are selected for this privilege.

The Heartwood Staff

The great tree can be generous, and to help its companions, the Druids who keep the tree company, the Heartwood may gift them with one of its living branches. The Heartwood Coven knows the Heartwood intimately

and they may note when the tree's mood changes. In many cases the tree is preparing to deliver its branches to one of the Druids it has chosen, and the lucky recipient has a Heartwood Staff.

The staff is a long, solid, and heavily gnarled staff, and a pulsing vitality comes from it. As long as the Heartwood remains alive the Heartwood Staff will not break, wither or die. If subjected to intense magical fire it will curl and blacken, but over a month or so it will sprout and grow anew. Only if exposed to chaos will it turn, and in such case the staff becomes twisted and treacherous, whispering things to its wielder and acting as Tanglethorn when the now sentient staff so deems.

The Staff's powers are notable. Normal forest creatures will not harm the wielder of the staff unless provoked needlessly. It functions as a magical weapon and can be used to injure or hurt those creatures normally beyond the powers of steel weapons. The staff is wielded in two hands like a Quarterstaff, with no penalties or bonuses except for that it does +2 damage.

Earthspring

It has long been rural folklore that there are secret springs in the forest who draw their water from so deep beneath the earth, in such clean and hidden places in the earth, that the water is the blood of the earth, and that they can cure all sorts of ailment. Although dismissed as superstition by learned folks, there is some truth to this, for the Druids and creatures of the forest know of quiet and serene spots in the forest where a small spring bubbles forth refreshing and cleansing water. It was said that Albion had a countless number of these springs, but over time they have become poisoned and have turned into the bogs that now dot the Albion landscape.

These places are known as Earthsprings, and many Sacred Groves have been built around them, although most are simply left the way they are in their natural state. Sick animals intuitively come here to sip from its nurturing waters, and Druids have used this water to heal sick trees, creatures, and people. These places are sacred to Druids and no outsiders are ever knowingly guided to such places.



The powers of the water are as follows:

Any non-chaotic creature washing in the water of the spring loses all parasitic infections as per the "Delouse" spell, and if imbibed internal parasites are removed as well. If rubbed into a poisoned wound, or drunk after being poisoned, it allows for another Toughness test at +10 to immediately end the effects of the poison or infected wound. Rubbed on aches and pains, it gives immediate relief, and if a small vial of water is used it can be used as the ingredients in the "Heal Animal" and "Cure Poison" spells.

If a creature of Chaos fouls the water, the Druids must undergo a week long process of purifying the spring, or cast "Create Sacred Grove" to undo the damage.

Dark Druid Variation: *Dark druids can ritually sacrifice a living person, preferably a baby and drain its blood out into the spring, thus poisoning the spring and it will create a bog in the area. Each sacrifice drained into the heart of the earthspring creates a bog that grows a foot a day until it reaches 100 feet in radius for each sacrifice during the ritual.*

Thornwood Club

Druids, and those Priests who share the power of nature, live off the generosity of the lands they serve and defend. When times are dangerous, such folk of the forest are able to call upon many of the resources the forest provides.

One of these is what has become known as the "Thornwood Clubs". The means by creating these clubs are jealously guarded by Druids and Priests of Taal and Rhya. Few have ever encountered such clubs, and most would not recognize their value.

There are a number of reputed ways in which a club can be formed. The most common means is to carefully tie a lower branch of an ancient tree (over a thousand years old) with a vine that had been soaked in a silver bowl overnight under the full moon in the center of the sacred grove. This vine is then tied around the tree, and for three consecutive days, when the sun is at its zenith overhead, a variant of the spell "Tanglethorn" is cast once a day at the exact time. The normal incantation itself will not work for the words must be changed, a variation that can



easily be taught by someone who knows the revised wording, or the variation may be learned over a few months of careful and respectful experimentation (requiring an Int test once a month until successful. A critical failure, or a double percentile roll like 77 over the character's intelligence results in causing extreme discomfort to a tree and resentment from the forest).

After the third day, the vine can be removed, and the limb then severed very carefully. A display of thankfulness is then given to the tree and an occasional visit to be certain that the tree is not forgotten or neglected.

There is another means of fashioning this tanglethorn club, by creating a tanglethorn tree. The Druid must discover an appropriate and willing tree. They must then cast "Animate Tree" and "Tanglethorn" at the same time each day for a week in a row. After this time, over the next month the tree will change and grow thorns all over it. A ritually soaked vine as described above can be then used to tie off a limb and after three days the club may be removed. The missing limbs grow back slowly, and usually each ancient forest has one great tanglewood tree from which all Druids may pay reverence and occasionally extract a Tanglewood Club.

The powers of the club are minor but useful. The club looks like a normal club, but with large and painful looking thorns growing out of it. The club itself is alive but only those attuned to the cycles of nature would be aware of it. The club will not catch on fire (and still resistant to some extent to magical fire) and if any of the thorns are knocked off they can quickly grow.

If formed into a one handed club, it functions as a Hand Weapon with a +1 modifier for its long and wicked thorns. If formed into a Quarterstaff (a slightly more complex task, requiring two additional more days) it functions as a hand weapon. If formed into a large two-handed club, usually quite rare, the wielder gains no Initiative penalty due to the club's relative light weight.

To maintain the vitality of the living wood, it must simply be held for an hour a day by someone that can call upon the power of the forest (someone with Magic Points that can be used to cast Druidic Magic). After three days with no contact the staff decomposes almost immediately. If a Tanglewood Club is removed from a tree in an inappropriate fashion, this happens almost immediately.

Dark Druid Variation: *By poisoning the tree ritually over a thirteen week period, the Druid can create a Poisoned Black Thorn Club which acts as Tanglewood Club, but it drips a weak poison which adds +1 to the Strength of the attack. The tree is irreversibly damaged, and should it be awakened, it will be thoroughly evil.*

Moonsilver Sickle

Druidic Magic is amongst the oldest of magic's, and it is said that Druids have countless artefacts, relics, dweomers, and great earth magics at their disposal. One of the minor forms of this is known as the Moonsilver Sickle. To construct a Moonsilver Sickle is a task that most Druids learn when they have proven themselves worthy. The Moonsilver Sickle is almost unknown outside of druidic circles, and the secret has never been shared with any outsiders, and it is quite unlikely that any outsiders would be capable of manufacturing it.

The first step in creating a Moonsilver Sickle is the collection of silver. The process of collecting silver must be done alone by the manufacturing Druid. The Druid must then smelt, pour, and hammer the silver into a sickle in the center of a Sacred Grove at midnight on a full moon. Immediately after it must be quenched in a pool of water reflecting the full moon. During the process secret incantations in Arcane Language Druidic are made, secret chantings that can only be learned from other druids. When the process is finished, the Druid must then slowly turn the Moonsilver Sickle in the moonlight of the full moon while standing in the Sacred Grove, and then the ritual is then finished.



The Moonsilver Sickle looks like a rustic and roughly hammered sickle, but nonetheless beautiful and its silver seems to have a deep glow, and it actually shimmers in the moonlight. It functions as a normal hand weapon, but any night when the moon is visible it takes on magical powers, functioning as a magical weapon that can strike ethereal undead and daemons. If the Moonsilver Sickle strikes any lycanthrope they must make a Will Power test or immediately revert back to their humanoid form, testing every time they are struck by the Moonsilver Sickle. These powers are only useful when the sickle is wielded by someone who can use Druidic Magic.

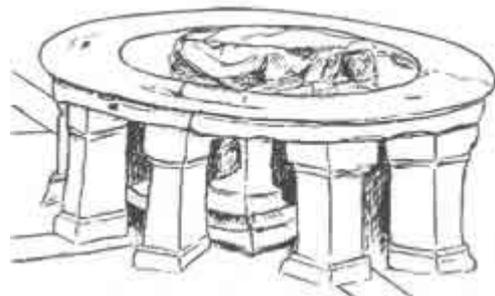
Casting Tap Earthpower at the climax of the ritual is supposed to make the Moonsilver Sickle capable of drawing d4 Magic Points from the moon any night the moon is visible, points that may then be drawn out of the Sickle by the wielding Druid, but this is mere speculation, and has not been confirmed by Druids.

Dark Druid Variation: *The Lunatic Sickle is crafted by Dark Druids who drive a sane person mad and then kill them, quenching the blade in a pool of mercury held in the victim's ritually prepared skullcap. Each wound inflicted by this slightly moaning blade forces the injured to make a Will Power roll or gain a point of Insanity as the quicksilver in the blade drives them that much closer to the brink.*

Sacred Groves and Stone Circles

Sacred Groves and Stone Circles are both locations of immense Druidic Power, placed at precise locations where magic flows and pools to, power which can be accessed by a Druid who uses the proper spells.

The Sacred Groves and Stone Circles can take on strange characteristics reflecting the unique nature of the location and its long relationship with the magic of the earth, each altering and changing each other.



The following is a description of many of the variations of Stone Circles and Sacred Groves, features who may give these Druidic locales special powers.

EarthSpring: (Stone Circles or Sacred Groves)

Sacred Grove Stone Circle: Very rare, these are locations often in forested hilly areas, where a clearing on a hilltop has been made both a Stone Circle and Sacred Grove, and such areas are carefully guarded by Druids and the creatures of the forest.

Periphery Effects

The Periphery of a Sacred Grove or Circle is critical, it defines the boundaries of the magical effects, and this has immense symbolic power. Sometimes purposeful or accidental effects accentuate this symbolic power. In the creation of a Stone Circle or Sacred grove many times the boundaries and its components have been carefully constructed to use and manipulate the energy within the area, and after several decades or even centuries, these boundaries become saturated with the power that they confine.

Periphery of Trees



Some Stone Circles are interspersed with trees between the stones, while those stone circled sacred groves have these same features, and if "Summon Dryad" is evoked, every two magic points expended will awaken another tree to defend the area.

Periphery of Bramblethorns

Many Stone Circles and Sacred Groves are either built surrounded by thorny bushes or briars, or they grow around them as the forest seeks to defend its sacred sites. When the Druid Magic Level Two Spell "Tanglethorn" is cast, it affects

the entire location around the clearing or stone circle, and the tanglethorns may also enter the circle, rupturing from underneath the ground.

Periphery of Unique Flora

Some Groves or Circles tend to have patches of special flora around them, and after a considerable time, the magic in the area amplifies the power of these herbs and plants, so that the very area is charged by the essence of the plants. Only two plants are known to have this special effect, Truefool, which affects Weres, and Graveweed, which has profound effects upon the Undead.

Island Sacred Grove

The Island Sacred Grove is notable, for it is a forested island in the center of a river, and such areas are extremely rare, but their unusual location gives them strange powers. The river in the areas seems almost sentient, and the river currents discourage those from exploring the island, and the area teems with fish but they are extremely difficult to catch. Many fisherman and riverfolk knowledgeable of the areas know better than to irk the river spirits they believe inhabit such areas.

Any Druid capable of summoning water elementals may do so, the duration is doubled and as long as they remain within 100 yards of the island's perimeter or within the island itself, the water elementals do not have to test for instability. The Elemental Magic Level Four Spell "Animate Water" is only half the normal cost as well.

Nexus Effects

When a Sacred Grove or Circle is connected, the center of the grove or Circle is where the most energy is focused, and if something has been ritually prepared or placed there, it may very well become the focus of the magical energy, absorbing the energy and shaping the nature of the magical energy about it, producing profound effects.

Tree at Center



Stone Circles are remarkably powerful, and the energy of the magical power flowing through them is incredibly intense, and whatever is at the nexus of this pulsating magical connection can become quite powerful. If a tree is located at the heart of a Nexus, it may become a living tree, one steeped in the power of Druidic Magic.

Such a tree acts effectively as a Treeman if awakened. If the Druidic Magic Third Level Spell "Animate Tree" is cast upon it, it moves about for the entire day, requiring no additional magic points to keep it animated as it draws from the power of the circle. Furthermore, there is no need for the Druid to concentrate, he may act as he so wishes.

The tree has watched this circle for centuries and will work in the circle's best interests, and is not beholden to the Druid, although it will cooperate with any Druids in the area.

Monolith at Center

Both Stone Circles and Sacred Groves may feature an ancient stone of unknown minerals at its center, some places are built around such locations, others have their stones moved or carried a great distance to be placed at their center. Looking at the stone, one may note an almost roughly carved shape in it, done by the winds and rains of centuries if not millennia. Such monoliths contain the essence of earth power and are immensely powerful.

If a Druid casts a "Summon Elemental" Spell of any level on the rock, it will awaken. If the stone is at the heart of a Sacred Grove, it will be a size 7 Elemental, if at the heart of a Stone Circle it is Size 10. For the duration of the spell, the Elemental is not subject to instability and cannot be dispelled as long as it remains in the confines of the Sacred Grove or Stone Circle. Under no circumstances will it voluntarily leave the area, and if for some reason it did, the spell ends immediately and it reverts back to its original form.

Pools at Center

The flows of magic in the world are often equated to the currents in the air or in water. It is the latter that Druidic Magic in particular shares special ties. If a pool is at the heart of a Sacred Grove or Circle, then it may absorb Druidic energies. However, only certain pools may acquire this, either due to their age or special enchantments. The vast majority of pools at these sites, while cool and refreshing in taste, have no other extraordinary powers.



Moon Pool

The reflection of the moon gives the water in this area a strange silvery glow, and its surface is strangely calm. Using Astronomy or Divination gives a +20 bonus at night.

Well of Pure Water

There may be a pool or spring that develops miraculous powers as the water mingles with the flows of magic. This nurturing water has a special benefit, usually only one, but the range of powers varies. They may be able to give d2 wound points back if the wound is bathed in its water, or if drunk. Others may heal disease or neutralize



poison if drunk or put on the affected location. Some water has considerable power against the undead, and if splashed on them it does d6 wounds.

Bronze Pole at center

Functions as a Zone of Purity throughout the clearing. However there are none known of in Albion. There is only one account of a Sacred Circle with a Bronze Pole at its center, deep in Kislev somewhere, although there is the slight chance that others may exist. This slightly verdigris bronze pole is at the center and has strange carvings along its outside, the details of which are unreadable now. The pole is believed to act as a conduit, functioning as a "Zone of Purity" and preventing any non-Druids and normal animals from entering the clearing.

Stone Sacrificial Altar (Dark Druid Variation)

No one is more aware of the demands nature sometime requires than Druids. Some newborn animals are neglected so that others live, some animals must eat their own offspring or parents to survive dire times, and sometimes human sacrifice is necessary to bring nature into balance, or to give Druids the powers that they need to implement vital rituals.

To perform a Druidic Sacrifice, at least one Druid must be present at a Stone Circle with a Stone Sacrificial Altar, often simply just a simple stone block. The sacrificial victim does not need to be a willing victim. The victim is then sacrificially slain with a bronze dagger or a weapon made of stone, so that their blood is spilled, although they can be strangled or drowned and then their blood spilled, as long as the entire process is done at the location. Each participant in the ritual receives a flux of power, and receives a number of Wounds equal to that of the sacrificed victim even if this brings them over their normal limit for points, and for the next hour the participating Druids are in a Bond of Blood. In the Bond of Blood, they can pool together all their Magic Points to perform a ritual as long as they stand in a circle and none leave. Once a participant leaves, they may keep the additional magic points but may not rejoin the Bond of Blood. Only one person in the bond, usually the senior one need cast the spell, and the rest in the circle give their magic points away as the officiating Druid sees fit.



Dark Druid Ritual

The Wicker Man or The Burning Man

A number of sentient humanoids must be captured or somehow gathered for this ritual to be performed at a Stone Circle or Sacred Grove. They are then taken and placed inside of a giant structure made of wood or wicker and tar shaped like a man that contains its unfortunate occupants in the wicker man's torso. A number of Druids, numbering at least three, then perform the Rite of the Burning Man, consecrating these sacrifices to the earth, and then set the effigy alight, torching those inside.

The ritual as it consumes the souls of those inside the Burning Man, summons a Fire Elemental with a size equal to the number of adult humanoids inside. If more than ten were inside, another elemental is summoned, so if twenty-five were burned alive (an absurd number), two size ten elementals and one size five elemental would be summoned, without the need for a Summon Elemental Spell. The Elementals are then in a temporary pact, and each one may be called once, and only one at a time, to serve any of the participating Druids for a period of an hour when summoned inside the Circle or Grove where they were summoned. For that hour they must serve the Druid, and may leave the Grove or Circle, although once leaving the Grove or Circle they are subject to instability every turn. At the end of the service they depart and no longer need to answer any further summons.

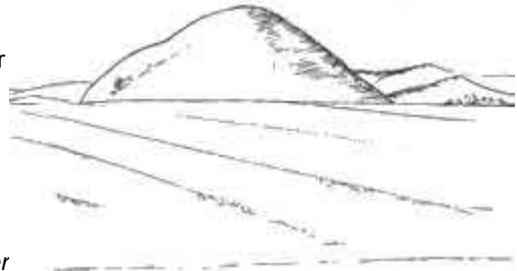
Create Haunted Tree

Druids may create an Awakened Tree that functions as a Treeman under their command, but a suitable tree must be found, one ancient and gnarled. The tree must have one other important element, it must have a large crack or hollow inside it. The tree must be offered a sacrifice on every Equinox and the first day of every season for three years, the victim must be a human or elven child. On the last year, at Spring, a young adult must be taken to the tree, and buried alive in the tree's hollow, by placing them inside and walling it up with bark, mud and tar, under which a prayer is said for the tree and its victim. The ritual of the Awakened Tree is performed, and on the first day of the next Spring the tree will awaken and act as a Treeman, existing as an independent deity that may cooperate with Dark Druids but be belligerent towards all others.

Create Druidic Bog

Druids may seek to prevent people from entering certain areas or to stop the growth of a town or village, halt the construction of a road, or any number of other reasons to limit access to the wilderness. They can do this by constructing a Druidic Bog, which is similar to the Druidic Magic Fourth Level Spell Create Bog.

To create this Bog, a single voluntary sacrificial victim must be cleaned and prepared in a Stone Circle or Sacred Grove that night, and transported to the sight of the in-tended bog. The victim is put to sleep with a potion and buried in the earth. The bog then slowly forms outwards, and will become permanent if the "Dispel Magic" is not cast on it within three days. This spell may be duplicated a number of times to extend the marshy area, although this may require a large number of sacrifices.



Dark Druid Variation: *There a variation of "Create Bog" is performed, and at the height of the ritual the victim is strangled with a vine and placed into the bog. The bog then slowly forms outwards, and will become permanent if the "Dispel Magic" is not cast on it within three days. This spell may be duplicated a number of times to extend the marshy area, although this may require a large number of sacrifices. Those who are murdered have a small chance of becoming zombies who will defend their graves, and those they kill become marshlights.*

Religions and Albion

If Albion is a foci for tremendous powers, it would seem strange that the other gods of the Old World wouldn't take advantage of it. It would seem reasonable for monks with strange visions to head off to Albion to form communities where monks can contemplate and commune with the divine. These monasteries would serve as centers for local trade and production, as well as targets for Norse raids. Such monasteries would be along the coastlines, and would serve as areas for interaction between Albion and the rest of the world.

The priests who would serve at these isolated monasteries might be viewed as strange mystics imbued with visionary powers, some of the monasteries might even have been attacked in a crusade by their own cults for heresy. Those that left Albion and returned to their own countries would be viewed with both respect and suspicion.

-written by Rev. Lepper