

Celtic Tree Talismans

This is an example of a simple set of “quick-creation” magic items, intended for use alongside *Tree Magic* (pp. 42-47). Each of that system’s “trees” is linked to a body of magical lore. Anyone with Rank 1+ in the Druidic Order, or who has a 10-point Unusual Background (“Talisman Lore Training”) and knows Naturalist at 12+, can cast a specific spell by correctly preparing a piece of the appropriate tree. Vowel tree spells also require Magery.



Finding the Plant

Roll against Naturalist to locate the correct plant, if necessary. In campaigns set in the British Isles or somewhere similar, most such plants are fairly easy to find:

- *Bramble* never requires a roll, except in the sparsest wasteland.

- In woodland, finding anything but *gorse*, *heather*, or *reed* usually takes just 2d minutes, and the roll is at +2. The GM may make exceptions; e.g., in an old oak forest, the seeker might not have to roll to find oak, but need 1d hours to locate silver fir.

- In cleared scrubland and on hillsides, a roll is always required. It takes 2d minutes to find *gorse*, *heather*, or *rowan*, but 1d hours to find everything else but *reed*.

- *Reed* can only be found near water, usually within 2d minutes.

- *Alder* doesn’t grow anywhere complete dry. *Alder* and *willow* take half as long to find when searching near water.

Preparation

Roll against Naturalist (again), or Artist (Woodworking) at -4, to cut and prepare the talisman. This takes five minutes.

Casting

The roll to cast the talisman spell is 12 + Magery, at -1 per full day since the talisman was cut. *Success* “uses up” the talisman; it cannot be reused, although continuing spells last so long as they’re maintained. The following table gives the talisman spell(s) for each tree, with the talisman(s) required:

Tree	Spell	Talisman
Alder	Ignite Fire	Peeled twig
Ash	Flight	Broomstick length
Aspen*	Shield	Hefty branch
Birch	Simple Illusion	Bark
Elder	Lend Vitality	Flowers, berries, or twig
Gorse*	Ward	Twig with flowers (-2 to cast without flowers)
Hawthorn	Curse	Any part
Hazel	Invisibility	15’ pole
	Seek Water	Forked rod
	Truthsayer	Nuts
Heather*	Remove Curse	Flower or straight twig
Holly	Bless	Any part
Ivy	Lend Language	Leaves
Oak	Shape Earth	Acorns or twig
Reed	Fasten	Straight, unbroken reed
Rowan	Magic Resistance	Berries
Silver Fir*	Enchant	Twig with bark intact
Vine	Tanglefoot	4’ length
Willow	Death Vision	Forked twig
Yew*	Decay	Berries or straight rod

* Vowel tree – requires Magery.

Most talismans weigh between 1/4 lb. and 1 lb., but 15’ poles, broomstick lengths, and hefty branches are a lot heavier. A person may carry any number of talismans, but aside from the need for fresh items, these things are vulnerable; individuals who are jostled, attacked, soaked, or otherwise subjected to typical adventuring hazards may lose them, at the GM’s whim.