



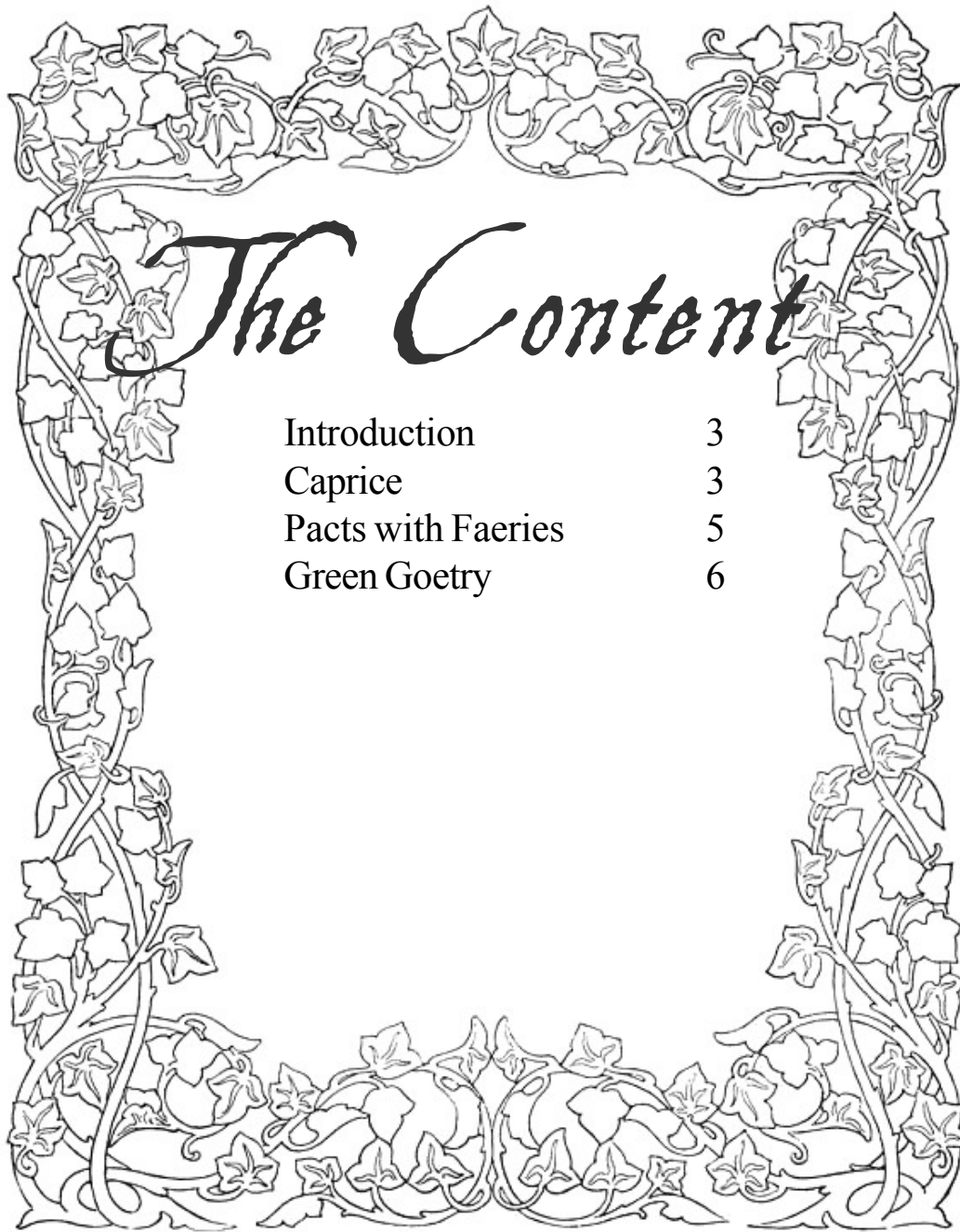
Faerie Lore

A Supplement for the Danse Macabre



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MYTHOPOETIC
G A M E S

Introduction



Part One

Included in this supplement are some additional details for the inclusion of the Folks of Faerie in *Danse Macarbe*. Primary information and discussion on Faerie in Benighted Europe can be found in the core rules, and the following details are incidental and optional only.

As the Gamesmaster, be careful before including Faerie Folks and Faerie bargains in a game of *Danse Macarbe*. Although the Faerie Folk of Benighted Europe are at times bloody, murderous and cunning, their tendencies can be mischievous and capricious too... they are typically good to the good and evil to the evil by nature. Unless subverted by the Unseelie Blight, that creeping cancer sent by Hell to overwhelm Faerie, the Faerie Folks are unpredictable and their laughing, mocking ways can add a very different shade to the fundamentally dark atmosphere of the game.

3 Virtues	Rank 4
2 Virtues	Rank 5
1 Virtue	Rank 6
2 Virtues, 1 Caprice	Rank 6
1 Virtue, 1 Caprice	Rank 7
2 Caprices, 1 Virtue	Rank 8
1 Caprice	Rank 8
2 Caprices	Rank 9
3 Caprices	Rank 10

...where Rank 1 represents Hallowed (Heaven) and Rank 10 represents Wild.

Coquetry

An obsession with flirtation and temptation but not necessarily with carnal satisfaction. For you the chase and hunt is far more important than the actual event.

Ferocity

Just as the lion is ferocious but not evil, so too are you. You are violent and aggressive but in a naïve, almost innocent way. Yours is the savagery of nature, the wantonness of the heathen barbarian who knows no better, there is nothing cruel in your violence, nothing that will cause undue suffering. You are, in effect, gentle to those who are close to you and bound to you by blood or fellowship, and savage to those who stand in your way.

Fervour

The urge to, on occasion, and without real reason, indulge in furious and frantic work for the sheer joy of it. The work may benefit you or it may not - and more likely not. You will from time to time be captivated by strange and unusual activities and throw yourself into them with abandon.

Frivolity

Frivolity is a careless and trifling attitude to gold and coin. To indulge in Frivolity you will spend your wealth without care, whether it does you or ill. Expensive, but completely pointless 'treasures' will catch your eye, indulging your wealth on others will always seem wonderful fun.

Caprice



Part Two

Caprice

In the Core Rules a Character's Nature is ranked in terms of Hallowed and Dark, and Characters will likely fall into line as servants of either Heaven or Hell. However, though their numbers have dwindled to almost none, there are still some worshippers of the old gods and Faerie folks, whose allegiance rests still with the Kingdom of Wilds. It is possible, with the Gamesmaster's permission, to create a Character who is caught not between Heaven and Hell, but between either Heaven and Faerie or Faerie and Hell. Below are listed the seven wild Caprices, one which, Faerie-Caught Characters need nominate at least one. A Player cannot, however, pick a Virtue, a Caprice and a Sin for a Character. You must pick either entirely Virtues, Caprices or Sins, or Virtues and Sins, Virtues and Caprices or Caprices and Sins. So that, if you choose Virtues and Caprices:



Mischief

You enjoy the role of the trickster, prankster and jester. You play jokes on people, perhaps harmless, perhaps macabre and not funny for anyone but you.

Pageantry

You delight in beauty in all its shapes and forms. You indulge in Beauty by doting on that which is attractive and by keeping only beautiful things near you, be it clothes, jewellery or servants.

Parity

You believe in being good to the good and evil to the evil. Your view of justice holds no reprieve, nor mercy for the guilty but retains an almost naivety when it comes to dealing with the apparently innocent. Note this is different to Ferocity, if you deem even your brother to be evil, then you will punish him as is required by Law.

Acts of Caprice

The following is provided as a guide for you, as the Gamesmaster, to gauge how severe an Act of Caprice is, and how many Ranks of Abandon it warrants. Treat the list as suggestions only.

Rank One

Give a beggar something not really needed; a brand new feathered cap or a charming little lace collar. Insist on treating a pet dog or cat as if it is almost human. Dancing in the rain for the sheer joy of it.

Rank Two

Start singing, telling jokes, dancing or laughing boisterously at an improper or inopportune moment. Take up a new and random hobby. Steal something but leave what you deem a fair 'payment' in its place. Simply forget to wear warm clothing in winter and at least appear to feel no cold.

Rank Three

Refuse to kill unless it is for food. Give an expensive gift on a whim to someone who may or may not need or even want it. Dress someone else up in finery for fun. Engage in trickery, mockery or ridicule for no better reason than it is entertaining.

Rank Four

Let a defeated enemy go because you enjoy the challenge of the fight. Allow yourself in an act of sheer innocence and naivety to be taken into an obviously malign trick.

Rank Five

Go to great and ridiculous lengths to get something new and interesting, but utterly pointless - a spice, silk or bauble. Discard something extraordinarily expensive because it now bores you. Talk in riddles for a day.

Rank Six

Take away something of extraordinary and deep value to someone simply because it amuses you for a while; someone's child or beloved pet or heirloom and last keepsake of a dead wife.

Pacts with Faeries



Part Three

As with Demons, Faeries have been known to make deals with humans, gifting power in return for certain Vows. The Vows that Faerie Folk demand are, naturally, quite different from those that are demanded by the dark host of hell, although the *Gifts* remain largely the same.

Wild Vows

Faerie, those elder spirits of the earth, rivers and air, were once great masters of men. Their servants, those who the Romans called druids once held great sway and were wise in the ways of green sorcerer. But the days of the wild dynasty has ended. Its champions are fallen, many of its chief spirits are slain, and there are now few who bargain with the Kingdom of Wilds.

Those who do are known by many names, forest witches, cunning men, wizards of rain and storm or pagan priests. The vows that the Wild Spirits demand in return for power tend to revolve around protection of what remains of all that is wild, growing and green.

Amulet

You must always carry a small bronze or stone amulet representing you patron spirit complete with antlers, hooves and anything else it may possess. Anyone who sees it is likely to become immediately suspicious.

Dance in the Shadows

At dusk once a week you must go into a wild place and dance wildly through the trees or over fields and meadows.

Ever the Merry

You will never refuse to dance to music or join in revellers.

Friend of Beasts

You will always try to aid or heal any creature you find that is injured.

Good Summer

During summer you will never sleep indoors.

Live for Now

You will never make complicated plans more than a month in advance. It is not the way of wild things to plot and plan ahead. You may, however, lay down food or kindling or make other simple preparations for hard times or winter.

Never an Axe

You will never cut down a tree or even coppice wood from a tree. You must collect already fallen and dead branches for your firewood and you cannot sit and enjoy a fire that feeds on felled timber.

Never Drink Beer

Or wine or any other cultivated alcohol that requires the digging up and planting of vast areas of wild land. You may drink mead and not offend your patron spirit so long as the mead is made from the honey of wild bees.

Never Eat Meat

You will never eat meat, be it red flesh, fowl or fish.

Never Wear Skins

You will never wear clothing made from skins, fur, leather or hide. You may wear garments of woven flax, linen or wool.

Green Goetry

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Part Four

Green witches, hedge-hexians, and cunning-folk are a few of the folk who are generally said to draw their power not from Heaven or Hell, but from Faerie, and all of them are petty folk magicians with petty powers. The higher, more refined art of Goetry has, however, also delved into the Faerie Realm from time to time, and from these experiments and sorceries have been discovered certain Sigils that can be used to invoke the many and varied lords and ladies of Faerie.

Dealing with the Faerie Folk is potentially less dangerous than dealing with Demons and Angels, but potentially more so, too. For the Faerie Folks are unpredictable, their mood changes as the mood of the seas change, or the wind or night and day. They may beguile and charm in order to entrap, or they may be genuinely helpful... their motives and reasons, however, the very reason that a Faerie creature may act one way and then another, are inscrutable. A Demon, at least, is predictable in its malice. An Angel can always be relied upon to exact righteous and blood justice. But the Faerie... they are another matter, and they are not to be trifled with lightly.

The following Grimoires are not quite so rare as the few, scattered White Goetic Grimoires that are left in the world, but are still too uncommon to be included in the possession of a Player Character at the beginning of play without consulting your Gamesmaster first.

Green Magic Grimoires

Rites of Diana	Rank 6
Heptameron	Rank 5
Satyrius Haute Magie	Rank 3
Liber Lunae	Rank 2
Nymphae Occularus	Rank 1

Sigil of Auberon

One of the chief kings of the Kingdoms of Wilds and among the most powerful of the Faerie. Auberon is nominally wedded to Titania, though neither entity seems to put must vested sanctity in marriage and they live usually quite apart.

Auberon appears as a very thin, very tall and regal man with greenish tinged skin, robes and a cloak trimmed with

leaves of ruby, gold and silver and two curving faerie horns curving up from his brow.

Auberon has great powers of persuasion, both obvious and subtle. He can convince courtiers, kings and queens to make a certain judgement or another. He possesses also great powers over war and battle. He can give you a chessboard with figures that represent your enemies that will move of its own accord and show you the movement of your enemies. Swords or axes that are given by Auberon also possess the finest qualities and have to them a potent sheen of magic. Such a fae-enchanted weapon, however, will scream with a blood-curdling horror if it is brought anywhere near an agent of either the Kingdom of Hallow or Darkness. Priests, churches, Warlocks, Hallowed and Dark Incarnate, Angels and Demons will all cause an Auberon sword to shriek. Any mortal who hears the shrieking sword suffers one level of Trauma.

An Auberon weapon will cause an extra level of injury to Hallowed or Dark Incarnate and Angels or Demons. It crumbles to dust, however, if wielded against a Wild Incarnate or Faerie. Otherwise such a weapon has no particular powers but will never corrode, rust, break or even notch as long as it is used.

Ascendancy: 8

Manifestation: 8

Aspect: Parity 6

Skills: Godlike

Attack: Rank 8t

Armour: 8

Substance (*Health*): 20

Fear: Very Difficult

Trauma: Two

Might: 10

Deft: 10

Wits: 10

Will: 10

Sigil of Bechard

Bechard appears always as a man, quite elderly wrapped in a black and tattered cloak that is ever drifting and blowing in an unseen and unfelt wind. His eyes shimmer with fire. Bechard has power over wind and lightning, storm, rain, snow, sun and all the elements of weather.

Ascendancy: 4

Manifestation: 6

Aspect: Ferocity 5, *Parity* 4

Skills: Supernatural

Attack: Rank 6

Armour: 6

Substance (*Health*): 18

Fear: Difficult

Trauma: Two

Might: 8

Deft: 8

Wits: 6

Will: 6

Sigil of Clauneck

Clauneck appears as a youth with golden hair, one blue eye and one green. He has power of riches, can make leaves

or toadstools into fool's gold for a few hours, and can sense immediately any hidden wealth nearby.

Ascendancy: 3
Manifestation: 4
Aspect: Frivolity 5, Merriment 4
Skills: Supernatural
Attack: Rank = 4
Armour: 4
Substance (*Health*): 16
Fear: Difficult
Trauma: Two
Might: 6
Deft: 6
Wits: 5
Will: 5

Sigil of Clitheret

Clitheret appears as a hooded and cloaked woman whose cloak hems are stitched with whorls of gold that gleam like sunlight. She can turn night to day or day to night about you as she pleases, but her powers reach only a few dozen paces and last only so long as she is present.

Ascendancy: 4
Manifestation: 3
Aspect: Beauty 3, Ferocity 1
Skills: Supernatural
Attack: Rank 3
Armour: 3
Substance (*Health*): 15
Fear: Difficult
Trauma: Two
Might: 5
Deft: 5
Wits: 6
Will: 6

Sigil of Forneus

Forneus can lead a ship safely through a storm, but can also summon storms at sea and deceive a captain into thinking there are no rocks or shoals where in fact there are. He can also summon mists at sea and an illusion of an ocean full of war galleys. He can summon a good wind and guide a ship to any harbour in half the usual number of days the journey would take.

Ascendancy: 6
Manifestation: 6
Aspect: Fervour 6, Parity 6
Skills: Supernatural
Attack: Rank 6
Armour: 6
Substance (*Health*): 18
Fear: Difficult
Trauma: Two
Might: 8
Deft: 8
Wits: 8
Will: 8

Sigil of Frimost

Appears as a drunken lecherous old man, with a ruddy face full of broken veins, watery eyes and a stink of wine about him. He has power over woman and maids, and can work charms to help unscrupulous sorcerers seduce and enjoy them.

A woman affected by Frimost's magic is allowed a test of Willpower to resist (diff. Average).

Ascendancy: 3
Manifestation: 3
Aspect: Beauty 5, Coquetry 6, Merriment 6
Skills: Supernatural
Attack: Rank 3
Armour: 3
Substance (*Health*): 15
Fear: Difficult
Trauma: Two
Might: 5
Deft: 5
Wits: 5
Will: 5

Sigil of Frutimere

Appears as a jester, dressed up in motley colours and waving a mock sceptre. Frutimere can cause a group of people to be overcome with the desire to become festive, dance, sing and be merry. The power only affects those whose minds are not opposed to the suggestion. Frutimere cannot make knights on the edge of battle fall into revelry, or mourners at a funeral.

Ascendancy: 3
Manifestation: 3
Aspect: Fervour 6, Merriment 6
Skills: Supernatural
Attack: Rank 3
Armour: 3
Substance (*Health*): 15
Fear: Difficult
Trauma: Two
Might: 5
Deft: 5
Wits: 5
Will: 5

Sigil of Guland

Appears as a man with yellow flesh, hair and teeth and golden eyes. He can cause natural disease to befall man or beast. His diseases can be told by the dark red mark of his elfshot that appear on the flesh after his work is done.

Ascendancy: 3
Manifestation: 5
Aspect: Ferocity 2, Parity 6
Skills: Supernatural
Attack: Rank 5
Armour: 5
Substance (*Health*): 17
Fear: Difficult
Trauma: Two
Might: 7
Deft: 7

Wits: 5
Will: 5

Sigil of Hiepacth

Appears as a ferryman dressed in stained leathers and worn travellers garb. He can bring you a distant person in a whirl of a moment, but only on the condition that the person must be willing to come to you.

Ascendancy: 3

Manifestation: 5

Aspect: Fervour 5

Skills: Supernatural

Attack: Rank 5

Armour: 5

Substance (*Health*): 17

Fear: Difficult

Trauma: Two

Might: 7

Deft: 7

Wits: 5

Will: 5

Hold Nikar

Hold Nikar is an ancient spirit, a creature that was once worshipped as the god of the midwinter solstice, the time when the darkest depths turned again to summer and to the harvest ahead.

Hold Nikar still lingers in the Kingdom of Wilds and returns to the mortal earth each winter in a sad echo of the pageantry he once enjoyed. His passage through the lands is ghostly and his little silver bells have to them a hollow and distant ring. Hold Nikar appears as an old and portly man, he wears a long, blood red coat – red being the traditional colour of winter – long and shaggy wolf skins about his shoulders and a wreath of green and red holly on his brow. His beard is long and straggly and his eyes are filled with a vehement light. He is not called the Yule Goat in some languages without reason either, two small puckish horns coil up from his brow and he is no doubt related by some distant blood to the satyrs that used to dwell in the groves and grottos of Greece and Asia Minor.

Hold Nikar is, as with most Faerie and wild spirits, capricious and unpredictable although he can usually be said to be good to the good and evil to the evil. Tales about him tell that he will bestow riches on those who observe the proper rites of the solstice or have worked hard at the harvest and midwinter feast preparations. He is not, however, a purely jovial creature. He carries a knotted stick that is very nearly a club, ready to hand to punish those who have broken the old laws or been lazy while others toiled in the harvest fields. Note that Hold Nikar is said to very seldom kills those who displease him, he is more prone to beat a mortal until they are bruised and bloody and then gloat over the poor wretch with a peel of bellicose laughter.

Ascendancy: 4

Manifestation: 6

Aspect: Caprice 3, Fervour 5, Parity 6

Skills: Supernatural

Attack: Rank 6

Armour: 6

Substance (*Health*): 18

Fear: Difficult

Trauma: Two

Might: 8

Deft: 8

Wits: 6

Will: 6

Sigil of Hollo

Appears as a young woman with silvery-dark hair and a cloak of shimmering raven feathers. Hollo is called by many the Mistress of Ravens and her powers over those birds and their shape is truly charmed. She can summon for you a minor spirit in the form of a raven who can act as spy, messenger and go-between.

She can also gift to you a potion that once drunk turns you, flesh and bone, into a raven for up to three hours. But what will you have to give in exchange to get such treasures?

Ascendancy: 6

Manifestation: 6

Aspect: Beauty 6, Ferocity 6, Parity 6

Skills: Supernatural

Attack: Rank 6

Armour: 6

Substance (*Health*): 18

Fear: Difficult

Trauma: Two

Might: 8

Deft: 8

Wits: 8

Will: 8

Sigil of Huicthgara

Appears as a man dressed for bed and carrying a lantern with a blue flame. Huicthgara can cause a person to fall into a deep sleep or wake and remain awake unable to sleep at all for days.

Ascendancy: 3

Manifestation: 4

Aspect: Fervour 1

Skills: Supernatural

Attack: Rank 4

Armour: 4

Substance (*Health*): 16

Fear: Difficult

Trauma: Two

Might: 6

Deft: 6

Wits: 5

Will: 5

Sigil of Humots

Appears as an aged scholar with a long and snowy beard and sharp, acute eyes. He can make appear for you any book that is not of an occult topic, for he has no interest in mortal Goetia, but has a deep curiosity for all mortal philosophies, sciences and the like.

Ascendancy: 5

Manifestation: 2
Aspect: *Fervour* 5
 Skills: Supernatural
 Attack: Rank 2
 Armour: 2
 Substance (*Health*): 14
 Fear: Difficult
 Trauma: Two
Might: 4
Deft: 4
Wits: 7
Will: 7

Sigil of Khil

Khil appears always as a massive horse with uncanny, human eyes. He can cause earthquakes, tremors and landslides. His magic though is wild and unpredictable. The quake may or may not occur exactly where you wish even with his full help. Seldom should he be used, unless in great need.

Ascendancy: 3
Manifestation: 6
Aspect: *Ferocity* 6
 Skills: Supernatural
 Attack: Rank 6
 Armour: 6
 Substance (*Health*): 18
 Fear: Difficult
 Trauma: Two
Might: 8
Deft: 8
Wits: 5
Will: 5

Sigil of Mirsilde

Mirsilde appears in the form of a vague, swirling human, part real and part storm. His eyes are like lightning on the horizon, his hair is a billow of clouds. He can lift you up and carry you with terrifying speed wherever you so desire.

Ascendancy: 4
Manifestation: 5
Aspect: *Ferocity* 2, *Fervour* 4
 Skills: Supernatural
 Attack: Rank 5
 Armour: 5
 Substance (*Health*): 17
 Fear: Difficult
 Trauma: Two
Might: 7
Deft: 7
Wits: 6
Will: 6

Sigil of Morail

Morail appears as a small impish and elfin creature with long flickering fingers and dancing laughter always on the edge of his breath. He can make any person or thing invisible for an hour or so. If the object or person is touched or bumped into by another, however, it becomes visible. When this happens Morail's snickering laughter arises

from nowhere and everywhere, then echoes and fades away.

Ascendancy: 4
Manifestation: 6
Aspect: *Merriment* 6
 Skills: Supernatural
 Attack: Rank 6
 Armour: 6
 Substance (*Health*): 18
 Fear: Difficult
 Trauma: Two
Might: 8
Deft: 8
Wits: 6
Will: 6

Sigil of Musisin

Musisin appears as a rich lady, beautiful to behold and bedecked in furs and jewels and gold. She wears always a charming, disarming smile. She has power in particular over the dreams and desires of men of power. She can go to them in their sleep and suggest that they take one action or another.

Ascendancy: 4
Manifestation: 6
Aspect: *Beauty* 6
 Skills: Supernatural
 Attack: Rank 6
 Armour: 6
 Substance (*Health*): 18
 Fear: Difficult
 Trauma: Two
Might: 8
Deft: 8
Wits: 6
Will: 6

Sigil of Sagalla

Sagalla appears as an old woman, dressed up as a gypsy fortuneteller, but with long pointed ears and cat-like eyes. She can tell you a little of your future, but even when willing seems unable to make her answers clean and plain. She can also cause unnatural, frightening and bizarre portents to befall a kingdom, house or person. Who would not wonder when all the sheep in the field give birth to two headed lambs that soon die? Or lightning strikes every church spire in the shire out of a blue sky?

Ascendancy: 6
Manifestation: 5
Aspect: *Parity* 4
 Skills: Supernatural
 Attack: Rank 5
 Armour: 5
 Substance (*Health*): 17
 Fear: Difficult
 Trauma: Two
Might: 7
Deft: 7
Wits: 8
Will: 8

Sigil of Saleos

Appears as a lithe, black crow with gleaming eyes. Saleos has the power to carry messages and small objects anywhere he should so wish in an instant.

Ascendancy: 2

Manifestation: 2

Aspect: Fervour 1

Skills: Supernatural

Attack: Rank 2

Armour: 2

Substance (*Health*): 14

Fear: Difficult

Trauma: Two

Might: 4

Deft: 4

Wits: 4

Will: 4

Sigil of Sirchade

Appears as a young huntress, with wild flowing hair and a feral, hungry gleam in her eyes. She has the power to find out where all wild creatures are within an hour's walk and grant you fine skills for hunting.

Ascendancy: 4

Manifestation: 4

Aspect: Beauty 4, Ferocity 5, Fervour 3

Skills: Supernatural

Attack: Rank 4

Armour: 4

Substance (*Health*): 16

Fear: Difficult

Trauma: Two

Might: 6

Deft: 6

Wits: 6

Will: 6

Sigil of Sugat

Appears as a small boy, with too-intelligent eyes and a slightly malicious smile. He can cause any lock to spring open, and knows always where all hidden doors, chambers, nooks, and boltholes lie.

Ascendancy: 3

Manifestation: 2

Aspect: Merriment 4

Skills: Supernatural

Attack: Rank 2

Armour: 2

Substance (*Health*): 14

Fear: Difficult

Trauma: Two

Might: 4

Deft: 4

Wits: 5

Will: 5

Sigil of Titania

A queen of the sylphaen spirits that men call Faeries. She appears as a regal and forceful queen, full of furious beauty. Titania has power of men and boys. She can make

them fall in love with a goat if she so wishes, or ignore the most lovely lass as if she were an old hag. She can grant woman the power to easily seduce and master. A man affected by Titania's magic is allowed a Test of Willpower (diff. Very Difficult) to resist.

Ascendancy: 8

Manifestation: 8

Aspect: Beauty 6, Coquetry 6, Ferocity 6, Parity 6

Skills: Godlike

Attack: Rank 8

Armour: 8

Substance (*Health*): 20

Fear: Very Difficult

Trauma: Two

Might: 10

Deft: 10

Wits: 10

Will: 10