

KITHBOOK
Ettin



CHRISTOPHER JOHNSTONE

Wayfarer's Song

Second edition

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Christopher Johnstone

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Chapter One

Introduction

They came out of the north, out of the mountains on the darkest days of the darkest winters, when snow lay as thick as the foamy sea over the world. It was not possible to watch them pass in the night and not tremble. These things that had flesh of fire, flesh of frost, flesh of stone. What were they? To where did they march? Both questions have but the one answer. These were the usurpers of the gods – they who would in time overthrow the last of the old powers, destroy the last remnants of the godlings that once held tyranny over the mortal earth. These were the Ettin. The god-eaters. And somewhere, down the valley, they had heard rumours of an Old God. And so they went to find it. And kill it. And devour it.

The Kithbook of the Ettin provides you with all the rules, information, background and back-story you need to play characters in the role of the Ettin.

The Ettin, though are the strangest and most challenging of the folk of Wayfarer's Song to play well. They are monsters, certainly - savage, always hungry and by human standards often immoral. But they do not begin and end as savages. The Ettin possess a barbaric sort of nobility, they live in great halls, are attended by servants and possess great and elder magics.

They were, as the Ettin recall, the first, not just of those who have wits and shape of men, but of *everything*. The Ettin came out of the void at the dawn of time itself, when there was nothing by raging fire and dead frost. So the old tales go, the Ettin were born in the space between flame and ice, and it was they who gave rise to all else – including the Old Gods.

And it is this final creation on the Ettin that shall be recalled through the ages. For the Old Gods have proved prodigal children, far more powerful than the Ettin could have conceived, made less of body more of spirit, made of magic itself. For a long age the Ettin were ruled by their children, just as Mortals, Duergar and Aelfan were ruled by the Gods – then came the Godslayer wars, and the rebellions.

But whereas the other folk are freed and live more or less in peace, heedless of the few Old Gods who are upon the Mortal Earth, the Ettin will not rest. Their war continues, and they will destroy every last one of the Old Gods before they diminish into the quiet places of the earth where beings such as these, folk who have lived a long turn of years may finally rest and sleep.

How to Use this Book

Wayfarer's Song has been laid out in a modular design. The basic rules for playing the game are outlined in the Core Book, which also includes rules for creating and playing Mortal characters. The book you are reading now is a supplement and only contains rules that pertain to Ettin. You will need the Core Rules to play the full game.

Chapter One: Introduction

A brief overview of the rules and an introduction to Ettin.

Chapter Two: Character Creation

A step-by-step guide to creating Ettin characters.

Chapter Three: Character Details

This chapter describes in detail the powers, magics and skills of the Ettin. Specifically, Moots, Traits, Aptitudes, Moot-Rights and Disciplines are detailed in this chapter.

Chapter Four: Stolen Magics

The Ettin's knowledge of magic and power gives them a certain ability to thieve that which they do not own.

Chapter Five: Ancient Magics

The ancient and most powerful of the Ettin magic, a birth-right of elder days.

Chapter Six: Crafts of the Ettin

Ettin have a charmed affinity with their native elements and they can hammer, forge and weave the wondrous things from unlikely materials.

Chapter Six: Advancement

Provides information on how to advance your Character's skills and talents during the game.

Wayfarer's Song - Kithbook ETTIN

Designer Notes

There has been some delay between the last Kithbook, the second edition and this, the long-promised final Kithbook for Wayfarer's Song. I have been distracted by other projects and then delayed by the decision to complete the ETTIN Kithbook as part of a complete Second Edition rewrite for the entire Wayfarer's Song game. Apologies to those who have been waiting in hope and growing despair that this book would ever eventuate.

The goals I've outlined for myself for the ETTIN are in line with previous Kithbooks. At the most basic, I want to present a magical and mythic race who are on some levels familiar but also a little different from what is out there in the world of roleplaying games. Also, I want to bring in some solid elements of Saxon-Norse mythos. The name ETTIN is a northern English spelling of a word derived from Jotun (the plural is Jotun(a)r and the feminine is Gygr if anyone is curious). Both names (probably) translate into modern English as 'eater'. ETTIN, and you can see forms of the name ETTIN echoed in Old English Eotayn or Eoten that were then transformed into the more modern forms Eten (Scottish), Etin (English) and Ent (also English, still found in a few place-names as well in a somewhat well known trilogy). But, putting aside the brief digression into philology, the ETTIN are devourers. They eat. They're known for it. So this is a major point that I'm going to bring into their rules.

Otherwise, I'll be toying around with the mythical archetype of the flesh-eating ogre, sometimes in a straightforward way, sometimes not.

One final thing needs to be addressed – the ETTIN, and hopefully this is reasonably obvious from the start – are unlikely to make good travelling companions for the other folks of Midgard. In the old tales ETTIN and Jotun do vary in their savagery, from thoughtless, almost feral creatures to quite civilised beings who married mortals and gods. So, yes, it is possible to play an ETTIN as a character who doesn't want to eat everything in sight, but there remains the problem of how other folks will react to an ETTIN. These are large and barbaric monsters (or at least look like large barbaric monsters) – and most mortals are likely to either run away or take up axes, pitchforks and torches upon the very sight of an ETTIN. Broadly speaking, ETTIN are at best mistrusted by Mortals, Duergar and Aelfan,

at worst considered mere monstrosities no better than dragons.

Of all the folk who do have dealings the ETTIN, the most likely to trade and converse with them on a regular basis are the Duergar. There is a long history of business, bickering, theft, murders and trickery between ETTIN and Duergar. They are not exactly what could be termed friends – but they do recognise one-another as equals to be bargained with in a civilised manner.

How Tall is an ETTIN?

In the old myths Jotun, Thurs and ETTIN vary considerably in size, from vast monstrous things that can be mistaken for hills to beings small enough to marry gods (although arguably the giants may have power over their size in these instances, and may perhaps make themselves smaller from time to time). There are family names that also suggest human-giant marriages (Haftroll for instance), so there is some ambiguity here. For the sake of keeping ETTIN within a realm of size that allows them to interact with Mortals, Aelfan and Duergar. Wayfarer's Song sets the upper limit to twice the height of a tall man – twelve feet at most. Most ETTIN, however, should be in the region of eight to ten foot, and some could potentially be a little shorter.

Of the Origin of ETTIN

The ETTIN are an ancient race, and they claim at least to be the eldest of all things - not merely the first born of the folks who have the wits and shape of humans, but of *all* things. The ETTIN claim to have arisen from the primordial junctions between fire and ice in the void at the dawn of time. They arose into life before even the gods came into existence, and many ETTIN consider the gods, the wildfolk and the spirits of nature to be simple-minded, younger siblings that rose to undeserved power during the age when the gods reigned over all that was. Certainly, it is very true that the ETTIN played a significant role in the overthrow of the worst of the gods, and many of the ETTIN-Kings and Queens who are alive today can truthfully claim that they personally dealt the death blow to more than one god during the old wars.

Strange Flesh

The skin of Ettin, especially Frost and Fire Ettin needs a brief discussion. For the purpose of the game it has to be assumed that Frost Giants feel cold to the touch, but not freezing, and Fire Ettin, although their skin appears blackened and hot, are only merely warm to touch. Neither Fire or Frost Ettin can cause injury by merely making physical contact with someone or something.

Ettin-Sized Weapons

As a general rule Ettin sized weapons have 2 Ranks more Menace than weapons made for Mortals, Aelfan or Duergar. Ettin weapons are unwieldy in the hands of smaller folks - an Ettin knife is the only weapon mortals would be likely capable of wielding and such a knife would be serviceable only as a clumsy sort of hacking sword.

Magic of the Ettin

The Magic of the Ettin is old as rock and just as solid, old as storms and just as dangerous. It is as much a part of the Ettin as skin and bone as a part of a Mortal. All Ettin possess some of this elder magic, although some are studied it to greater depths than others.

Hunger

The power and magic of the Ettin is very visceral and physical. When an Ettin uses magic, the sorcery eats away a little at the flesh, and the Ettin becomes increasingly hungry. Ettin magic is fed by food. Ettin need flesh and vast quantities of it to restore themselves to full health and reduce their Hunger back to zero. Also, as an Ettin's hunger increases, then there grows in the mind a sort of savage insanity. The Ettin becomes driven, unable to refuse food if it is put before him, and eventually unable to resist the urge to simply fall upon any living thing that is nearby and feed on it in a frenzy. This frenzied state only occurs when an Ettin uses up all of his available Hunger. When an Ettin becomes frenzied the player loses control of the character until the character has fed enough to remove at least ranks three of Hunger.

Expending Power

Expending magical power increasing your Hunger. How much Hunger is gained following the invoking of a given magical power is discussed under each spell or sorcery.

Reducing Hunger

As a rough guide, use the below chart to gauge how much Hunger a given feast will remove. Generally speaking, only flesh removes Hunger. Eating a barrel of porridge or a barrowful of bread will not assuage Hunger in the magical sense, although it will keep an Ettin alive.

Food	Removes Hunger
Mutton Leg	One Rank
Half a Sheep	Two Ranks
A Whole Sheep	Three Tanks
A Horse	Four Ranks
An Oxen	Five Ranks
Two Sheep	Six Tanks
A Bear	Seven Rank
Two Horses	Eight Ranks
Three Sheep	Nine Tanks
Two Oxen	Ten Tanks

Ettin and Soulburn

Native Ettin magic does not cause Soulburn, however, if an Ettin were to use a Relic or stolen mortal magic that does inflict Soulburn then the Ettin Character will gain Soulburn and Taints in the normal way.

Chapter Two

CHARACTER CREATION

The following chapter will lead you step-by-step through the process of creating, crafting and refining an Ettin Character ready for play. Primarily this process involves choosing skills and degrees of competence in the arts and crafts of magic. We apply ranks and levels to a Character's skills in order to allow the rules of the game to determine if you will succeed at a given task, win through a fight or suffer a terrible injury.

CHARACTER TERMS

The following are some terms that you will find discussed in the following chapter.

Aptitude: A learned talent. There are fifteen broadly defined Aptitudes in Wayfarer's Song, ranging from Archery to Wisdom. Aptitudes are ranked on a scale from Poor to Mythic.

Moot: Ettin are creatures aligned with the elemental origins of the world: frost and fire, rock and clay and wind. A Moot is a loosely allied group of Ettin who share a common physical alignment. For instance the Moot of Frosts consists of Ettin whose blood and flesh is made of ice and frost and cold winter storms. The Moot of Flames is a parliament of fire creatures and the Moot of Stones are Ettin of the earth and rock.

Moot-Right: Moot-Rights are forms of charm-like magic that belongs to each Moot - i.e. the Moot-Rights of Flame are only available to Ettin of the Moot of Flames.

Tribe: An Ettin Tribe is a division within a Moot. Clay-Ettin and Cliff Ettin are Tribes within the Moot of Stones. River Ettin and Sea Ettin are Tribes within the Moot of Waves.

Trait: Single, one-off quirks, backgrounds or physical features. Players can opt to purchase Traits during character creation whereas other Traits are accumulated during the game - physical and supernatural taints that result from using magic are the

most common form of Trait that is gained during gameplay.

Disciplines: Magical talents that can be learned or mastered by Player Characters. Disciplines are five tiered powers scaled from Rank One (very poor) to Rank Five (excellent).

Experience Points: Experience Points are earned during play and are used to purchase ranks in Aptitudes and Disciplines.

CREATING A CHARACTER

The following steps are presented sequentially, as an easy way to work from concept to finished Character. You do not, however, have to follow the steps through in exactly this order, although it is recommended if you are new to the game.

Step One: Concept

Step Two: Tribe

Step Three: Aptitudes

Step Four: Traits

Step Five: Moot-Rights

Step Six: Magics

Step Seven: Belongings

Step Eight: Final Details

Step One: Concept

Before beginning to mark in skills, levels and talents, you need to think about a character concept. The concept can be as vague as 'I'd like to play a Character that can use magic' through to a detailed paragraph description of your Character's upbringing, history, friends, enemies and life goals.

Ettin concepts are by their very nature stranger, more monstrous and less subtle than other folk. An Ettin is unlikely to make a good sneak-thief, indeed it isn't a part of the Ettin psyche to think of subtle theft as a way to get things, they tend to just take and expect

others to stand by or suffer the consequences. Ettins are chiefly warriors, lords and tyrants, a very few live as herders or farmers, and some have gone deep down the path of magic, though these sorcerers are better thought of as Mage-Lords, rather than as scholarly wizards per se.

Example Concepts

Below are some ideas for concepts. These aren't intended to represent the entire range of characters that can be created, but will give you a feel for some of the scope available.

God-Hunter: An embittered and iron-souled hunter of the last few gods that still hide in the shadowed places of the earth.

Ice Maiden: A beauty, whose loveliness is deadliness itself: skin of opalescent ice, eyes of glacier blue, hair in cascades of winter storm.

Keeper of Flames: An Ettin of the Moot of Flames, protector of the sacral fires that burn at the heart of all fortresses, palaces and cities of the Fire Ettin, and responsible for the safety of both the fires and the peoples of the castle.

Lord of the Storms and Snows: A winter Ettin, lord of a fortress wrought of iron and ice, rime-bearded, ice-eyed.

Master of the Gull-White Sales: An ocean-going sea captain, trader, merchant or raider who uses the arts of the Moot of Waves to be all but invincible on the high billows.

Musician of Airy Storms: A bard and singer whose voice is accompanied by the howling spirits and voices of the wild storms, the winds and blizzards of the mountain tops.

Shepherd of Rocks: You are a stone Ettin, but one of those who walk the high and lonely tors, keeping watch over the spirits of the earth, tending to the elemental things and protection the wilds.

Witch of the Royal Hearth: A magic-keeper, speaker of the old words and names of power, and an advisor in the court of a great lord or lady.

Step Two: Tribe

The Ettin are a folk born out of the world as the world itself was coming into being. They're flesh is not the flesh of mortal blood and bone, but of the earth and all

its natural forces. Their skin is ice or stone or the blackened embers of fire. Their breath burns, their eyes flicker, and magic churns in their blood.

Each of the **Tribes** of the Ettin belong to one of the elements of the primordial earth be it storm, fire, clay or stone. Your character will belong to one of these Tribes and gain a few powers and weaknesses as a result. In this book six Tribes of Ettin are presented: Clay-Ettin, who are of the earth. Cliff-Ettin are of the mountains, crags and rocks. Fire-Ettin are creatures of flame, ash and light. Frost-Ettin dwell in the furthest north, in lands of eternal darkness, and are the children of snow, ice and cold. River-Ettin are slime-skinned, fen-dwellers and lake creatures; they walk upon the land from time to time, but are just as at home in the rivers and reeds. Storm-Ettin are the brethren of the sky, clouds, mists and storms.

A **Moot** is a council of loosely allied and related Ettin, Moots hold two or more tribes. Other tribes also exist which are not mentioned here, either because they are minor or are so far removed from the usual circles of Ettin Culture. There are Sea-Ettin and Lake Ettin for instance, both belonging to the Moot of Waves, though only River Ettin are discussed below.

Augelmarog: (Cliff-Ettin) Creatures of the rocks and mountains

Eldr-Rauth: (Fire-Ettin) Ashen skinned with fiery eyes and hair

Hrimnor-Nox: (Frost-Ettin) Skin of glittering snow and ice, eyes like the moon aglow.

Norr: (Clay-Ettin) Clay-fleshed, weedy haired and rock-toothed

Skaerir: (Storm-Ettin) Thunder-voiced folk with lightning eyes

Vasuthog: (River-Ettin) Slime and weed covered fen-dwellers

Powers

Magic runs in the bloodlines of the Tribes as well as in the greater family that is a Moot. Tribes inherit a few personal and particular Powers that are not shared with others. Choose one power from the three available to your Character.

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Summary of Powers

Below is a summary of the powers available to each of the Tribes presented here.

Augelmarog (Cliff-Ettin)

- Bejewelled Flesh
- Grinding Teeth
- Skin of Rock

Eldr-Rauth (Fire-Ettin)

- Burning Aura
- Fiery Touch
- Will over Fire

Hrimnor-Nox (Frost-Ettin)

- Breath of Winter
- Keeping of Ice
- Winter's Beauty

Norr (Clay-Ettin)

- Earth-Haunter
- Flesh of Clay
- Blood of Moss and Dirt

Skaerir (Storm-Ettin)

- Bringer of Fury
- Flesh of Mists
- Voice of Storms

Vasuthog (River-Ettin)

- Breath of the Deep
- Swift Swimmer
- Will over Waves

Other Tribes

Other Ettin Tribes exist, but are not presented in detail: Ember-Ettin, Sea-Ettin, Snow-Ettin, Stone-Ettin and Thunder-Ettin are just a few. If you wish to create a new Ettin Tribe you should consult your Gamesmaster and between you devise the particular details of the new Tribe.

Step Three: Aptitudes

Aptitudes describe spheres of practical knowledge that your Character may or may not have trained in. Your Character concept will give you a feel for what skills

will be important to your Character.

Characters are allotted a pool of 45 Aptitude Points to add ranks to their Aptitudes. An Aptitude is ranked at a default of Poor (Rank 1) unless you spend points to increase it. The higher the Rank you wish to increase an Aptitude to, the more Aptitude Points must be spent. Use the below chart as a guideline. For instance, if you wish to increase your Affray to Average, you need to spend a total of 7 points (1+2+4).

Aptitude Ranks

Aptitude Ranks are used to determine how talented you are in a given skill relative to other Characters. Wayfarer's Song uses eight levels of proficiency.

Rank One (Poor) – You have no training and very little natural skill.

Rank Two (Low) – You have the bare minimum of training.

Rank Three (Average) – You are about an average level of skill.

Rank Four (Good) – You can hold your own against most people.

Rank Five (Renowned) – You are considered a bit of a local champion.

Rank Six (Fabled) – You are profoundly skilled.

Rank Seven (Legendary) – There are only a few people in the world who can match you.

Rank Eight (Mythic) – Your skill is nigh godlike.

Characters are allotted a pool of 45 Aptitude Points to add ranks to their Aptitudes (enough points to increase all Aptitudes to Rank 3, Average. All Aptitudes are ranked at a default of Poor (Rank 1) unless you spend points to increase it. The higher the Rank you wish to increase an Aptitude to, the more Aptitude Points must be spent. Use the following Chart as a Guideline. For instance, if you wish to increase your Affray to Average, you need to spend a total of 7 points (1+2+4).

1 pt	Rank 1 to 2	1 Total
2 pts	Rank 2 to 3	3 Total
4 pts	Rank 3 to 4	7 Total
7 pts	Rank 4 to 5	14 Total
11 pts	Rank 5 to 6	25 Total
16 pts	Rank 6 to 7	41 Total
24 pts	Rank 7 to 8	65 Total

Ettin Bonus Ranks: Before spending any Aptitude Points add the following bonus ranks: Affray: +1, Brawling: +2, Fortitude: +3.

Summary of Aptitudes

Affray: Hand-to-hand combat with weapons.

Brawling: Unarmed hand-to-hand fighting.

Dexterity: Eye-hand co-ordination, agility and thievery.

Courage: Resolve in the face of fear.

Crafts: Handcrafts, arts and working crafts.

Cunning: Deceit, haggling, lies and guile.

Fortitude: Physical strength, endurance and power.

Perception: Awareness and alertness.

Presence: Charisma, leadership and appearance.

Ranged: Hunting and fighting with ranged weapons.

Subterfuge: Sneaking, hiding and moving silently.

Wayfaring: Boating, woodcraft, outdoor skills, tracking and foraging.

Willpower: Force of mind, fieriness of will, skill with magic.

Wisdom: Lore, learning and general knowledge.

Wit: Quickness of mind, skill at joking or insulting, problem solving.

Step Four: Traits

The magic of the Ettin runs stronger in some bloods than in others, and this sliding scale of magic is expressed in flesh of the body. Ettin with more capacity for magic and power are more misshapen by their magic. Each Trait you choose adds a little more capacity for magic and power to your character - but each Misshapen Taints also makes you that little bit more monstrous, that little bit less likely to be able to interact with the other folks of Mithgerd. Mortals will react with just mild trepidation and caution to an Ettin with no Misshapen Taints at all. A mortal may even be intrigued - a normally formed Frost-Ettin may be quite beautiful. But the reaction will become progressively worse the more Misshapen Taints an Ettin possesses. List any Misshapen Taints you take as Traits. You may choose no more than three Taints.

Rules: For each Trait you take add +2 to your total potential pool of Hunger. Ettin normally begin play with a pool of 10 Hunger, so if you choose three Traits you can increase your Hunger Pool to 16. Each Character

can have no more than five Traits (i.e. no Character can have a pool of Hunger greater than 20). Note that some Traits affect the levels and ranks of your Aptitudes. You should carefully read the description of each Trait (see Chapter Three: Character Details) before settling on your choices.

Summary of Traits

Bow Legged, Clawed Fingers, Drooping Arms, Graceless, Huge Belly, Ill-Made, Fanged Mouth, Foul Smelling, Ghastly Smile, Goat Legs, Gleaming Eyes, Gruesome, Haggard, Hoggish Face, Horns, Humpback, Neckless, One Eye, Shaggy Hair, Slouching Hulk, Squalid, Toad Skin, Tusks, Unnatural Voice, Wry Face

Step Five: Moot-Rights

The Moot-Rights are forms of charm-like inherent magic that belong to the bloodline of each the Moots. When invoked each Moot-Right inflicts a number of points of Hunger. A Character who reaches ten points of Hunger is no longer able to work any Moot-Rights and enters into a state of Hunger Lust, a temporary state of feeble-minded madness in which the Character is not able to take any action except either eat or obtain food.

Moot Rights: Pick two Moot-Rights from your Moot.

Augelmarog: (Cliff-Ettin) *Moot of Stones*

Eldr-Rauth: (Fire-Ettin) *Moot of Flames*

Hrimnor-Nox: (Frost-Ettin) *Moot of Frost*

Norr: (Clay-Ettin) *Moot of Stones*

Skaerir: (Storm-Ettin) *Moot of Storms*

Vasuthog: (River-Ettin) *Moot of Waves*

Moot of Flames: Blast of Ashes, Breath of Smoke, Dancing Fire-Thrall, Fires of Green and Scarlet, Hunger of Fire, Roar of the Hell-Drake, Rune of the Ever-Hearth, Smotherflame, Smouldering Light, Spear of the Firestorm, Woven of Fire

Moot of Frost: Brittle Iron, Dance upon the Snows, Howls of the Winter Wolves, Glittering Beauty, Mantle of Frost, Snare of Ice-Claws, Snowblind Roar, Winter's Blight, Wintry Breath, Word of Winternight

Moot of Storms: Beckoning the Winds, Flickerfire Squall, Ghost of the Mist Dragon, Gnash of Trolde-

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tooth Thunder, Grey Cloak of Rain, Rain Whisperings, Season of Mists, Voice of the Storm, Whisperous Voice, Wings of the Hellstorm Dragons

Moot of Stones: Asleep in the Earth, Eyes in the Earth, Face of Watchful Rock, Harder than Stone, Hammering Fists, Hide of Rock, March of Stones, Patterings, Sundering, Waking of the Elder Land- Dragon

Moot of Waves: Bountiful Catch, Breath of the Sea Wurum, Drowned Servant, Fish-Shapings, Maelstrom, Rage of Waves, Serpent of the Deep, Weird Summonings, Word of the Water's Command, Word of Wanderings

Step Six: Magics

Magic runs deep in the flesh of the Ettin, in their heart and soul and blood. It is likely that your character knows something of the arts of Stolen Magics or Ancient Magics, and might well know a great deal. Choose a level of proficiency from the below lists for both of these arts of magic.

Stolen Magics

None: Gain 5 bonus Background Points (see *Details*, below).

Minor: Gain 2 bonus Background Points. Gain knowledge of two Stolen Magics (see Chapter Four, below). i.e. you could choose *Aelfan Hearts* and *Bear's Fat*.

Great: Gain knowledge of four Stolen Magics.

Grand: Deduct 5 Background Points. Gain knowledge of six Stolen Magics.

Quick Reference: Stolen Magics

Aelfan's Hearts, Bear's Fat, Boar's Stew, Blood of Wolf and Adder, Charmed Heart, Dead Bones, Dragon Heart, Eagle's Eyes, Eyes of Magic, Five New Hearts, Kraken's Heart, Majestic Heart, Nicor's Flesh, Poet's Sweatbread, Puk-Drake Stew, Seven Raven Hearts, Small Hearts, Sorcerer's Heart, Tongue of Trolde, Wolf's Bones, Wurum's Heart

Ancient Magics

None: Gain 5 bonus Background Points (see *Details*, below).

Minor: Gain 2 bonus Background Points. Gain knowledge of two *Names of Power* and one *Word of Command* (see Chapter Five, below).

Great: Gain knowledge of four *Names of Power* and two *Words of Command*.

Grand: Deduct 5 Background Points. Gain knowledge of eight *Names of Power* and four *Words of Command*.

Disciplines

For Ettin Disciplines are an optional form of magic that some Ettin will have access to. All Ettin Disciplines are open to all Ettin Moots. That is, there are no restrictions regarding which Moots can take which Disciplines.

None: Gain 5 bonus Background Points (see *Details*, below).

Minor: Gain 2 bonus Background Points. Gain knowledge of one Discipline at Rank One.

Great: Gain knowledge of two Disciplines at Rank One **or** one Discipline at Rank Two.

Grand: Deduct 5 Background Points. Gain knowledge of three Disciplines at Rank One **or** one Discipline at Rank Two and one Discipline at Rank One **or** one Discipline at Rank Three.

Quick Reference: Disciplines

Beauty of the Elements, Changeful Flesh, Dead God's Eyes, Ettinish Aura of Fear, Fell Magnificence, God Hunter, Keeper of Beasts Uncanny, Languages of All, Lore of Elder Days, Monstrous Fury, Paths of the Primal Void, Pathways into Darkness, Primal Strength, Remorseless Flesh, Timeless, Without Fear, Work of Unnumbered Hands

Step Seven: Belongings

In addition to the below standard belongings that all characters start play with, choose from the following three lists 8 Common objects, 5 Foods, 5 Expensive objects and 1 Treasure (8/5/1). Note that the Menace given for the below weapons assumes the weapon is Ettin-Sized. As a general rule Ettin sized weapons have 2 Ranks more Menace than weapons made for Mortals, Aelfan or Duergar.

One week's trail rations, two sets of garb, good leather or felt boots and gloves, sheepskin cloak, belt pouch, backpack, flint and tinder, plate & mug, leather, wineskin, Dagger (Menace 4d10), and a coin purse with 20 Silver Marks.

Common

Aleskin, Animal Fodder (1 week), Armour (Protection 2), Craftsman's Tools, Blanket, Clay Wisp-Lamp, Cooking Equipment, Hairpin, Leather Sling (Menace 3d10), Cudgel (Menace 5d10) Longknife (Menace 5d10), Mattock (Menace 6d10), Rope, hemp, 30 feet, Shortbow & 10 Arrows (Menace 5d10), Shield (light) (+1 Rank to Armour), Spear (Menace 6d10), Staff, Carven (Menace 3d10), Staff, Iron-Tipped (Menace 5d10), Torches (3), Wood-cutter Axe (Menace 5d10)

Foods

Barrel of Fish, Cask of Salted Gulls, Leg of Beef, One Whole Goat, Ox-Head, Sack of Smoked Eels, Shank of Mutton, Side of Pork, Smoked Badger, Twenty Pickled Quails

Expensive

Armour (Protection 3), Axe of War (Menace 6d10), Boar-Spear (Menace 7d10), Cask of Ale, Cloak Brooch, Embroidered Cloak, Falcon and Gear, Food (1 week's) Goblet of Pewter, Hound, Iron Warhammer (Menace 6d10), Longbow & 10 Arrows (Menace 6d10), Musical instrument, Pipe (bone), Plain Warhorn, Pony or donkey and gear, Satchel pipeweed, Shield (heavy) (+2 Ranks to Armour), Sword (Menace 6d10), Tent, Thief's Tools, Warhammer (Menace 6d10), Wooden keepsake box

Treasures

Bottle of perfume, Box of copper jewellery, Bronze armband, Bronze torc, Cask of Spices, Dagger of Frost and Steel (Menace 5d10), Gem-inlaid dagger (Menace 4d10), Heavy silver ring, Horse and chariot, Horse and saddle, Necklace of amber, Necklace of copper and topaz, Necklace of silver, Pebbled Skins (Armour, Protection 4), Rune-Cutting Tools, Satchel Juniperweed, Small gold ring, Tooled Warhorn, Wagon and Ox, Woven Weeds (Armour, Protection 4)

Step Eight: Final Details

Finally you need to work out a few minor details of the rules, add a few brushes of colour and a touch of life to your character. Most of the following Character details will change over time, some are eminently mutable, such as appearance and may change from game to game, others, such as your Character's name or level of Health are unlikely to alter unless a very serious event occurs in the game.

Name

The following is a list of personal names typical of those used by Ettin.

Male Names

Anthralg, Axorthorog, Borthrumg, Corgox, Durn, Gornthorg, Gor-Oxorg, Gurmthorog, Herm, Inthorgoralg, Jorgox, Julgog, Morgthorox, Morganth, Morgox, Morgurl-Org, Mulg, Olguxthorg, Oxthorag, Numth, Rhaganskalg, Rhulgoroth, Shrax-Org-Orog, Tormrelg, Tumthrengel, Uaog-Drogag, Ulthrumsog, Urgan-Thrung-Urgog, Uxuthrank, Ux-Thrug-Uaog

Female Names

Anguen, Axuen, Bilinguisa, Caerga, Cthurga, Daratuen, Gormorga, Guem, Guer-Axanorga, Gurda, Hurda, Ilc-Axa, Jortunguen, Jungox-Othra, Morga, Morghuen, Muergha, Norstuen, Rhathatrosk-Thra, Sorakruen, Surtmruen, Toruen, Tothra, Trunthsrag, Turguisa, Uska, Uxthurguen

Appearance

It's always a good idea to think about what your character looks like. Because you are playing an Ettin some aspects of your appearance will already have been set by the Traits you have chosen, others will be at your discretion. You may want to draw a sketch, or write a paragraph to describe your character. How is your character's personality reflected in how he or she looks? Is your character's appearance a clear indication of personality, or is the outer appearance deceptive?

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PERSONAL HISTORY

What is your family history? Who are your parents? What did they do for a living? Are they still alive? Where does your family live? What has led you to the life you are now leading? What are you seeking in life? Is there some event that is particularly important? Is there something that you are trying to find? Something that you are trying to run away from?

Languages

All player Characters begin play with the ability to speak Isentongue, as well as three additional languages of choice.

Ettin Languages

Isenrune: Written form of Isentongue

Isentongue: Spoken by Ettin and Trolde

Tribal Languages of Mortals

Asyneur: Spoken by the Asyneur

Beorga: Spoken by the Beorga

Morhorag: Spoken by the Morhorag

Laukar: Spoken by the Laukar

Skaldean: Spoken by the Skaldean

Vanargan: Spoken by the Vanargan

Other Languages

Aelfish: Language of Aelfan Folks

Aelfraun: Written form of Aelfish

Duergar: Language of Duergar

Duergarvard: Written form of Duergar

Hulderling: Spoken by Huld and Nisse

Ormtongue: Native language of dragons

Sutherlander: Hybrid form of Asyneur-Vanargan

Trade: Trade language common among all tribes

Runic: Used for writing and recording by mortal men

Language and Proficiency

Wayfarer's Song does not use a system of levels or proficiencies for Language. Instead Languages are treated as something either known or unknown. If you wish it is possible to treat Languages like Aptitudes and assign ranks to them. If you choose to do this allow each player 10 points to purchase ranks in Languages in the same way that Aptitudes are

purchased.

Health

All Ettin have 20 ranks of Health. Injuries result in your Health being reduced and when you rest Health is restored through the natural process of healing. Most Ettin Characters are considered fully healed at 20 Health, and no amount of further recuperation or magical healing will increase Health beyond this rank. Background Points (see below) can be spent to increase your total pool of Health.

Fatigue

A measure of your stamina and endurance. Ettin Characters begin play with 20 levels of Fatigue. Heavy physical work or exertion results in your Fatigue temporarily dropping. As with Health, Fatigue is restored through rest, but recovers much quicker than wounds and injuries. Rest allows your Fatigue to recover, however, Fatigue cannot be increased beyond its initial level by resting. Background Points (see below) can be spent to increase your total pool of Fatigue.

Hunger

You start play with ten levels of Hunger. Levels of Hunger are filled up as you use magic, and when you run out of Hunger you will be possessed by a hunger-madness, forcing your character to take no actions other than either eat or look for something to eat. Taking Traits increases your total pool of Hunger. For each Trait you took your total pool of hunger increases by 2 points. This means that if you took three Traits you would have a total Hunger Pool of 16. No Character can take more than five Traits.

NATURAL ARMOUR

All Ettin possess a natural base level of Armour of 2 Ranks. Any Ettin of the Moot of Stones has a base Armour of 3 Ranks. Your Natural Armour forms a base for any Armour you don later. For instance if you have Natural Armour Rank 2 and are wearing a suit of Armour Rank 3, you would have a Total Armour of Rank 5.

Unarmed Attack

All Ettin possess a degree of brute power and strength that grants them an unarmed Menace of Rank 2. This unarmed Menace does not add to the Menace of Ettin-made Weapons for which the Menace provided already takes into account the large size and power needed to wield the weapon. If an Ettin is using a weapon made for a smaller creature, such as a Mortal or Aelfan, then the Ettin does gain a +1 bonus to Menace but also suffers a penalty of one level to the relevant Aptitude.

Fatigue: +1 Rank	1 pt
One Stolen Magic	3 pts
One Name of Power	5 pts
One Word of Command	10 pts
Bonus Discipline Rank	5 pts

Soulburn

Your Character begins play with zero Soulburn. Ettin magic does not invoke Soulburn and you will only gain ranks in Soulburn if you use an Enchanted Relic that causes Soulburn or steal some Mortal magic. If you do suffer Soulburn in this way the normal rules that apply to Mortals apply to you.

Background Points

Each Character is allotted 25 Background Points to spend on additional bonus Aptitude Ranks, Moot-Rights or extra belongings. Importantly, Background Points are the only means by which Disciplines can be purchased. Whether you want to spend all of your points on Disciplines - or any points at all - will depend on your Character concept. If your Character is not heavily magical, if perhaps you want your Character to be a powerful warrior-thegn, or woodland thief, snow-sledge merchant, captain of a ship or even a wandering herbman, then you may want to spend few or no Background Points on Disciplines.

Every Character has a total of 25 Background Points to spend. Use the below chart as a guide to spending Background Points.

Background Point Costs

New Moot-Right	4 pts
Aptitude Point	1 pt
Common Item	1pt
Food	1 pt
Expensive Item	2 pts
Treasure	3 pts
Additional Language	3 pts
Health: +1 Rank	1 pt

CHAPTER FOUR

CHARACTER DETAILS

In the previous chapter the process of Ettin Character creation was outlined, in this chapter the details of a Wayfarer's Song Ettin Character are explored. This character takes a more in depth look at the five tribes of Ettins that are outlined here, Aptitudes, Traits and Powers.

Tribes of the ETTIN

Below are the five Tribes of Ettin that are discussed in detail in this book. Other Tribes of Ettin exist and can be detailed and devised through collaboration between Gamesmaster and Players.

Augelmarog: Cliff-Ettin

Moot of Stones - You are a creature of the high and rocky places. Your skin is stone, marked by age-old rifts, and weather-torn ruts. Deep runes gouge your visage and the old mountain fire flows deep inside you. Cliff-Ettin dwell mostly in rock-cut fortresses high in the peaks, among snowy pinnacles and in deep tunnels dug into the roots of the mountains.

Powers of the Cliff-Ettin

Choose one of the following Powers for your character.

Jewelled Flesh: Your flesh is not merely covered with scales of rocky skin, but with jewels and sparkling stones. You are beautiful to behold, sparkling and smooth or skin, wondrous and rare.

Grinding Teeth: You are able to grind up and chew bones as well as flesh and offal. When you eat a meal you are able to eat all the bones as well. This increases the Hunger removed by a meal by one rank. For instance, half a sheep normally removes Two Ranks of Hunger. For you it will remove Three Ranks, as long as you eat the bones too.

Skin of Rock: Your skin is thick and stony. All, piecing cutting and hacking weapons suffer a penalty of one

rank to Menace when used against you.

Eldr-Rauth: Fire-Ettin

Moot of Flames - The Fire-Ettin dwell in the deep, hot places of the earth. They make their fortresses so deep in the earth that the flames of the earth itself seep into their realms. Stone in molten rivers runs in their hellish realms, lakes of fire flicker and the air is a wavering illusion of heat.

The Fire-Ettin have blackene ashen skin, fiery hair and red eyes. They are among the most proud, beautiful and imperious of the Ettin. They dress always in ebon iron and gold and scarlet. Richly adorned, the Fire-Ettin look as much like kings and queens of the earth as any of the Old Gods.

Powers of the Fire-Ettin

Choose one of the following Powers for your character.

Burning Aura: An aura of heat always surrounds you. The aura is not dangerous for other creatures, but is uncomfortable. Unenchanted ice and snow will melt when you come near and there is always a light flickering glow around you, as if your flesh itself is a guttering candle.

Fiery Touch: You can cause an object to be wreathed in fire by touch and familiarity. You cannot cause a new or strange or unfamiliar thing to burst into flames, but anything which you have owned and had with you for a year or more can be made to wreath in fire. The flames will wreath the object, and if the object is flammable it will eventually be devoured. This talent but is commonly used to cause a non-flammable sword or axe to turn fiery. If used on a weapon the Menace of the weapon increases by two ranks. If the object leaves your touch, for instance if the weapon is dropped or the cloak is taken off, then the flames immediately die away.

Will over Fire: By concentration you can cause any

natural fire within your line of sight to flare up, die down to ashes, belch smoke, or change colour. You cannot, however, cause the fire to attack or take on a complex form.

DRIMMOR-NOX: FROST-ETTIN

Moot of Frost - Far away in the lands of the north is your home. Among the shadow-lands, where twilight rules half the year, where the dead walk the earth and night can feel a forever thing.

Frost-Ettin are among the most beautiful of their kind. Their skin glitters like ice, their hair is jewelled with rime, their eyes are as deep and white and gleaming as snow.

Powers of the Frost-Ettin

Choose one of the following Powers for your character.

Breath of Winter: Your breath is a winter's gale. By expending three ranks of Hunger you can take a deep, deep breath and blast out a blizzard of snow and ice and freezing cold. Anything that is caught in this blast suffers from a Menace Six attack to the whole body. The blast can strike either a single target up to twenty paces away or any number of targets that are within five paces of you.

Keeping of Ice: Any ice or snow that remains within five paces of you becomes enchanted and will not melt. Ice turns steel hard and can be chipped into armour weapons, or beautiful jewellery. Snow gathers in your footsteps, even on a summers day, and chill winds blow all about you.

Winter's Beauty: You are unusually, stunningly and preternaturally beautiful, even for a Frost-Ettin. You cannot choose to take any Misshapen Taints (see below) if you take this Aspect. All Mortals, Aelfan and Duergar who you encounter must make a Test of Willpower to take an action to hurt or injure you, so long as you do nothing to hurt them.

NORR: CLAY-ETTIN

Moot of Stones - Clay-Ettin are creatures of the earth and green. Their flesh is grey or brown or ochre, their eyes are mossy green and their hair is lichen, tangled and thick. Clay-Ettin dwell in the hills and forests, they are among the more common of the Ettin, their Tribe has spread and grown in numbers.

More than other Ettin, the Clay-Ettin dwell in small scattered villages, rather than great fortresses. They are simply than most Ettin, less cunning and less inclined to war and battle. But the Clay-Ettin are also more savage. They are the wildest of the cousins of the Old Gods, care-free after a fashion, hunters of the deep woods and wild places, and eaters of deer and bear, wild goat, badger and fox.

Powers of the Clay-Ettin

Choose one of the following Powers for your character.
Earth-Haunter: Your skin and flesh is so covered with moss and earthy tones that you are able to blend into the wild environment just by standing still. You do not need to make any Tests of Aptitude to do this. You simply stop moving, leaning up against a tree or cliff and seem to vanish.

Flesh of Clay: Your flesh is less like the living stuff of other creatures and more like a bloodless mass of clay. Piecing weapons, arrows, teeth and spears do not harm you. All other weapons, hacking, crushing and slashing weapons suffer a penalty of one rank to their Menace when used against you.

Blood of Moss and Dirt: You can heal yourself by stuffing your wounds with moss, dirt or clay. It takes a round of activity to plaster one wound with earthy substances. Doing so reduces the severity of your injuries by one point (i.e. heal one point of Health) and adds one rank to your Hunger.

SKÆRRIR: STORM-ETTIN

Moot of Storms - Storm-Ettin are the dwellers on the stormy cliffs, the remote islands where the winds howl and the heathery moors where storms rage and hail pelts the earth. Storm-Ettin posses grey and murky coloured skin, rumbling thunderous voices and hair like winter clouds. Mists clings about them in coiling threads. They are taller and thinner than other Ettin, apt to leap great distances from cliff to rock, their flesh is strangely light.

Powers of the Storm-Ettin

Choose one of the following Powers for your character.

Bringer of Fury: By concentration over a space of about half an hour you can cause any weather to turn stormy, rain-driven, cold and miserable. You cannot

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direct the storm, but you can conjure up a storm so powerful that most ships will be sunk and rivers will soon be flooded.

Flesh of Mists: Your flesh is even less substantial than that of most of your kin. Weapons and other attacks still injure you but pass through your insubstantial flesh tearing away tendrils of misty blood. Any physical non-sorcerous or non-enchanted attack suffers a penalty of two Menace when used against you.

Voice of Storms: You can command the wind, rain, hail and lightning. Any natural weather that is occurring about you is at your command. Generally, however, you will not be able to cause destruction or injury unless the weather itself is dangerous. You will be able to use fog to blind and rain and hail to hinder. If there is a gale force wind you might be able to knock down trees, people or a wall, but you cannot make a breeze into a gale force wind. You cannot turn a sunny day into a storm or rain into ice. If lightning is cracking in the sky you can direct it to strike a target. Lightning counts as a Menace 9 attack.

Storm-Ettin typically defend their wind-swept fortresses by working together and pairing those with Bringer of Fury with those Ettin who possess the Voice of Storms.

Vasuthog: RIVER-ETTIN

Moot of Waves - You are the darkest, oldest and most solitary of the Ettin, the lone creatures of the rivers, lakes, swamps and moors. Your flesh is wet and slimy, perhaps tinged with a hint of green, or covered with fishlike scales. Your hair a tangle that looks like blackened water-weeds, your eyes are green or grey or blue, and your breath is cold and clammy.

Water-Ettin move about on land quite comfortably, you do not have to dwell in the stagnant pools, but your natural preference is to spend your hours in watery surrounds if you can. You feel safer in the water and will prefer to sleep floating in a lake or river if you can. Although River-Ettin tend not to build fortresses or houses, they do take advantage of caves, either those on the shore or those only reachable by swimming deep underwater, if any are nearby. Over a number of years a cave inhabited by River-Ettin will be altered and chipped away at until it becomes more like a great hall than a natural thing. Nonetheless the halls of the

River-Ettin are never as palatial as those of others of their kin, they are decorated with bones and little else. There is no beauty to them, not even a rough and savage beauty.

Powers of the River-Ettin

Choose one of the following Powers for your character.

Breath of the Deep: All River-Ettin can hold their breath underwater for an hour or so, but you can actually breath water. You never have any need to come to the surface unless driven to look for food or a mate.

Swift Swimmer: You are unusually swift at swimming and may possess a rudimentary rudder-like tail. You move through the water in a manner similar to a crocodile, side to side in a sinuous sort of way. You can outswim any ship, great or small, and are faster than all but the very swiftest fish or dolphins.

Will over Waves: You can cause water to become stormy, wave-torn and dangerous by concentration. You have to be touching, preferably swimming, in the water to use this magic. Any area of water at least a hundred paces in radius will be affected. Small boats and skiffs will be put at risk of capsizing. Larger vessels are safer, but crew may easily be thrown from the deck.

Aptitudes

The following is a detailed guide to the Aptitudes used in Wayfarer's Song. All Characters will possess a ranking in all Aptitudes. Your prowess in any given Aptitude can be increased during the Game by spending Experience Points.

Affray

Used for all hand-to-hand combat that involves weapon play. If you are using an axe or sword or spear in battle, you will use the Affray Aptitude when making attacks or defending yourself.

Archery

A combat skill used for all ranged attacks, including thrown attacks, such as with a spear, axe or dagger and missile attacks such as with a bow and arrow or sling.

Brawling

An Aptitude used for unarmed Hand-to-Hand combat. If you are wrestling or fighting unarmed, even if your enemy is armed, you must use the Brawling Aptitude. Injury for an Unarmed attack is resolved by rolling 2d10 and taking the lowest roll.

Dexterity

All eye-hand co-ordination, agility, jumping, running, climbing and dodging Tests of Aptitude. If engaged in combat but trying to escape rather than fight, a Character can use Dexterity versus an attack. If you defeat an attack using your Dexterity you are able to weave out of range, run and escape - although the possibility of being chased or harassed with missiles will still exist.

Courage

Used to gauge whether you will be able to stand your ground against terrible odds or retreat in fear. Treat Courage in the game as something fluid and subjective. Usually if a character fails a Test of Courage the Character should be presented with two choices: either retreat and roleplay the fear or stand and fight but with a -1 level penalty to all Aptitudes. If a Character badly fails a Test of Courage, ie. Rolls a natural 10, or if the thing of fear is unusually terrible, for instance a mature Firedrake, the Gamesmaster may deem that the player has no choice and the Character must retreat. Keep in mind, however, that no-one likes losing control over their Character and failed Tests of Courage should be treated carefully.

Crafts

A general Aptitude to cover all handcrafts, metalworking, smithy, leather working and similar trades. If you wish to be more realistic, a player can split this Aptitude into a series of separate listed craft skills that are bought and increased with Experience separately.

Cunning

All social guile, trickery, lies, persuasion, arguments, riddle-telling and used for contests of insults or 'word-wars', which are common method used to settle rivalries in courts and king's halls.

Fortitude

Raw physical strength, size, muscle and endurance. Used for testing feats of strength and stamina.

Perception

General awareness and alertness, the Aptitude used when searching for something or someone or when trying to unravel the motives or intentions of another Character in a social situation. Also, a Test of Perception may be required by the Gamesmaster when some danger may be about to present itself - if you need to determine whether or not Characters will notice an ambusher or a storm on the horizon call for a Test of Perception. It is useful, however, if you call for Tests of Perception in the way to also require Tests of Perception when there is either nothing to notice or something simple but beneficial, such as a sprig of useful herb or a silver coin lost in the grass. In this case everyone will fail no matter what they roll. The occasional random Test of Perception will keep players from associating a Test of Perception with something being clearly wrong.

Presence

A measure of social charisma, charm, powers of seduction and leadership. Presence can be used to befriend and charm, and to a certain extent persuade others to help you, give you their support or lend assistance.

Subterfuge

Powers of hiding, sneaking, thievery and stealth. Subterfuge is used when trying to stealth, thieve, move silently, pick locks, move without trace or secretly and also when simply trying to hide from pursuers or hunters.

Wayfaring

A general outdoor skill used for foraging, setting snares or traps, looking for signs of game, telling edible plants from poisonous, herb-craft, navigation and weather-watching. A successful Test of Wayfaring against an Average difficulty will turn up enough food for about five Characters for a day. Food obtained through the Wayfaring Aptitudes tends not to preserve well,

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however, as it tends to be either game-meat or nuts, tubers or vegetables that will easily spoil.

Willpower

Sheer force of will, stubbornness and resolution. Used heavily when engaging headlong with magic, but also when trying to find the internal resolve to keep going in the face of hardship or exhaustion.

Wisdom

General knowledge, lore and learning. A Test of Wisdom can be made to try and remember details concerning a particular place or person, some snatchet of history, rumours recently heard or more detailed pieces of knowledge.

Wit

Reflexes, quickness or thought and reaction time. Tests of Wit are typically needed upon being ambushed to avoid being struck by arrows or trapped in a net on the first attack, or when surprised by a trap, a treacherous dagger, or a sudden natural hazard such as a rockslide or a collapsing track-way on a cliff. Wit is a useful Aptitude to employ when noticing the event is important but physically moving out of danger doesn't present any difficulty. For instance, if, when moving through a rugged terrain of trees, a Character is assailed by a hail of arrows then noticing the attack in time is important but stepping behind a tree to take cover is then relatively easy. When escape is also tricky the Gamesmaster may call for a Test of Dexterity following the Test of Wit.

TRAITS

Below are details of the Traits that are available to Etti.

Bow Legged

You have curved, bow-shaped legs. You shamble rather than walk, and possess a rolling side-to-side gait that makes you look far heavier and slower than you are.

Clawed Fingers

Instead of nails you have horny, sharp claws curving out of the tips of your fingers. These claws can be

used as a weapon with the Brawling Aptitude, and possess a Menace of Five

Drooping Arms

You have too-long, lanky and dropping arms. Your fingers nearly drag on the ground when you walk. You can, however, stretch your arms out much further than most, even for your size and if stretched out can snatch at things that are up to ten or twelve feet away.

Graceless

You are simply and utterly without any grace. You are an ungainly and clumsy creature. You cannot ever do anything that requires a degree of grace, dancing or even tapping a foot in time to the beat of hide drum is beyond you.

Huge Belly

You don't just have a large stomach, but a huge, prodigious mass of fat that hangs from you in a great lumpish wadge. This belly of yours looks large enough to hold a cow, and more than likely it has...

Ill-Made

Nothing about you, when taken on its own, seems malformed, your hands look normal, your arms and legs and head and face all seem natural. But when taken as a whole somehow you don't fit together well. It can take a second glance for this to be noticed, but the effect is disconcerting. You simply don't look right – but exactly why is difficult to say.

Fanged Mouth

You have a mouth full of sharp, blade-like teeth. The teeth are not obvious unless you open your mouth, speak or smile. You can use these teeth as weapons when Brawling. If you do, your fanged mouth counts as a weapon of Menace Five.

Foul Smelling

You smell as feculent as a swamp choked with dead things and rotten reeds.

Ghastly Smile

Whenever you smile your whole face reforms itself into a ghoulish visage, new lines appear, the skull become prominent, the eyes sink into the flesh and

you look like the very vision of death.

Goat Legs

Instead of normal legs in the shape of a mortals, you have goat-like legs. You can move about on these upright without any trouble, although do not possess any particular advantages either. Note that you cannot be both Bow-legged (see above) and Goat-legged.

Gleaming Eyes

Your eyes glow with a very subtle light. The colour will likely depend on your heritage and tribe. Fire Ettin with Gleaming eyes tend to have orange or red eyes. Frost Ettin can have eyes like moonlight on ice. Clay Ettin will have eyes of mossy, gleaming green or obsidian black.

Gruesome

You can't help but be hideous and horrifying when you eat. When you eat flesh and blood ends up splattered everywhere, down your face and over the table and anyone else sitting at it. You are unable to understand that this is off-putting for mortals and even some Ettin.

Haggard

You are thin and worn out looking, skeletal of frame, and papery of skin. You are not necessarily weak, or hunched or even old, you simply look half-starved. You cannot be both Haggard and Huge Bellied.

Hoggish Face

Your face is sloping, full of bristly hairs and set with a large and a thick, swine-like nose. You don't look exactly like a pig, but the resemblance is unmistakable.

Horns

You have two great curving horns, like those of a mountain goat, sweeping up from your brow. These horns will grow longer and more curved as you do. If they are cut off they will only regrow in a stubby, semblance of their one-time glory.

Humpback

You have a great hunch of flesh heaped down on your shoulders and back. You walk stooped because of it.

Neckless

You don't possess a neck as such. Although you can still turn your head about, there is little to distinguish your head from your shoulders – instead your head simply sprouts thick and bulging out of your body.

One Eye

Instead of two eyes you just possess a single eye in the middle of your brow.

Shaggy Hair

You are covered all over with long, shaggy, coarse and wild hair.

Slouching Hulk

You are unusually thick of limb, body and flesh. So much so that you are stooped by all the weight and walk more like an ape than a man. Slouching Hulk adds one rank to your Fortitude.

Squalid

You are constantly filthy, covered in dirt, your clothes are tatters or filthy old furs. You are incapable of keeping yourself clean or understanding why some of your folk do.

Toad Skin

You have wart covered, bumpy, thick and greasy looking skin.

Tusks

You possess two large curving tusks. These tusks grow out of the bottom of your jaw and curve up over your top lips. They make your speech slurred and guttural sounding. Tusks count as Menace Six weapons when used with the Brawling Aptitude.

Unnatural Voice

Your voice sounds wrong. Utterly unnatural, it may have deep and strange tones, unattainable by most people, or whispers of magic in it, the sound of storms or crackling fire or grinding ice depending on your Tribe.

Wry Face

No one will ever trust you, something about the expression of your face looks too much like you are constantly plotting some malicious trickery, theft or

murder.

Moot-Rights

Moot-Rights are a form of charmlike inherent magic that belong to each the Moot bloodlines. When invoked each Moot-Right inflicts a number of points of Hunger. A Character who reaches ten points of Hunger is no longer able to work any Moot-Rights and enters into a state of Hunger Lust, a temporary state of feeble-minded madness in which the Character is not able to take any action except either eat food or if none is available, go looking for it. Although Ettins do not identify other Ettins as potential food while in the Hunger Lust, they do see all other animals and folks as potential items of food.

Moot of Flames

Blast of Ashes
Breath of Smoke
Dancing Fire-Thrall
Fires of Green and Scarlet
Hunger of Fire
Roar of the Hell-Drake
Rune of the Ever-Hearth
Smotherflame
Smouldering Light
Spear of the Firestorm
Woven of Fire

Moot of Frost

Brittle Iron
Dance Upon The Snows
Howls of the Winter Wolves
Glittering Beauty
Mantle of Frost
Snare of Ice-Claws
Snowblind Roar
Winter's Blight
Wintry Breath
Word of Winternight

Moot of Storms

Beckoning the Winds
Flickerfire Squall
Ghost of the Mist Dragon
Gnash of Trolde-tooth Thunder
Grey Cloak of Rain
Rain Whisperings
Season of Mists

Voice of the Storm
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Moot of Flames

Below are the Moot-Rights that belong the Moot of Flames.

Blast of Ashes

Conjures a swirling cloak of ashes that will blind and cause pain to any character who is not a Flame-Ettin.

Breath of Smoke

The Flame-Ettin spews out thick black clouds of oily smoke. An Ettin can fill a large area with pitch smoke in this way, filling up great halls or fields of battle. Flame-Ettin can see through this pall of smoke and do not find it troublesome, other creatures however, find the smoke difficult to see through and breathe.

Dancing Fire-Thrall

Allows a Flame-Ettin to shape and command any natural fire up to the size of a large bonfire as if it were

a living thing made of flames and burning logs or coals. The fire can move about and obey commands as long as the Ettin remains concentrating. Anything combustible that the Fire-Thrall touches will catch on fire.

Fires of Green and Scarlet

This Right causes any normal fire to burn with sudden and brilliant ferocity, turning the flames to green and scarlet and causing the fire to grow hot enough to melt stone.

Hunger of Fire

This Right can be invoked to cause any one Character or creature to grow ravenously hungry. When used on another Ettin the magic causes the Ettin to gain three ranks of Hunger.

Roar of the Hell-Drake

When invoked this bloodline Right allows the Ettin to roar with a fierce mouth full of blazing fire. The roar will cause tremors all about the Ettin causing small objects and creatures to fall over, although most creatures the size of a human or larger will be able to remain standing. All Characters or creatures faced by a Roar of the Hell-Drake must succeed an Test of Courage (diff. 7) or be compelled to react with fear.

Rune of the Ever-Hearth

When invoked over a natural fire this magic places a charmed rune of blazing red light near the flames. From this point on the magic of the rune prevents the fire from ever being put out by natural means. The fire will never burn through all its fuel and water or sand will eventually be seared away if thrown onto the fire.

Smotherflame

Allows a Flame-Ettin to put out any one natural fire.

Smouldering Light

Conjures a glowing light that the Ettin can vary in intensity and brightness from a dim candle up to the blaze of a hundred torches. The light lasts as long as the Ettin remains concentrating on the magic.

Spear of the Firestorm

This magic allows an Ettin to conjure storm-fire around a spear that must then be thrown for the magic to run its course. Once thrown the spear becomes a lightning bolt dealing 10 Menace. The attack is treated as a normal missile attack (i.e. the spear can be dodged) except that the speed of the lightning bolt adds a rank to the Ettin's Ranged Aptitude level. The magic devours the spear and leaves nothing of the weapon after it strikes its target.

Woven of Fire

Allows a Flame-Ettin to pull a thread of flame out of a fire and spin this into a yarn ready for cloth making. The charmed yarn creates a shimmering fabric as light as silk and richly coloured red, gold and amber. The fabric confers warmth to those who wear it and glimmers very faintly in darkness.

Moot of Frost

Below are the Moot-Rights that belong the Moot of Frost.

Brittle Iron

Causes an amount of worked metal, be it bronze, steel, iron or something else to turn fragile and easily shattered. The magic works on quite large pieces of metal but must be thrown at a single target. It could for instance be used to make fragile the iron bindings on a door, or make a single enemy's battle axe and armour brittle, but couldn't be used to make several enemy's weapons shatter all at once. The magic works only on unenchanted metal.

Dance Upon The Snows

Allows an Ettin to walk on snow or ice as if it were solid rock and without leaving footprints or any other traces of having passed.

Howls of the Winter Wolves

Sets down a magic upon a place that attracts wolves and makes them hungry and ferocious. The magic works each night and can only summon wolves that are living nearby. If there are no wolves in the surrounding countryside the magic will not work. The effect of the magic lasts for a year and a day.

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Glittering Beauty

A permanent magical charm that encrusts a single item with enchanted ice, making it a beautiful and glittering thing. The icy jewels will change constantly from one day to the next, sometimes forming shimmering rime, sometimes turning to small knives of icicles. The frost decoration does not hamper the use of the item.

Mantle of Frost

Conjures a swirling cloak of ice and cold fire that envelopes the Frost-Ettin. The cloak deals injury at Menace 4 to any creature or Character that comes within a few paces of the Ettin. This damage is dealt each round until either the magic fades away or a Character moves away from the Ettin's presence. The magic lasts about ten minutes once invoked.

Snare of Ice-Claws

When Snare of Ice-Claws is invoked the Ettin's fingers grow into long white claws with razor edges as hard as iron. The claws last as long as the Ettin wishes, but once withdrawn need to be bought with Hunger to grow again. Fine manipulation using these claws is difficult, and their chief use is combative. Ice claws count as Weapons with 7 Menace and are used with the Affray Aptitude in combat.

Snowblind Roar

The Ettin uses a twist of cold magic to summon up a whirl of snow. The snow fills a reasonably large area, about the radius of a bowshot and partially blinds all Characters who are not Frost-Ettin. The blinding storm imposes a -2 levels of penalty to all Characters' Perception - i.e. a Perception of Rank 6 becomes Rank 4 when within the storm. The snow will gather on the ground but melts normally. The storm can be kept on the winds as long as the Ettin remains concentrating on the magic.

Winter's Blight

By breathing on a grove of trees or field the Ettin conjures up a magic that blasts and withers the green leaves to blackened rot. Any fruit or crops caught in the blast are destroyed.

Wintry Breath

Allows a Frost-Ettin to cast a charm of bitter cold into the blood of one target by touch. The magic deals the target injury at Menace 8. If the target is killed by the charm then flesh and blood is considered frozen solid. The shock of this attack is such that even those Characters who survive it must make a Test of Fortitude (diff. 5) or collapse, immobile from cold.

Word of Winternight

A powerful charm that places a permanent enchantment upon an area of land up to the size of small town. The enchanted area becomes permanently encircled with a grey mist. These mists last for a few chilling paces and have in them phantom faces and strange voices. Within the mists the conditions are turned permanently to that of a dark winter's night, with stars and moon, deep snow and cold winds.

Moot of Storms

Below are the Moot-Rights that belong the Moot of Storms.

Beckoning the Winds

Invoking this magic summons the nearest air spirit, unseen and bodiless entities that exist as nothing more than a whirl of wind. Wind spirits cannot carry or manipulate solid things and have no power to do harm but are likewise immune to attacks by lumpish physical things. A wind spirit can however make a useful messenger or spy. The magic of this Right allows the Ettin to give the wind-spirit a command to perform either one simple task with no definite end or keep the wind-spirit as a servant for a year and a day. There is no limit to the number of wind-spirits that an Ettin can ensnare but keeping more than three or four will begin to cause constant low-voiced bickering between the over-crowded spirits if forced to inhabit the same space.

Flickerfire Squall

Conjures a magical squall of raging wind and roaring electrical charge. The Ettin can use this squall to discharge blasts of lightning of Menace 6 over a distance of a hundred paces. A cost of 1 Hunger is incurred each time a bolt of lightning is fired. Only one bolt can be discharged from the squall each round,

and no bolt can be fired in the first round as the small storm needs time to built up its ferocity. The lightning from a Flickerfire Squall is too blindingly fast to be avoided, and each attack will score an automatic hit against the chosen target. The roaring squall of wind remains until either the Ettin dismisses it or leaves the area.

Ghost of the Mist Dragon

The Ettin bends air and storm to obey and take the shape of a small dragon made of mist and lightning. The dragon can be commanded to attack, speak in a rumbling voice or move about by concentration. A conjured dragon is not solid enough to pick things up and solid objects will pass right through it and Characters can run right through the creature, though to do so is dangerous as the dragon can automatically inflict a lightning attack at Menace 5 against anything within its 'flesh'. When attacking the dragon discharges lightning from its mouth and can strike targets up to a bow shot's distance (Attack: Renowned, Menace: 10, Armour: 6, Health: 30). It can also be made to fly but looks unnatural, appearing to drift rather than fly laboriously as a real dragon does. The dragon remains in existence as long as the Ettin who conjured it remains concentrating. It can move quite far from its creator but disappears if the Ettin loses sight of the conjuration. The dragon can only be injured by enchanted weapons or sorcery.

Gnash of Trolde-tooth Thunder

A small charm that conjures a deep and resonant blast of thunder. The thunder rolls through the air all about the Ettin, terrifying animals and very likely at least unnerving creatures with a sharper wit.

Grey Cloak of Rain

Allows an Ettin to become practically invisible in rain, fog or other foul weather. When using this spell the Ettin will not be seen by other people or creatures from any distance more than about ten paces away. From ten to five paces the Ettin will seem to be nothing more than a featureless grey ghost. The magic lasts as long as the ill weather does.

Rain Whisperings

This Right allows a Storm-Ettin to call or chase away rain. The power takes effect at a natural speed so that it can take half an hour for clouds to gather and darken. Chasing rains away with a sudden strong wind is a little quicker and can be done in a few minutes.

Season of Mists

Places a permanent sorcerous enchantment on an area of earth no larger than a small town. Season of the Mists conjures up a silvery veil of fog that fills up the air and chokes away all colour and warmth.

Voice of the Storm

This charm infuses the Ettin's voice with a thunderous quality making it audible over a mile away and deafening for any Character nearer than a few hundred paces who is not an Ettin. Ettin's that are not of the Storm Blood find the power irritating but can withstand it. Other Storm-Ettins are not bothered by the magic at all.

Whisperous Voice

Allows an Ettin to send a single spoken message carried on a wind to any person or place that the Ettin knows the name of.

Wings of the Hellstorm Dragons

Summons up a powerful blast of wind strong enough to bowl over most creatures, including humans, topple small trees and capsize ships smaller than a trading skiff. The blast of wind is awe-inspiringly strong but also brief and most living things knocked down by it will be able to get up again in a moment or two, despite perhaps being dazed and perhaps frightened by the sudden unnatural storm-wind.

Moot of Stones

Below are the Moot-Rights that belong the Moot of Stones.

Asleep in the Earth

Allows an Ettin to lie down upon the earth and meld into it, becoming a great figure of solid rock, alive but completely immobile and impossible to tell from a roughly cut statue. In this state an Ettin is immune from all damage and injury, does not need to breathe or eat

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and will eventually arise well and whole. The sleep, however, is deep and the Ettin will be only dimly aware of what may be happening nearby. Very loud noises or the touch of something alive is needed to stir an Ettin's mind from this state and it takes about half an hour to fully wake and transform back into flesh if a stirred Ettin decides to wake.

Eyes in the Earth

This Right summons a minor earth spirit, a shifting, shapeless sort of thing with a bare mockery of eyes and a mouth. The spirit can either be kept in your service for a year and a day or given a single task of indeterminate duration. This class of minor earth spirit are basal forms of Wild Folk and move through the earth like a fish through water. They can do little more to living things than try to trip them up, but make useful spies and messengers.

Face of Watchful Rock

Before working this Right the Ettin must carve a face into a stone surface, incising runes and old words of darker ages. The Right summons a minor earth spirit (as with Eyes in the Earth) except that the spirit is bound permanently into the face in the stone. The bound spirit animates the face and can act as a watcher, guardian or messenger. The magic of the Right allows the spirit to communicate with you via thought if need be.

Harder than Stone

This Right allows the Ettin to cause stone to become hardened by magic to a point where it is all but indestructible. Stone subjected to this magic can be shattered or broken only by godlike powers. It takes increasingly long hours to harden larger quantities of rock, but as long as the Ettin remains concentrating any amount of stone can be charmed. In this way entire fortresses, walls or halls can be hardened.

Hammering Fists

A Right that changes the Ettin's hands into stony masses, studded with sharp rock. While using this magic the Ettin loses the ability to manipulate things with fine care. The usefulness of the magic lies in either using fists as weapons heavy enough to knock down small walls or to handle objects that are dangerous or

molten hot. When used as weapons an Ettin's stone fists become Weapons with 8 Menace. Attacks using Hammering Fists are based on the Affray aptitude.

Hide of Rock

Conjures a transmutation into the flesh of the Ettin making the skin grow and swell into a thick armour of jagged rock. The magic costs one rank of Hunger to maintain for every ten minutes. The skin of rock and stone provides Armour 8, makes the Ettin immensely heavy and slow. All physical Aptitudes are penalised by two ranks while wearing a Hide of Rock.

March of Stones

By invoking this power an Ettin can speak to the spirits of stone and give to them commands. March of Stone can animate any number of nearby pebbles, rocks or boulders and these will respond with willingness but limited intelligence to the Ettin's words. The main limitation of this magic is that the spirits of rock, even enchanted ones, move very slowly. A march of stone crawls at about the speed of a slow walk and cannot feasibly attack or labour for an Ettin in a conventional way. The magic can, however, be used to effectively build strong, artful structures, dig holes or paths or simply create an awe-inspiring spectacle.

Patternings

At a touch an Ettin can cause any surface of stone to be incised and cut with patterns of stunning and remarkable beauty. The patterns spread and grown and will continue to do so over any exposed surface as long as the Ettin remains touching the stone and concentrating on the magic.

Sundering

A Right that allows an Ettin to cause any single mass of stone, be it a wall or a boulder, cave wall or roof to split and crash into a thousand pieces. The power can be flung at any rock within sight of the Ettin and is impressive in its destructiveness.

Waking of the Elder Land-Dragon

Allows an Ettin to cause the earth to thunder apart and rumble as if unleashing a powerful, but uncannily localised earthquake. The power can cause an area of

earth up to a hundred or so paces in diameter to be suddenly struck by this sundering, during which the Ettin actually possesses some control of the rocks and fury. You can still one area or cause rocks in another to burst through the surface, open crevices and close them. The Sundering can be made to last up to a few minutes.

Moot of Waves

Below are the Moot-Rights that belong the Moot of Waves.

Bountiful Catch

A simple but useful little charm laid upon a net when it is thrown into waters. Bountiful Catch summons fish and sea-life, crabs, urchins, even seals into the net. When drawn from the water the net will be brimming full of a catch. It takes some time however for the magic to the point of truly filled a large net and an Ettin will have to check the net from time to time and wait longer in poorer waters before hauling in the catch.

Breath of the Sea Wurum

Allows the Ettin the breath out a jet of burning air and steam. The breath can be used to attack a target or a group of targets standing close together up to two dozen or so paces away and deals 7 Menace.

Drowned Servant

Summons the shade of a drowned mortal out of the watery depths. To work this magic an Ettin must be standing on a riverbank, lakeside or before the sea. The shade summoned is randomly plucked from those that are nearby. If none are nearby the nearest is snatched from its pebbly grave and the Ettin simply has to either wait until it arrives or give up in disgust and wander off. The shade, once summoned, is bound to the Ettin and has to obey commands given to it for seven years. The magic adds a little solidity to a bound shade, making it slightly less ghostly and a little more alive and solid looking.

Fish-Shapings

Allows an Ettin to transform into any variety of fish. the transformation does not affect any clothing or belongings the Ettin may be carrying and lasts as long

as the Ettin desires.

Maelstrom

Conjures a massive ship-sucking whirlpool in body of water. The whirlpool lasts as long as the Ettin concentrates and will eventually consume and destroy any boat that is caught in its swirl of water.

Rage of Waves

Allows the Ettin to conjure up a massive flood of water or crash of waves. The Rage of Waves can turn a trickling stream into a raging torrent or summon storm-waves powerful enough to destroy houses out of a millpond - although in both cases the rising flood of water is sudden and fades away at once. Anything caught in a Rage of Waves suffers a Menace 15 attack and must make a Test of Fortitude (diff. 9) or be swept away.

Serpent of the Deep

A Right that allows an Ettin to transform itself into a massive sea-serpent. In this form an Ettin would be unable to move overland at all, being far too heavy and poorly made for dry earth, but is graceful and deadly in water. The spell does not affect clothing or belongings, and if cast while clothed an Ettin will burst and shred everything from boots to cloak during the swift process of transformation. The magic lasts as long as the Ettin wishes.

Weird Summonings

A charm that summons a swarm of spirits of the water, strange shimmering and luminous creatures, half-human and half-fish and half other things entirely. These minor spirits, called Water Weirids, which will obey the Ettin until they grow bored and wander away, usually no longer than an hour, possess some power over water, can shape it into strange pillars or sculpt paths or tunnels through water, create small waves and other relatively gentle arts. The light they give off is enough to not just see by, but also enough to light up the area of fleet of war ships might take up. Water weirids can make useful spies and aid the speed of ships or stop them entirely. These uncanny faces are also frightening things to half-glimpse in the waves, and any Character who is not of the Moot of Waves must make a Test of Courage

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(diff. 6) in order to approach water filled with Weirds. If a Character does enter water filled with Weirds, and if the Weirds are aggressive, then the Character must enter a battle with the Weirds or be dragged down by a thousand little clawed hands deep into a watery death. In this instance treat the Weirds as an unkillable single entity with Affray: Renowned, Menace 6.

Word of the Water's Command

Allows an Ettin to mildly, but not powerfully, influence open waves, lakes and waters. The power can allow an Ettin to calm a stormy sea or make a calm lake choppy and dangerous, conjure up deep eddies or make an already calm surface as dead and flat as glass.

Word of Wanderings

Allows an Ettin to breath underwater and to place upon others the same charm. The charm lasts as long as the Ettin wishes (even when cast on others). While enchanted a Character is unable to breath air comfortable. Characters who try to leave the water while enchanted find themselves soon fatigued and unable to move, struggling to take in each lungful of air and barely alive. The charm is cast by working magic into a piece of food or drink. Anyone who partakes of this enchanted morsel is then affected by the magic and will be overcome by the sudden desire to find and leap into water. An enchanted character has about five minutes of strength to find water and after this point will become just as fatigued and gasping as those who try to leave the water behind while still under this magic.

Disciplines

The following is a detailed description of the Disciplines available to Ettin characters.

Beauty of the Elements
Changeful Flesh
Dead God's Eyes
Ettinish Aura of Fear
Fell Magnificence
God Hunter
Keeper of Beasts Uncanny
Languages of All
Lore of Elder Days
Monstrous Fury

Paths of the Primal Void
Pathways into Darkness
Primal Strength
Remorseless Flesh
Timeless
Without Fear
Work of Unnumbered Hands

Beauty of the Elements

The cold and soulless beauty of ice, the flickering charms and allure of fire, the moss-green and shadow-on-water of the earth. What is the nature of your beauty? Far from being hideous, certain Ettin are creatures of stunning handsomeness and exquisite magic. They have about them all the wonder, depth and glory of the elements and are just as untameable and charmed.

Aspects: This unnaturally potent beauty is magical in nature, but is not an illusion in the way that Aelfan glamourie weaves an illusion of prettiness around ugly creatures. Ettin beauty is always real, if enchanted in origin. As a prerequisite for this Discipline, you cannot have any Ettinish **Traits** (see above). If you gain one or more Ettinish Traits, then you lose access to this Discipline.

Rank One: You have a strange and alluring beauty about you. Any character you meet who would otherwise be neutrally inclined towards you must make a Test of Willpower (diff. 4) or immediately become well-inclined. Your beauty will not affect an enemy or any other character who has good reason to dislike you.

Rank Two: As with Rank One, except that the Test of Willpower is at Difficulty 6.

Rank Three: Your beauty is radiant and otherworldly. Now, even characters that would normally have a good reason to dislike you must make a Test of Willpower (Diff. 4) or become enamoured enough to give you the benefit of doubt and turn their opinions to a more neutral stance.

Rank Four: Your beauty is now overwhelming. All neutral characters must now make a Test of Willpower (diff. 8) or succumb to your charms. Mortal who meet you must make a Test of Courage (diff. 3) or otherwise keep their distance, as if needing to keep away from a brightly burning fire that would scorch if brought too near.

Rank Five: Your beauty now shines and spills over the air around you. Birds and animals sometimes follow you, entranced and unable to resist following you. Neutral Characters now must make a Test of Willpower at Difficulty 10 and enemies at Difficulty 8 in order to resist your charms. Those who fail become immediately enamoured with you, and will tend to believe you over all others, accepting even your most ridiculous lies as truth. Mortals must also make a Test of Willpower (diff. 5) or find themselves wanting to follow you for a time (albeit from a distance). You are also now so wondrous in appearance that Duergar must make a Test of Willpower (diff. 5) or feel compelled to try and possess you.

Changeful Flesh

You have power over form, and such is that tales told of Ettin that your enemies should tread wary and careful - for there is no telling what shape of beast, bird or fish that you might take.

Aspects: Changeful Flesh is a shapeshifting Discipline similar to the Mortal Discipline Skin-Changer.

Rank One: Pick a favourite animal. You may change into this animal at will by expending three Hunger. Changing from the animal form into your natural form costs no Hunger. Note that the change affects your flesh only, any clothing or possessions must be left behind when you change. The shape-change does not affect your Health, Hunger or Fatigue although it is likely that you will lose most of your normal fighting skills and it is unlikely that you will be able to work other magics while in the animal form (at Gamesmaster's discretion). Fighting while in animal form will need you to draw on your Brawling Aptitude.

Rank Two: As with Rank One, except that you may pick two other animals and add these to your list of creatures into which you can change.

Rank Three: As with above, except that the change costs only two Hunger.

Rank Four: As with above, except that you may pick another three animals, and add these to your repertoire of beasts that you can transform into.

Rank Five: As with above, except that the change costs only one Hunger.

Dead God's Eyes

Strange are your eyes, and strange things they do see.

Weird and uncanny things flicker in the depths of the orbs of your sight, otherworldly ghosts and unseen magics and deeper, older truths.

Aspects: Long ago you plucked out the eyes of a recently slain god and by use of Stolen Magics replaced your own eyes with the eyes of that slain divinity.

Rank One: Gain the Stolen Magic *Thefted Eyes* (See Stolen Magics, below). By having replaced your eyes with those of a god you are able to see all invisible spirits, all ghosts, spectres and wild folk - whether or not they wish to be seen.

Rank Two: You gain the ability to see a little way into the future. By spending a point of Hunger you can learn whether there is a threat in the immediate environment and immediate future that might be about to present itself. How much detail is learned is at the Gamesmaster's discretion.

Rank Three: You gain the ability to gaze into the soul of any creature or character and learn whether that entity intends you harm. It costs one Hunger to use this ability.

Rank Four: You gain a little insight into the weaves of fate and weird.

Rank Five

Ettinish Aura of Fear

All about you the shadows spread, the air quavers, the blood is tremulous. Fear radiates about you, as if the spirits of the everlasting night are manifest and swarming in your path.

Aspects: This Discipline allows you to summon and project an aura of fear that can cause affected creatures and characters to cower or flee.

Rank One: At this level the Ettinish Aura of Fear only affects normal mundane creatures, but not mortals or magical folk. You can create an aura of fear by spending one Hunger. The aura affects all creatures within twenty paces of you. Creatures must make a Test of Courage (if fully stated out) or Command (if using simplified Stats) (diff. 6). If the test is failed then the creature in question feels an irrational and overwhelming sense of mindless panic and will immediately flee or hide.

Rank Two: As with Rank One, except that the Ettinish Aura of Fear can affect Mortals.

Rank Three: As with above, except that the Test of Courage/Command is now Difficulty 7.

Rank Four: As with above except that the Ettinish

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Aura of Fear can now affect Duergar and Aelfan, as well as enchanted creatures such as dragons, wurums Huld etc.

Rank Five: As with above except that the Ettinish Aura of Fear can now affect undead, spirits and the wild folk.

Fell Magnificence

You have such a powerful and monstrous sovereignty, such an air of eternal mastery, lordship over the elements and the bestial that all who hear your words must pause and listen.

Aspects: This power works only on those who are not actively hostile. Characters need to be friendly, neutral or even warily ready to fight. If something happens to threaten the life of a character or if active fighting occurs, then the power of this maigic is immediately broken.

Rank One: Spend two points of Hunger to force all non-Ettin characters to stop and listen to your words. The power lasts for the time it takes to give a short speech or deliver a message, a warning or a demand.

Rank Two: As with above, except that Ettin are also affected. However, if another Ettin has Fell Magnificence at a level equal to or above your own, then that character is exempt from the magic.

Rank Three: As with above, except that you only need to spend one Hunger.

Rank Four: As with above except that you can infuse your words with magical fear and dark power. All who hear it must make a Test of Courage (Diff. 7) or believe that any threats or boasts you make are backed up by deadly power.

Rank Five: As with Rank Four except that the Test of Courage is Difficulty 9.

God Hunter

You fought during the God-Slayer Wars and you witnessed the death of many of your family and fellows at the hands of the gods of the old world. You have an especial hatred of all 'gods', whether they claim to be or not, and have learnt the skills needed to hunt the gods.

Aspects: In ages past certain of the most powerful Wild Folk claimed to be gods and ruled over the mortal world with a blood-thirsty and draconian reign. You have extended your definition of 'god' to all Wild Folk,

regardless of whether they ever took part in the old wars or have ever claimed to be gods.

Rank One: You can see all invisible Wild Folk.

Rank Two: Any weapon you wield becomes capable of harming Wild Folk, even if the spirit in question can usually only be harmed by sorcery or enchanted weapons.

Rank Three: Whenever you do injury to one of the Wild Folk add a +3 bonus to the injury inflicted. For example, if you deal 4 injury to Health, increase this to 7 (4+3).

Rank Four: As with Rank Three, except that the bonus to injury is +6.

Rank Five: All allies and companions within sight of you gain a +2 bonus to injury inflicted when fighting Wild Folk.

Keeper of Beasts Uncanny

Long have the Ettin been associated with strange creatures, 'pets' of a sort, though perhaps allies would be a better word for it. After all, the monstrous and the bewildering daily haunts the halls of the Ettin, and a place of uncanny magic, attracts the uncanny.

Aspects: This magic allows you to attract and befriend certain enchanted creatures.

Rank One: Smaller enchanted creatures such as puk, lind wurums or trow are attracted to your home. These creatures will haunt the outskirts of your home and hall, but remain too fearful to approach.

Rank Two: As with above, except that the creatures become bold enough to enter your halls. They will behave in a friendly fashion, sometimes in a servile manner, sometimes as an allied equal, depending on their temperament. Such creatures will find it impossible to betray you and will always remain loyal.

Rank Three: You may expend three Hunger to draw to you 1-5 (roll a d10, halved) larger enchanted creatures such as Trolde, Nørgs, Drachen or Nicor. The creatures that are attracted are those that are closest, and this will be at the Gamesmaster's discretion. The creatures will arrive as fast as they can and will be friendly (though a little confused and befuddled) when they arrive. The creatures can be bargained with, but not commanded outright.

Rank Four: You may expend five ranks of Hunger to put a small-to-largish enchanted creature (up to size of Trolde, Nørgs, Drachen, Nicor etc) under your

command for a year and a day. The creature will obey your commands as if it were a loyal servant, though cannot be ordered to pointlessly end its life or destroy itself. Such a command will result in deep, internal confusion that results in the creature doing nothing.

Rank Five: As with rank Four, except that you can place a very large enchanted creature (Dragons, Wurums, Kraken etc) under your sway for a year and day. Using this power of a very large creature costs ten Hunger.

Languages of All

The Ettin are ancient and eldest, and in their time some have learnt not merely the languages of other creatures but the roots of all languages, from which all words spring.

Aspects: This Discipline gives you the ability to understand all manner of languages, and eventually even those that you have never even heard before.

Rank One: You gain fluent spoken knowledge of all languages of Ettin, Aeflan, Duergar and Mortal.

Rank Two: As with Rank One, except that you are able to read and write in all written forms.

Rank Three: You gain a fluent knowledge of the languages of the birds and animals of the wilds.

Rank Four: You gain a fluent knowledge of all languages of spirits and Wild Folk.

Rank Five: You are able to understand any language you hear or any writing you see, whether mundane or otherworldly, whether of this world or the last, whether still spoken or forgotten for a thousand years.

Lore of Elder Days

The Ettin have been upon the earth for all the ages of the earth's existence. Knowledge have been gained, gathered, recorded and kept, and this knowledge has been passed to you.

Aspects: This Discipline gives you a chance of happening to know a particular piece of knowledge that ought not be known by anyone. For instance, you could potentially know how to open a secret door that leads into a fortress that has been abandoned since before the God-Slayer Wars, or you might know the name of Aslaug the Gildenwing's mother, or you might know how many sisters Himinglaeva once had. The Discipline cannot (unfortunately) be used to dig up Names of Power, Words of Command, Stolen Magics

or any other form of esoteric power. It can be used for odd and unlikely secrets only.

Rank One: Make a Test of Wisdom to use this power (diff. 8). If you succeed then you recall the gem of knowledge in question. If you fail, you can attempt to remember the knowledge again and again but only by spending one Hunger each time you make a Test of Wisdom.

Rank Two: As above, except now with Difficulty 7.

Rank Three: As above, except now with Difficulty 6.

Rank Four: As above, except now with Difficulty 5.

Rank Five: As above, except now with Difficulty 4.

Monstrous Fury

When rage and fury takes you, you become a creature of war itself. Fearsome magic contorts your features, you swell with anger and mindless predatory hunger.

Aspects: You must have at least one Ettinish Trait (see above) in order to gain access to this Discipline.

Rank One: Spend three Hunger to enter into a state of rage. Your features become more bestial while in this state, and the rage lasts until the end of a single battle. During the rage you can add +1 to any injury inflicted. For example, if you deal 3 injury to Health, increase this to 4.

Rank Two: You can spend three Hunger to deal a single powerful blow. You must spend this Hunger prior to determining the outcome of an attack. The Hunger must still be spent, even if you fail in your attack, but if you succeed, then add +2 to the injury you inflict for each Trait you have. For example, if you deal 4 injury and have 3 Ettinish Traits (see Traits, above), then increase the injury to 10 (4+2+2+2).

Rank Three: As with Rank Two, except that you only have to spend one point of Hunger to deal a powerful blow.

Rank Four: As with Rank One, except that while you are in a state of Rage, increase your Armour Protection by two points.

Rank Five: As with Rank Four, except that while you are in a state of Rage you can only be harmed by sorcery or enchanted weapons.

Paths of the Primal Void

Long ago the Ettin walked in the void that existed before the world came truly into existence. That void

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still exists, but walking into the worlds beyond is not something that all people can do. You have the old knowledge of the ways and paths into the void places, the fields of fire and ice and darkness.

Aspects: The Primal Void is an endless world of ice, fire and rock. Nothing lives in the Primal Void and nothing can survive in the Primal Void for more than a few hours (for every half hour spent in the Primal Void all living things suffer one point of injury to Health). The Primal Void does not obey the same spatial rules as the real world, and the Void can be used as a way to move quickly from one place to another.

Rank One: You can identify natural gateways into the Primal Void by spending a point of Hunger and looking around yourself. Once you identify a natural gateway you will be able to pass through it, but cannot take anyone else with you. By traversing the Primal Void you can reduce a journey of one day in the real world to one hour. You can exit the Primal Void only by another natural gateway, but these are clear and obvious from within the Void.

Rank Two: As with Rank One except that you can take people with you through the Primal Void.

Rank Three: As with above, except that your ability to see gateways into the Primal Void is now passive. You will notice any gateway that you happen to pass.

Rank Four: When you travel in the Primal Void you now only lose suffer one point of Injury to your Health per hour.

Rank Five: As with above, except that you can remain in the Primal Void indefinitely. You cannot however forego food or water, and as nothing else can grow in the Void you will need to return to the mortal world in order to obtain food and water.

Pathways into Darkness

In the beginning there was nothing, then came the Primal Void of fire and ice, and the Etti, then, after these things trees grew out of the darkness, vast trees, huge and black-leafed, and the forest that grew was like a forest that has never before or since grown.

Aspects: This Discipline allows you to travel into through the primordial forests of the world, and, at higher ranks, you can enter the mythic forest that still exists between the Primal Void and the mortal world.

Rank One: You may expend a point of Hunger in order to find your way through any forest or woodland

without becoming lost. You will know innately the direction of any given place you want to find within the forest, and the power lasts until the next dawn when the forest renews.

Rank Two: As with Rank One, except that the power is passive and you no longer need to expend Hunger in order to navigate through forests.

Rank Three: As with above, except that you can expend a point of Hunger to become aware of the place and location of all powerful charmed creatures or spirits within the forest.

Rank Four: By expending a point of Hunger you can identify any gateways into the Elder Forest in your immediate vicinity (it is at the Gamesmaster's discretion whether any gateways are present). Gateways can only be found in the mortal world in forested areas. Once you have found a gateway you can pass through it into the Elder Forest. Unlike the Primal Void, the Elder Forest is not useful as a means to travel from point to point rapidly, in fact the Forest is far more dangerous, tangled and difficult to traverse than the mortal world. However, many of the old spirits of the earth, ancient powerful magicians and dragons have retreated to live out their last days in the dark old forest that exists outside the world. The common reason for making the journey into the Elder Forest is to seek wisdom or aid from one of these creatures or another.

Rank Five: As with Rank Four except that you notice Gateways passively, and you can take others with you when you travel into the Elder Forest. Also, you can now identify and use gateways from the Elder Forest into the Primal Void, and so can travel from the mortal world, to the forest to the void and back again (but you cannot step directly from the mortal world to the void, you must always pass through the Elder Forest first).

Primal Strength

Powerful is your sinew, strong your arm and flesh. You can achieve great feats of strength, beyond even that which would seem possible given your monstrous frame.

Aspects: You must have a Fortitude of at least Rank 6 as a pre-requisite for this Discipline.

Rank One: Spend one Hunger to temporarily add one rank to your Fortitude. You may spend up to three Hunger in this way.

Rank Two: As with Rank One except that you may expend up to five Hunger in order to temporarily add five ranks to your Fortitude.

Rank Three: Spend one Hunger in order to perform one unlikely feat of strength. The feat of strength can only be non-combative in nature.

Rank Four: You can spend one Hunger to add one Rank to your Brawling Aptitude until the end of a single period of combat. You are limited to spending three Hunger in this way.

Rank Five: When you inflict injury based on Brawling, you may spend One Hunger in order to increase the total injury inflicted by a single blow by +5. For example, if you inflict 4 injury to Health following a Brawling attack, you can increase this to 9 (4+5).

Remorseless Flesh

The Ettin are made of ice and stone, ash, rock and clay. Their flesh is strong, and some have flesh that is stronger than others.

Aspects: This Discipline makes you harder to kill, though not impossible...

Rank One: Add one rank to your natural armour (Protection +1).

Rank Two: You may spend one Hunger to prevent yourself losing a point of Health. You must spend this Hunger at the time of injury, and you are limited to spending 3 Hunger per attack against you. So, for example, if you suffer 5 injury to your Health from a single blow, you can spend 3 Hunger and reduce this to 2 injury.

Rank Three: As with Rank Two, except that you can spend up to 5 Hunger to prevent up to 5 points of injury from any one attack.

Rank Four: By spending one Hunger you may divert all injury from one attack to your Fatigue instead. So, if you suffer 5 injury to Health, you can divert this to 5 points of exhaustion on Fatigue. If you drop to zero Fatigue in this way, you will still collapse exhausted and unable to move.

Rank Five: When you reach zero Health you may make a Test of Fortitude (diff. 8) to keep living and fighting for another round. You will remain alive as long as you can keep making Tests of Fortitude at this level, but upon failing you will die.

Timeless

Although all Ettin age slowly, there are some who have drunk of the blood of dead gods, stolen their charms and their immortality.

Aspects: At low levels of power, this Discipline causes you to age slowly. At more powerful ranks you cease aging altogether.

Rank One: You age only one year for every two.

Rank Two: You age only one year for every three.

Rank Three: You age only one year for every four.

Rank Four: You age only one year for every five.

Rank Five: You cease aging altogether.

Without Fear

And what does the lords of monsters fear? Not other monsters, not heroes or champions, not darkness, not fear itself.

Aspects: Grants an impassive ability to shrug off fear.

Rank One: Spend one Hunger to temporarily add +1 to your Courage for one Test of Courage. You may spend up to 3 Hunger in this way.

Rank Two: Spend one Hunger to add +3 to a single total Courage score. So, if you roll 8, then add +3 and increase your total score to 11.

Rank Three: Spend one Hunger to automatically pass one Test of Courage.

Rank Four: Spend one Hunger to temporarily add +1 to the Courage of all allies who are within sight for the purposes of one Test of Courage.

Rank Five: Permanently increase your Courage to Rank 8 (Mythic).

Work of Unnumbered Hands

Great are the works of the Ettin, tall their walls, remarkable their towers and fortresses, monuments and works.

Aspects: This Discipline grants the ability to perform tremendous work, tireless and without rest.

Rank One: Spend one Hunger in order to restore 5 levels of Fatigue.

Rank Two: Spend one Hunger in order to restore all Fatigue.

Rank Three: Spend one Hunger in order to work without sleep or rest for a day (24 hours). At the close of the day's work you will have done the work of two Ettin.

Rank Four: As with Rank Three, except that at the end of the day you will have done the work of five

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Etti.

Rank Five: As with Rank Four except that at the end of the day you will have done the work of ten Etti.

Chapter Four

Stolen Magics

Ettin know that there is magic that can be stolen from the world. Magic in the hearts and blood of things, in the sap of living stuff and in the bones and brains. Ettin can thief magic from other living things by devouring the raw stuff of their making. Flesh and bone. Blood and bile.

Rules: Some of the stolen magics of the Ettin require the Ettin to eat a number of things, for instance, Seven Raven Hearts. These sometimes must be eaten *All at Once* and othertimes can be devoured *Over Time*. Both of these methods are just what they seem. All at Once requires the corpora to be eaten in one sitting. Over Time allows for an Ettin to build up the total number of corpora needed over any period of time. As the Gamesmaster, if you wish to manage how much magic an Ettin can steal through devouring other things you can also require the Ettin to spend an amount of Experience Points before the magic is enacted. This is a strictly optional rule and doesn't prevent an Ettin from undertaking the physical process of eating - for instance, an Ettin might eat Seven Raven Hearts but not have the one experience point needed to bring the stolen magic to life. The Ettin can choose at some later point to spend the Experience and awaken the magic associated with the raven hearts. This can be thought of as a natural delay before the magic takes affect. As a final note, be aware that the following magical thefts are only useful for Ettin - other creatures and characters do not possess the innate magic needed to absorb the charmed powers of other things in this way.

Aelfan's Hearts: Eat seven hearts of Aelfan Folk to permanently become enchanted with an Aeflish illusion of beauty. *Over Time. Three Exp.*

Bear's Fat: Eat the fat of three bears to permanently add one rank to your Fortitude Aptitude. This bonus can only be gained once. *Over Time. One Exp.*

Boar's Stew: Consume the stewed blood and bones of five wild boars in order to gain the power to smell all food (living or dead) within a half day's walk. *All at Once. Two Exp.*

Blood of Wolf and Adder: Brew the blood of three wolves and three adders into a stew and eat to permanently add one rank to your Courage Aptitude. This bonus can only be gained once. *All at Once. One Exp.*

Charmed Heart: Eat the heart of one of the Wild Folk in order to learn the language of one wild species or creature of choice. *Over Time. One Exp.*

Dead Bones: Eat the bones of five Ettin that have been dead for at least ten years in order to gain the ability to command the undead by winning a Contest of Willpower. The power allows you to give undead short and simple commands and you must win a Contest of Willpower each time you wish to give an undead a new command. *All at Once. Three Exp.*

Dragon Heart: Eat the Heart of a Dragon to gain immunity to fire and heat, the power to understand (but not speak) the language of birds and a dragon's cunning voice. The latter allows you to enthrall other Characters by talking to them and winning a Contest of Willpower. *All at Once. Three Exp.*

Eagle's Eyes: Devour ten eyes of eagles to gain an eagle's power of sight. *All at Once. Two Exp.*

Eyes of Magic: Boil and eat the eyes of three Wild Folk in order to be able to see all invisible spirits, wild, undead or otherwise. *All at Once. Two Exp.*

Five New Hearts: Eat the hearts of five new-born babies to stop yourself aging for fifty years. *All at Once. Five Exp.*

Immortal Blood: Drink the blood of one of the Wild Folk of at least Health 50 or more. By doing this you gain the Discipline *Timeless* (see Disciplines, above).

Kraken's Heart: Eat the heart of a Kraken to permanently and grow to half again your previous size. The growth takes about a month to complete after the magic takes affect. The exact in-game benefits (or penalties) of increases in size in this way are dealt with individually and at the discretion of the Gamesmaster. *All at Once. Seven Exp.*

Majestic Heart: Consume the heart of a king or queen

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of the Wild Folk in order to gain the power to command Wild Folk by winning a Contest of Willpower. You can use this power to give simple commands that will not take more than a week to perform. *All at Once. Six Exp.*

Nicor's Flesh: Eat the flesh and skin of three nicor to gain the power to turn shapeshift into the form of any creature or character you have killed and eaten. *Over Time. Five Exp.*

Poet's Sweatbread: Eat the stewed brain, liver and blood of three poets. Confers a charmed power over words. Your voice becomes poetic, powerful and persuasive. *All at Once. Two Exp.*

Puk-Drake Stew: Stew six whole Puk and devour in order to gain the power to smell any gold or silver from a hundred paces. *All at Once. Two Exp.*

Seven Raven Hearts: Gain the power to speak and understand the language of all birds. *All at Once. One Exp.*

Small Hearts: Devour the hearts and hands of seven Duergar in order to gain any of the Duergar Disciplines at rank one. Once an Eatin has gained a Discipline in this way the rules applying to a Duergar with this Discipline apply - i.e. the cost in Experience to increase ranks et cetera. An Eatin can repeat this process a number of times in order to eventually gain any number of Duergar disciplines. *All at Once. Five Exp.*

Sorcerer's Heart: Eat the heart of a mortal sorcerer to gain all of the sorcerer's spells. Casting these spells will cause you Soulburn in the same way as the magic would normally affect a mortal sorcerer. Stealing a mortal's magic in this way also inflicts all of his or her Taints on you as well. *All at Once. Seven Exp.*

Thiefted Eyes: You may pluck out the eyes of a recently dead creature or spirit and place them into the sockets of your skull, replacing your own eyes. This art is chiefly useful if the eyes are stolen from a creature with remarkably keener eyesight than an Eatin (such as a great eagle or dragon) or if the eyes come from a spirit, wild folk, or god which can see invisible magic and the twists of weird (see Disciplines, Dead God's Eyes).

Tongue of Trolde: Eat the tongues of twelve Trolde to gain the power to take enchanted permanent mastery and command of any Trolde by winning a Contest of Willpower. *Over Time. Ten Exp.*

Wolf's Bones: Crunch up and devour the bones of

nine wolves to gain the power to move dead silently whenever you wish. *Over Time. Two Exp.*

Wurum's Heart: Eat the heart of a Wurum to become immune to all poisons. *All at Once. Five Exp.*

Chapter Five

Ancient Magics

The Ettin were the first creatures to open their eyes and peer into the void at the dawn of time. Not even the earth existed at the time when the Ettin awakened, there was nothing but a world of ice and a world of fire, and from there two spheres of opposites, flesh and clay, rock, bone, tree and storm came into being. The Ettin saw all things come into existence, and they knew the first name given to the first creatures, the first rocks, the first spirits - they knew the *true* names. This knowledge is known still, and it has been handed down the generations of the Ettin, as knowledge of a things oldest, truest name gives power over it.

Names of Power

Names of Power are divided into six categories, Rock, Fury, Leaf, Blood, Folk and Shadow. *Rock* refers to all inanimate and all non-living things. *Fury* refers to all animate but non-living things. *Leaf* refers to all plantlife. *Blood* refers to all creatures. *Folk* refers to all of those who have the wits and language of humans, including Aelfan, Duergar and Mortals. Note that Ettin were not present and awake to see their *own* creation, and as such the true names of Ettin have been forever lost. Ettin cannot be controlled, commanded or mastered using Ancient Magics. *Shadow* refers to the Wild Folk, ghosts of the dead and gods.

An Ettin versed in the Ancient Magics will know a given number of Names of Power, and these define what elements, creatures and persons the Ettin can take mastery over.

Words of Command

Names of Power are combined with Words of Command to invoke a magical effect. A Word of Power can be thought of as a sort of flexible magic spell, a path by which certain charmed commandments can be given utterance, shape and form and then bent to work upon different things. Each Word of Power is

restricted to one or more Names. For example *Word of the Forge* can only be used on *Rocks*, whereas *Word of the Thrall* can only be used on *Bloods*, *Folks* and *Shadows*.

Names of Power

The following are ideas for some Names of Power.

Rock: Clay, Bone (dead), Flesh (dead), Mud, Sand, Snow, Soil, Stone, Water, Wood (dead)

Fury: Avalanche, Fire, Lightning, Rain, Smoke, Storm, Wind

Leaf: Apple, Beech, Birch, Daisy, Elder, Gorse, Hawthorn, Hazel, Nettle, Oak, Rowan, Willow, Yew

Blood: Adder, Aurochs, Badger, Bat, Bear, Boar, Cattle, Crow, Deer, Dog, Duck, Eagle, Falcon, Fish, Goat, Goose, Otter, Pig, Raven, Sheep, Skink, Swan, Wolf (note that foxes have always kept their true name a secret and cannot be affected by Ettin Ancient Magics).

Folk: Aelfan, Duergar, Humans, Dragons, Trolde, Trow, Nisse, Huld and other intelligent creatures fall into this category, however, all of these creatures are too complex to be easily commanded by a single name.

If you choose to take a 'Folk' name, then you will need to pick the specific name of a specific creature: For example, you could choose to know the true name of Aslaug the Golden, but not *all* dragons in general.

Shadow: Shadow includes all spirits, Wild Folk, ghosts and demons. As with Folk, there are no overarching Names to command all Wild Folk or all dead and you must nominate specific names for specific entities.

Words of Power

Word of the Forge (Rock and Leaf) Allows you to permanently reshape, alter, craft and change the form of an amount of material. *1 Hunger:* Fist-sized material. *2 Hunger:* Barrel Sized. *3 Hunger:* Wagon Sized. *4 Hunger:* House Sized.

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Word of Changewinds (Fury) Allows you to calm, conjure, raise up, annul, strengthen or redirect any natural force of nature at the Gamesmaster's discretion. *3 Hunger.*

Word of Enlivenings (Rock and Leaf) Allows you to cause an amount of material (such as a boulder) or an object (such as a tree) to come to life, uproot and move around. *1 Hunger per round that the object remains active.*

Word of Trammel (Blood, Folk and Shadow) Allow you to cause any one target to be held in place as if bound by charmed ropes and chains. *1 Hunger per round that the target is bound.*

Word of Summonings (Blood, Folk and Shadow) Allows you to summon a number of animals or a single Folk or Shadow. The animals, people or spirits that answer your call will move towards you at a natural pace until they reach you. If animals are called, then up to ten (rolled on a d10) of the nearest creatures of a given Name will be drawn to you. You have no command or control over the summoned once they arrive.

Word of Ensnarings (Blood, Folk and Shadow) Allows you to cause a single target to succumb to a deathly and magical sleep. The target will remain asleep forever, never aging, until released or until a person or creature comes within five paces at which point the target will awaken, groggy, but otherwise unharmed. *10 Hunger.*

Word of Reshapings (Blood and Folk) Allows you to turn any one target into another living body. For example you could turn a human into an otter or an otter into a wolf. You must know the Names of Power for both the thing that is being changed and the thing that it is being changed into. For example if you wish to turn Aslaug the Golden into a dormouse you must know the Names of Power for both Aslaug and dormice. The effect of the magic lasts until sunset, and the creature that is transformed retains its intellect and power of speech. Creatures with a knowledge of magical powers, crafts and spells may potentially retain their magic too at the Gamesmaster's discretion. *10 Hunger.*

Word of Puppetries (Blood, Folk and Shadow) Allows you to take control of the actions of any one target for up to the length of a single day. During this time you will fall into a deep, swooning sleep and will

be insensate to anything happening around you and hence at high risk of murder or injury. *10 Hunger.*

Word of Thralls (Blood, Folk and Shadows) Allows you to bind a single target to your service for a year and a day. *10 Hunger.* Also, you permanently lose one rank of Hunger from your hunger pool when you use this magic.

Word of Everlasting Chains (Blood, Folk and Shadows) Allows you to bind a single target to your service forever, including after the Character's death. If a Character dies while in your power then he or she will return as a Swarth bound to your service. *15 Hunger.* Also, you permanently lose two ranks of Hunger from your hunger pool when you use this magic.

Word of Utter Oblivion (Blood, Folk and Shadows) The most dire and darkest of magic, the Word of Utter Oblivion completely erases a Character's true name from the fabric of the universe. The target of this spell will be rendered into dust and blown away on the wind within a moment of this Word being spoken. *20 Hunger.* Also, you permanently lose ten ranks of Hunger from your hunger pool when you use this magic. You must be within sight of the target of this magic in order to use it.

Chapter Six

Crafts of the ETTIN

Ettin possess an art for craft somewhere between that of Mortals and Duergar. Most of their work is pragmatic, unlovely and cyclopean. The Ettin have no skill for making beautiful things, though they do treasure the wonders and crafts of Duergar sometimes to the detriment of Duergar. Most Ettin workmanship is, however, solid and eternal in a way that other clothing and swords, fortresses, wagons and dinner plates are not. The Ettin may use knives and buckles that look like they were cut haphazardly from the earth or ice or stormy sky, but these things are as strong as the elements too.

Moot-Weaving

Any Ettin with an Aptitude of Renowned (Rank 6) can attempt to hammer or weave something out of their native moot elements. A Flame Ettin can make things of fire, creating a glimmering gold and red material warm to touch, a Frost Ettin can hammer things out of ice and a Storm Ettin can forge clouds into swords and thrones.

Note that the Flame-Ettin Right, Woven of Flame, allows a Flame Ettin to create a yarn that any Character can weave into marvellous cloth. Otherwise Ettin cannot create a raw material for other persons use - for instance a Storm Ettin couldn't give mortal smith a lump of stormy sky and ask them to make a shawl.

The below chart can be used as a guide for Ettin Moot Weaving. Hours can be split between two or more Ettin - for instance when building a fortress from ice, Frost Ettin of the proper skill can band together to complete the work faster. The work cannot be split by a single Ettin into multiple blocks, it must be done all at once, but while working a Crafting an Ettin does not need to eat, drink, sleep or perform any of the other normal bodily functions except breath.

Size	Hours
Ring	Five
Dagger	Seven
Cloak	Nine
Staff	Eleven
Wagon	Twenty
House	Forty
Tower	One Hundred
Fortress	Three Hundred

Arms and Armour

By the virtue of their size and power Ettin make and wield weapons far heavier and more cumbersome than those of other folk. Below are a few of the more typical weapons and armour used by Ettin. Weaving a little magic into tools and weapons runs naturally in the blood of Ettin an any Character with a Craft Aptitude of Renowned (Rank 6) can attempt to make the below items as long as the Ettin is of the correct Moot. Note that although any of the following can be used by any Ettin, it will likely be that questions will be asked concerning where and how an Ettin of the Flames, for example, might have acquired a powerful weapon from the Moot of Frost.

Common armour, made in the common way, is more commonly the choice of Ettin soldiers. Use the following table for Ettin armour, which being larger and more solid that the armour worn by other folks has a naturally higher Protection. It is also, however, more expensive for the same reasons...

Armour	Price	Protection
Light Hide	39 sm	2
Heavy Furs	100 sm	3
Patchwork	60 sm	4
Padded Leather	100 sm	4
Iron Scales	400 sm	5
Chainmail	600 sm	6
Kingly Mail	1000 sm	7

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Shields	Price	Block	Soak
Buckler	20 sm	3/10	5
Small Shield	60 sm	5/10	7
Large Shield	100 sm	7/10	9
Tower Sheild	150 sm	9/10	11

Woven Weeds: An armour made from leathery, enchanted seaweed. Moot of Waves. *Protection: 3*
Leathern Clay: Armour made from clay and soil, moulded into shape and studded with pebbles. *Protection: 4*

Pebbled Skins: Pelts and leathers sewn together with threads of twine made from powdered rock and inlaid with granite studs. Moot of Stones. *Protection: 5*

Blackened Bronze: Fire-tempered bronze, riveted and bolted with charmed soot and ash. Moot of Flames. *Protection: 6*

Stitched Stone: Armour made by stitching carved and charm-moulded stone together onto the leathery skin of a walrus, bear or small dragon. Copper or iron wires are used to weave the stone plates and horns into place. Moot of Stones. *Protection: 7*

Armour of Ice: Made from ice, charmed beyond the strength of metal and englamoured against melting. Moot of Frost. *Protection: 7*

Storm-Mail: Armour that has been smelted, boiled and forged from the clouds, thunder and lightning of storms, until the storm is compressed into a sort of flickering, ever-churning material far stronger than rock or iron. Moot of Storms. *Protection: 8*

The following weapons have a powerful Menace due to their cyclopean size, but as not enchanted and are made in the usual way by smithy and forging.

Iron Dagger: A dagger forged from iron and twined bronze. 30sm. *Menace: 4*

Iron Longknife: A knife in the hands of an Ettin, this weapon would be a great cleaver for any other folk. 50sm. *Menace: 5*

Iron Axe: A massive and hefty axe. 75sm. *Menace: 6*

Iron Hammer: A great hammer, forged and bound with iron. 75sm. *Menace 6*

Iron Sword: An Ettin sword is a massive thing, wide and broad and razor edged. 100sm. *Menace: 6*

The following weapons counts as enchanted for the purposes of harming creatures or spirits that can only be harmed by enchantment or sorcery.

Dagger of Frost and Steel: A dagger made of woven steel and craft-charmed frost. Moot of Frost. *Menace: 5*

Warglory Sword: A sword of forged steel, scorched in fire, dripped with the poison of snakes and the bile of wolves and the blood of three warriors killed in battle. Moot of Flames. *Menace: 7*

Stone-Sculpt Hammer: A hammer moulded from the granite bones of the earth, enchanted and hardened with craft-charmings. Moot of Stones. *Menace: 7*

Sword of Obsidian: A sword of black volcanic glass, harder than steel and sharper than any honed blade. Moot of Stones. *Menace: 8*

Axe of Ice Harrow: A great axe made of hardened winter blizzards, hail and ice and the darkness of the coldest, deepest night. Moot of Frost. **Menace: 9**

Flamebright Sword: A sword made of leaping fires, hot embers and the burning coals of the hottest fires of the elemental volcanoes of the earth. Moot of Flames. *Menace: 10*

Chapter Seven

Advancement

Characters earn Experience Points at the end of game as a reward for achieving a goal, good roleplaying, clever thinking, defeating an enemy or merely for surviving. Allot each Character at least Three Experience Points at the end of a game session of normal difficulty or risk. Increasing the number of Experience Points to four or five can be done if the adventure was highly dangerous and one or more of the Characters either died or very nearly died.

Characters can save up Experience Points for later or spend the points right away. Experience Points are used to increase the ranks of Aptitudes and learn new magics. Below is a guide to spending Experience Points.

Increasing Aptitudes

1 pt	Poor to Low
2 pts	Low to Average
4 pts	Average to Good
7 pts	Good to Renowned
11 pts	Renowned to Fabled
16 pts	Fabled to Legendary
24 pts	Legendary to Mythic

Magic

5 pts.	Gain a new Moot-Right
3 pts.	Gain a new Stolen Magic
5 pts.	Gain a new Name of Power
10 pts.	Gain a new Word of Command
20 pts.	Add 1 rank to your total Hunger Pool

Increasing Disciplines

2 pts.	Rank One to Rank Two
4 pts.	Rank Two to Rank Three
8 pts.	Rank Three to Rank Four
16 pts.	Rank Four to Rank Five

Wayfarer's Song

Name: _____ Moot: _____ Tribe: _____ Crafts: _____ _____ _____	Disciplines 00000 00000 00000 00000 00000	Exp
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Aptitudes

Affray: _____	Cunning: _____	Subterfuge: _____
Brawling: _____	Fortitude: _____	Wayfaring: _____
Dexterity: _____	Perception: _____	Willpower: _____
Courage: _____	Presence: _____	Wisdom: _____
Crafts: _____	Ranged: _____	Uic: _____

Injury

Health

Fatigue

Vigour

Hunger

Max

Belongings

ARMOUR:

- Protection:

Shield:

- Protection Bonus: +
- Ranged Bonus: +

Moot-Rights & Magics