

Wayfarer's Song

Basic Edition



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Introduction

Wayfarer's Song Basic Edition presents the core rules set used in the full game in a cut down version. The key rules are all the same. A Character created using the Basic Edition system can be played alongside Characters created using the full edition rules. The primary difference is in how many options are available to Characters. Basic Edition characters are very limited in scope, whereas the complete rules set provides details of all manner of different sort of magic, cult traditions, ancient lore and tribal sorceries.

Terminology

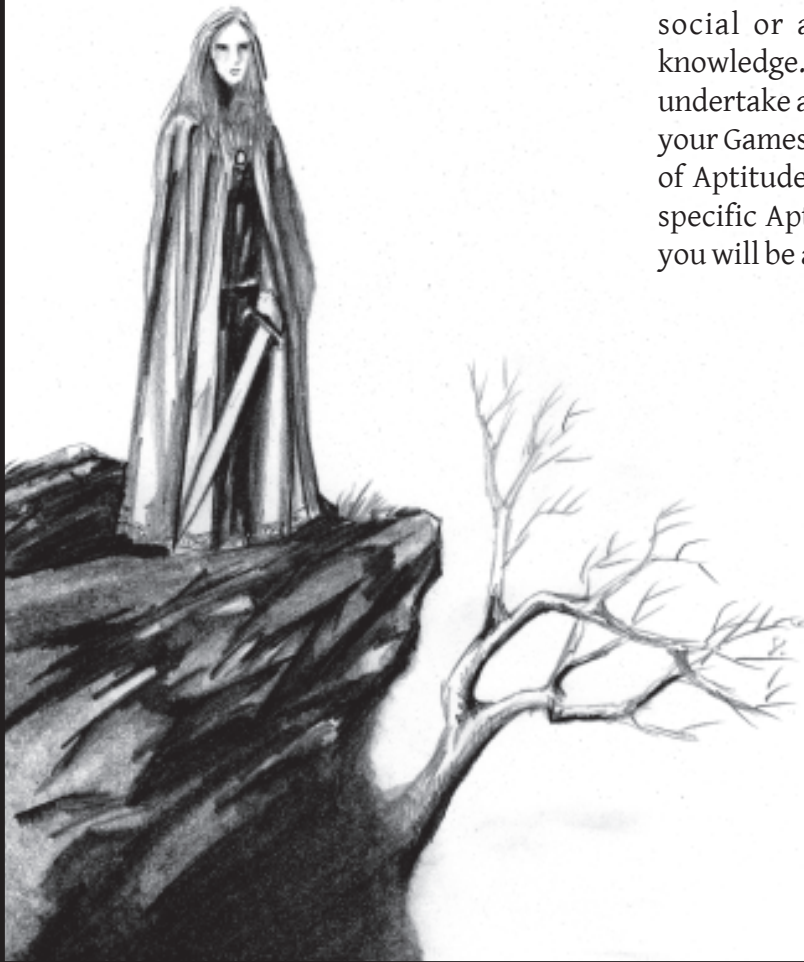
The rules presented here assume basic familiarity with the concept of roleplaying. The terminology is relatively standard. Players each control a Character, and the game and story is plotted out and refereed by the Gamesmaster.

Chapter One: Core System

Below are the rules for the core mechanics for Wayfarer's Song. The mechanics presented here are the same as those used in the full game.

Test of Aptitude

All Characters possess a set of traits called Aptitudes, which are rated on a scale from Rank 1 (Poor) to Rank 8 (Mythic). Your Character has fifteen aptitudes, some are physical, like Fortitude or Dexterity, whereas others are social or a function of craftsmanship or knowledge. Whenever your Character needs to undertake an action which is difficult or taxing your Gamesmaster may decide to call for a Test of Aptitude. The Gamesmaster may call for a specific Aptitude. When you test an Aptitude you will be attempting to beat a target number



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which is set by the Gamesmaster. Target numbers range from 1 (very easy) to 10 (very difficult). To test an Aptitude you need to roll a number of d10s (ten-sided dice) equal to your rank in the Aptitude. Look at your result and pick out the highest dice. This is your score. If more than one dice have rolled equally a high score then you get to add +1 for each additional die past the first.

For Example: You declare that your Character is going to jump a small ravine. It's a fair distance and there is a risk of falling into the icy stream below, so your Gamesmaster calls for a Test of Dexterity and sets the Difficulty to 7. Your Dexterity is Rank 5 (Renowned). You roll 5d10 and score a 3, 5, 6, 8 and 8. Your highest roll is an 8, but because you rolled two eights you get to add a +1, bringing your score to 9. You easily beat the level 7 target difficulty and sail over the crevice landing safely on the other side.

Effort

Characters can expend ranks of Vigour in order to put more effort into a Test of Aptitude and up the result. Effort can be spent on any Aptitude Test or Contest but must be declared before the roll is made. At most only three points of Vigour can be spent on any one roll. For each point of Vigour spent a temporary +1 bonus is added to your total score. If your Character reaches a Vigour of zero then exhaustion will set in, and the Character will collapse unable to go on.

For Example: You have to make a Test of Fortitude to force open a gate. The Gamesmaster sets Difficulty at 6. As you only have a Fortitude of Rank 2 you decide to expend Effort to increase your chances of success. You decide to expend three points of Vigour and then roll your dice. You score a 3 and 4. Because you expended three ranks of Vigour you get to add a +3 bonus to your highest roll, bringing 4 up to 7 and allowing you to pass the Test of Fortitude.

Situational Modifiers

In some instances you may want to add specific penalties to a Character's Test of Aptitude. A Character fighting while half-blinded, fighting uphill or struggling to swim while wearing heavy

armour are instances where Situational Modifiers may come into place. These should be used sparingly, and only when adjusting Difficulty will not provide an easy means to modify the Aptitude Test. Situational Modifiers adjust the final score rolled, and are expressed as a negative number and seldom exceed -3.

For Example: You are struggling to swim to shore after your ship has gone down. The Gamesmaster sets the Difficulty at 5 across the board for all those who are in the water, and sets Situational Modifiers for each Character depending on how weighed down they are. If you were wearing a heavy leather mantle and fur boots you might have a Situational Modifier of -2. By kicking off the boots you could reduce this to -1. If you were able to get the leather jerkin off as well the Situational Modifier would disappear.

Contest of Aptitude

In a Contest of Aptitude two Characters who are in conflict with one another engage in an opposed Test of Aptitudes. Both players roll a d10 dice pool based on their Character's Aptitude as above. The Character with the highest score wins.

For Example: Two Characters get into an argument over who is the more famed and brave. They begin to trade insults and jokes at one another's expense and (as there are other people listening to the argument) the Gamesmaster invokes a Contest of Wit to see who will come up with the best insult and wins face. The first Character has Wit Rank 4 (Good) and rolls 4d10. He scores a 1, 3, 3 and 5. His highest dice roll is a 5. The second player only has a Wit of Rank 2 (Low) but rolls a 2 and a 9. The 9 outmatches the 5, and though it was admittedly a bit of a lucky stroke, the second Character comes out with the better insult.

Prolonged Contest of Aptitude

Prolonged Contests of Aptitude are employed when drama or realism demands a more protracted resolution for a conflict. In a Prolonged Contest of Aptitude, two or more Characters engage in a series of Contests of Aptitude, one after the other.



Each victory accords you points, and the goal is to score enough points to reach a target set by the Gamesmaster. The Character who reaches the target first then wins the Prolonged Contest. The number of Victory Points that are won is based on the degree of success. Examples of times when Prolonged Contests are useful include chases, arguments, contests of riddles, games of chess, rough ball games and so on. In combats that are not likely to be fatal, such as friendly sparring matches or wrestling contests, Victory Points can be used to determine the outcome, however, in most combats injury and death will play a larger role in resolving the battle.

When you win a round during a Prolonged Contest you gain a number of Victory Points equal to the difference between your score and your nearest opponent's. If for instance you score an 8 and your

opponent scores a 5, then you gain 3 Victory Points.

For Example: Two Characters are engaged in a chase through the forest. The Gamesmaster declares that twelve Victory Points are needed to win. This means that if the fleeing Character reaches twelve points first he will escape, but if the chaser reaches Twelve Points he will catch his quarry. On the first round the chaser scores a 5 and the fleeing Character scores a 2. The chaser gains 3 Victory Points. On the following round both Characters score a 6 and neither Character gains Victory Points. On the next round the chaser scores a 5 but the fleeing character scores a 10. Now the fleeing character has 5 Victory Points, while the chaser is still on 3 points. This opposed Contests of Aptitude continue until one or the other Characters reaches 12 Victory Points.

Chapter Two: Character

Creation

The following steps will take you through creating a character for Wayfarer's Song Basic Edition.

Step One: Choose a Kith

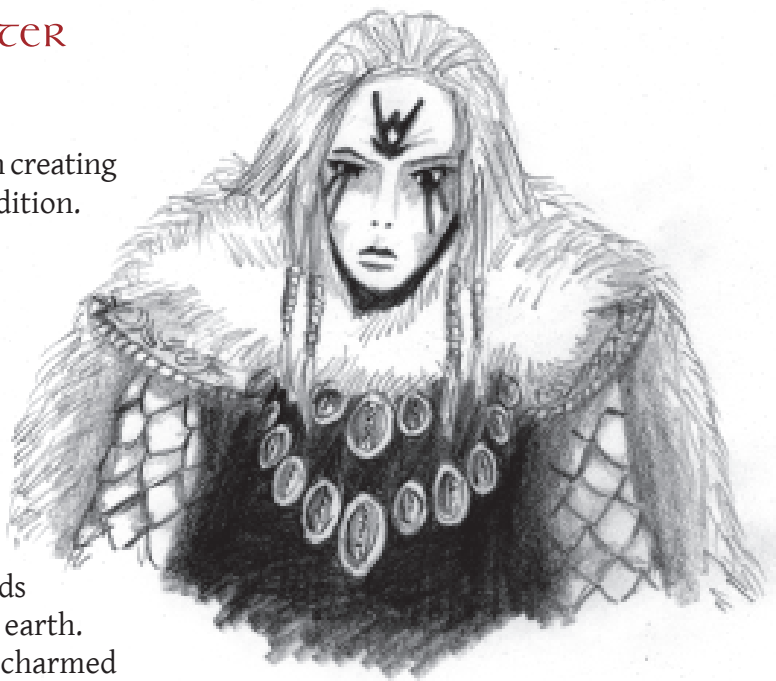
Aelfan: Enchanted creatures whose true appearance is hideous, pale skinned and malformed. Aelfan use illusion to hide their form and beguile others.

Duergar: Cunning craftsmen and wily lords of the deep, wild and rocky places of the earth. Famed for their skills in all arts, be they charmed or otherwise.

Ettin: Monstrous giants, horned, shaggy bearded, stone-skinned. Children of the ancient earth, born of the elements and possessing nature's secrets.

Mortal: Fiery and tempestuous, short lived, brazen, blessed, accursed, loved by the gods and hated by them. Mortals are the most impassioned folk of Midgard, but also in many ways the most fragile.

Kith Boon: Aelfan Illusion - You can conjure up any illusion that it pleases you to create. Illusions cannot cause physical injury and are always insubstantial, although they can make noises and give off odours. Illusions never cast reflections or shadows. Also, note that although Aelfan are constantly shrouded in beautiful illusion, their true self is hideously ugly. Choose a suitably frightening real appearance for your Aelfan Character, e.g. hunchbacked, white eyes,



MORTAL

cow ears, translucent skin, withered face etc.

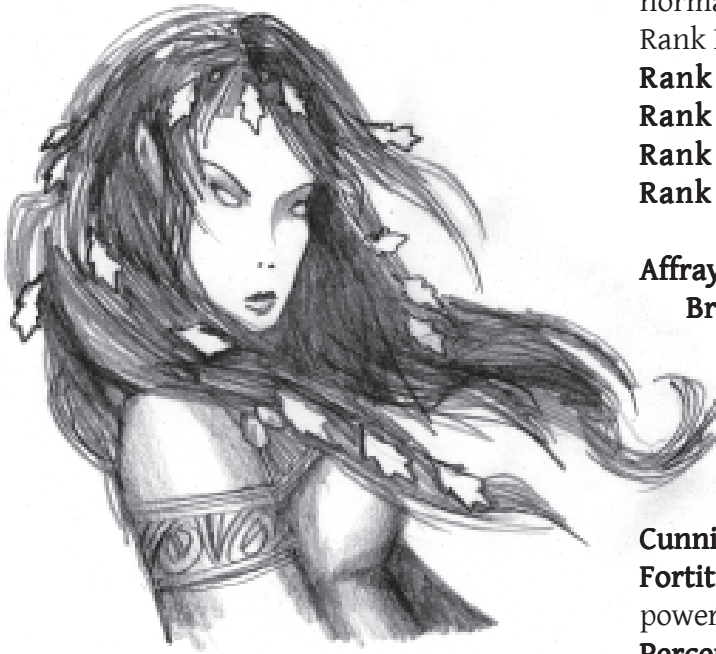
Kith Boon: Duergar Crafts - You can smell magic, gold and silver from a distance of a hundred paces. Anything you craft has a minor enchantment to it and will confer a +1 Aptitude bonus to the Character who uses it. For example you could make a charmed net that grants +1 when using Wayfaring to try and catch fish.

Kith Boon: Ettin Powers - Choose one of the following.

Fires the Sun: You can cause any weapon you use to burst into enchanted flames. The weapon gains +2 Menace and can harm enchanted creatures.

Winter's Breath: Your breath counts as a Menace

Health	Mastery		Vigour	Aptitude Bonus
Aelfan	10	10	10	+3 Presence, +2 Subterfuge, +1 Dexterity
Duergar	10	10	15	+3 Crafts, +2 Fortitude, +1 Wit
Ettin	20	10	20	+3 Fortitude, +2 Wisdom, +1 Brawling
Mortal	10	10	10	+3 Willpower, +2 Courage, +1 Wayfaring



ÆLFAN

8 ranged weapon. You can attack creatures up to a dozen paces away.

Stone Skin: You have rocky skin cut with runes.

Water and Weeds: You can breath underwater and swim like an otter

Word of the Winds: You can summon or dispel any weather be it a storm, rain, hail or snow. The sky takes a few minutes to change and remains changed as long as you concentrate.

Kith Boon: Mortal Wyrde- Choose a goal in life, be it to find your lost love, become a great lord or slay the dragon Aslaug. Whenever you undertake an Attribute Test that stands between you and your goal you gain a bonus +1 level to the relevant Attribute. Whether or not a given task truly stands between you and your goal is at the final discretion of your Gamesmaster.

Step Two: Aptitudes

Spend 15 points on Aptitudes using the following chart as a guide. All Aptitudes start at Rank 1 (Poor). Use the following table as a guide for spending Aptitude points. New Characters do not

normally begin play with Aptitudes higher than Rank Four.

Rank One	Poor	Free
Rank Two	Low	1 pt
Rank Three	Average	2 pts
Rank Four	Good	3 pts

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.

Subterfuge: Sneaking, hiding and moving silently.

Ranged: Hunting and fighting with ranged weapons.

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.

Alternate Method: For even quicker character creation roll a d6 for each trait where 1 is Rank 1 (Poor), 2 is Rank 2 (Low), 3 is Rank 3 (Average), 4 is Rank 4 (Good), 5 is Rank 5 (Renowned), and 6 is Rank 6 (Fabled). You can either allocate these rolls to your Aptitudes randomly, or roll a d6 fifteen times and then divvy out the scores as you see fit. Note that this method is also likely to generate more powerful starting Characters than the point-allocation method, as random dice rolls will provide an average score of 3.5, which is higher than the average that point-allocation provides. As such, consult with your Gamesmaster before deciding which method to use.

Step Three: Traits

Choose three Traits from the following list. Note that only the Traits Hale and Tireless can be nominated more than once.

Allure: You are unusually attractive. +1 Presence

Beastbidder: You can speak the language of one species of animal

Furious Rage: Add a bonus +1 Menace to all your weapons

Hale: Add +1 to Health. Hale can be purchased more than once

Heroic: You are bold and daring. +1 Courage

Keen Senses: You have unusually sharp eyesight, hearing and touch. +1 Perception

Kinship: You have ties to a family or clan that will help you if they can

Nightsight: You can see well in near complete darkness

Rank: You are of a high status, perhaps a lord, lady, alderman or thane

Repute: You already have some degree of fame in the world, be it good or ill

Roll with Blow: You can choose to skip your next action to reduce a single injury to one point of damage

Ritual Tattoos: You can see invisible spirits

Runesword: Gain a sword (or other weapon) of Menace 7. This weapon can injure enchanted beasts and spirits.

Surefooted: Gain a special +2 levels when using Dexterity for balancing or running

Thews: You are powerfully built and broad shouldered. +1 Fortitude

Tireless: Add +1 to Vigour. Tireless can be purchased more than once

Traceless: You can walk without leaving the slightest tracks or footprints.

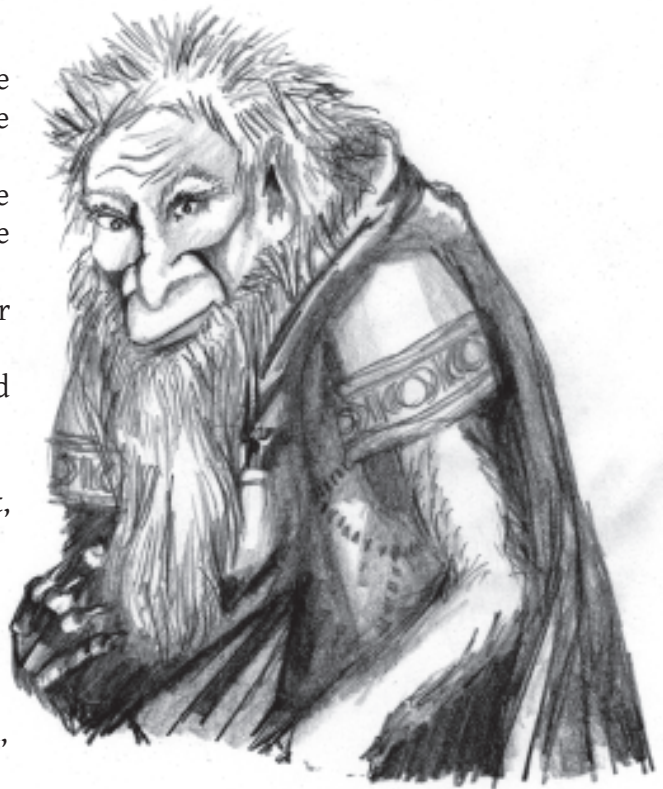
Tough: Add a bonus +1 to your Armour

Treasures: Gain three extra Treasure Picks as Belongings

Trove: Gain 30 Marks of Gold.

Warmblood: You are abnormally resilient to exposure or cold.

Youngblood: You heal abnormally fast. Gain 2 level of Health for every day of bed rest.



DUERGAR

Step Four: Belongings

In addition to the below standard belongings that all characters start play with, choose from the following three lists 8 Common objects, 5 Expensive objects and 1 Treasure (8/5/1).

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 2d10), and a coin purse with 20 Silver Marks.

Common

Aleskin, Animal Fodder (1 week), Armour (Rank 1), Craftsman's Tools, Blanket, Clay Wisp-Lamp, Cooking Equipment, (Hairpin, Leather Sling (Menace 1d10), Cudgel (Menace 3d10) Longknife (Menace 3d10), Mattock (Menace 3d10), Rope, hemp, 30 feet, Shortbow & 10 Arrows (Menace 3d10), Small Shield (Block Blow 4/10, Soak Threshold 6), Shortsword (Menace 3d10), Spear



ETTIN

(Menace 4d10), Staff, Carven (Menace 1d10), Staff, Iron-Tipped (Menace 2d10), Torches (3), Wood-cutter Axe (Menace 3d10)

Expensive

Armour (Rank 2), Battle Axe (Menace 5d10), Boar-Spear (Menace 5d10), Cask of Ale, Cloak Brooch, Embroidered Cloak, Falcon and Gear, Food (1 week's) Goblet of Pewter, Hound, Iron Warhammer (Menace 4d10), Longbow & 10 Arrows (Menace 4d10), Musical instrument, Pipe (bone), Plain Warhorn, Pony or donkey and gear, Satchel pipeweed, Large Shield (Block Blow 6/10, Soak Threshold 8), Sword (Menace 4d10), Tent, Thief's Tools, Wooden keepsake box

Treasures

Armour (Rank 3), Bottle of perfume, Box of copper jewellery, Bronze armband, Bronze torc, Cask of Spices, Gem-inlaid dagger (Menace 2d10), Heavy silver ring, Horse and chariot, Horse and saddle, Necklace of amber, Necklace of copper and topaz,

Necklace of silver, Noble Armour, Rune-Cutting Tools, Satchel Juniperweed, Small gold ring, Tower Shield (Block Blow 8/10, Soak Threshold 10) Tooled Warhorn, Wagon and Ox

Step Five: Life's Paths

Choose one of the following:

Allies: Gain a powerful ally or group of allies

Sorcerous: Gain two Paths of Sorcery at Rank One

Wealthy: Gain 30 Marks of Gold and three additional Treasures

Worldly: Add a rank to five Aptitudes of choice

Step Six: Finishing Touches

The details of your character are chosen as it pleases you, so long as your Gamesmaster agrees that the choices are acceptable.

Name and Family: Invent a name and family for your character.

Gender and Appearance: Choose a look, hair colour, eye colour and gender.

Garb: Choose a style of dress. Does your character like dark colours or bright? Gold jewellery? Black furs?

History: All people have a history. Where do you come from? What the most frightening thing you've seen? The most beautiful thing? What's your earliest memory? What did your parents do for a living?

Finally, you need fill in some meta-traits, namely **Health**, **Mastery**, and **Vigour**. These are traits used in the game to keep track of your physical injury, sorcerous corruption and state of exhaustion. Whenever you are wounded you will suffer points of Injury. When your Character suffers Injuries equal to Health, then death follows. Working magic causes Soulburn. However, Soulburn does not kill, rather it corrupts, and when Soulburn equals Mastery you suffer a permanent magical Taint and Soulburn returns to zero. Physical and mental exertion can cause Fatigue, in particular through use of the Effort mechanic. When your Fatigue equals your Vigour, your

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Character collapses from exhaustion. Another way to think of these dynamic meta-traits, is that injury causes loss of Health, Soulburn causes loss of Mastery, and Fatigue causes loss of Vigour. In the rules for Wayfarer's Song the statement *lose a point of Vigour*, means the same as *gain a point of Fatigue*.

	Health	Mastery	Vigour
Aelfan	10	10	10
Duergar	10	10	15
Ettin	20	10	20
Mortal	10	10	10

Chapter Three:

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 Disciplines or learn new Spells. Below is a guide to spending Experience Points. Note that after a Character has been completed and finalised during Character Generation, you cannot acquire new Disciplines at Rank One. Nor can your Character learn Spells if you do not already have the trait 'Sorcerer' (see Traits, Sorcerer, above). The elements of magic are not something that can be studied in this way, magic is something inborn and immutable. If you do not choose to take a magical talent or power during Character Generation you cannot learn such a power later. You can, however, improve on those magical skills and talents that you already have.

Increasing Aptitudes

The cost to increase an aptitude is the Aptitude's current rank in Experience Points.

- 1 pt Rank 1 to 2 Poor to Low
- 2 pts Rank 2 to 3 Low to Average
- 3 pts Rank 3 to 4 Average to Good
- 4 pts Rank 4 to 5 Good to Renowned
- 5 pts Rank 5 to 6 Renowned to Fabled
- 6 pts Rank 6 to 7 Fabled to Legendary
- 7 pts Rank 7 to 8 Legendary to Mythic

SORCERY

- 3pts Gain a Rank in a Path
- 20pts Gain a new Path



Chapter Four: Combat

Many, though not all, tales that will be told with Wayfarer's Song will involve combat to some degree. The following is a guide to employing combat in your stories.

Fundamentals

When entering battle time is divided into **Rounds**, an arbitrary passage of time during which all Characters get to take a single **Action**. The Action could be aggressive, such as attacking an on enemy with a battle-axe, or loosing an arrow or casting a spell of wizard's fire. You could, however, just act defensively, try to dodge and weave, climb a tree, beg for mercy or simply try to run away. Taking a strictly defensive Action provides you with a bonus +1 for the duration of the Round.

Close Fighting

Attacking an enemy at close range, such as with a sword or axe, invokes a Contest of Affray. If you win then you get to inflict injury on your opponent. If you lose, however, your opponent gets to inflict injury on you, even if you are the attacker.

Ranged Fighting

An attack using a bow or thrown spear does not run the same risk of counter-injury. Even if you miss your target, he or she will be too far away to counter-attack. When the target is aware of an attack, the Ranged attack invokes a Contest of the attacker's Ranged Aptitude versus the target's Dexterity. The Gamesmaster is permitted to grant the target a bonus of up to +5 to account for distance or cover. If however, the Ranged attack is an ambush and the enemy is unaware of the attack, then the target is treated as a stationary object, and the Gamesmaster simply declares a set difficulty target that the attacking archer or spear-thrower will have to meet.

Inflicting Injury

All Weapons have a Menace Score. When you score a victory in combat you inflict injury by rolling a d10 dice pool equal to your weapon's Menace. Your score is calculated in the same way as an Aptitude Test. Just as with a Test of Aptitude, a multiple high roll will add a bonus +1 for each additional dice past the first. Effort may also be expended when inflicting injury, but only for close combat attacks (i.e. not ranged attacks). Injury is deducted from your opponent's Health.

For example: You attack an opponent in battle and win the Contest of Affray. You are using a sword with Menace 4. You roll 4d10 and score a 2, 3, 3 and 6. The 6 is your highest dice roll, and this is the amount of injury you inflict on your opponent's Health.

Menace Notation

Most weapons or attacks will be accompanied by a Menace score. The Menace stated is the number of d10 to be rolled, and the injury inflicted is based on the highest number rolled. An attack of Menace 4, means that you roll 4d10 and take the highest number for injury. An exception to this are the Menaces of very weak or feeble attacks. These attacks are noted as Menace X-Low, where X is the number of dice rolled. A small ratter dog might have an attack of Menace3-Low, in which case you would roll 3d10 and take the lowest number for damage. After all, such an animal might get lucky and inflict a serious injury on a character, but it's pretty unlikely. A standard unarmed human attack has a Menace of 2-Low.

Unarmed Fighting

When using the Brawling Aptitude, or otherwise engaging in an unarmed attack, injury is found by rolling 2d10 and taking the lowest result. This is shorthand in the text to 2d10 (low). Some smaller animals may do even less injury in combat and may have attacks of 3d10 (low) or worse.

For example: One Character throws a punch at another. The attacker wins the Contest of Brawling and then rolls 2d10 and scores a 7 and a 2. Because this is an

unarmed attack, the attack is based on the lowest number rolled, and the Character inflicts 2 points of injury.

Armour

Armour absorbs injury from an attack. If you are wearing Armour of Rank 3 then each time you suffer an injury in battle, the injury is reduced by 3 points. Armour in Wayfarer's Song can never reduce all injury from an armed attack (unarmed attacks can be reduced to zero injury by armour), and even if your armour is greater than the injury inflicted, bruising and concussion still inflict one point of injury to your health. Shields add bonus +1 to your total armour, so that if your armour is normally Rank 3 with a shield it becomes Rank 4. Shields also confers an automatic bonus to your Dexterity roll when evading ranged attacks. This missile-evasion bonus increases as the size of the shield increases and adds to any bonuses given to you by the Gamesmaster that were based on range or other cover. Armour is unlikely to reduce injury from non-combat injury, such as that which occurs from falling or exposure to freezing winds, however this remains at the discretion of the Gamesmaster.

Critical Injuries

If you roll a natural 10 on an injury roll your enemy has to pass a Test of Fortitude where the Difficulty is equal to the rank in your relevant combat Aptitude (e.g. Affray, Archery or Brawling) or be incapacitated. Each Additional natural 10 you roll in a single test of injury adds a level of Difficulty to the roll. An incapacitated character

is injured so viciously that the character is rendered unable to move and will die of blood loss within half an hour if not attended to by a healer. *For Example: You attack an enemy, succeed on your Test of Affray and then roll for injury. You score a 5, 7, 10 and 10. Because you rolled a natural 10, your enemy needs to make a Test of Fortitude versus your Affray Rank. The additional 10 increases the difficulty by one level. If your enemy fails this Test of Fortitude then the injury is deemed so severe that the Character is struck to the ground and rendered completely defenceless.*

Even if your enemy passes his Test of Fortitude, he still suffers the usual level of injury from the attack.



Collapse and Death

When a Character is reduced to 1, 2 or 3 Health then the loss of blood and sheer pain from injuries is such that the Character must make a Difficulty 8 Test of Fortitude each round in order to continue standing and taking actions. If the Test of Fortitude is failed then the Character will succumb to the injuries and collapse in pain. If a Character's Health reaches zero then the Character dies.

Healing and Recovery

Twelve Hours of good bed-rest restores two points of Health. Twenty-four hours of light activity or poor quality rest (such as out in the open) will restore one point of Health. Vigour recovers much more swiftly and five minutes of rest will restore one point of Vigour. Mastery recovers only while sleeping, and returns at a rate of one point per hour of sleep.

Chapter Five: Sorcery

Characters who have learned a little magic focus their skill on one or more Paths of Sorcery. Paths of Sorcery are a restricted free-form system of magic: what this means is that you can invent and perform any spell you like as long as it falls within the restrictions imposed by each rank within a Path. It is at the final discretion of the Gamesmaster whether a definition covers the magical spell you wish to conjure. Because of the setting of Wayfarer's Song and the strong tendency towards mythic and folkloric influences, some classes of magic that are common in modern fantasy and pulp fantasy have been intentionally omitted from the following list.

Casting a Spell

Whenever you cast a spell you invent a magical effect that falls within at least one of the Paths of Sorcery that you know. No rolls are needed as long as the Gamesmaster agrees that the effect falls entirely within your areas of knowledge. If the spell only somewhat falls within the bounds of your knowledge the Gamesmaster may set a difficulty and call for a Test of Willpower. In either instance a Character gains one point of Soulburn every time a spell is cast. If you gain Soulburn equal to your Mastery then you gain a permanent magical Taint and Soulburn returns to zero. Mastery only returns while asleep. One hour of sleep removes one point of Soulburn.

Aelfan Folks

The Aelfan do suffer Soulburn as other folks do, but do not suffer Taints when they work magic, for the Aelfan are already creatures of magic, flesh and blood and all. Aelfan, in contrast to other folks, suffer when their Soulburn is too low. Whenever an Aelfan casts a Spell, roll a d10 for each rank of Soulburn suffered and take the highest roll. A roll of at least 5 or more is needed for the spell to be successful. Only successful spells add to Soulburn. Normally, when Soulburn equals Mastery, the Soulburn returns to one (*not* zero as with other



kiths) and the Aelfan character must start over again. What this means is that, within limits, Aelfan wizardry fluctuates in power, becoming more potent as they work more magic.

When Soulburn equals Mastery all spells are cast automatically, no rolls are needed, and an Aelfan can choose to maintain this high level of Soulburn rather than let it go and start over from zero again. To do this costs a point of Vigour each time a spell is cast.

For Example: Alqua, an Aelfan sorceress, works a spell of magic. She has five Soulburn already and rolls 5d10, scoring a 3, 3, 5, 7 and 10. As one or more of these scores is five or higher (5, 7 and 10), the spell succeeds and her Soulburn increases to six. Alqua's Mastery is ten. When she reaches ten Soulburn, Alqua can choose to cast spells automatically by spending a point of Vigour. If she decides not to spend a point of Vigour, her spell succeeds automatically, but Soulburn then returns to one.

Sorcery of War

Almost any magic can be used to inflict injury in some way or other. Beasts can be summoned to attack an enemy, fire can be summoned from the pits of hell and rocks can turn into jagged spears. When attacking using magic a Character uses the Willpower Aptitude as if it were a combat Aptitude. The defending Character is allowed to counter the attack using a suitable Aptitude. If the attack succeeds, then injury is based on your Rank in the relevant Path of Sorcery. Use the following chart to determine Menace. Magic can of course be used in more creative ways to ensnare, blind, confuse or otherwise overawe an enemy into surrender or defeat. The consequences of using magic in a less straightforward, more creative way are at the discretion of the Storyteller.

Rank One	Menace 2
Rank Two	Menace 4
Rank Three	Menace 6
Rank Four	Menace 8
Rank Five	Menace 10

Taints

Roll 1d10 if you do not already have a Taint. Roll 2d10 if you have two Taints. Roll 3d10 if you already have four or more Taints. Roll 4d10 if you already have six or more Taints. You cannot gain a Taint that negates a previous Taint e.g. if your eyes are already coppery from a Taint they cannot turn silver from another Taint. If a Taint contradicts a previous Taint, roll again.

Summary of Paths

Beasts, Curses, Flames, Healing, Kenning, Shadows, Skins, Stones, Thralls, Waves, Winds, Winters Wraiths

Path of Beasts

Rank One: The magic of the Path of Beasts applies to any creature that does not have the wits or rough shape of a human. You can speak to but not command any one species of animal of your choice. The animal cannot be any larger than a badger.

Rank Two: You can summon from anywhere within a league and command the species of animal you nominated at rank one. A single spell will give you command over an animal until sunset. You can speak to any animal, though the conversation isn't guaranteed to be enlightening, some animals such as sparrows and jays have such small and flittering minds that their ability to hold even a basic conversation is limited. You can summon and command large numbers of small animals, such as songbirds, mice or insects. A single spell affects only one type of small creature, (you cannot summon both mice and songbirds with the same spell) and will give you command over a swarm of animals until the next sunset.

Rank Three: You can summon and command from anywhere within a league any animal of a size that is equal to or smaller than a bear. A single spell of command will give you command over one animal for the passing of three sunsets. The animal will gain its free will again on the third sunset. You can ride within the mind of any animal that you have spoken with within the last day, seeing,

Taints

- 1 Your eyes turn rusty and coppery
- 2 About once a week a random animal decides to follow you about all day
- 3 Your eyes glow with a radiant, sun-like sheen at night
- 4 Your eyes turn grey and milky: you now see spirits and ghost as more solid than people
- 5 Any stone thrown at you stops in mid air and falls to the ground - no effect on falling stones
- 6 Your eyes now look fiery and flickering in dim light
- 7 You can control the shape and colour of small puffs of smoke by concentration
- 8 You can pick up a small natural flame out of a natural fire and carry it about
- 9 Your blood becomes poisonous leaving you wracked with pain
- 10 Your shadow now wilts plants
- 11 You now bleed from your eyes whenever you cast a spell
- 12 Your blood, when dripped on the ground, causes flowers and plants to grow bursting into life
- 13 The next wound you take will heal in minutes (once only - not a permanent effect)
- 14 Your blood when mixed with wine will create a potion that heals the wounds of the drinker.
Deurgar can smell the magic in your blood and will know that it can be brewed into a powerful
potion.
- 15 Gain the ability to speak to one type or bird or animal of Gamesmaster's choice
- 16 Your eyes now subtly change colour according to your mood
- 17 Gain the ability to mimic any voice
- 18 Illusions now affect you as if they were real and solid
- 19 If you harm or cut down a living tree then you will lose you ability to cast spells for a week
- 20 Your eyes and hair now changes colour with the seasons
- 21 Trees near you place of dwelling change permanently to live in your favourite season
- 22 Dead wood you touch is magically covered with intricate knot-work patterns
- 23 Dead wood you touch (i.e. staffs, tables), magically sprouts shoots, roots and green leaves
- 24 Shadows gather about you during the day and rooms grow darker when you enter
- 26 Minor spirits of the dark become attracted to you and begin to follow you about
- 27 Candles and torches have a 4/10 chance of snuffing out when you pass within a foot
- 28 Your eyes light up like lightning when you become angry
- 29 Animals fear you: dogs growl, horses sweat, cats hiss in your presence
- 30 Your shadow, while remaining attached to your feet, now moves of its own accord
- 31 The air temperature drops when you enter a room and chill winds follow you
- 32 Your children will inherit your taints
- 33 Your hair becomes permanently laced with crystals of ice. If you touch someone you inflict
Menace 2 burns from cold
- 34 You now cough up blood constantly, permanently losing one level of Fortitude
- 35 You can no longer stomach any food except raw flesh
- 36 You are immediately blasted by a 4 foot radius column of fire - take a Menace 6 burn
- 37 You are immediately blasted by an 8 foot radius column of fire - take a Menace 8 burn
- 38 You are immediately blasted by a 10 foot radius column of fire - take a Menace 10 burn
- 39 You are immediately blasted by a 12 foot radius column of fire - take a Menace 12 burn
- 40 You explode. Everything within a league of you suffers a Menace 20 burn

hearing and smelling what the animal sees, hears and smells.

Rank Four: You can ride within the mind of any animal that you have spoken to within the last seven days. You can put a charm on an animal so that it permanently gains human intelligence and the capacity for human speech. A single spell in which you take command of an animal will give you power over one animal for seven sunsets, with the creature regaining free will on the seventh sunset.

Rank Five: You can put a charm on an animal so that it becomes permanently larger or smaller. The change of size can be up to half the creature's original size, for shrinking, and twice the creature's original size, for growth. You can summon and command from anywhere within a league any animal, including large and enchanted animals such as dragons. A single spell in which you take command of an animal will give you power over one animal for eighteen sunsets, with the creature regaining free will on the eighteenth sunset.

Path of Curses

Rank One: Curses are always slow to take effect. After working a curse, at least a week will pass before the magic takes effect and the victim comes under your magic. Once a curse takes effect it is permanent until either the victim dies or the curse is lifted by a sorcerer using the Path of Healing. You can cause minor afflictions and ailments, such as a cold, aches or bouts of sneezing.

Rank Two: You can inflict serious personal ailments which interfere with a person's ability to live a life, but which are not life-threatening. Permanent illness, sterility, inability to stomach anything but bland foods, a plague of head-lice and so on.

Rank Three: You can inflict more dangerous and dire curses, a diseases that will eventually become fatal, lameness, a withering disease or blindness. Curses can be made to be fatal in a year and a day.

Rank Four: You can inflict strange enchanted curses which do not threaten the person's life. You can steal someone's eye colour of singing voice, take away their ability to fight with a sword,

make it so that no horse will let the person mount it, or conjure up a terrible rumour that circulates about the victim no matter what he or she does to try and correct it.

Rank Five: You can cast weird and enchanted curses that threaten the person's life. You might put a curse on a person that he or she suffers shallow cuts from invisible knives once a day, or so that all animals or strangers feel compelled to act aggressive or even attack the person if inclined. You can curse a person so that they always lose a Contest of Aptitude in battle or so that the victim takes additional damage when struck with a weapon, or that his or her weapons always break on the first attack. Curses at this level are likely to be fatal before the passing of a year.

Path of Flames

Rank One: You can command small natural flames and puffs of smoke. You can sculpt small images in embers or ash, change smoke into different colours or work images into it. You can place a part of your body into fire, or pick up a red-hot piece of metal and suffer no injury.

Rank Two: You can conjure small flames into being and summon into being other aspects of fire: smoke, embers and ash. You can create heatless fires and cold lights, small crackles of lightning, and palls of eerily thick smoke. You can pick up small flames and carry them around in the palm of your hand.

Rank Three: You can conjure up large fires, call lightning into being or summon up a blast of daylight in the dead of the night. You can cause fire to become animate, and make it take forms such as that of a human, beast or floating sword. You can be completely engulfed in enchanted and powerful flames and suffer no injury. You can cause small fires to become eternal so that they do not need fuel to burn.

Rank Four: You can withstand enchanted fires, such as that from the belly of a dragon. You can summon bolts of lightning from the sky or rains of fire or molten metal. You can mould and craft small amounts of fire into a solid substance. This charmed fire is hot to touch, but does not burn

and is harder than steel; it glimmers and glows in the dark. You can cause large fires to become eternal so that they do not need fuel to burn.

Rank Five: You can now craft large amounts of fire into a solid substance, enough to build a tower or fortress out of enchanted fire. You can cause huge areas of fire to become permanent and enchanted, so that no fuel is needed. Enough fire to fill a small lake or entirely surround a fortress in a moat of fire can be made eternal in this way.

Path of Healing

Rank One: You can heal minor disorders, weak hearing, dim eyesight or sore joints. You can tell if a character has been afflicted with a hex of the Path of Curses. You can break Rank One curses.

Rank Two: You can heal serious complaints, blindness and life-threatening infections and diseases. You can ensure safe child-birth. You can break Rank Two curses.

Rank Three: You can put a charm on a person or beast to make wounds heal swiftly, though not unnaturally so. You can improve healing so that a person or animal heals two levels of injury for every day of rest instead of one. You can break Rank Three curses.

Rank Four: As above but three levels of injury per day are recovered. You can break Rank Four curses.

Rank Five: You can heal shattered bones, close wounds and save the lives of those on the verge of death. You can vary the amount of Soulburn you take when casting a spell and use this power to heal a single level of injury for every point of Soulburn. For instance instead of gaining the usual one Soulburn when casting a spell, you can elect to gain five and thus heal five ranks of injury. You can break Rank Five curses.

Path of Kenning

Rank One: You can use Kenning to see glimpses of places a long way off, through mist or through illusion. You can cast bones or runes and infer sometimes confused answers to simple questions.

Rank Two: You can use Kenning to find out the

answers to simple yes and no questions or discover in what direction lies a given Character or place. You can find out if a person means you or another ill or good. You can tell if a drink is poisoned or if there is a traitor in your midst.

Rank Three: You can find out who put a given curse on a person or place, and root out deep, closely kept secrets. You can get a sense whether anyone you know is safe or in danger, alive or dead.

Rank Four: You can find out precisely where a Character is and what he or she is doing. You can watch a Character from a distance for hours on end, perhaps by staring into flames, perhaps by staring into a bowl of black ink.

Rank Five: You can see clearly and in detail in place or person you've seen before. You can ask questions of people and know the truthful answer whether or not the Character chooses to answer. You can find out ancient secrets long forgotten, the hiding places of great treasures, the location of doors to other wild realms, the secrets of the Wildfolk and great spirits of nature.

Path of Shadows

Rank One: You can cause the air to darken to a gloomy shade in bright light. In dusky light you can plunge a room into darkness.

Rank Two: You can turn broad daylight into night over a limited area. You can pick up and manipulate shadows, but they possess no solidity, are little better than illusions and whatever you weave from them falls to tatters within a few minutes.

Rank Three: You can weave shadows into shapes and fabrics. The shadows take up the consistency of silk and become permanently solid in your hands.

Rank Four: You can cut away a Character's Shadow, but only with their permission. Once cut away the Character loses the shadow to you. A taken shadow makes for a good servant and will do your bidding with just a little prompting. You can also pick up and shape shadows into large objects as strong as steel.

Rank Five: You can wave shadows into vast and solid structures, hardened and made indestructible with magic, bridges, houses, even a small fortress given time.

Path of Skins

Rank One: You can turn into any one animal of your choice no larger than a badger. The transformation takes seconds. Your clothing and belongings do not change with you and when you turn back you will appear in your natural form naked. The animal can be natural (such as a raven) or unnatural (such as a fairy-dragon creature).

Rank Two: Gain an additional two animal-shapes no larger than a badger.

Rank Three: Gain an additional two animal-shapes no larger than a wolf.

Rank Four: Gain an additional two animal-shapes no larger than a bear.

Rank Five: Gain an additional two animal-shapes no larger than a dragon.

Path of Stones

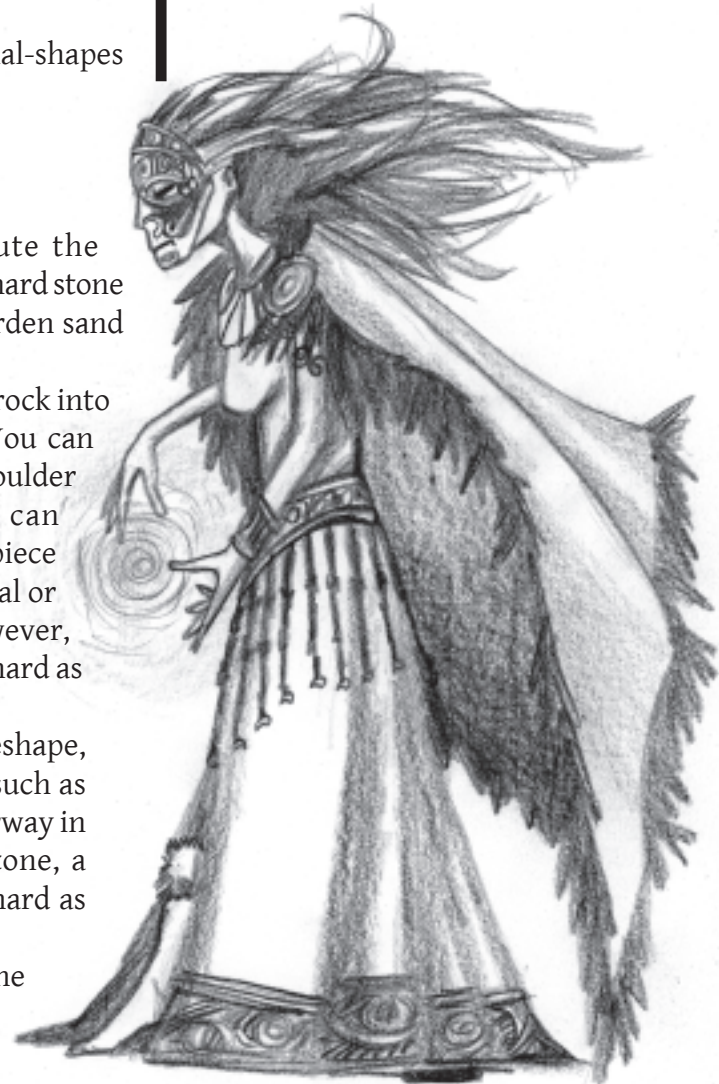
Rank One: You can mildly transmute the substances of the earth. You can soften hard stone into shale or turn clay into mud or harden sand into brittle sandstone.

Rank Two: You can turn small areas of rock into clay and solid earth into quicksand. You can cause rocks about the size of a large boulder to reshape into anything that you can imagine. You could for instance turn a piece of stone into an axe or a carving of a seal or an intricate map of the landscape. However, reshaping leaves the rock as brittle or hard as it was previously.

Rank Three: You can cause stone to reshape, grow and form itself into new shapes such as hands in the ground, spikes, a new doorway in a wall or a bridge. Small pieces of stone, a boulder in size or less, can be turned hard as steel as well as reshaped.

Rank Four: You can summon lava to the surface of the earth and direct it at a target. You can cause minor cracks and crevices to open in the earth. You can cause a large area of stone, a cliff-face or large rocky out-crop to reshape into a house.

Rank Five: You can cause a powerful earthquake



and summon up fissures large enough to swallow dozens of people. You can cause rock and stone to grow into structures as large as fortresses with time.

Path of Thralls

Rank One: You can put a minor suggestion into a Character's mind.

Rank Two: You can summon up an emotion or powerful thought into the minds of one or more Characters:

Rank Three: You can cause a Character to feel compelled to do something, go somewhere, follow something to perform any task that does the person no harm.

Rank Four: You can give simple commands that must be followed, even if the Character's life is put at risk.

Rank Five: You can cause a Character to be bound utterly and permanently to your will and whim, although to do so requires that you burn, tattoo or otherwise permanently affix your name or symbol into the unfortunate Character's skin.

Path of Waves

Rank One: You can cause minor waves to calm, or summon disturbance. You can shape and command rain, such that it bends away from you and doesn't get you wet. You can cause puddles to creep very slowly over the ground. The Path of Waves works only on natural water, springs, lakes, rivers, moats or the ocean - a creature doesn't count as water even if it is mostly made of water.

Rank Two: You can call up small waves, cause water to take on fleeting and illusory shapes, for instance by placing faces in the surface of water or making the water appear to reflect like a mirror. You can stop rain or a splash of water in mid-air and part it like a curtain. You can speak and understand the language of all water spirits.

Rank Three: You can breath underwater and spirits of the water view you immediately as an ally. You can command water to part for you, rise up into waves or turn calm and dead flat. You can make water take on a strange shape, such as a

massive fist that erupts out of a lake or three galloping horses running alongside your ship.

Rank Four: Spirits of the water now view you as a natural lord. You can swim through the water as swift as any fish. You can give the power to breath underwater to another for a limited time.

Rank Five: You can give the power to breath underwater to another permanently. You can conjure up vast tidal waves and shape water into anything you desire. You can cause water to form into cool and solid structures that shimmer like glass and can be shaped into remarkable structures.

Path of Winds

Rank One: You can cause the wind to rise and fall gently on the air. You can summon light mists and rains and predict weather to come.

Rank Two: You can raise powerful winds or cause such winds to fall away. You have good command over direction and could steer a ship using these winds. Heavy rains, bleak fogs and chilling clouds can all appear out of the air or vanish at your command.

Rank Three: You can summon powerfully destructive winds, enough to knock down people. Torrential rains, hail, snow and terrible storms are at your command.

Rank Four: You can summon winds savage enough to knock down small trees and can turn blue skies into a thunderstorm to rock the very roots of the mountains.

Rank Five: The winds you command can now blast apart stone walls, scour out the earth and break the bones of those who are thrown to earth. The rains you can summon will cause floods that rage for days.

Path of Winters

Rank One: You can cause the air to grow colder, and over the course of half an hour summon miserable weather, grey skies and rain. You can freeze tiny amounts of water, such as a cup of tea and summon small blasts of cold. Attacks on a creature through trying to freeze the blood are treated as a normal sorcerous attack that would

result in injury.

Rank Two: You can cause ice and rime to cover a surface by touch, freeze small amounts of water and summon snow and hail.

Rank Three: You can conjure up chillingly cold blast of wind and sleet, command snow and hail to do your bidding and freeze reasonable large pools.

Rank Four: You can encase anything smaller than a barrel in layers of ice. Creatures smaller than a cat are killed instantly by this attack - other creatures are allowed to fight against the ice as per standard Sorcery of War. You can freeze very large bodies of water and cause icy structures and bridges to grow out of snow or frozen water. You can enchant ice so that it will never melt unless put to flames, although it remains as brittle as normal ice.

Rank Five: You can cause a vast amount of water to turn to ice, enough to freeze a fleet of ships in place at sea. You can encase anything up to the size of a wagon in ice, killing instantly any creature smaller than a large dog. Larger creatures are allowed to fight this attack as per standard Sorcery of War. You can enchant ice so that it never melts and is as hard as steel.

Path of Wraiths

Rank One: You can repel and drive away the undead, but not control or command them.

Rank Two: You can control and command minor undead and lesser dark spirits.

Rank Three: You can summon undead out of the grave and call ghosts from the lands of shadow.

Rank Four: You give simple one-off command wraiths, undead and spirits from the lands of the dead. You can enter and leave the lands of the dead at certain gates and places of power.

Rank Five: You can permanently enslave a wraith or undead creature but need to keep ownership of a personal object owned in the life of the person whose shade you wish to bind to your will.

Chapter Six: Swords and Fishhooks

This chapter details services and goods, in particular those items of craft that characters are likely to want to purchase, both mundane and enchanted. The list is comprehensive, and Players should not assume that all goods and services are available across all the lands of Midgard. Larger and more elaborate purchases will have to be sought in large cities, where craftsmen are available. Such purchases may take some time to complete and there may be unlooked for complications and costs in the purchasing. The costs are also to be treated as averages, in larger towns the costs may be lower, in small villagers the prices may be considerably inflated.

Common Things

Listed below are mundane items that Characters are likely to want to purchase. Wayfarer's Song assumes that in the general course of the game Characters are likely to be able to afford basic food, common clothing and personal items. Assume that the cost of keeping oneself in basic food and lodgings for a month is one silver mark.

Exchange

In reality there are a hundred or more types of coin to be found across Midgard. A simple system to measure wealth is used as a summary of the myriad coins, stones, iron ingots or jewellery that a Character will in fact possess as portable wealth. Wealth is measured in Marks - a unit of weight. Twelve Copper Marks is worth one Silver Mark. Twelve Silver Marks is worth one Gold Mark. Marks are to be thought of as a crude representation of wealth, not an actual record of what Characters have on their person or buried under the roots of an old oak.

Portable Wealth

Armband / Necklet, Copper	1 sm
Armband / Necklet, Silver	10 sm
Armband / Necklet Gold	50 sm
Armband / Necklet Bejewelled	50 sm
Belt, Tooled	10 sm
Cloak Clasp, Silver	10 sm
Cloak Clasp, Gold	15 sm
Dagger, Bejewelled	25 sm
Gilt Mirror	20 sm
Girdle, wrought-bronze	10 sm
Girdle, wrought-silver	25 sm
Glass Bauble	5 sm
Pipe, Tooled Bone	10 sm
Ring of Copper	1 sm
Ring of Silver	5 sm
Dagger, Dwarf-Silver	100 sm
Ring of Gold	10 sm
Ring, Gem Set	15 sm
Scabbard, Tooled (Sword)	25 sm
Sheath, Tooled (Dagger)	5 sm
Sheath, Tooled (Dagger)	5 sm
Spices, Common, Satchel	5 sm
Spices, Rare, Satchel	10 sm
Spices, Exotic, Satchel	20 sm
Stone, Semi-Precious	10 sm
Stone, Precious	25 sm

Garb

Full Set of Clothing, Common	10 sm
Full Set of Clothing, Richly Decorated	30 sm
Cloak of Rare Furs	30 sm
Full Set of Clothing, Noble	50 sm
Full Set of Clothing, Kingly	70 sm

Everyday Things

Bedroll	1 sm
Backpack	6 cm
Belt pouch	2 cm
Blanket, Woollen	2 sm
Book, Bound, Plain	6 sm
Book, Bound, Tooled	15 sm
Boots, Felt	3 sm
Boots, Leathern	4 sm
Boots, Ironshod	6 sm
Bow String	2 cm
Box, Tooled Leather	1 sm
Candle, Tallow	5 cm
Cauldron, Small Iron	1 sm
Cauldron, Large Iron	6 sm
Dagger, Eating	6 sm
Drinking Horn	1 cm
Falconer's Gear	1 sm
Flagon, Empty	2 cm
Flagon, Beer Filled	3 cm
Flagon, Ale Filled	4 cm
Flago, Wine Filled	5 cm

Fletcher's Tools	1 sm
Flint & Steel	1 sm
Gloves, Felt	2 sm
Gloves, Leathern	2 sm
Grapple, Iron	5 sm
Hood & Mask	6 cm
Mallet, Wooden	2 cm
Musical Instrument	5 sm
Oilskin Cloth	5 cm
Oxblood Ink & Quill	1 sm
Parchment, Vellum	1 sm
Pipe, Plain	2 sm
Pipe, Decorated	5 sm
Pelt, Fur, Average	6 sm
Pelt, Fur, Luxuriant	10 sm
Pipeweed, Satchel	1 sm
Plate & Mug, Leathern	2 cm
Plate & Mug, Earthenware	4 cm
Thieves Tools	1 sm
Trencher, wooden	1 sm
Rope, Hemp, 10 foot	3 sm
Rope, Horsehair, 10 foot	
Scabbard, Plain	4 sm
Scabbard, Tooled	8 sm
Scroll Case	6 sm
Strongbox, Small	6 sm
Strongbox, Large	10 sm
Torches, pitch (x 5)	2 sm
Walking Staff, Plain	4 sm
Walking Staff, Carven	8 sm
Walking Staff, Sorcerer's	15 sm
Warhorn, Plain	3 sm
Weapon Belt	1 sm
Wineskin, Empty	6 cm
Woodsman's Axe	12 sm
Quiver, Holds 24	4 sm

Herbs

<i>Adder's Tongue</i> : Woods, Common, Imbibe, 20 sm, (Poison: Nausea and sickness lasting two days)
<i>Chewroot</i> : Woods, Common, Chew, 2 sm, (Narcotic: Mild sense of happiness)
<i>Cureall</i> : Seashore, Rare, Apply, 15 sm, (Curative: eases pain, can restore eyesight)
<i>Bitternut</i> : Mountains, Uncommon, Imbibe, 20 sm, (Allows imbiber to go without food for one day)
<i>Bloodwort</i> : Woods, Uncommon, Apply, 20 sm, (Curative: stops bleeding, soothes bruises)
<i>Dogweed Bane</i> : Fields, Common, Imbibe, 20 sm, (Poison: Convulsions, 2 levels of injury)
<i>Feverfew</i> : Arctic Waters, Rare, Imbibe, 50 sm, (Antidote: Only known cure for wurum poison)
<i>Goldsmoke</i> : Mountains, Rare, Smoke, 40 sm, (Narcotic: pleasant sense of lazy wellbeing)
<i>Hawkstail</i> : Seashore, Rare, Imbibe, 40 sm, (Poison: internal bleeding, 5 levels of injury)
<i>Juniper Weed</i> : Woods, Rare, Smoke, 50 sm, (Reduces

Wayfarer's Song – Basic Edition

Soulburn by two ranks)

Milkberry: Tundra, Rare, Imbibe, 50 sm, (Antidote to Vesp Leaf if taken in 1 hour)

Redroot: Riverbanks, Uncommon, Imbibe, 20 sm, (Keeps imbiber awake for twenty-four hours)

Smokeberry: Mountains, Common, Imbibe, 15 sm, (Heightened sense of touch and hearing for one day)

Tarsap: Woods, Uncommon, Tip Weapon, 10 sm, (Poison: dizziness and temporary loss of balance)

Vesp Leaf: Woods, Rare, Imbibe, 50 sm, (Poison: Heart failure, 10 levels of injury)

Waxtassel: Waterweed, Common, Imbibe, 15 sm, (Curative: stops internal bleeding)

Willowherb: Weed, Woods, Common Imbibe, 30 sm, (Puts imbiber to sleep within hour)

Woundwort: Swamps, Rare, Apply, 20 sm, (Curative: Heals 2 levels of injury over two days)

Animals

Common Domestic Animal	5 sm
Donkey	20 sm
Pony	20 sm
Goat, Chariot	30 sm
Oxen, Work	30 sm
Horse, Riding	30 sm
Horse, Work	50 sm
Horse, Battle	70 sm
Fodder for an Oxen, per month	5 sm
Fodder for a Horse, per month	5 sm
Stabling and Care, Oxen	15 sm
Stabling and Care, Horse	15 sm
Saddlery, Common	5 sm
Saddlery, Rich	15 sm
Saddlery, Kingly	30 sm
Wagon	100 sm
Chariot	100 sm

Ships and Holdings

Hovel in a City	100 sm
House in a City	250 sm
Shop in a City	500 sm
Small Farm Holding	50 gm
Large Farm Holding	200 gm
Build a House	300 gm
Build a Longhouse	400 gm
Build a Great Hall	700 gm
Build a Fortress	1000 gm
Furnish a House	100 sm
Furnish a Great Hall	200 sm
Furnish a Fortress	200 gm
Great Feast for fifty	250 sm
Fund a Festival for a hundred	500 sm
Coast Passage, ten leagues	10 sm
Ocean Passage, ten leagues	20 sm
Fishing Skiff	100 sm
Small Merchant Ship	150 sm



Large Merchant Ship	200 sm
Small Longship	250 gm
Large Longship	700 gm
Kingly Longship	1000 gm
Crew and Supplies, one month	100 sm
Mercenary Gang of Ten, one month	300 sm

Axes	Price	Menace
Hand-Axe	10 sm	2
Throwing Axe	10 sm	3
Skeggox (Bearded Axe)	15 sm	4
Mattock	20 sm	5
Battle Axe	25 sm	5
Iron and Adorned	+5	+0
Steel Edged	+5	+1
Steel and adorned	+10	+1

Bludgeons	Price	Menace
Wood or Bone	10	2
Stone War-Hammer	15	3
Iron and unadorned	15	4
Iron and Adorned	+5	+0
Steel Wrought	+5	+1
Steel and adorned	+10	+1

Knives	Price	Menace
Hadseax (Knife)	5 sm	1
Scramseax (Dirk)	10 sm	2
Langseax (Longknife)	15 sm	3
Iron and Adorned	+5	+0
Steel Edged	+5	+1
Steel and adorned	+10	+1

Spears	Price	Menace
Throwing Spear	10	2
Melee Spear	15	3
Mail Scraper	25	4
Iron and Adorned	+5	+0
Steel Edged	+5	+1
Steel and adorned	+10	+1

Staves	Price	Menace
Light and short	2 sm	1
Long and heavy	4 sm	2
Iron Tipped	+4 sm	+1

Swords	Price	Menace
Shortsword	25 sm	3
Longsword	50 sm	4
Iron and Adorned	+5	+0
Steel Edged	+5	+1
Steel and Adorned	+10	+1
Pattern Welded	+25	+1

Slings	Price	Menace
Leathern Sling	2 sm	2
Rounded Stone	0	+0

Lead Shot	1	+1
Bows	Price	Menace
Self Bow	2 sm	1
Small Bow	5 sm	2
Long Bow	10 sm	3
War Bow	15 sm	4

Arrows	Price	Menace
Twelve Fishing	5 cm	+0
Twelve Fowling	8 cm	+0
Twelve Hunting	1 sm	+0
Twelve Broadheads	1 sm	+1
Twelve Bodkins	3 sm	+2
Cheep Tanged	+0	+0
Good Socketed	+1	+0
Beeswax Attached	+1	+0

Armour	Price	Prot.
Light Hide	15 sm	1
Heavy Furs	50 sm	2
Patchwork	30 sm	2
Padded Leather	50 sm	3
Iron Scales	200 sm	4
Chainmail	300 sm	5
Kingly Mail	500 sm	6

Shields	Price	Bonus vs Ranged
Buckler	+1 15 sm	+1
Small Shield	25 sm	+2
Large Shield	40 sm	+3
Tower Sheild	60 sm	+4

Shields	Bonus to Armour
Buckler	+1
Small Shield	+1
Large Shield	+1
Tower Sheild	+1

RARE TREASURES

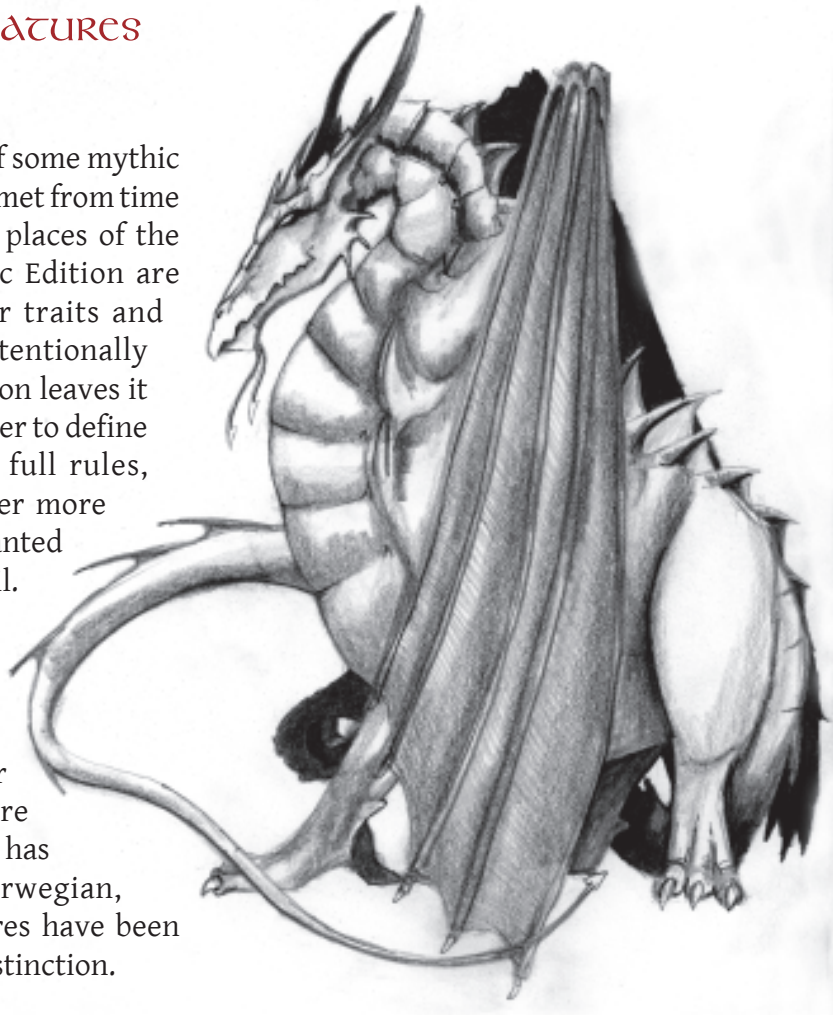
There exist in the world those rare and treasured things of craftsmanship that are worked with such wonder that their powers goes beyond the mere mundane. Such relics are considered Enchanted, and carry about them the aura of magic. A roll of 12 or better will result in the crafting of an item of such fine work that it becomes Enchanted. A Crafts roll of 12 will create a tool or weapon than confers a +1 bonus to the relevant Aptitude when used. Weapons also gain an additional +1 to Menace. Crafts 12 armour gains a +1 bonus to its normal Protection. A Crafts score of 13 creates +2 tools, weapons and armour, Crafts 14 creates +3 items and so on to a limit of +5. Items of +5 Enchantment are so rare as to be worth a king's treasury.

Chapter Seven: CREATURES

Mythoreal

The following is a brief outlining of some mythic and monstrous things that may be met from time to time in the darker and wilder places of the earth. The creatures in the Basic Edition are described only in terms of their traits and Aptitudes, and have been left intentionally vague. Wayfarer's Song Basic Edition leaves it to the discretion of the Gamesmaster to define what a 'Mjorn' really is. In the full rules, monstrous things, as well as other more harmless but wondrous and enchanted beasts, are dealt with in more detail.

Designer Note: The list of creatures presented below is based on partially on spirits, goblins and monsters from a number of folklores and partially on pure invention. A lot of random mixing has gone into the following list, Norwegian, Scottish and Anglo-Saxon creatures have been thrown together without much distinction.



Aptitudes

Creatures are defined according to a much more limited set of Aptitudes than those used for Player Characters. This is to save on the time involved on generating creatures and antagonists. The Gamesmaster will need to create a lot of antagonists during the course of a game, and sometimes during a game-session. As such, rapid and easy antagonist generation can be helpful. Four antagonist Aptitudes are described below. The corresponding Player Character Aptitudes are provided in brackets.

Command: (Cmd) Force of mind, lore, knowledge and willpower. (Crafts, Wayfaring, Willpower, Wisdom)

Guile: (Gul) Quickness of mind, cunning and wit. (Cunning, Perception, Presence, Subterfuge)

Might: (Mgt) The creature's physical power, strength and courage. This Aptitude is used for

close combat in the way that Affray or Brawling are used by Player Characters. (Affray, Brawling, Courage, Fortitude)

Prowess: (Prw) Physical dexterity, agility and deftness. Prowess is used for ranged attacks. (Dexterity, Ranged, Wit)

Traits

Creatures and other antagonists can have Traits just as the Characters can. Antagonist traits are described below and are listed alongside relevant creatures.

Bloodless: The creature has no blood and cannot bleed to death. All injury from arrows, spears or other piecing weapons is reduced to 1. It does not

need to make a Test of Fortitude to keep standing when Health is reduced to 1, 2 or 3.

Charge: The beast may give up an action in order to make a charging attack the next round. When charging the creature gains a +5 to its Might roll.

Fiery Breath: The beast has the power to dredge up and spew out a blast of fire. Treat this as a ranged attack which can harm

Fireblood: The creature regenerates injuries at the rate of one rank of injury every five minutes.

Fleshless: The creature has no true physical form and can consists of little more than mist or shadow.

Fury: Each round that the creature is injured it gains a cumulative +1 to Might rolls.

Pack Hunter: The creature gains a +1 to Might rolls for every other member of its pack which is engaged in combat. For example if three wolves attack a group of characters the wolves each get +2 to Might. If one wolf is killed this bonus drops to +1.

Spellclad: The beast can only be hurt by enchanted weapons or sorcery.

Undead: The risen shade or corpse of the restless dead. Undead have a palpable aura of fear and death, and any undead creature invokes an automatic Test of Courage (diff. 6) upon encountering it.

Wildshape: The beast can change shape at will by expending a point of Vigour.

Creature	Cmd	Gul	Mgt	Prw	Menace	Armour	Health	Vigour	Traits
Arrach Huge, hideous cliff-haunting monsters	3	3	8	6	8	6	20	20	Nil
Attegangar Restless dead	6	6	7	7	6	4	10	-	Undead Fleshless
Barrow Guard Spirits chained by sorcerer to guard barrows	3	1	6	4	5	2	10	-	Undead
Beannach-Nimhe Horned and venomous serpentine drakes	6	6	5	7	6	6	8	10	Nil
Bear Powerful lords of the wilds	3	2	8	8	7	4	15	15	Fury
Beigad White boars of terrifying size	5	5	10	10	8	6	20	20	Fury
Beithir Wurums of the mountains and mists	7	7	8	7	8	6	25	25	Nil
Bergugle Owlsh trickster spirits	8	8	3	3	1	0	3	10	Spellclad
Burach Bhadi Nine-eyed, leechlike swamp eels	-	-	6	6	4	2	10	6	Nil
Boar Fearsome, tireless and violent	2	2	7	7	6	3	10	20	Charge
Brag Shape-shifting, hairy tricksters	8	8	5	7	5	3	10	10	Wildshape
Carrog Monstrous river demons	4	4	6	6	6	3	12	8	Nil
Cirean Wurum Grey-crested sea wurums	6	6	15	15	12	8	30	40	Nil
Ciudach Ravenous and hairy cannibal ogres	3	2	5	4	3	1	6	10	Nil
Dvergastain Stone guardians crafted by duergar	-	-	10	4	6	9	20	-	Spellclad
Dragon Powerful, cunning and long-lived	15	15	15	15	15	9	30	40	Fiery Breath
Draugnar Powerful undead, blackened and bloated	7	4	7	3	8	6	15	-	Undead Bloodless
Elvaslaik Undead spirits of outcast Aelfan	6	6	4	4	3	5	10	-	Undead Fleshless

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Creature	Cmd	Gul	Mgt	Prw	Menace	Armour	Health	Vigour	Traits
Groamagh Demons of dusk and gloaming	7	6	8	7	5	2	8	8	Spellclad Fleshless
Grogach Long-haired, golden coloured wildmen	4	4	8	7	6	3	12	12	Fury
Hernfolk Enchanted folk with deer-antler horns	7	7	6	8	4	2	10	10	Fireblood
Hulderfolk A wild folk, hidden and magical	6	6	3	6	2	1	6	10	Nil
Hulduske Charmed bulls of the Aeflan Realms	1	1	8	8	5	3	12	12	Nil
Lailoken Hairy wildfolk, blessed and cursed with foresight	8	8	4	5	2	2	7	7	Nil
Mjorn Powerful demons of the night	10	10	12	12	8	5	20	20	Spellclad Fireblood
Nicor Shape-shifting water goblins	4	6	6	6	5	4	10	10	Wildshape
Nørg Huge, scaly water-trolde	3	3	8	8	6	6	12	12	Nil
Scoffin Dangerous, serpentine creatures	2	2	4	4	3	1	6	10	Fiery Breath
Skummelt Minor darkness spirits	6	6	3	3	2	0	4	10	Spellclad
Trolde Monstrous, flesh-eating ogres	4	4	9	9	6	5	15	15	Nil
Uragai Folk Winter spirits, haglike and dangerous	7	7	3	4	2	3	10	10	Spellclad
Wolf Ravenous hunters and marauders	3	3	4	3	3	1	5	5	Pack Hunter
Wurum Serpentine, wingless dragons	6	6	12	12	10	6	25	30	Nil

