

Wayfarer's Song

Second Edition



Christopher Johnstone

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Chapter One

Introduction

He came to the wide valley to see with his own eyes the place of the last battle. The air was crisp, and smelled of spring, of melting earth, of new green sap. Standing on the ground where the blood of kings and queens feeds the summer grasses, he shuffled off his bearskin cloak. Naked to the waist, but for the daubs of ochre paint on his arms and chest, he breathed deep of the magic.

For there was magic here, and power. He spread his arms wide and took in the feel of it, and saw in his mind's eye that last terrible day, when gods and men fought and the earth shuddered. A ghostly swarm of wraiths played out for him their last battle: cries and agonies and deaths.

For he could see the unseen. For he was one of the last of the sorcerer-king's line, and the blood of god-magic ran in his veins as it did in the kings of old.

He lingered for a while among the ghostly dead, before leaving an offering of ochre and gold on the valley floor. Collecting his cloak he turned his back on the frozen north. Turned back to the valleys and summer-green woods of the south. For he had seen the gods of his forefather's fight and die. Had seen those whose names would roll forever on the tongues of men. Now he aspired to be as they had been. To be a god among men. To be remembered.

Wayfarer's Song is a fantasy roleplaying game set in a forgotten mythic age of the world. In the icy and wintry climes of the north dragons and gods walk the earth, and the world is still a wild place. Sparkling snow capped mountains loom above airless forests, sunlit meadows, and deep rivers where old creatures, hungry and ancient dwell.

This is a land where glory and courage and fame are the currency of the day. Great deeds can be done by those who dare, legends await the making, golden hordes lie in shadowed caves, watchful ancients lurks in the wilder places of the world.

But will you have the power and wit and skill to make of this world what you will? Will you gather riches and legends about you like clouds about the mountain, or will you fall prey to the perils of the iron-dark forests, the bleak moors and the frozen lands? Will you be sung of in the golden halls or will your bones whiten under the sun, unknown and nameless?

A History Writ in Shadows

Long in the past, before the folks and tribes of this land had even iron to make their weapons and ploughs, and used instead red copper and dull bronze, in those days the lands were ruled by cruel and powerful spirits that called themselves gods. The mortals were the subjects and playthings of these wild spirits and demon gods for an age, and another and another. But in time there came among the people mortals who were brave, and they rebelled, ambushed the minor godlings and stole from them magic, then went with stolen magic to the fortresses and palaces of the great gods and spirits. There were great wars and many died, fire ran in rivers and the earth was red with blood, then white with bones. In time the warriors and sorcerers of the mortal tribes won, overthrew the gods. The gods fled to distant lands, up the icy mountains, into deep woods and dark forest, and the mortal folk were left without gods. So, those who had stolen the spirit-magic said to their peoples: we are your gods. But the people debated and said, you are powerful but gods can slay dragons and wrestle trolles, gods can make day night and night day, are you so powerful as that? And so the warriors and chieftains, sorcerers and witches of the new age

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sat on their thrones of gold and bone and thought on this and said to one another: it is true, to be godlike is to dare for great things, to risk all, gain treasure and become a legend, a name of bright renown.

A Note on a Name

The name of the world of Wayfarer's Song has passed through several iterations and variations on the Middle-world of old Saxon and Norse mythos: Mithgerd, Mithgerd, Middengearth et cetera. The name has reverted to 'Mithgerd' in this version largely because this is the name used in Wayfarer's Song First Edition, and this is the name by which most people know the world. However, the name Mithgerd is by no means the only name by which the world is known, and if you prefer another version of the name then feel free to invoke whichever pleases you best.

The Concept

Wayfarer's Song is set in an imaginary mythic pre-history—a land somewhat realted to northern Europe, which is, perhaps, a northern Europe that never quite existed, or one that existed long before history was ever writ, or one that existed only in dreams. Players create, and then take on the role of characters in this imaginary world. Characters in Wayfarer's Song are heroes and sorcerers who seek renown, kingship and magic. As characters interact with the setting a narrative is created, and rules are employed to resolve how the narrative plays out.

Overseeing all of this is the Gamesmaster. The Gamesmaster is a player without a character. The Gamesmaster plans exploits, adventures and rewards for the other players. Additionally the Gamesmaster plays out the roles of villains and allies, and is an adjudicator of the rules.

The underlying idea of the Wayfarer's Song setting is that what are recalled in European myth as gods were actually mortal folk, powerful kings and sorcerers, but mortal nonetheless. The myths we have are the corrupted recollections of lives of these godlike men in an age of magic. Players fill the role of these forgotten heroes.

Landscape

Wayfarer's Song is set in an age of magic, long before

the world has set itself to a rationale course. The seasons and the turn of day and night do not obey the same laws as you are familiar with. To the south the seasons roll through each year much as they do today, summer and winter take their turns at the earth. Each day the sun rolls across the sky, and is followed by night, stars and the chasing moon. But farther north the world grows darker, and across a great swarthe runs the Twilight Lands where the sun never quite rises and the air is always in gloom and the sky is always set with the fires of sunset. Trolde roam here, and other stranger creatures. Still further north the lands grow dark, night falls and perpetual winter covers the land and howls in the sky. In the Lands of Winternight there are cities of ghosts, and palaces made of ice, and kingdoms ruled by old demons. Frost and Stone Ettin walk here, and the oldest and worst of the race of Trolde.

Wildfolk

The spirits that once ruled the earth and called themselves gods exist in many forms and have in their ranks varying degrees of power. Some were minor, ruling only a glade or pond, others ruled over rivers or mountaintops and still others were the lords of great empires of mortal tribes and had lieutenants that were spirits, demons or dragons of some power in their own right. But it has been an age since the last of the god-spirits were thrown from their thrones, burnt with sorcery and chased as fleshless spirits away into the shadows and woods. Only the smaller and less powerful spirits remain near the lands of mortal folk, river-watchers and grove-spirits only, and in this present age the old spirits are called by mortals the Wildfolk, and many mortals forget how greatly the kings and queens of the Wildfolk were once feared.

Disclaimer

Now repeat after me: I am not an elf. I cannot cast magic spells. There is in fact no such thing as magic. There are no fairies in the bottom of my garden; I do not have a unicorn in my room. This entire book is fantasy. It is a game, it is not real, it is a game, it is not real, it is a game et cetera.

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 book you are reading now. Rules for creating characters other than humans, however, are provided separately for each of the other Player Races of Wayfarer's Song: Duergar, Aelfan and Ettin. Each race has a Kithbook and each Kithbook contains rules on Character Creation and magic specific to each race. Each chapter of the core rules covers a different aspect of the game:

Chapter One: Introduction

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

Chapter Two: Systems

An explanation of the game rules and mechanics used in Wayfarer's Song.

Chapter Three: Character Creation

A step-by-step guide to creating human characters. Rules for creating characters of other races are found in the Kithbooks.

Chapter Four: Character Details

This chapter describes in detail the Tribes, Traits and many and varied magical Disciplines that Mortal Men may endeavour to learn and use.

Chapter Five: Sorcery

Describes magic as it is employed by Mortal Men, and the mechanics of magic in Wayfarer's Song, including Soulburn and Taint.

Chapter Six: Advancement

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

Chapter Seven: The Setting

Details the world in which Wayfarer's Song is set.

Chapter Eight: The Game

Details some of the finer details of gameplay and a few notes and points of advice for running a game.

Chapter Nine: Swords and Fishhooks

Describes mundane tools and equipment, prices and expenses as well as some of the enchanted relics that are found in the world of Wayfarer's Song, how enchantment works and the dangers of magical things.

Chapter Ten: Antagonists

Describes some of the dangerous persons, things and creatures of Wayfarer's Song.

Designer Notes

Littered here and there in Wayfarer's Song are 'designers notes' which are intended to provide some insight as to why I've chosen particular rules. Wayfarer's Song is an amalgam of systems I have worked with over the years melded into myth and fantasy. Personally, I like magical and quirky characters and I think this shows through in the game. I also dislike drawn out combat – another feature of the game is reasonably fast and easy combat resolution. But why create yet another RPG set in a fantasy world? The most obvious and truest answer is simply that there are, to my knowledge, no fantasy RPGs on the market that meet my particular tastes of the moment. So, what are those tastes and will they appeal to you?

Some points of design

- A game that allows for crafting of Characters. There are no random rolled or derived attributes in Character Creation.
- A system to represent sorcery as something that is dangerous and corrupting.
- A primitive setting, bronze and iron age in overall feel.
- Quick and easy combat system, placing playability above realism.
- A system for testing skills that is quick and easy to use. Again playability ahead of realism.
- A setting that is believable and internally coherent, but one also that appeals to the sense of the mythic and legendary. There is an attempt to avoid messy, irregular and completely inexplicable things that jar the player's ability to suspend belief.
- Overall the setting is intended to be a darkish, fairytalesque, fantastic, mythic, ancient tableaux.

Modular Game Design

In a modular design individual player modules are added one after another to a basic set of core rules. The game can be played using only the core rules or with one or two or three or all of the modules. With Wayfarer's Song I decided to try this modular approach, hopefully while avoiding a mishmash of crossover problems that can occur. But why?

A modular design highlights variation. Non-humans become less like humans with pointy ears. Aelfan magic

is not human magic. Aelfan culture is not human culture with prettier queens. All the Player Races have distinct strengths weaknesses and quirks.

The approach gives a better feeling of a world filled with variety and strangeness. And it allowed me to tinker *ad nauseum*, without wrecking the core rules set. I love to tinker, but accompanying this is the problem that I have in the past adjusted games into oblivion, one rule change at a time. Modular game design allows me to tinker with Duergar magic to my heart's content while everyone plays humans. The upshot of this is that the core rules treat no one in particular as the sole Player Race, although humans are assumed to be the default. Character creation for non-humans and race specific rules are found in the remaining Kith-Books.

Aelfan, Ettin and Duergar

Why am I using these terms instead of the more common Elf, Giant and Dwarf? My spellings—and you will find a few other strange ones, Trolde and Wurums for instance—are archaic and less common spellings, mostly from the north of England or from Scotland. I have chosen to use unusual spellings in an attempt to move away from the associations that are now too heavily attached to Elf, Dwarf, Giant, Troll et cetera. I still want to employ these creatures as things that are more or less derived from their roles in the mythology and legends of the North, but I do not want to create an implicit connection to Tolkien's works, or (more importantly) all of the gaggle of mimickers and Tolkien-alikes that now haunt fantasy. What I'd like to imply by using Trolde instead of Troll, is that Trolde in Wayfarer's Song are not the Trolls you are used to meeting in Fantasyland.

Chapter Two

Systems

The spirit had plagued the small stone-encircled handful of huts all the long winter. Fourteen sheep were missing. And two children. It took the form of a wolf, though its eyes glowed like moonlight and its fur was silver as snow. When the hunters came they did not ask for carved sea-ivory, or gold or salt as some would. They wanted only the flesh and blood of the wolf-spirit.

As he stood in the cold the shepherd wondered what the hunters wanted with the spirit corpse. But a shepherd is a simple man and a shepherd should not ask such questions. So he stood by the door of his hut with a spear, and waited and guarded his wife and children. He could hear the small sound of his youngest son sobbing, and could smell the subtle aroma of lamb turning on the spit. He was hungry, but there was no telling if the hunters would do as they had promised. And if they failed the wolf-spirit would be crazed with wrath. Of that he was sure. It was always the way with the wild spirits. Always vengeful. Always full of hate for anything that went on two legs. He wondered what the race of men must have done so long in years past to deserve such hate.

Fundamentals

Rules are used to provide a structure by which a game can be played. Will a sword-stroke kill a dragon? Will your magic save you from the trolde? Can you outwit the Thegn of Drachenfjell in a contest of insults? Will you find a way through the Myrkan Moors? Questions of danger and difficulty are resolved using set rules to avoid arguments in the game.

What Is Needed For Play?

Wayfarer's Song assumes at least a passing understanding of RPGs and how to play them. If you are not familiar with roleplaying then you may wish to seek out any the fine basic and introductory games that are available both online and in game stores.

The system is based exclusively on ten sided dice (d10s). Each player needs a pool of up to 5 or 6 d10 to resolve most tests. You will also need paper, pencils, and copies of the character sheet provided in this book.

Actions

The most basic unit of the game – Players declares Actions for their characters as the game proceeds. Some Actions will be complicated, others much more simple. 'I climb the tree' is an Action, so is 'I take the

north road to the village of Angthorpe' or 'I attack the dragon with my sword'. Usually Actions are declared as either a response to something happening in the scene or as a means by which the Character moves a little closer to a goal.

Rounds

Sometimes, especially during combat, it is useful to divide the game into Rounds. A Round is an arbitrary passage of time during which all the Characters involved in a scene, including the Characters and enemies controlled by the Gamesmaster, are allowed one Action.

Sessions

A Session is the term used for each period of play. A game session has no predetermined duration, although two to four hours would be average. A game session may be a single stand-alone plot (somewhat like a short) story, or it can be more like a chapter in a novel - leading into upon a complex continuing story expanded upon week-to-week.

Campaigns

When built up weekly into an over-arching story, a

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series of Game Sessions is termed a Campaign. Campaigns can be epic and highly rewarding, but require considerable planning as well as spur of the moment invention on the part of the Story Teller.

The Players

The **Gamesmaster** is the term Wayfarer's Song uses for the player who acts as the game overseer. The Gamesmaster plots out each adventure, and then through a process of description and invention presents the world, the journey and the story to the other players. All other players in a game will have a **Character**. This is an assumed persona that a player takes on during a game. You might for instance play a stealthy thief, or a rune-wise sorcerer or a kind healer. Details of each player character are recorded on a **Character Sheet**. The character sheet is the piece or pieces of paper on which all the details, attributes, abilities and notes concerning your character are recorded. Blank character sheets are provided as a download.

The **Non-Player Characters** (NPCs) are all the cast, extras, monsters and creatures controlled by the Gamesmaster. NPCs are sometimes also referred to as **Extras**.

Order of Actions

Sometimes during the game you will need to determine an order of Actions. Especially in combat, but also in other dangerous or difficult situations this becomes necessary to avoid a situation in which all the Players are trying to declare actions all at once. To determine order of Action roll a d10 for each Character. Start at 10 and count down to 9... 8... 7 and so on. Each Character is allowed a single Action when the countdown reaches their score. If two Characters have the same score perform a second roll of the dice

Aptitudes

Wayfarer's Song uses fifteen basic Aptitudes to measure a Character's talents and proficiencies in some given fields of expertise. Aptitudes are rated on a scale from Rank 1 (Poor) to Rank 8 (Mythic).

Skill Ratings

Skill Ratings are used to determine how talented you

are relative to another Character. Wayfarer's Song uses eight levels of proficiency. All Characters start with a basic Rank One (Poor) in all Skills as a default. Points are then spent on increasing the Rating of Skills that are important for your Character concept.

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.

Test of Aptitude

Whenever your Character needs to undertake an action which is difficult or taxing your Gamesmaster may decide to call for a Test of Aptitude. When you test an Aptitude you will be attempting to beat a target number which is set by the Gamesmaster. Target numbers range from 1 (very easy) to 10 (very difficult). Difficulty is often abbreviated to (diff. 2) in the text, which means simply: difficult of Rank 2. 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 - A character in the game is trying to sneak past a sleeping wolf. The Gamesmaster determines that this is reasonably tricky, and sets the difficulty to 5. The Character has the Aptitude 'Subterfuge' of Rank 3 (Average). The player rolls 3d10 (Rank 3=3d10) and scores a 4, 7 and 8. The highest score here is the 8, which is equal or better than the difficulty (diff. 5), and consequently, the character succeeds at the Test of Subterfuge and sneaks past the wolf without a noise.*

Exceptional Success

A bonus is awarded when a Player rolls a pool of dice and highest roll occurs multiple times. For example if a character rolls 3, 5, 5, and 5 then the highest roll is a 5, and the 5 has occurred three times. For each dice past the first a +1 bonus is awarded to the total score. So, in the above example the Character would score a 7, based on 5, +1, +1. This bonus only applies when the highest number rolled is a multiple. A roll of 3, 3, 3, 6 and 8 provides no bonus.

Critical Success

When a dice pool of three or more is rolled (i.e. Aptitudes of Average or better) and the entire dice pool scores the same number, for example, a roll of 2, 2, 2, 2, and 2, then a bonus of +2 is added to the score for every dice rolled. In the above example five dice were rolled, providing a total bonus of +10 and generating a final score of 12 (2+10).

Effort

Characters can take ranks of Fatigue in order to put more effort into a Test of Aptitude and up their 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 Fatigue can be expended on any one roll. For each point of Fatigue spent a temporary +1 bonus is added to your total score. Characters have a maximum Fatigue, and just as there is a limit to the Injury that can be taken before Character death, If you expend all of the Fatigue available to you then exhaustion overwhelms your Character, and he or she will collapse all but unconscious.

For Example: A Character has to make a Test of Fortitude to force open a gate. The Gamesmaster sets difficulty at 6. The Character only has a Fortitude of Rank 2, so the Player decides to expend Fatigue in order to increase the chance of success. The Player decides that it's very important that the gate be forced, so expends three points of Fatigue, then rolls. The Player scores a 3 and 4. Because of the expended Fatigue the player gets to add a +3 bonus to the highest roll, bringing 4 up to 7, thus beating the difficulty (diff. 6) and allowing the Character to pass the Test of Fortitude.

Situational Modifiers

In some instances, as the Gamesmaster, 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 play. Situational Modifiers 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: A group of Characters is struggling to swim to shore after a 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. One Character is wearing a heavy leather mantle and fur boots, and for this Character the Gamesmaster sets a Situational Modifier of -2. By kicking off the boots the Character reduces their weight and reduces the penalty to -1. If the Character is able to get the leather jerkin off as well the Situational Modifier would disappear.

Opposed 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 are playing a game of chess. The resolution of the game of chess is based on the Wit Aptitude. Erik has a Rank Three (Average) Wit. Aelfrienn has a Rank Six (Fabled) Wit. Erik rolls 3d10 and scores a 4, 4 and 5. Aelfrienn rolls 6d10 and scores a 3, 4, 4, 8, 9 and 10. Aelfrienn's score of 10 considerably outmatches Erik's high score of 5 and Aelfrienn wins the game.

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.

Multiple Opponents

When fighting Multiple opponents in close combat a Character is forced to split a dice pool in order to defend against all incoming attacks.

For Example: Grimm is being attacked by three enemy warriors. Grimm has an Affray of Rank 7 (Legendary) and decides to split his Aptitude 3/2/2 among his opponents, so that he directs a roll of 3d10 against one opponent and 2d10 against the other two. If he runs out of dice (i.e. if he is attacked by greater than 7 opponents during a single round) then he will start to suffer undefended assaults which will simply cause injury without any need for a Test of Aptitude.

Instinctual Actions

Generally, when a Character makes a dice roll in the game the Test of Aptitude results from a declared action. Sometimes, however, the Gamesmaster may declare that one or more Characters need to make a Test of Skill versus a set difficulty because of something that has happened which is outside of their control. For instance, if the Characters are ambushed by enemies who roll cut tree trunks at them down a hill the Characters might have to make Tests of Dexterity versus Difficulty 4 to avoid being struck by a trunk. This will occur instinctually and none of the Characters need to decide to avoid the tree logs.

Combat

Battles are divided into Rounds: an arbitrary period of time in the game in which all characters are allowed to declare an Action. The order of Actions is determined at the beginning of each round. Each Player rolls of d10 for their Character. The Gamesmaster rolls a d10 for each enemy character the Players are facing. The Character who scores the highest dice roll takes the first Action – i.e. if you roll a 10 and no one else rolls a 10 you will have the first turn. Numbers are then counted down from ten to one and Players declare an Action on their turn. If two or more Characters score the same dice roll and their actions are in conflict, then they will need to roll again until a clear order of action is established.

Melee Attacks

Characters can declare a melee attack against any opponent within close striking range. Declaring a melee attack invokes an Opposed Contest of Aptitude (see

above), and the winner inflicts injury on the loser. This is an important point: although there is nominally an ‘attacker’ and ‘defender’ either party can come off worse and suffer injury. Declaring an attack is dangerous...

If both Characters score the same dice roll then neither Character is injured and the attack is a draw.

For Example: Aeric is engaged in a battle with a Drachen, a smallish kin of dragon about the size of a horse. Aeric decides to use his boar-spear to make a melee attack on the creature. Aeric has a Rank Five (Renowned) Affray Skill whereas the Drachen has only a Rank Four (Good) Affray Skill. Aeric attacks and rolls a 3, 4, 4, 6 and 7. The Drachen rolls a 1, 1, 2 and 6. Aeric’s 7 beats the Drachen’s 6 and so Aeric wins and inflicts injury. Now the Drachen is allowed a turn. The Gamesmaster decides that it will choose to make a melee attack. The Drachen attacks and rolls a 6, 7, 8 and 8. Rolling a multiple high dice (the second ‘8’) gives the Drachen a +1 for each additional dice, so it scores a total of 9 (8+1). Aeric rolls a 4, 5, 5, 7 and 10. His 10 beats the Drachen’s 9 and even though it was the Drachen that attacked, Aeric deals injury because he won the Contest of Affray.

Melee Defences

A character can choose to do any number of things instead of attack: run away, try to talk to their opponent, beg for mercy or just keep out of arm’s length. If a Character nominates a defensive action rather than an attack the Character gains a +1 bonus to Armour Protection for the duration of the turn. Because this bonus applies across the entire turn, taking a defensive stance is declared at the beginning of the turn. Additionally, if a Character decides on evasion over attack, the evading Character is allowed to use either Dexterity (dodging) or Affray (parrying) when under attack.

Fleeing

Retreating, backing off or turning to flee opens a Character up to a single free melee attack (i.e. no bonus ranged attacks are invoked) by any enemy who is within striking range. These free attacks are tested against the fleeing Character’s Dexterity Aptitude. If

the fleeing Character wins a melee contest versus Dexterity then he or she escapes unharmed. If the Attacker wins then the Attacker is allowed to *either* inflict injury (but allow the fleeing Character to escape) *or* inflict no injury but block the fleeing Character’s path of escape.

Ranged Attacks

All ranged attacks are based on the Ranged Aptitude. When a character uses a bow and arrow, a throwing axe or a spear as a ranged attack in battle the attack may either be Unopposed or Opposed. If the target is unaware of the attack then the attack is Unopposed. The Difficulty is set by the Gamesmaster taking into account range, whether or not the target is moving or hidden by cover and how large the target is. If the attacker succeeds then the missile strikes and inflicts injury.

If, however, the target is aware of the attack then the attack becomes Opposed. The level of Difficulty is still set by the Gamesmaster and the attacker performs a Test of Ranged Aptitude against the Difficulty. If the attacker succeeds, and the defending character chooses to dodge or block the attack with a shield, then the defending character Tests Dexterity against a Difficulty based on the Attacker’s Ranged Aptitude. If the defending Character passes their Test of Dexterity then the dodge is successful and the missile flies wide. Blocking a ranged attack with a shield is dealt with in a different way (see Shields, below).

For Example: Aeric is hiding in the woods and about to loose an arrow at a stag. The stag is unaware of the attack. The Gamesmaster decides that the attack is of Difficulty 6. Aeric Tests his Ranged Skill scores a 3 and fails. Because this attack was Unopposed the stag had no part to play in the resolution. The stag now leaps into a run and the Gamesmaster states that Aeric has one more chance to loose an arrow before the deer vanishes into the forest. But now the stag is aware of Aeric, and the attack becomes Opposed. Because the stag is now running the Gamesmaster increases the task to Difficulty 8. Aeric tests his Ranged and passes by rolling a 8. Aeric’s Ranged Aptitude is Rank Three (Average) and thus, the deer has to dodge versus a Rank Three +2, or 5. The Gamesmaster tests the deer’s Dexterity versus

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Difficulty 5 and fails. The arrow strikes and inflicts injury.

Range Table

Range	Close
Throwing Axe	5 paces
Spear	10 paces
Small Bow	10 paces
Long Bow	15 paces
War Bow	20 paces

Range	Medium
Throwing Axe	10 paces
Spear	20 paces
Small Bow	20 paces
Long Bow	30 paces
War Bow	40 paces

Range	Long
Throwing Axe	20 paces
Spear	40 paces
Small Bow	40 paces
Long Bow	60 paces
War Bow	80 paces

Roll Difficulty to Dodge/Block

10	Ranged Skill +3
9	Ranged Skill +2
8	Ranged Skill +2
7	Ranged Skill +1
6	Ranged Skill +1
5	Ranged Skill +1
4	Ranged Skill
3	Ranged Skill
2	Ranged Skill
1	Ranged Skill

Injury

Weapons are rated according to a dice pool from 1d10 upwards. Although there is no upward limit to a weapon's dice pool, normally weapons seldom exceed 5d10. When you injure an opponent in battle, roll your weapon's dice pool. Look over the dice and find the highest number rolled. This number is then dealt as injury to your opponent's Health. Injuries from any source – not just weapons – are dealt with in the same

way.

Wooden Club	1d10
Knife	2d10
Longknife	3d10
Sword	4d10
Battleaxe	5d10

For Example: Aeric strikes at the Drachen with his boar-spear and hits. A boar-spear is a 4d10 weapon. Aeric rolls a 3, 5, 7 and 9. Only the highest score rolled matters – in this case the 9—and Aeric inflicts 9 points of injury against the Drachen.

Some Weapons, in particular those made by Aelfan or Duergar craft, or those enchanted with magic confer a bonus to injury. This is written as a (+1) or (+2) et cetera. This bonus is added to the highest number rolled.

Weapon of Least Enchantment	+1
Weapon of Lesser Enchantment	+2
Weapon of Greater Enchantment	+3
Weapon of Grander Enchantment	+4
Weapon of High Enchantment	+5

For example: If in the above example Aeric had been using a boar-spear of lesser enchantment (+2) he would have added the bonus two to the nine he rolled and dealt a total of 11 points of injury to the Drachen.

Unarmed Attacks

When using the Brawling skill, 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: Aeric's throws a punch at the Drachen. He rolls d10 and scores a 7 and a 2. Because this is an unarmed attack, Aeric has to take the lowest number rolled, and inflicts 2 points of injury.

Armour

Armour protects the wearer from injury in battle and sometimes from other dangers as well, although this is

at the discretion of the Gamesmaster. Armour is scaled from Rank 1 upwards. Each Rank of Armour soaks one point of injury each time you are attacked. Note, however, that an armoured character always suffers a minimum of one point of injury when attacked, even if Armour would otherwise reduce injury to zero.

Light Hide	Rank 1
Heavy Furs	Rank 2
Padded Leather	Rank 3
Iron Scales	Rank 4
Chainmail	Rank 5
Regal Mail	Rank 6

For Example: The Drachen has a hide of thick, leathery scales that amounts to natural armour of Rank 3. In the above example Aeris inflicted 9 points of injury against the creature. The Rank 3 armour reduces the injury to 6 (9 minus 3). The next round Aeris deals the Drachen 4 points of injury. The Drachen has armour 5 and although this reduces the injury to zero, it still suffers the default 1 point of injury.

Shields

A Character can choose to take cover behind a shield when coming under attack. It costs one point of Fatigue to use a shield in this way. Shields provide a Block Blow roll and have a Soak Threshold. The smallest class of shield, a buckler, is useful only for parrying and provides little cover, only a 2 in 10 Block Blow. A small round shield provides a 4 in 10 chance of catching an incoming attack. A large round shield provides a 6 in 10 chance of cover and a very large tower shield provides an 8 in 10 chance of cover. Soak Threshold is the maximum amount of damage a shield can absorb in one attack before it is utterly destroyed. Damage caught on a shield is not kept track of and it is assumed that Characters will keep their shield in good repair between battles. If a shield has a Soak Threshold of 6, then it can absorb a range of blows, for example 2 Damage, 5, Damage, 1 Damage, and 6 Damage, but if a blow inflicting 7 Damage or more is caught then the shield is smashed to pieces and lost. Block Blows are tested after it has been determined which character has won a round of combat but before the damage is inflicted.

For Example: The Drachen attacks Aeris and wins.

Aeris has a small shield and raises this in defense. He expends one point of Fatigue and notes this on his Character Sheet. Aeris tests his Block Blow by rolling 1d10 and scores a 3, this is within the 4/10 range he needed so the blow is caught on the shield. The Drachen rolls for injury and inflicts 3 points of damage. This is below the shield's Soak Threshold of 6, so the injury is deflected and the shield remains intact.

When coming under Ranged Attack, you may test your shield for cover while also attempting to dodge. If an arrow, spear or axe bypasses the shield then a Character is still allowed a Test of Dexterity, and vice versa. Non-mundane missile weapons, such as a bolt of dragon breath can also be blocked using a shield, however, it is at the discretion of the Gamesmaster whether all or only part of the damaging force is absorbed by a magical attack.

For Example: The Drachen backs off from the fight and spews a bolt of fire at Aeris. The Gamesmaster decides that the bolt of fire isn't very powerful and can be caught on a shield. Again Aeris expends one point of Fatigue and tests his Block Blow (still 4/10), scoring a 1. This is within the Block Blow range so the Drachen's flames are caught by the shield. The Drachen rolls for damage and inflicts 7 points of injury. Aeris's shield only has a Soak Threshold of 6. So although the 7 points of damage are deflected from Aeris and he suffers no injury, his shield is destroyed. If Aeris had not passed his Block Blow test he would have been allowed a Test of Dexterity to avoid the firey breath.

Shield	Block Blow	Soak
Buckler	2/10	4
Small Shield	4/10	6
Large Shield	6/10	8
Tower Shield	8/10	10

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 your relevant combat skill (e.g. Affray, Ranged 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: Aeris attacks the Drachen, succeeds on his Test of Affray and then rolls for damage. He scores a 5, 7, 10 and 10. Because Aeris rolled a natural 10 the Drachen needs to make a Test of Fortitude versus Aeris's Affray of Rank Five. The additional 10 increases the Difficulty by one level to diff. 6. If the Drachen fails this Test of Fortitude then the injury is deemed so severe that the boar-spear strikes the creature to the ground and renders it completely defenceless. Aeris would be able to dispatch it with a dagger on the next round if nothing else tries to prevent him doing so. Even if the Drachen passes its Test of Fortitude it still suffers the usual level of injury from the attack.

Stunned

Optional Rule: If a Character suffers four or more points of injury from one attack (after armour has been subtracted), the injured Character is automatically Stunned for the duration of the next Round. A Stunned character can only take defensive actions and cannot undertake anything complex or intricate including working magic.

Battered

Optional Rule: If a Character suffers six or more points of injury from one attack (after armour has been subtracted), the injured character is automatically Stunned (see above) for the following two rounds, and if wielding a weapon the character loses their grip and drops the weapon. If the character is wielding two weapons or a weapon and a shield, then the Gamesmaster chooses which item is dropped by a random dice roll *e.g. odds: weapon, evens: shield*.

Courage

Optional Rule: Largely a subjective matter, and something that as the Gamesmaster you will want to vary to the taste of the gaming group. Using the Courage Aptitude in combat can be a useful way to add an extra dimension of drama to a battle. The Gamesmaster can require characters to make a Test of Courage when they face a terrifying sight, a monster or a frightening act of violence in battle. Failing the

Test of Courage, however, shouldn't necessarily dictate that the Character must run away—players don't often enjoy playing a character who is forced into being a coward. Instead, when a Character fails a Test of Courage you can give the player the option of running away—if however the character chooses to stand and fight, impose a penalty to actions during the battle (see Situational Modifiers, above).

Harrying

Optional Rule: Instead of dealing injury to your opponent, you can choose to try and exhaust and outwit your enemy with non-fatal attacks. In this instance you deal injury to your opponent's Fatigue instead of Health. Injury is rolled in the normal way except that Menace is based on your Affray or Brawling Aptitude, depending on which you are using, instead of the Weapon's Meance. Armour does not provide protection against Harrying Injury to Fatigue. Use the following chart as a guide to Harrying.

Rank 1	No Menace
Rank 2	Menace 1d10
Rank 3	Menace 1d10
Rank 4	Menace 2d10
Rank 5	Menace 2d10
Rank 6	Menace 3d10
Rank 7	Menace 3d10
Rank 8	Menace 4d10

Magic and Soulburn

Channelling magic through a frail body has its risks. Enchantment has a way of working itself into the blood and Sorcerers who work long with it slowly become tainted by their own charms.

The more a Character relies on spells, the more magic builds up in his blood. The more magical energy builds up in a body the greater the chance that the magic will take on a life of its own and erupt out of the Character leaving a Taint in its wake.

This build up of magic is called Soulburn by Sorcerers, and its effects vary depending upon the type of magical energy that is being channelled. Healing and protective magic tends to do little damage to the caster and leave more benevolent Taints. Magic meant to neither hurt nor heal is of a middling sort and only sometimes becomes destructive when Taints are caused. Magic

channelled to destroy causes the worst Soulburn and can leave a Sorcerer bloodied and ruined.

Taints

The sorcerer who commands magic to do his bidding does so at his own risk. Magic is changeful, and changing: it may merrily obey the will of the powerful, and then turn on its master with teeth bared. For magic craves change, and who better to reshape than the sorcerer himself? The taint of long years of dealing with magic can become all too obvious in those older sorcerers. Unnatural, eldritch things can happen to a mortal who allows magic to linger to long in their blood.

Rules

Characters who gain ten ranks of Soulburn suffer a Taint, rolled randomly on the Taint Charts provided in the following pages. Once a Taint has been suffered Soulburn returns to zero.

As the Gamesmaster you make the decision as to which chart to roll on. Base your decision on the nature of the magic the sorcerer has been working. But remember that the table is a list of suggestions only and should be treated as such. Feel free to interpret a given taint how you like and to invent new taints that are in theme with the magic that has caused them.

Character lose Soulburn naturally while sleeping: one level of Soulburn is lost per two hours of sleep. Sorcerers may also smoke a pipeful of Juniper Leaf, an expensive but sometimes necessary way to reduce Soulburn.

Autumn Days

- 1 Your eyes turn rusty and coppery
- 2 During autumn, leaves that fall follow you about on a swirl of constant wind
- 3 You can crush up natural autumn leaves into a poultice that heals injuries up to serious wounds
- 4 Your hair turns to a mingled red-gold-bronze colour
- 5 Any tree you touch turns autumn red
- 6 You leave a trail of autumn leaves, which appear in the air in your path
- 7 In autumn you gain a temporary +1 to Willpower
- 8 Fruit ripens as soon as you pick it up

- 9 During Spring you suffer a -1 penalty to Willpower
- 10 You loose the ability to cast any spell during the Spring equinox

Birds and Beasts

- 1 Once a week an animal of your affinity decides to follow you about all day
- 2 You gain the ability to speak with one species of bird of Gamesmaster's choice
- 3 Wild animals when encountered act friendly 1-4, neutral 5-8, territorial and hostile 9-10
- 4 Gain a subtle animal-affinity feature of Gamesmaster's choice e.g. cat-like eyes, furry ears
- 5 If you see an animal suffering or in pain you physically feel the same pain
- 6 If you kill an animal using tools or fire, you will loose your ability to cast spells for one week
- 7 You can no longer stomach preserved food, although cooked food is still digestible
- 8 Gain a major animal feature of Gamesmaster's choice e.g. horns, fur, hooves
- 9 Small wild animals follow you about constantly
- 10 Any injury you cause to a wild animal appears also on your body

Day and Sun

- 1 Your eyes glow with a radiant, sun-like sheen at night
- 2 During the day you can always tell north
- 3 During the day you can heal minor wounds by touch
- 4 Your hair turns golden and shimmering
- 5 Your skin turns tanned and bronze
- 6 Varying numbers of tiny dancing orbs of light hover about you constantly
- 7 When you become angry your eyes blaze like suns
- 8 Spirits of the dark become afraid of you
- 9 At night you suffer a -1 penalty to Willpower
- 10 You loose the ability to cast any spell during the midnight hour

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Earthly Magic

- 1 Your eyes turn grey and milky: you now see spirits and ghost as more solid than people
- 2 Any stone thrown at you stops in mid air and falls to the ground - no effect on falling stones
- 3 Iron and steel glow red how when within two feet of you, take a severe burn if touched
- 4 You can heal minor wounds by touch as long as you are touching the earth i.e. barefoot
- 5 Intricate knot-work carvings appear over any small stone that you pick up
- 6 Intricate knot-work carvings appear over any wood surface, (doors, tables) that you touch
- 7 You become uncomfortable if away from a forest or wilderness
- 8 Woodland spirits find you intriguing and may try to lure and trap you
- 9 Nature spirits of least power find themselves unable to disobey your voice
- 10 You loose you magic while you are not in physical contact with the earth: i.e. barefoot

Evil and Malice

- 1 Any spells or relics crafted against evil do an extra rank of damage to you.
- 2 Wards or relics charmed against evil glow red when you pass.
- 3 The spirits of anyone you kill with magic return as a wraith of least power and haunt you.
- 4 Your flesh shrivels and you begin to look like a walking corpse.
- 5 You find sunlight painful but not unbearable.
- 6 You can no longer stomach cooked food and must instead eat only raw flesh
- 7 Anyone who touches or is touched by you suffers a deep wound.
- 8 Animals panic and bolt in your presence. Small animals may die of fright.
- 9 Anyone you talks to must make a Test of Will or feel overwhelming fear.
- 10 You are engulfed by fire. Treat this as a Menace 9 blast to the whole body.

Fire and Light

- 1 Your eyes now look fiery and flickering in dim light
- 2 You can control the shape and colour of small

puffs of smoke by concentration

- 3 You can pick up a small natural flame out of a natural fire and carry it about
- 4 You can cause a single crystal or gemstone to glow with fiery light by concentration
- 5 Gain Fiery Touch: 1-2 sparks, 3-6 cause a minor burn, 7-10 take a minor burn
- 6 Natural fires burn brighter and leap higher when you pass
- 7 You can control the shape and colour of campfire sized blazes by concentration
- 8 You can light small fires on flammable material by touch and by passing a test of Willpower
- 9 You are immediately blasted by a 4 foot radius column of fire – take a Menace 6 burn
- 10 You are immediately blasted by a 8 foot radius column of fire – take a Menace 8 burn

Harm and Injury

- 1 Your blood becomes poisonous leaving you wracked with pain
- 2 Your shadow now wilts plants
- 3 You now bleed from your eyes whenever you cast a spell
- 4 Age ten years in a matter of minutes
- 5 Your skins shrivels and withers, making you look like a living corpse
- 6 You now cough up blood constantly, permanently losing one level of Fortitude
- 7 Animals fear you: dogs growl, horses sweat, cats hiss in your presence
- 8 Runes or relics crafted against darkness glow red when you are within ten feet
- 9 You find sunlight very painful, but not quite unbearable
- 10 You can no longer stomach any food except raw flesh

Healing

- 1 You can now heal minor wounds by touch and concentration
- 2 You become younger by five years in a matter of moments
- 3 Your blood, when dripped on the ground, bursts into flowers and plants
- 4 The next wound you take will heal in minutes
- 5 Your blood when mixed with wine will create

- a potion that heals the wounds of the drinker
- 6 Your natural life-span increases five years
- 7 You now feel the pain of any injury you cause to another
- 8 You can take a wound from another and give it to yourself by touch and concentration
- 9 Any non-enchanted weapon you hold for longer than five minutes turns to dust
- 10 You now suffer the same wounds as those that you inflict on others

Caud and Flash

- 1 Gain the ability to speak to one type or bird or animal of Gamesmaster's choice.
- 2 Gain the ability to mimic any voice.
- 3 Gain the ability to mimic any animal or bird sound
- 4 Your eyes now subtly change colour according to your mood
- 5 One feature of your face or body becomes more attractive in colour or shape.
- 6 Your eyes glow when you become passionate or emotional
- 7 Any object you hold looks older and more worn than it really is
- 8 Any idle attention is at least briefly drawn to you if you enter a room or crowd
- 9 Illusions now affect you as if they were real and solid
- 10 Enchanted creatures find you intriguing and will follow and ask questions

The Green of Summer-Spring

- 1 If you harm or cut down a living tree then you will lose you ability to cast spells for a week
- 2 Plants and trees now untangle and move aside for you to pass
- 3 Plants grow noticeably larger and wilder overnight wherever you sleep the night
- 4 Your eye and hair now changes colour with the seasons
- 5 Trees near you place of dwelling change permanently to live in your favourite season
- 6 Fruits ripen for you upon holding them
- 7 Dead wood you touch is magically covered with intricate knot-work patterns
- 8 Take an extra level of damage from fires,

- natural or otherwise
- 9 Dead wood you touch (i.e. staffs, tables), magically sprouts shoots, roots and green leaves
- 10 You loose the ability to work magic at all unless you are holding a staff

Moon and Stars Benighted

- 1 Your eyes glow with a pale moonlit sheen
- 2 Your eyes turn black as night
- 3 During the night you can heal minor wounds by touch
- 4 Your hair turns black with silvery streaks
- 5 Your skin turns pale and ivory-like
- 6 Shadows gather about you during the day and rooms grow darker when you enter
- 7 Candles and torches have a 4/10 chance of snuffing out when you pass within a foot
- 8 Minor spirits of the dark become attracted to you and begin to follow you about
- 9 During the day you suffer a -1 penalty to Willpower
- 10 You lose the ability to cast any spell during the noon hour

Storms and Skies

- 1 You can tell exactly what the weather will be like in the next 24 hours by staring at the sky
- 2 You can change the direction, but not speed, of wind by concentration
- 3 Your eyes light up like lightning when you become angry
- 4 You can summon harmless, if showy, lightning at your hands by concentration
- 5 Spirits of the air now find you attractive and follow you about
- 6 Air temperature drops, and candles may snuff out when you enter a room
- 7 Your skin feels deathly cold to the touch, and you now cannot die of exposure to cold
- 8 You hair is constantly caught in a strong wind that affects no one else
- 9 Storm clouds rain and wind follows you about always, almost but never quite catching you
- 10 You now find buildings painfully uncomfortable, and find it impossible to sleep under a roof

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Raw Magic

- | | | | |
|----|---|----|--|
| 1 | Your eyes glow silver in moon or starlight | 3 | Anything your touch for more than a minute gathers a harmless frosting of ice and rime |
| 2 | Your hair turns snowy white | 4 | You no longer suffer discomfort in cold, and cannot die from it |
| 3 | You can sense when someone is lying by passing a Test of Willpower | 5 | You now find spring or summer heat unbearably hot |
| 4 | Magical relics glow with pale blue light when you come within ten feet | 6 | Your hair becomes permanently laced with crystals of ice |
| 5 | Small globes of coloured light permanently dance around you | 7 | Anyone who touches or is touched by you suffers a minor wound from the cold |
| 6 | Your children will inherit your taints | 8 | You can cause normal water to freeze by breathing on it |
| 7 | The air temperature drops when you enter a room and chill winds follow you | 9 | Minor, spectral and somewhat useless spirits of the snow and ice begin to follow you about |
| 8 | Your shadow, while remaining attached to your feet, now moves of its own accord | 10 | You lose the ability to work magic during the month of mid-summer |
| 9 | Horses sweat, shy dogs growl, and cats hiss when you pass | | |
| 10 | Any charm or ward against enchantment affects you | | |

Rivers and Lakes

- 1 Water you collect is purified of diseases or toxins
- 2 Water that you breathe over will heal up to shallow wounds when drunk by others (but not by self)
- 3 You can see through water no matter how murky
- 4 You can put out a small natural fire, no larger than a campfire by concentration
- 5 Where you rest for the night there is a 1/10 chance of a spring bursting from the earth
- 6 Water spirits find you intriguing and will try to lure and trap you
- 7 Water that you breath over will heal up to deep wounds when drunk by others (but not by self)
- 8 You can no longer drink anything but natural water i.e. no beer, wine, juices of fruits
- 9 Watercourses, springs and rivers swell noticeably when you stand within ten feet
- 10 Anywhere you sleep more than seven nights starts to become swampy and wet

Winter and Snows

- 1 Your hair turns snowy white
- 2 Your eyes turn a silvery white and appear almost without iris or pupil

Chapter Three

CHARACTER CREATION

Their leader, the chief among them, the most powerful of sorcerers, their king, lay dead upon a bower of straw. The smell of tar and blood and peat smoke filled up the cramped air of the long hall. It had been an assassin's blade that took him away. Treachery. And revenge was demanded - but first there was the matter of the ritual. While some wailed with grief and anger, the solid of heart took his body, washed it, wrapped it in sheepskin, and cleanly cut away his head, catching every last drop of his blood in a copper cauldron. The head they placed on his chest, and then each took up a place in a circle about the body. Mead was poured into the cauldron and swirled until it was crimson. Each man spat once into the broth. The first to take his drink shuddered as he gulped greedily at the blood. As he passed the cauldron to the next of the kinsmen, an inner fire burned in his eyes, and flames flickered about his body. The magic of the dead sorcerer-chief was already seeping into the drinker's flesh. Each waited their turn with fearful anticipation, watching each drinker with a keen eye. Who could guess what magic would be awakened in the heart of each who drunk of the sorcerous blood?

All players other than the Gamesmaster need to create a Character in order to play Wayfarer's Song. Your character is your persona in the heroic saga you are about to embark upon – and he or she will be one of the key protagonists in a tale of magic, myth and daring. The Core Rules only provide guidelines for creating Mortal Men – the rules for creating player Characters from other races, the crafty Duergar, enchanted Aelfan or savage Ettin are detailed in their respective Kithbooks.

The following chapter will lead you step-by-step through the process of creating, crafting and refining a character ready for play. Primarily this process involves choosing skills and degrees of competence for your Character. This ranks and levels are needed in the game to help the Gamesmaster determine if you character will succeed or fail at a given task. The Gamesmaster also needs to know what belongings your Character owns and what, if any, magical powers or spells a Character might know. All of these details are established during character creation.

Other Races

It is largely at the discretion of the Gamesmaster whether or not a playing group of mixed Character races such as Aelfan, Duergar or Ettin will be allowed.

This will depend somewhat on the sort of game that the Gamesmaster has in mind, and somewhat on what type of Characters the players are interested in playing. Sly, brigandish Mortal Men may get along very well with Ettin, although the relationship is likely to remain mistrustful. On the other hand, more heroic-minded Mortals are unlikely to appreciate an Ettin in their midst. Duergar are unlikely to travel with Aelfan Folks, but often freely associate with both Ettin and Mortals as traders and craftsmen.

CHARACTER TERMS

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

Tribe: A Tribe is a loosely aligned collection of families that dwell either together in the hillforts or towns or spread in smaller settlements through an area of marshes, dales or woodlands. Tribes share a culture and language, and are usually ruled by a single council, king, queen or moot of elders.

Trait: Single, one-off quirks, backgrounds or physical features. Players can opt to purchase some Traits during character creation whereas other Traits may be 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. Otherwise Traits are subjective. Following a battle with a fire-drake in which the Character is very nearly killed you may decide to make a note of a Trait 'Scarred by Burns'. This sort of acquired Trait is simply invented on the run, and constitute notes on how a Character's history has changed their life, social ties and appearance.

Aptitude: A learned talent. There are fifteen broadly defined Aptitudes in Wayfarer's Song. Aptitudes are ranked on a scale from Rank 1 (Poor) to Rank 8 (Mythic).

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 Skills and Disciplines.

Creating a Character

The following is a step-through guide to creating your Character. Although the steps are presented in a logical order, you do not actually have to follow this order. You could work out your Character's details first, then choose a Tribe, then sort out Traits then nominate some belongings and so on. Just make sure that whichever order you choose to take you don't forget any aspects of your Character.

Overview

Character Creation in Wayfarer's Song is based on the following key points.

- Character creation puts concept first. Although some shaping of your Character will occur while you go through the process of choosing Skills and Traits, the method of Character generation used is reasonably open ended and assumes that a player will have a general concept for a character before beginning. There are no restrictions on concept outside of basic setting restrictions: a Character can be of any age or sex, so long as the Character can be explained within the setting of the world.
- Wayfarer's Song is primarily a co-operative and heroic game. Although the game can be played with a bickering or unfriendly group of characters, the usual assumption is that a group of Player Characters are

friends and allies. You need to make sure that your Character concept will work well with those of your fellow players.

- Character Creation is point-based and primary attribute based. There are no random rolls involved in creating a Character. Also, there are no secondary attributes in the game i.e. there are no attributes such as 'ability to dodge a blow' or 'ability to knock down a door' that would be based off another attribute such as 'Dexterity' or 'Fortitude'. This approach to game mechanics is aimed at allowing you to better craft a Character with a concept clearly in focus.

- Character Creation is relatively involved. You will need about half an hour to fully create and flesh out a new Character.

- Characters are assumed to be unusual, heroic, strong and potentially great legends. There are a lot of ways to add bonuses to Aptitudes, a lot of magical powers and a lot of means by which social and political power, wealth or treasures can be obtained during Character generation. This is part and parcel of playing a legendary game, new Characters in Wayfarer's Song are not assumed to be inexperienced, unworldly or incompetent by default—although if you wish to play such as character you can.

Step One: Concept

Step Two: Tribe

Step Three: Aptitudes

Step Four: Traits

Step Five: Disciplines

Step Six: Belongings

Step Seven: 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.

Ask yourself some questions. Who and what do you want your character to be? A sneaky charlatan? An all-powerful sorcerer? Perhaps a hero in silvered armour with a flashing sword? Or a darker sort perhaps – a downfallen lord? A wandering beggar with arcane secrets?

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.

Chanter of Swords

A warrior come hedge-sorcerer. Primarily a warrior and reaver who will master in time a few small sorceries to give the edge in times of battle and peace both.

Clan chieftains, warrior-priests and heroes sometimes learn a little sorcery to help them on the field of battle or in the course of defending a tribe, clan or hallowed place. You have begun learning a little magic to aid you in war, but the sorcery is something learnt in secret and in fear. Sorcerers are bound by tradition not to teach spells to the uninitiated and to defend the secrets of the magic against the unordained - as a Hedge-Sorcerer your days may well be numbered.

Charlatan

An enchanter, a thaumaturge extraordinaire, a worker of miracles and visions and wizard's fire - or is he?

You are man with some Aelfan blood in your veins, enough to give you a little of their glamour, their illusionary tricks and powers (see Disciplines, Illusory Arts). You may claim to be a great and powerful sorcerer. You may scare pig-farmers and housewives, but be warned a real sorcerer will know soon enough the difference between arcane magic and your power over illusion.

Hero

A warrior of the sword and axe, hunting adventure and fame. You shall visit the halls of kings, and through valour and daring earn gold bands held out to you on the tips of swords, earn respect too, and fame and honour and a place among the dead who attend the gods.

You are a wandering hero, motivated by glory, and to a lesser extent wealth. You have little interest in magic, and may find sorcery not merely distasteful but a dishonourable path to victory.

Hexmonger

The witch who crouches over smoking fire, gazes into the crystal, and works spells to blight, to bless to heal. You are the earthiest of sorcerers, and also the least in power and status. Your sorcery is mostly derived from a devoted study of lesser sorceries, and the use of superstitions against those who believe in them.

Hewer of Wood

An earthy man, a woodsman and farmer. The average salt of the earth who taking a woodcutting axe in hand will go Viking now and then.

You are a good stout man, a fellow, who knows right from right, wrong from wrong, and that common sense will help with everything in between.

Huntsman

A wandering of the woods and waters wild, a woodland ranger and traveller, and a hunter of anything that flies by wing or walks by foot upon the mortal earth.

You are the apical hunter, he who lives for the chase, for the smell of wet and wild woods, for the feeling of freedom and carefree living in the wild. You shoot stags and roast feast that lords would envy, you root out bee nests and have honey to sweeten your meal. And have you taxes? A burden of lords and landowners? No. Yours is the life of the free.

Soothsayer

A prophet, a seer of omens, one both blessed and troubled by visions and premonitions. You are subject to periodic visions of the future or of distant people and places (see Disciplines, Visions). Perhaps you can see the spirit-world, and feel the course of all fate and living things (see Disciplines, Second Sight). You can find work no doubt: there are always those willing to pay for a fortune told by candle-light, but how do the visions affect you? It must be troubling to a lens for fate.

Squall Witch

A sorcerer of storms, skies, winds and thunder, lightning and rains. A concept that can be attained by choosing storm, wind and rain related spells as well as perhaps nominating one or more enchanted items that relate to the air and spirits.

Thief

A pilferer, sneak-thief, rag-picker, rouge and brigand. A man who lives by wits and theft with little compunction for others.

You are not merely a lawless man, with few scruples, and no sense of property, but also have the luck of the damned. You almost need to, to live as a thief in the harsh world.

Wanderer

A shiftless hill-ranger and traveller, and somewhat of a merchant-adventurer who without home or attachments is forever on the road.

The life of the road is for you. You are the rover, the ranger, the perfect adventurer, always in search of new things to see and places to tell you children about (should you ever settle down).

Warrior-Poet

A man of two natures who is both a poet reciting the lore of love, and a warrior who delights in the songs of swords clashing.

You are a warrior poet. A tragic figure who both delights in and abhors the thick of battle. When the blood flows and the frenzy of battle subsides the song of swords is replaced in your soul by the song of sorrow, and regret for the murder you have done.

Wizard of Ravens

A sorcerer of the night-black winged raven, to whom he is friend and supplicant.

The Wizard of Ravens would eventually gain one or more raven familiars through the Familiar spell and has the Animal Tongues Discipline, enabling conversation with all normal ravens. The Wizard of Ravens would also have access to other spells of sorcery.

Step Two: Tribe

Of the many tribes of men, there are seven which are said to be the great tribes, for these are the tribes who rule over most of the last kingdoms of men, from the fire blacked and frozen north to the icy fens, and sunlit valleys of the south.

The Tribe you belong to is a pivotal part of your

Character, it determines not just the magical talents and powers that are open to you to learn, but also culture, outlook on life and the nature and number of friends, allies and enemies you are likely to encounter in the game.

Asyneur: Fiery tempered warriors and sorcerers

Beorga: Barbarians, raiders and hunter-gatherers

Morhorag: Fenlanders obsessed with a cult of the dead

Laukar: Woodlanders, hunters and wildwood gatherers

Skaldean: Wandering minstrels, gypsies and thieves

Vanargan: Healers, farmers, seers and prophets

The Seventh Tribe

Of the seventh great tribe little is recorded and less spoken. Their name has passed out of history and all knowing, and the people are referred to in the oldest tales as simply 'The Seventh Tribe', sometimes 'The Arceans', sometimes 'the Ice Peoples'. They lived, it is thought, to the north, and are said to have made their homes in elaborate caves of rock and ice. Nothing more can be said of them for certain, and if any of the Seventh Tribe still linger in the darker and more remote parts of the world, no knowledge of them is known to the other tribes of mortals.

Lesser Tribes

The Wayfarer's Song Core Rules focuses on the six remaining great mortal tribes listed above, however, other tribes do exist. Some are smaller and far-flung in the lands of ice and snow and forest to the north. Away to the south, far over the seas, hills and chill deserts there exist still more tribes of men, foreign and strange to the folk of Mithgerd but not completely unknown, these Sutherlanders have among them merchants, explorers, adventurers, heroes and scholars who have journeyed as far north as the lands of the five tribes and farther. If you wish to invent a Tribe, you will need to confer with your Gamesmaster. A new Tribe will require a basic description as well as Unique Disciplines, Strong Disciplines and Open Disciplines, just as the Five Tribes already do, and you may have to invent new Disciplines to suit your tribal concept.

Step Three: Aptitudes

Aptitudes describe spheres of practical knowledge. Your Character concept will give you a feel for which Aptitudes will be important to your Character and which will be less so. A warrior and thegn will need to focus primarily on combat and rulership Aptitudes, whereas a sorcerer will find it more useful to spend Aptitude Points on mental skills such as Willpower and Wisdom.

Characters are allotted a pool of 45 Aptitude Points to add ranks to their Aptitudes (enough points to increase all skills 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 skill 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

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.

Example Aptitude Sets

The following are some example Aptitude sets provided to give an idea of which Aptitudes are important for different which Characters. These sets can also be used as they are by Players who wish to quickly fill in some suitable Aptitude levels for their Characters. Slight tailoring of an Aptitude set can be achieved by swapping values around or re-working some of the Aptitude Points.

Huntsman: Affray: Three (3 pts.), Brawling: Two (1 pts.), Dexterity: Three (3 pts.), Courage: Three (3 pts.), Crafts: One (0 pts.), Cunning: One (0 pts.), Fortitude: Two (1 pts.), Perception: Three (3 pts.), Presence: One (0 pts.), Ranged: Five (14 pts.), Subterfuge: Three (3 pts.), Wayfaring: Five (14 pts.), Willpower: One (0 pts.), Wisdom: One (0 pts.), Wit: One (0 pts.)

Ironmonger's Boy: Affray: One (0 pts.), Brawling: Two (1 pts.), Dexterity: Five (14 pts.), Courage: Average Three Crafts: Four (7 pts.), Cunning: Three (3 pts.), Fortitude: Three (3 pts.), Perception: Three (3 pts.), Presence: One (0 pts.), Ranged: One (0 pts.), Subterfuge: Three (3 pts.), Wayfaring: Two (1 pts.), Willpower: Three (3 pts.), Wisdom: Two (1 pts.) Wit: Three (3 pts.)

Learned Sorcerer: Affray: One (0 pts.), Brawling: One (0 pts.), Dexterity: One (0 pts.), Courage: Two (1 pts.), Crafts: Three (3 pts.), Cunning: Three (3 pts.), Fortitude: One (0 pts.), Perception: Three (3 pts.) Presence: Three (3 pts.), Ranged: One (0 pts.), Subterfuge: Two (1 pts.), Two: One (0 pts.), Willpower: Five (14 pts.), Wisdom: Five (14 pts.), Wit: Three (3 pts.)

Fishmonger: Affray: Two (1 pts.), Brawling: Two (1 pts.), Dexterity: Two (1 pts.), Courage: Two (1 pts.), Crafts: Four (7 pts.), Cunning: Three (3 pts.), Fortitude: Two (1 pts.), Perception: Three (3 pts.), Presence: Five (14 pts.), Ranged: One (0 pts.), Subterfuge: Two (1 pts.), Wayfaring: Three (3 pts.), Willpower: Three (3 pts.), Wisdom: Three (3 pts.), Wit: Three (3 pts.)

Folk Hero: Affray: Five (14 pts.), Brawling: Three (3 pts.), Dexterity: Three (3 pts.), Courage: Four (7 pts.), Crafts: Two (1 pts.), Cunning: One (0 pts.), Fortitude:

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Three (3 pts.), Perception: Two (1 pts.), Presence: Four (7 pts.), Ranged: Three (3 pts.), Subterfuge: One (0 pts.), Wayfaring: One (0 pts.), Willpower: Two (1 pts.), Wisdom: Two (1 pts.), Wit: Two (1 pts.)

Royal Archer: Affray: Three (3 pts.), Brawling: Two (1 pts.), Dexterity: Three (3 pts.), Courage: Three (3 pts.), Crafts: Two (1 pts.), Cunning: Three (3 pts.), Fortitude: Three (3 pts.), Perception: Four (7 pts.), Presence: One (0 pts.), Ranged: Five (14 pts.), Subterfuge: Two (1 pts.), Wayfaring: Two (1 pts.), Willpower: Two (1 pts.), Wisdom: Two (1 pts.), Wit: Three (3 pts.)

Sea Reaver: Affray: Five (14 pts.), Brawling: One (3 pts.), Dexterity: Three (3 pts.), Courage: Three (3 pts.), Crafts: Two (1 pts.), Cunning: Three (3 pts.), Fortitude: Three (3 pts.), Perception: Two (1 pts.), Presence: Two (1 pts.), Ranged: Three (3 pts.), Subterfuge: Three (3 pts.), Wayfaring: Three (3 pts.), Willpower: Two (1 pts.), Wisdom: One (0 pts.), Wit: Three (3 pts.)

Skald: Affray: Three (3 pts.), Brawling: One (1 pts.), Dexterity: Two (1 pts.), Courage: Two (1 pts.), Crafts: Four (7 pts.), Cunning: Three (3 pts.), Fortitude: Two (1 pts.), Perception: Three (3 pts.), Presence: Five (14 pts.), Ranged: One (0 pts.), Subterfuge: Three (3 pts.), Wayfaring: Two (1 pts.), Willpower: Two (1 pts.), Wisdom: Three (3 pts.), Wit: Three (3 pts.)

Soothsayer: Affray: Two (1 pts.), Brawling: One (0 pts.), Dexterity: Two (1 pts.), Courage: Two (1 pts.), Crafts: Three (3 pts.), Cunning: Three (3 pts.), Fortitude: One (0 pts.), Perception: Three (3 pts.), Presence: Four (7 pts.), Ranged: One (0 pts.), Subterfuge: Three (3 pts.), Wayfaring: Three (3 pts.), Willpower: Three (3 pts.), Wisdom: Five (14 pts.), Wit: Three (3 pts.)

Unworldly Young Noble: Affray: Four (7 pts.), Brawling: Two (1 pts.), Dexterity: Three (3 pts.), Courage: Four (7 pts.), Crafts: Three (3 pts.), Cunning: Two (1 pts.), Fortitude: Three (3 pts.), Perception: Two (1 pts.), Presence: Four (7 pts.), Ranged: Three (3 pts.), Subterfuge: Two (1 pts.), Wayfaring: Two (1 pts.), Willpower: Three (3 pts.), Three: Two (1 pts.), Wit: Three (3 pts.)

Wandering Thief: Affray: Two (1 pts.), Brawling: Two

(1 pts.), Dexterity: Five (14 pts.), Courage: Two (1 pts.), Crafts: One (0 pts.), Cunning: Three (3 pts.), Fortitude: One (0 pts.), Perception: Three (3 pts.), Presence: Four (7 pts.), Ranged: One (0 pts.), Subterfuge: Four (7 pts.), Wayfaring: Three (3 pts.), Willpower: Two (1 pts.), Wisdom: Two (1 pts.), Wit: Three (3 pts.)

Step Four: Traits

Traits describe minor, one-off physical features, inborn abilities, points of personal history or background and the like. They give you a slight feel for the shape of your character as well as provide you with a few extra bonuses here and there. Traits, however, are not necessarily always good, some are double edged and some are outright problematic. You do not receive points back for taking poor Traits – some Characters are lucky in life, others are not. Each Character is allowed to choose three Traits from the list provided. If you choose a Trait that gives you a bonus to a Skill add the bonus level at the end of Character Creation ie. once you have finished purchasing Skill levels.

Summary of Traits

Ancestral Longhouse, Allies, Archer's Knack, Bewitched Shield, Birthright, Bolthole, Books of Lore, Bravery, Charmed Weapon, Code of Honour, Command, Covetous, Curious, Dark Secret, Deformed, Dragonscale Armour, Draught of Sleep, Ear of the Throne, Enemies, Fair, Followers, Hale, Haughty, Hedge-Sorcerer, Hoard, Iron of Will, Item of Power, Keen of Senses, Knotted Fists, Language, Learned, Lithe of Body, Lone Wolf, Maimed, Master Wright, Mighty Sinews, Mistletoe Arrow, Oath, Prideful, Ritual Tattoos, Scarred in Battle, Silver Tongued, Sorcerer, Stature, Thieving Ways, Tireless, Trolde-Blood, Troldehide Armour, Two-Handed Combat, Unworldly, Weapon Master, Winterwolf Cloak, Wicked Flesh, Wretched, Wurum-Tooth Dagger, Wary, Water of Life

Step Five: Disciplines

Disciplines are mystic talents that are semi-magical, usually run in bloodlines and are more natural than a sorcerer's Spells; a piece of wild magic inherited from forefathers. Some Disciplines grant powers of healing,

others might allow you to speak to beasts or perhaps leave your body at night and wander in the form of a spirit-animal. A Character who possesses a Discipline is not considered a sorcerer or witch, instead these powers are viewed by others as simple, inherent talents – albeit magical ones; some mortals are lucky enough to possess natural magic, others are not.

A second class of Discipline are those that are inherited but will not develop on their own and require that the Character undertake training. These Disciplines lie latent in a person until they are brought out through instruction. Many of the Disciplines associated with cults are of this second class of natural magic. The high priests and chief shamans of cults expend a great deal of time and effort searching for likely candidates who may have inherited untapped Disciplines that the cult can bring to the surface through rite, ritual or training.

Because Disciplines run in bloodlines not all Tribes possess all Disciplines. Some wild talents are common and available to all Disciplines, others are only found in the blood of one or two of the Tribes.

Disciplines are ranked on a scale from Rank One (very poor) to Rank Five (excellent). Advancing Ranks in a Discipline will either give your Character new magical talents or increase the potency of those powers your character already has.

Disciplines are purchased using Background Points. Because Disciplines are both rare, inherited, and usually obvious from an early age, once you have finished creating your Character you will not be able to buy new Disciplines later on; i.e. you cannot buy new Disciplines using Experience Points earned during the game - although you can increase the ranks of any Disciplines you already have using Experience Points. This means that you need to be careful which Disciplines you decide to purchase, as once your Character is ready for play his or her Disciplines are set for life.

Disciplines can, however, sometimes lie dormant in a person. You can choose to make any Discipline Latent but you still need to purchase at least one Rank using Background Points. Latent Disciplines may bubble to the surface during a time of great stress or emotion for your Character, or may need to be drawn to the surface by a sorcerer or shaman of one of the mystic cults. How your Character will discover any Latent

Disciplines will depend on events in the game and is at the discretion of the Gamesmaster. A Character with Latent Disciplines can be identified by a Character possessing the same Discipline at Rank Five. Choosing the make a Discipline Latent is a matter of dramatic preference.

Spending Background Points

Each Character is allotted 25 Background Points to spend on additional Traits, bonus Aptitude Ranks, Disciplines 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 herberman, 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.

New Discipline at Rank One	1 pt.
Rank One to Rank Two	2 pts.
Rank Two to Rank Three	4 pts.
Rank Three to Rank Four	8 pts.
Rank Four to Rank Five	16 pts.
New Trait	2 pts
Added Level of Aptitude	5 pts
Ten Silver Marks	1 pt
Common Item	1 pt
Expensive Item	2 pts
Treasure	3 pts

For Example: You could use your 25 Background Points to purchase two new Traits (4 pts), add five points to your total pool of Aptitude Points (5 pts), reserve fifteen points to buy Disciplines (15 pts) and obtain a Shortbow and 10 Arrows (a common object, 1 pt).

Summary of Disciplines

Animal Tongues	Open
Brotherhood of the Hunt	Laukar
Chant at the Forge	Open

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Charmed Life	Open
Clear Sight	Open
Deathspeaker Seer	Morhorag
Enchanted Voice	Skaldean
Fetch-Souled	Open
Geas	Open
Haunted Heart	Open
Healers of Idis	Vanargan
Healing Touch	Open
Illusory Arts	Open
Intuit Direction	Open
Lore of Heid	Vanargan
Luck of the Traveller	Skaldean
Piercing Gaze	Open
Premonitions	Open
Purifying Touch	Open
Scrying	Open
Second-Sight	Open
Serendipity	Open
Skin-Changer	Open
Spirit Hunter	Morhorag
Uncommon Sense	Open
Valraven Warriress	Asyneaur
Visions	Open
Warrior Blest	Asyneaur
Warrior Shaman	Beorgar
Ways of the Wilds	Open
Will over Self	Open
Wolf-Blooded	Beorgar
Wood Huanter	Laukar
Word of Binding	Asyneaur
Wyrde	Open

Step Six: 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).

Standard Belongings

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 (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 Seven: 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 Mortals in the world of Mithgerd. Along with a personal name most men and woman also acquire a byname, sometimes quite late in life. Bynames can be simply based on parentage, such as in Osric son of Oswy, or on place of birth, Gytha of Oakenbode, or on profession, Wulfhere Fishmonger. Bynames may also be descriptive, and are not always necessarily positive. Often bynames are given rather than chosen so a fat man may be mockingly called ‘the thin’, or a talkative woman may have the byname magpie or chattermag. Some other ideas are: Singalday, Tricksleeve, Redcloak, Halfpint, Strongbow, Fair-of-fax, the Sly, Ne’er-do-well, Lameshanks.

Male Names

Ælfric, Ælfwaerd, Æscwine, Æthelbald, Æthelred, Æthelstan, Æthelwulf, Bassa, Beorhtirc, Beorn, Brictric, Caedwalla, Caewlin, Centwine, Cenwalch, Cerdic, Colred, Colric, Colwulf, Conhelm, Conwulf, Conerad, Conewalch, Cuthbert, Cuthred, Cuthwulf, Cyneagils, Cynewulf, Cynric, Dernhelm, Eadbald, Eadberth, Eadred, Eadric, Eadwig, Eadwine, Eardwulf, Edwin, Estrith, Ethilfrith, Ethelheard, Ethelred, Ethelwulf, Godwine, Gyrth, Harald, Harold, Harthold, Hengest, Herenoth, Hlothere, Horsa, Hraefen, Ine, Lofwine, Malscrung, Mordar, Morkere, Oeric, Offa, Osric, Oswine, Oswiu, Oswulf, Oswy, Pendagast, Peragur, Sabor, Sigebyht, Sigismund, Svein, Thorgils, Tostig, Ulf, Wihtred, Wulfhere, Wulnoth.

Female Names

Ælfgifa, Ælflaen, Æthelgifa, Æthelhild, Æthelwen, Burhred, Caewen, Conburh, Cyneburh, Eaflaen, Eagifa, Eagyth, Eahild, Ealdwen, Ealdgyth, Ealhrea, Ealhswith, Ediwen, Emma, Eormenburh, Estrith, Gunhild, Gytha, Gwillowen, Hereswith, Raenburh, Walburga, Wihtburh, Wyllowen, Wynflaen

Appearance

It’s always a good idea to think about what your character looks like. 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?

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 the language of their own Tribe as well as Trade, a tongue used for communication between tribes and to an extent with other creatures, as well as an additional language of choice.

Tribal Languages

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

Isenrune: Written form of Isentongue

Isentongue: Spoken of Ettin and Trolles

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 Mortal Men have 10 ranks of Health. Injuries result in your Health being reduced and when you rest Health is restored through the natural process of healing. A Most Characters are considered fully healed at ten Health, and no amount of further recuperation or magical healing will increase Health beyond this rank. Only characters with the 'Stature' Trait will have a maximum Health above 10 ranks.

Fatigue

A measure of your stamina and endurance. Characters begin play with ten 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.

Soulburn

You Character begins play with zero Soulburn. Using magic or casting spells causes Soulburn to accumulate in your Character's flesh. The more magic you use, the more Soulburn will accumulate. If you work too much magic and acquire ten points of Soulburn your character suffers a magical backlash and is permanently magically tainted - Soulburn then returns to zero. Resting from magic working allows your Soulburn to slowly seep away and sorcerers who wish to avoid being permanently tainted by enchantment must be careful to balance how much magic and sorcery they work with the periods spent resting from magic and allowing Soulburn to seep away.

Sorcery

Newly created Characters who have taken the Sorcerer or Hedge-Sorcerer Traits gain access to Spells of Sorcery. New Characters will seldom know spells above the power of the lowest level of Sorcery, the

Spells of the Thorn Stave. A Character needs to know ten Spells of Thorn before gaining access to Spells of Rowan. Ten Spells of Rowan must be known before access is gained to the Spells of Oak. Below is a summary list of all Spells of Sorcery. Players should refer to Chapter Five, Sorcery, for a detailed descriptions of spells and their powers.

Spells of the Thorn Stave

Aglow, Augment, Blood is Thick, Charm upon the Beast, Clever Tongue, Eyes of the Spectre, Horseman's Friend, Invocation of Help, Kindle, Lay of Shields, Lay of Toothless Swords, Least Counterspell, Light, Loathing, Loosen Fetters, Quietude, Raiment of Mists, Song of Wild Folk, Shadow Raven, Sleep the Adder, Sooth, Sorcerer's Sight, Touch of Ice, Traceless Passing, Unknown to the Scryer, Warning, Warmth of Mead, Whispers of Sleep, Whispers of Smoke, Willpower's Leech, Words of the Unflame

Spells of the Rowan Stave

Arrow Ward, Bane, Beauty, Bladeturn, Changeful Cloaks, Chant of the Misty Grave, Conceal, Dark, Dispel Runes, Fireflaught, Flesh of the Fire Gods, Hellfire, Known to the World, Lesser Counterspell, Lesser Familiar, Nightmare of Shadows, Oath-Bindings, Protection, Rage of Waters, Rite of the Sickener's Curse, Rite of the War Blest, Runes of Blood, Shield of the Sorcerer, Song of Calm Water, Sorcerer's Fire, Spell of Elder Lore, Sunder, Unerring, Voice of the Tempest, Venom's Chant, Warflame

Spells of the Oak Stave

Blindworm's Curse, Chain of Shadows, Chains upon the Fetch, Curse of Sleepless Death, Demise, Ensnare, Falter Hex, Feeble of Flesh, Greater Familiar, Hex of Binding, Love Curse, Raise Storm, Seeing, Spell of the Far-Walker, Unseen, Ward of Dispel, Word of Power, Words of Black Stone

Character Creation Example

The following is a sample character created via the step-by-step system outlined above. In the case where a player's character has recently died or retired, leaping in with a suitable new concept is usually relatively easy,

you will already know the history of the play group, their style and the style of games that you will be playing. But, if on the other hand this isn't the case, if you are joining a group or starting a new game, then as the player you should spend some time talking to your Gamesmaster and fellow players about the campaign before jumping in. In the following Example John is a Player who is creating the Character Maeric.

Step One: Concept

John decides that he'd like to play a Character who is primarily a warrior, but knows a few simple spells and perhaps has some other minor magic. John has read over the Disciplines section and likes the idea of giving his new Character the Intuit Direction Discipline. He decides to create Maeric, a warrior-thegn of the Asyneur Tribe.

Step Two: Tribe

John has already decided on the Asyneur Tribe. He scribbles this onto Maeric's Character Sheet.

Step Three: Aptitudes

John has 45 Aptitude Points to spend on increasing his Aptitudes. Because Maeric's concept suggests that he be a competent warrior, John spends a large number of these points on combative Aptitudes.

Affray:	Good	7 pts.
Brawling:	Good	3 pts.
Dexterity:	Poor	0 pts.
Courage:	Good	7 pts.
Crafts:	Poor	0 pts.
Cunning:	Low	1 pts.
Fortitude:	Good	7 pts.
Perception:	Average	3 pts.
Presence:	Poor	0 pts.
Ranged:	Good	7 pts.
Subterfuge:	Poor	0 pts.
Wayfaring:	Average	3 pts.
Willpower:	Average	3 pts.
Wisdom:	Low	1 pts.
Wit:	Average	3 pts.

Maeric is a fairly competent warrior, good in a hand-to-hand fight and with a bow. His current level of skill, however, isn't much of a match for a wurum, let alone three, and as a part of his quest Maeric will need to

hone his skills. He is strong willed and perceptive, but is neither learned nor agile.

Step Four: Traits

John thinks over his options for giving Maeric access to sorcery and decides that Maeric's dead wife has returned as a ghost and taught him magic spells. He needs to take a trait associated with sorcery, but the *Sorcerer* Trait states that the Character has been initiated into the traditions of mortal sorcerers - this isn't the case for Maeric, his magic is illicit and stolen from the lands of the dead. So instead John player chooses *Hedge-Sorcerer*. John purchases this trait twice to give Maeric two Spells of Thorn. With one Trait option left Maeric's player chooses the Trait *Weaponmaster* and nominates the battle-axe as Maeric's weapon of choice.

Step Five: Background Points

With his 25 Background Points, John decides to concentrate primarily on raising the level of some Aptitudes and purchasing additional Traits. John wants Maeric to have the Intuit Direction Discipline, but doesn't want it powerfully developed yet. This is the only Discipline he chooses and he sets it at Rank One - the lowest level of power. The remaining points are spent on three Traits and increasing the level of Maeric's Aptitudes. Note that John didn't have to spread his Background Points out in this way, he could have lumped them all into Aptitude increases or gaining powerful Disciplines or Traits.

Disciplines

Intuit Direction : Rank One 1 pt.

Traits

Ritual Tattoo: Hungering Wolf 2 pts.

Adds one level to Maeric's Wayfaring Aptitude

Hedge-Sorcerer 2 pts.

Grants an additional Spell of Thorn

Hale x2 4 pts.

Adds two ranks to Maeric's Health

Aptitudes

Affray +1 Level 5 pts.

Fortitude +1 Level 5 pts.

Ranged +1 Level 5 pts.

Belongings

Ten Silver Marks 1 pt.

Step Six: Belongings

John looks over the list of items available and chooses the following:

Standard: (All) 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: (eight picks): Aleskin, Blanket, Cooking Equipment, Longknife (Menace 3d10), Shortbow and Arrows (Menace 3d10), Rope (hemp, 30 ft), Torches (3), Woodcutter's Axe (Menace 3d10)

Expensive: (five picks): Battle Axe (Menace 5d10), Cloak Broach, Embroidered Cloak, Plain Warhorn, Large Shield (Block Blow 6/10, Soak Threshold 8)

Treasure: (one pick): Armour (Rank 3)

Step Seven: Final Details

At this point John needs to some details of history, description and motives, perhaps draw a character sketch. John writes out the following:

Maeric is a warrior-thegn in service to a minor king of the Asyneur Tribe, Tharenfjel. Maeric served his kingdom without pomp or grandeur into the middle years of his third decade, married and fathered two children. Live, for Maeric, was good until the kingdom of Tharenfjel was drawn into a border dispute with the neighbouring Kingdom of Ysen. The warband of Tharenfjel marched to war, fought a bloody campaign and won. Maeric was injured in the battle and was forced to spend a month invalided. During this time messengers arrived from his home fortress. The returning army, victorious and bearing looted gold and treasures, had been ambushed. No-one knew more of the details. Within days the injured warriors, guards and healers learn that the returning army has been decimated. A few bedraggled soldiers arrive and tell of three terrible wurums that attacked the column. Worse, was the news that the wurums' attack was within a day's walk from Maeric's hometown.

Other neighbouring Asyneur kings and queens quickly lay claim to the now lordless lands, and warring ensues. By the time Maeric was well enough to ride little was left of the homeland he knew. Smoke crawled in pillars from villages on

the horizon, and armies of petty lords moved like ants in distant valleys. When Maeric rode into the ruins of his hometown nothing was recognisable. The timbers were blackened with fire weeks ago, sodden with rain and smashed to flinders. Huge claw marks still scraped and marred the earth. Maeric saw death and fury and loss, and the shapes they took were three coiled wurum.

Maeric vowed to kill the three wurums on the threshold of his guttered house. That night in a dream his wife's ghost appeared and blessed him with two spells of sorcery that she brought back from the land of the dead. Also, the power to find a way through thick fogs and always find directions and paths has long run in Maeric's bloodline, his grandfather was skilled in the old magic, his father less-so, and although he has only a minor power in this regard, he may need to hone this skill if he is ever to find the killer wurums.

John now looks at his Character sheet and fills out some of the blank spaces. In particular he adds in needs to add in detail for Health, Fatigue and Armour. The normal default for Health is 10, but Maeric has gained an extra +2 from the Hale Trait, so John marks Maeric's Health as 12. He hasn't chosen any Traits that would modify Fatigue, so Maeric starts at the default 10 levels of Fatigue. His Armour is Rank 3 and he makes a note of this as well as the Block Blow and Soak Threshold of Maeric's shield. John makes a note of both the Armour Rank with and without his shield. Once this is done John needs to think about choosing some Spells of Sorcery. John nominated Hedge-Sorcerer a total of three times, giving Maeric Three Spells of Thorn. He looks over the spells listed in Chapter Five: Sorcery and decides to nominate some spells that will help Maeric fulfil a long and weary quest. He decides to take a defensive spell, *The Lay of Shields*, a spell to light his way, *Aglow*, and a spell to keep him warm in the cold of a winter night, *Warmth of Mead*.

Finished. Maeric is now ready to bring into play.

Chapter Four

Character Details

She waited in the glade day in and day out. Mist entwined her form, and spirits, little more than rude, sprites and elementals danced about her. She waited there with her sword across her knees, in the glade of magic. Waiting. For from the great tree of the glade hung the heads of sixteen challengers. Those who had sought to take the mastery of the glade from her, as she had taken it from the warrior-shaman before her. From those who came seeking answers to questions she took but meat and bread and gold. From those who came seeking power she took heads.

A shadow fell into the glade. A young man stepped into the bars of golden light and shadow that spread through the trees. He was young, though already stitched with the scars of a hard life. Over his shoulders he wore the pelt of a stag as a cloak, and its scoured skull as a helm. As he drew a great iron axe, she stood, and nodded to him and with her sword poised she waited. There were still many more branches on the sacral tree.

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

TRIBES

The basic cornerstone of each Character, your Tribe is your family and kingdom, your heritage, history, bloodline, prejudices and alliances all rolled into one. Each Tribe has a specific outlook on life, as well as specific powers, strengths and weaknesses.

Asyneur

The Asyneur are among the most powerful of all the tribes. Ruled by mighty kings and queens, keepers of great treasures and old and magic lore, the Asyneur also lay claim to the chieftain Othinnar, who gave his life at the battle of Ragar Nathrok to defeat the old demons and their enchantments.

Creed: The Asyneur are warriors, sages, and sorcerers above all else. They have discovered the secret of iron, and make for themselves weapons and helms of this polished black metal. They are also renowned for their fiery nature, and unstable, sometimes vicious tempers. In the years before the

Snow Queen came out of the north, the Asyneur went to war against the Vanargan. The Vanargan were forewarned by virtue of their own magic, and were prepared. The war was long, and both sides wrought terrible waste upon the others lands. Eventually both sides conceded that neither could win, hostages were exchanged, and an alliance was formed between the two tribes. An alliance that though sometimes tense, still survives today.

Appearance: Powerfully built, the Asyneur tend towards thick frames, and brightly hued golden and red hair. They typically adorn themselves in tunics, cloaks, and wide trousers, bound with leathern cords. Both men and woman wear a great deal of golden jewellery, necklaces, armbands, and circlets are common. Both men and woman live as warriors, and their dress reflects this.

Beorgar: Wild men and savages, but savages with proud hearts and strong arms. No Beorgar is craven, and for that I can respect them.

Morhorag: Dark sorts and deathspeakers. Do not go among the Morhorag if the dead know your secrets, for among the Morhorag the dead still dwell with the living.

Laukar: I trouble myself not with the folk of the forests. Simple woodsmen, herders and hunters are much beneath me.

Skaldean: Thieves. When the Skaldean come to town

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give them rings of gold and trinkets for their stories and songs, for those who ill pay the Skaldean will happen to 'lose' far more.

Vanargan: Long ago we thought the Vanargan soft and feeble. Years of war, taught us the error of that. The Vanargan are the keepers of great magic, and now that peace holds, they are our most powerful allies in a world of foemen.

Unique Disciplines

Only available to the tribe Asyneur: Valraven Warriress, Word of Binding

Strong Disciplines

Gain a bonus rank if you buy: Chanter at the Forge, Warrior Blest, Will over Self

Open Disciplines

Open to tribe Asyneur: Animal Tongues, Geas, Haunted Heart, Intuit Direction, Piercing Gaze, Premonitions, Scrying, Second-Sight, Serendipity, Uncommon Sense, Visions, Ways of the Wilds, Wyrde

BEORGAR

The Beorgar are a tribe of hunters who haunt the high mountains, and wind swept places of the earth. They are an ancient people, stone and copper workers, who can trace their ancestry back before the time when the gods of old ruled the earth.

Creed: The Beorgar, called also the Hunters of the Hills, are one of the last remnants of a culture that once stretched across the earth. They are closer to animals than most mortal men, and given thanks to the spirits of any beast they kill. The once primarily nomadic, hunter-gatherer culture has been pushed to the fringes of the world by more sophisticated tribes, and has been forced to fall back on raiding and theft to sustain themselves.

Appearance: So powerfully built, bulky, and hairy are Beorgar that at first glance one may be mistaken for a striding beast. The warriors of their kind decorate their skin with whorls of red and blue paint, and all Beorgar wear coats of bear, wolf or reindeer stitched with copper, and native gold. Their weapons though usually stone and copper are often hardened by sorcery. Jewellery often takes the form of necklaces,

and other loose bands of painted teeth, bones and shells.

Asyneur: All lowlanders are soft, and weak, though the Asyneur are less feeble than most. Their fortresses are walled with white stone, their warriors girded with iron and steel. Beware their power.

Morhorag: Strike down the Morharag wherever you find them. They are perverters of the living earth. Send them to dwell with the dead they cherish.

Laukar: Simple folk, but folk who are one with the wild, as we. Beware the bows of the Laukar, and beware their hounds. For no Laukar ever gives up the hunt, and what are we but beasts to them?

Skaldean: Strange folks. It is said Aelfan blood runs in Skaldean veins. Avoid the eldritch singers and wanderers. Enjoy their crafts, but avoid the makers.

Vanargan: Charmed folk, whose ways are rich with magic. I do not pretend to understand the mysteries of the Vanargan, but I think they are closer to the wild than most would guess. Their sorcery gives life, it does not take it.

Unique Disciplines

Only available to the tribe Beorgar: Warrior Shaman, Wolf-Blooded

Strong Disciplines

Gain a bonus rank if you buy: Animal Tongues, Skin-Changer, Ways of the Wilds

Open Disciplines

Open to tribe Beorgar: Geas, Haunted Heart, Illusionary Arts, Intuit Direction, Piercing Gaze, Premonitions, Scrying, Second-Sight, Serendipity, Uncommon Sense, Visions, Warrior Blest, Ways of the Wilds, Will over Self, Wyrde

LAUKAR

The Laukar, called also Woodlanders, are a race of bronze-using hunters, gatherers and woodlanders, who dwell along the skirts of the deep woods, where trolde, spirits and wolves rule.

Creed: The Laukar dwell in a world where man is often at the mercy of the forces of nature. They have developed a reverence for spirits of the wild, for elementals in part, but also for several powerful Wild

Folk whom they credit with bringing bounty, and fecundity to their lands. They are protective of their small gods, and suspicious of strangers - knowing well enough that many would seek out the Wild Folk to kill them and steal their magic.

Appearance: The Laukar dress in well stitched, but seldom decorated hides, leathers and furs. The hunters among their kind wear wolf and bear skins, and make helmets out of the skulls of these beasts. Chief warriors wear helmets of bronze, shaped into the likeness of hawk or raven heads, but seldom wear metal armour. The sorcerers, and wood-shamans typically wear the desiccated skulls of stags over their faces, and cloaks of long deerskin. Ornaments of gold, silver and bronze are worn about the neck and arms, and occasionally daubs of green or ochre paint is applied to the skin.

Asyneaur: Boisterous brigands, Vikings and robber-thanes who think themselves lords.

Beorgar: Wild savages of the hills. Seldom seen. Best avoided.

Morhorag: I fear the Morhorag. Some say they are not even living at all, but born half-dead. What dark sorcery profanes their blood I do not wish to know.

Skaldean: Always good for a feast, the best of singers and storytellers. But watch your silver around the Skaldean. And your daughters - or sons for that matter.

Vanargan: What village does not rejoice when one of the Vanargan pass through. For the Vanargan are healers and blessed of power. No Vanargan ever goes without hospitality in the lands of the forest folk.

Unique Disciplines

Only available to the tribe Laukar: Brotherhood of the Hunt, Wood Hunter

Strong Disciplines

Gain a bonus rank if you buy: Animal Tongues, Intuit Direction, Ways of the Wilds,

Open Disciplines

Open to tribe Laukar: Animal Tongues, Geas, Haunted Heart, Healing Touch, Illusionary Arts, Intuit Direction, Piercing Gaze, Premonitions, Purifying Touch, Scrying, Second-Sight, Serendipity, Uncommon Sense, Visions, Ways of the Wilds, Will over Self, Wyrd

Morhorag

The Morhorag, the Fenlanders, are a primitive peoples, much feared, and much avoided, who dwell in the fens and moors of the ice-bound north.

Creed: The Morhorag dwell in houses dug into the earth, almost more within the ground than without, primitive turf dwellings heaped over with thatch. Individual villages are ruled over by necromantic figures, and the entire tribe is obsessed with a cult of the dead. Spirit-Shamans who summon the dead of bygone years, and command shades to do their bidding are much venerated by the Morhorag. The most respected of the Morhaorag dead are gutted to prevent internal rot, then interned in peat for several weeks. At the end of this time they are retrieved, now mummified and leathery from the peat, dressed, and placed together with the other honoured dead in a great hall of the dead.

Appearance: The Morhorag ritually paint their skin with chalky white and black paint. The body is daubed entirely black, while patterns and a skull like mask are layered over this. Their clothing is seldom more complex than rank furs, and their decorations are primarily copper, bronze and gold. Hoops, earrings, and necklaces from which bones and talismans are hung are often worn.

Asyneaur: Fools who hunger for death in battle, but fear the dead.

Beorgar: Some call them little more than beasts, but I have spoken with dead chiefs of the Beorgar. They are a proud and powerful people. Doomed to vanish from the world, but they will be proud to the last.

Laukar: Huntsmen, farmers, mead-brewers? They worship strange spirits of the woods, and from the woods comes their life and livelihood. I would not wonder if the Laukar's blood were green.

Skaldean: Who has need of the wandering singers when the voices of the dead are so precious and beautiful?

Vanargan: They oppose us, and we oppose them. So it has been for an age. So it will be until both our tribes are long vanished and forgotten.

Unique Disciplines

Only available to the tribe Morhorag: Deathspeaker Seer, Spirit Hunter

Strong Disciplines

Gain a bonus rank if you buy: Scrying, Second-Sight, Geas

Open Disciplines

Open to tribe Morhorag: Animal Tongues, Haunted Heart, Illusionary Arts, Intuit Direction, Piercing Gaze, Premonitions, Scrying, Serendipity, Uncommon Sense, Visions, Ways of the Wilds, Will over Self, Wyrde

Skaldean

A folk of wanderers, minstrels, rovers and some would say thieves. The Skaldean are the bards of the land, travelling from hillfort to hillfort, village to village, taking ale and bread and mutton in exchange for the songs of the ages, tales of ancestors, stories of the age old past when men and beasts were more akin and magic was rich in the earth.

Creed: It is said that the Skaldean have more than a little Aelfan blood in their veins, for they certainly have charmed voices and know when and where to use them best. The life of the lore-speaker and craftsman is the tradition of these folk, and they are found most often travelling and lurking about the edges of the larger towns of the more powerful tribes.

Appearance: A bronze skinned, reddish haired folk, the Skaldean are highly insular and rarely intermarry outside their own kin. For many outsiders the Skaldean have a mystery, an exotic appeal, and their ways, and dress, and customs seem sensual to the many highly warlike tribes of the north. Dressing typically in long, billowy robes, shirts and dresses, trimmed with plush furs the Skaldean often wear so many hoops, and necklaces of gold and copper that they clink with each step.

Asyneaur: Rich lords, and proud warriors make for treasures of gold and red, red gems. Avoid their fists. Insult not their ancestors. And wait until they are all asleep with mead. The pickings are rich.

Beorgar: A folk who can pay with nothing more than bone and teeth and wood. Not for that would I weave my charms and sing my songs.

Morhorag: The Morhorag are a fearsome folk. Few of our kind travel to their fen-ridden villages. Fewer still return a second time.

Laukar: Good enough folk. Pleasant but not rich.

Vanargan: I do not like to perform in the halls of the Vanargan. They know too much, can look too deep into the soul. It is said that no one takes from the Vanargan what that tribe does not wish them to have. I believe it.

Unique Disciplines

Only available to the tribe Skaldean: Enchanted Voice, Luck of the Traveller

Strong Disciplines

Gain a bonus rank if you buy: Geas, Illusionary Arts, Serendipity

Open Disciplines

Open to tribe Skaldean: Animal Tongues, Haunted Heart, Healing Touch, Intuit Direction, Piercing Gaze, Premonitions, Purifying Touch, Scrying, Second-Sight, Uncommon Sense, Visions, Ways of the Wilds, Will over Self, Wyrde

Vanargan

The Vanargan are a powerful tribe who rule over many rolling dales, and rich farmlands. They are allies of the Asyneaur but are far less warlike in their ways. For the sorcerers of the Vanargan are healers, soothsayers, fertility-shamans and the like, not the warrior-shamans of the Asyneaur.

Creed: The Vanargan love above all else, peace, tranquillity and the tilling of fields. They are an agrarian folk, whose chiefs and sorceresses are earth-sages, healers and soothsayers. They have no love of war, but like the Asyneaur, know the secret of iron, so when pushed to war have at their beck powerful swords and shields. During a long and bitter war with the Asyneaur the Vanargan indeed were able to prove their ability to hold their own. When eventually both sides conceded that neither could win, hostages were exchanged, and an alliance was formed between the two tribes. An alliance that though sometimes tense, still survives today.

Appearance: Typically slender, with pale skin, and hair that appears more silvery than blonde, the Vanargan are known for their beauty. The Vanargan, men and woman both, prefer to wear the robes of

sages, and seldom don themselves in rich gold or silver. They have more love for organic beauty, and decorate themselves with painted teeth, colourful feathers, or intricately carved bone or precious woods.

Asyneaur: Much blood has been spilt in defending ourselves against the Asyneaur. And now that we are united in allegiance, they begin to overwhelm our towns by sheer numbers. Soon I fear we shall be little more than a clan within the Asyneaur. Such is the road that fate weaves.

Beorgar: Do not mistake the Beorgar for beasts. They have human cunning, and the age-old wisdom of the earth.

Morhorag: No sorcery is so perverse as that the Morhorag use to keep their dead near them in life.

Laukar: Humble folk, and kind. Always kind.

Skaldean: Charming in their way, but so like children. Always after pretty baubles, and hours of play.

Unique Disciplines

Only available to the tribe Vanargan: Healers of Idis, Lore of Heid

Strong Disciplines

Gain a bonus rank if you buy: Healing Touch, Purifying Touch, Visions

Open Disciplines

Open to tribe Vanargan: Animal Tongues, Chanter at the Forge, Geas, Haunted Heart, Illusionary Arts, Intuit Direction, Piercing Gaze, Premonitions, Scrying, Second-Sight, Serendipity, Uncommon Sense, Ways of the Wilds, Will over Self, Wyrde

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.

Ranged

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 depending on your playing group. Some groups will use Courage a lot during a game, while others will hardly rely on this Aptitude at all and assume that all Characters are greatly courageous and that Courage is needed only when a threat is unusually or supernaturally frightening.

Crafts

A general Skill to cover all handcrafts, metalworking, smithy, leather working and similar trades. If you wish to be more realistic, a player can split this Skill 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-

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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, thief, 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 Difficulty 4 in a fertile woodland (for example) will

turn up enough food for about five Characters for a day. Food obtained through the Wayfaring Aptitude tends not to preserve well, 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 of 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

Traits are small snippets of personal history, some are beneficial others are not so beneficial. Each Trait costs the same number of points to buy, you do not receive bonus points for taking bad Traits - after all life is kind to some and not to others.

In game terms Traits outline a little of your Character's personal history while providing a few bonuses here and there. Traits always represent things that have happened to your Character in the past and as such

you cannot buy a new Trait later in the game using Experience Points. Some Traits can be purchased multiple times but only if specifically stated in the description of the Trait.

Ancestral Longhouse

You are the master of or the heir to own an Ancestral Longhouse, and perhaps some small lands and titles. The Longhouse and lands will need your attention from time to time, although trusted kinsmen or retainers are often left in control of homesteads while the master of the house is away travelling, trading or raiding. Keep in mind, however, that even trusted kinsmen can betray and enemies may well take advantage of undefended an land and herd.

Allies

You possess links to a group of allies of moderate significance. You are permitted to outline who the allies are, why you are allied and in what ways they can aid you at the discretion of your Gamesmaster. Your allies might be mortals or something stranger. It is important, however, to remember that alliances work both ways - you will be expected to offer aid in the face of terrible danger if your allies approach you for help, just as you can in reverse. The alliance is also one that must remain reasonably reciprocal, if one ally seems to consistently gain more of a benefit from the deal, the agreement is likely to break apart.

Archer's Knack

You have an unusual skill for bows, spears and throwing axes. Add a bonus level to your Archer Aptitude.

Bewitched Shield

You own a rune-cut and enchanted large shield. The shield is mildly enchanted with the Protection Enchantment (see Chapter Five, Sorcery) and grants a +1 bonus to Armour as well as providing the usual Block Blow of 6/10 and Soak Threshold of 8. The Protection Enchantment does not confer any protection to the shield itself, and it will be destroyed in the usual way if damage from one attack exceeds the Soak Threshold.

Birthright

You are the rightful heir of a great fortune, kingdom,

ancestral right or power. Whether or not inheritance will be a smooth and easy process is another matter.

Bolthole

You know of a secret place, a hiding den that might be tucked away in the hills or wilds, or perhaps buried deep underground beneath a city or up a misty mountain. Your Bolthole is well concealed, is almost impossible to uncover, and might even be protected with runes of mist and misdirection at the Gamesmaster's discretion.

Books of Lore

You own one or more Books of Lore that collectively count as an additional Wisdom Aptitude of Rank Five (Renowned). In game terms you are allowed to Test your Wisdom twice if you have time to consult your Books of Lore—once against your own skill and once against the Books of Lore. By adding sufficient books over time you may be able to improve the 'skill' of your library, although this remains at the discretion of your Gamesmaster. When beginning play you may purchase this Trait multiple times. Each additional time you purchase this Trait you add a rank to the 'skill' of your books.

Bravery

You are heard of will and iron of temperament, face strange dangers with calmness and reason. Add a bonus rank to your Courage Aptitude.

Charmed Weapon

You own a mildly enchanted weapon, marked with runes and dyed with blood of poisons. The Enchantment adds one Menace to the weapon when used against a particular and stated strain or kith of enemy ie. Trolde. This can be any type of weapon. The Weapon carries all the normal benefits of an enchanted weapon (see Chapter Nine, Swords and Fishhooks).

Code of Honour

You adhere to a strict code of honour consisting of at least three stated laws. The code could be a warrior's code concerning when and when not to attack, or something stranger such as a magician's code that prevents you from ever eating meat or wearing clothing

heavier than a light shirt. You gain a social benefit from adhering to your code, perhaps honour as a guest, membership in an order, or simple respect. This social honour is outlined by you, at the discretion of the Gamesmaster.

Command

You hold a position of command over a band of fighting men or woman. You may not have the freedom to take your warriors with you, and it is likely in fact that you do not. If the men are in the paid employment of a liege king, priest or queen, then you will have only limited freedom to choose how and where to draw swords. In exchange for governing your warriors when commanded, you will receive a payment and possibly other benefits.

Covetous

You are highly greedy, unable to pass up a free treasure and likely to get yourself into danger as a result. Being covetous does not make you necessarily a lawbreaker, you can easily know right from wrong when it comes to your neighbour's property, but if gold comes into your possession you will not let it go or spend it, and as for buried, abandoned or forsaken treasures off in the wilds... well if no-one else wants them it's such a pity to let them lie about in the damp...

Curious

You have an insatiable and adventurous sense of curiosity and prefer to always be first along a trail or into a new town or place of mystery.

Dark Secret

You are haunted by a terrible and dark secret. The secret is to be outlined by yourself at the discretion of the Gamesmaster. Your secret, by its nature, is not widely known and your fellow companions will likely be unaware of it.

Deformed

You are ugly and deformed, pock-marked perhaps, lame or hunchbacked. Deformity may be only skin deep and does not necessarily dictate a penalty to physical Aptitudes, however, if you nominate a troublesome deformity then the Gamesmaster is permitted to impose a +1 Hindrance Penalty to relevant

Tests of Aptitude.

Dragonscale Armour

You own a suit of armour made from the scales of a slain wurum or dragon. The armour is extremely tough, providing Armour 6, and may be quite dazzlingly beautiful, but is not enchanted in any other way.

Draught of Sleep

You own a potion brewed from the Willowherb Weed. The potion provides three doses for a normal mortal and each dose will put a person into almost immediate and deep sleep. A person or animal under the affects of a Willowherb Weed potions will not wake, even if shaken vigorously or physically injured for ten hours.

Ear of the Throne

You have the ear of a king or queen, warlord or high thegn. You may not necessarily be an advisor or even a regular member of the court, but you are a trusted and longtime friend and ally who will find welcome in the court. You can purchase this Trait numerous times to gain influence in numerous courts. You must state each time which court you have influence in.

Enemies

One or more powerful adversaries have a longstanding reason to want you dead. It may be an ancient blood feud, or a more reason insult, but in either instance you would be wise to watch your step.

Fair

You are unusually beautiful or handsome, and wonderfully attractive. Add a bonus level to your Presence Aptitude.

Followers

You have a number of followers, henchmen, recruits, adepts or apprentices. These followers are not of a powerful sort and may need more protection than in convenient. They are on the other hand useful for trivial matters, messages, accompanying stock or fetching this or that, but don't expect them to be able to stand their own in a fight...

Hale

You are unusually strong, fit and healthy. Gain a bonus

Level of Fortitude. You can purchase this Trait up to three times.

Haughty

You are more than a little prideful and arrogant, conceited and overconfident. Others will likely find you grating and difficult at times.

Hedge-Sorcerer

You have learned a little of the ways and arts of sorcerer by way of secret studies or through supernatural gifts from demons, the dead or other even stranger creatures, but have not been ordained or accepted as a sorcerer by the old traditions. This is a dangerous place to be - you can continue learning the magic and the art as if you were a sorcerer but if you are found out you will likely be assailed by sorcerers and local lords alike. The traditions are not lightly broken. Gain one Spell of Thorn when you take the Trait. You may purchase the Trait additional times to gain additional Spells of Thorn. If you gain ten Spells of Thorn during Character Creation and purchase the Trait an additional time, you may choose to begin gaining Spells of Rowan instead of Thorn. A Character cannot take both the Traits Hedge-Sorcerer and Sorcerer (see also the Trait *Sorcerer*, below).

Hoard

You own a small treasure hoard secreted away out of sight. The hoard amounts to 100 silver marks, though may not be easily accessible at present.

Iron of Will

You have a fiery and determined force of will. Add a bonus level to Willpower.

Item of Power

You own an enchanted item of your own choice, at the discretion of the Gamesmaster. The item cannot be either a weapon or piece of armour, and you must invent a suitable reason for its coming into your possession. Perhaps it was an old heirloom, or something found in the dusty storage room of a longhouse? A thing that was traded to you in exchange for something equally valuable or something stolen or murdered for?

Keen of Senses

You have remarkably sharp sight, hearing or smell (choose one). If sight, you could tell a sparrow from a finch at three hundred paces, if hearing you might notice wolves padding through snow over a hill. Keen of smell would allow you to notice something rotting or something rank and wild that no-one else would even notice. This Trait can be purchased up to three times in order to be keen in all three senses. Add a rank to your Perception Aptitude each time you purchase this Trait.

Knotted Fists

You are massively build with great fists of bone and knuckle. Instead of rolling 2d10 and taking the lowest to determine Injury during unarmed combat, roll 1d10.

Language

Gain a bonus mundane language of your choice.

Learned

You have studied in the wide world, listened to great masters of lore and understood deeper meanings and old secrets. Add a bonus level to your Wisdom Aptitude.

Lithe of Body

You are unusually agile and fleet. Add a bonus level to your Dexterity Aptitude.

Lone Wolf

You don't much like company and they don't much like you. You've a preference for travelling and living alone, and when in company tend to stand apart from your fellows, walking or sitting off to one side.

Maimed

You've been severely and permanently injured in a previous accident or battle. The injury might be a lost eye, hand or arm, a torn up face or deep gash to the chest that never has healed properly. The specific penalties associated with this Trait are situational and will be imposed as Hindrances to Tests of Aptitude by the Gamesmaster.

Master Wright

You've studied with great masters of arts and crafts

and have honed you're skills through their teachings. Add a bonus level to your Crafts Aptitude.

Mistletoe Arrow

You own an arrow shorn of mistletoe and cut with old runes. The arrow is woven with the Uneering Enchantment (see Chapter Five, Sorcery), a magic that charms the arrow into never missing its target, ie. you will not need to make a Test of Ranged when using this arrow, it never misses.

Oath

You are bound by an oath, freely given. If you break the oath there will certainly be social consequences depending on who the oath binds you to, imprisonment, branding as an outlaw or banishment are possible, as well as something potentially worse and more preternatural.

Ritual Tattoos

You are marked with ritual tattoos, runic inscriptions and animal totems in old patterns and strange whorls. You may purchase this Trait more than once, each time you do so choose one of the following tattoo markings. Note that ritual tattoos cover the face, arms and hands, and will be clearly visible to others.

Mark of the Bear Spirit: Add a bonus rank to your Brawling Aptitude.

Mark of the Boar: Gain an additional rank of Health.

Mark of the Dancing Swallow: Add a bonus level to your Dexterity Aptitude.

Mark of the Golden Hawk: Gain preternatural far sight. You can see fine detail at a league's distance.

Mark of the Hungering Wolf: Add a bonus one rank to your Wayfaring Aptitude.

Mark of the Owl: Gain the ability to see clearly at night.

Mark of the Adder's Tongue: Add a bonus rank to your Cunning Aptitude.

Scarred in Battle

You are cover over the flesh and skin with awful waxy scars from previous injuries. These scars might have been caused by battle or fire, accident, attack by animal or something stranger.

Silver Tongued

You are artful of words and quick of wit. Add a bonus rank to your Cunning Aptitude.

Sorcerer

You have been initiated into the ancient traditions of sorcery. To be a sorcerer a Character must give up all ties to the mortal world, a false funeral is held for apprentice sorcerers, and you are permitted neither to cover mundane treasures nor keep ties with friends or families from your 'living' existence. You may choose this Trait multiple times. Each time you take this Trait you gain knowledge of two Spells of Thorn. If you gain ten Spells of Thorn during Character Creation and purchase the Trait an additional time, you may choose to begin gaining Spells of Rowan instead of Thorn. A Character cannot take both the Traits Hedge-Sorcerer and Sorcerer (see also the Trait *Hedge-Sorcerer*, above).

Stature

Stature is only available to Characters with Good Fortitude or better. Purchasing Stature increases your Health when fully healed by 2 points. You can purchase Stature more than once. For example: By purchasing three ranks of Stature you would increase your Health to 16 levels (10 Health + 2 + 2 + 2).

Thieving Ways

You have discovered a personal knack for the ways of stealth and thievery, perhaps out of desperation, perhaps out of greed. Add a bonus rank to your Subterfuge Aptitude.

Tireless

You are seemingly without an end to stamina and endurance. You can purchase this Trait more than once. Add 2 points to your Fatigue each time you take this Trait.

Trolde-Blood

You have the blood of trolde in your veins, long ago one or more of your forefathers intermingled with those strange and monstrous creatures. You are huge and hulking looking, with grey or pallid skin and the possibility of a number of vestigial traits: small horns, a tail, fur down your back and so on. Add a single rank either to your Health or your Fortitude. You cannot

take the Trait 'Fair' (see above) if you have Trolde-Blood.

Troldehide Armour

You own Armour made from Troldeskin. Treat this as a light and flexible armour providing Protection 4. Note that Trolde are unlikely to react well once they realise what your armour is made of.

Two-Handed Combat

You can fight two-handed with great ease. You have trained specially to use either a weapon and a shield or two weapons. If you are using a weapon and a shield add a bonus +1 rank to your Armour Protection. If you are using two weapons add a bonus +1 rank to your Menace. You may alternate between these two methods as you please.

Unworldly

You may be schooled perhaps, or then again perhaps not, but either way you have never been out in the world. To you the world is a strange and terrifying and wonderful place. You are naïve at times, easily taken in and often tricked.

Wary

You are unusually cautious and alert to danger. Add a bonus rank to your Wit Aptitude.

Water of Life

You own a concentrated cordial made from Woundwort Herb. You possess three doses of this herbal potion and each dose will restore three levels of health to an injured Character. The healing process is painful and although it takes effect immediately it takes about a day for the healing to complete.

Weapon Master

Choose a single class of weapon that you have trained with - for example, swords. Whenever you use this class of weapon you gain a rank of Menace. You may purchase this Trait more than once in order to have trained in the masterful use of more than one class of weapon.

Winterwolf Cloak

You own a cloak made from the fur and pelt of a

winterwolf. So long as you are wearing this cloak all injury or attacks against you that are based on cold are reduced by three levels of injury.

Witched Flesh

You have either inherited or already caused to yourself a sorcerous Taint. This Taint can be chosen by yourself, at the Discretion of the Gamesmaster.

Wretched

You are thin and haggard, sickly and always with some cough or complaint. Subtract two permanent levels from both Health and Fatigue.

Wurum-Tooth Dagger

You own a dagger made from a Wurum's Tooth. Such a dagger is deadly poison. Any person who is so much as nicked by this weapon will sicken and eventually, after some weeks in a fevered condition, die. The only antidote to Wurum venom is the Feverfew Herb.

Disciplines

In tales of magic and make-believe there are always odds sorts. The hapless folk hero with unfailing luck, the young girl who can understand the language of birds, the man who walks as a wolf, - or was it a wolf that walks as a man? One way or another magic can work its way into the blood of a family and be passed from father to son, from mother to daughter.

Disciplines represent all these uncanny, magical powers and are inherited through bloodlines. Sometimes a wild Discipline may skip a generation, othertimes a person may have possess charmed powers, but without the proper training, never realise this.

Animal Tongues

It has been a long inheritance in the blood of your family that you have been able to understand the language of some beast or other. Being a familial talent one of your parents and perhaps brothers and sisters may share in it. What problems may this have caused? What benefits?

Aspects

Animal tongues runs with varying strengths in different

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bloodlines. Choose one of the following strengths for your Character.

Average: You have a talent for speaking the language of one species of animal. For instance you can eavesdrop on the language of ravens, cats, sparrows or mice but not of all four – you must choose which.

Strong: You can speak the language that the sparrow uses to talk to the jay, and the hawk, and is known a little by foxes. It is the common language of birds – all birds - but of little else.

Very Strong: You understand the language that the wolf uses to speak to the deer and the fox uses to speak to the crow, it is the most primal language, a common tongue for all animals. Animals do not often use this tongue amongst their own kind but if you address them they will understand you and reply in a way that you will hear as an echo of words

Rank One

You can understand by listening carefully and concentrating. Too much noise or too many sounds make your understanding of the animal voices impossible. You cannot, however speak the animal tongue.

Rank Two

You can understand many and complex voices all at once. You can speak a few halting words and be understood.

Rank Three

You have no difficulty understanding the animal-tongues, and can reply in simple sentences.

Rank Four

You can converse in the animal tongue as if you were speaking normally in your cradle tongue.

Rank Five

Your talent with the animal-tongue is so eloquent and talented that animals you speak to are impressed by you, and will generally respond kindly and helpfully.

Brotherhood of the Hunt

You are a one of the stag-warriors, a cult dedicated to the spirits of the wild and woodland, and the strength and grace of deer. You are known for your stealth,

and mastery of the bow of hunting and war. You are trained also in skills of spying and survival and make a masterful scout.

The Brotherhood of the Hunt is an order of warrior-hunters who guard the small hillfort communities and riverside villages of the Laukar. They wear cloaks of deerskin, and over their face a skull of a stag, resplendent with antlers.

Rank One

You can take an hour to bless an arrow, so that when you shoot it, it cannot miss its mark. The arrow loses its blessing once it has struck a target.

Rank Two

As long as you are moving through woodland, or natural surrounds you can fade into the background with ease. At a distance greater than ten feet other Characters will need to make a Test of Perception to see you.

Rank Three

Any arrow that you make by your own hands gains +1 Menace and can hit targets normally only subject to injury by magic.

Rank Four

Lights and shadows seem to fall across you, making you merge into natural backgrounds. As long as you are moving through woodland, or natural surrounds a Test of Perception is needed to see you at more than a few paces. Any arrow that you make by your own hands can wound targets normally only subject to injury by magic.

Rank Five

You can move through forest at a rate that most people could run over a field. You do not need sleep. Any arrow that you make by your own hands gains a +2 Menace and can wound targets normally only subject to injury by magic.

Chanter at the Forge

There are those who know the ancient ways to mingle the blood of dragons, with drops of poison, and iron dug from enchanted land and make enchanted things.

Aspects

Chanter at the Forge allows characters to indulge in the art of crafting enchanted relics. If a character possesses this Discipline, but has no crafting or forging skills, then it is assumed she takes an overseer role in the crafting, uttering charms, and working rituals when need be.

Although you could assume a character can gather the appropriate enchanted base elements to craft anything given enough cost, it is also fun to refer to the Core Rules, work out a ritual to enchant an object and then require the Chanter at the Forge to hunt down and find the necessary elements before beginning.

Rank One

Given the appropriate help and tools you can craft Relics of Least Enchantment. It takes you a full month of work to create such a relic.

Rank Two

Given the appropriate help and tools you can craft Relics of Least Enchantment. It takes you a full three weeks of work to create such a relic.

Rank Three

Given the appropriate help and tools you can craft Relics of Least Enchantment. It takes you a full week of work to create such a relic.

Rank Four

Given the appropriate help and tools you can craft Relics of Lesser Enchantment. It takes you a full week of work to create such a relic.

Rank Five

Given the appropriate help and tools you can craft Relics of Lesser Enchantment. It takes you a full day of work to create such a relic.

Charmed Life

You have the luck of the charmed. Perhaps you are a youngest child or some spell was worked over your cot so that the winds of fortune are always in your favour.

Aspects

In game-play, Charmed Life allows you to change failed rolls of the dice to successes. If for instance you fail a Test of Aptitude, and would prefer have passed, you may state so have pass the attempt.

Rank One

Unlikely Luck: You can change one failed dice roll to a success by taking five Soulburn.

Rank Two

Fair Fortune: You can change one failed dice roll to a success by taking four Soulburn.

Rank Three

Favourite of Fate: You can change one failed dice roll to a success by taking three Soulburn.

Rank Four

Unseemly Luck: You can change one failed dice roll to a success by taking two Soulburn.

Rank Five

Ridiculous Luck: You can change one failed dice roll to a success by taking one Soulburn.

Clear Sight

A talent said to be the boon of Aelfan blood or Aelfan gifts; clear sight allows one to see through impenetrable fog and darkness as if you were in the bright light of a summers day.

Rank One

You can see through a light fog and in twilight as if it were clear air.

Rank Two

You can see through any natural fog or mist, and through the half-light of a starry night.

Rank Three

You can see through any natural fog or mist, and through the darkness of a moonless and cloudy night.

Rank Four

You can see through magical and enchanted mists, and

through the utter darkness of a cave.

Rank Five

You can see through all mists and dark airs irrespective of whether they are natural or otherwise. You can also make a test of awareness when studying an object or person to see through all illusions.

Deathspeaker Seer

The rituals and rites of the seer are those of the caller and beseecher of ancestral spirits and shades of the dead. For the seer may with his magic summons the shades of the dead.

Aspects

The practices of the Seer are highly ritualised and require sympathetic objects to work with. The skull, bones or corpse of the dead, candles to represent spirits or basins of blood are typically used in elaborate rituals that may last up to an hour.

To work a ritual to summon the dead back to the mortal world a character must undergo a ritual performance, usually in private and for at least ten minutes.

Rank One

You can summon back the Shade of a person dead no longer than a week. The Shade remains in your presence for ten minutes and although unable to do you harm it may well feel hostile. Gain one Soulburn when you invoke the dark arts at this level.

Rank Two

You can summon back the Shade of a person dead no longer than a month. The Shade remains in your presence for twenty minutes and will answer questions dutifully. Gain two Soulburn when you invoke the dark arts at this level.

Rank Three

You can summon back the Shade of a person dead no longer than a year. The Shade remains in your presence for an hour and is bound to do your bidding or answer questions dutifully. Gain three Soulburn when you attempt to invoke the dark arts at this level.

Rank Four

You can summon back the Shade of a person dead no longer than a century. The Shade is bound to do your bidding until the next full moon. Gain four Soulburn when you invoke the dark arts at this level.

Rank Five

You can summon back the Shade of a person dead no longer than a century. The Shade is bound to do your bidding for one full year. Gain five Soulburn when you attempt to invoke the dark arts at this level.

Enchanted Voice

You have a certain charm to you voice, your words are strange rich and magical. The power of persuasion comes easily to you, as do the arts of etiquette, guile and seduction.

Rank One

Your voice has the enthralling quality of a half-remembered song from childhood. Others will in preference to music or entertainment, sit and listen to your words.

Rank Two

You may inspire a specific emotion, happiness, fear, desire, unease, in your audience as you recite to them a ballad or poem. The emotion is felt strongly while the poem last but lingers only as a weak sensation afterwards.

Rank Three

You make cause a specific person to stop all actions to the exclusion of listening to your voice. You cannot give commands or orders, and the person may become quite angry, but he or she can do nothing else but listen to the charm of your voice as long as you are speaking.

Rank Four

By winning a Contest of Willpower you can suggest to a person that he or she does one small and specific thing – be it a task or simple to stand and listen to you. Your suggestions will seem utterly reasonable as if coming from a sensible friend, but you cannot make a person do anything that will cause them to endanger their own life.

Rank Five

By winning a Contest of Willpower, you can put a target completely under your control. Suggestions you make will be believed, and the enthralled will believe you over any other voice of reason. The target Character will also act to help and defend you even if it means endangering themselves.

Fetch-Souled

Every person has a Fetch. A Fetch is a protective spirit that is at once a part of you and distinct from you. It is highly personal, and often hidden deep within you.

Aspects

If your Fetch 'dies' then you must make a Very Difficult Test of Willpower or die immediately from the shock. If you live then you will have a few days to linger in a horrible sorrowed and sickened state, before finally succumbing and dying. Note the Fetch is the same spirit source drawn upon by sorcerers to create a Sending Beast.

Rank One

Your Fetch is only visible at times of crises, both awaking and asleep. It takes the form of an animal. You need to choose a shape and name for your Fetch. Primarily the Fetch will appear to you as a warning, perhaps covered in blood if you are in mortal danger, or sometimes speaking a few words.

Rank Two

Your Fetch appears to you more often, but looks to others like a dim and shadowy thing. The Fetch can never go more than about ten feet from you, at which point you suffer pain. The Fetch provides advice, and insight into the spirit-world, that remains invisible to you.

Rank Three

Your Fetch appears when you fall asleep, in the form of a glowing phantom animal and guards you until you awaken. It cannot be hurt except by enchanted weapons or magic and if forced to defend you will make noise to awaken you while fighting with tooth and claw. The Fetch will linger for a few minutes after you awaken. Use the below traits if your Fetch enters

battle.

Least Fetch

Attack: Good	Health: 10
Menace: 4	Armour: 4

Rank Four

You can summon your Fetch by concentration while awake. The Fetch appears in dream shape, as in Rank Three, and will do what it can to help you, although it can never move more than twenty feet from you. The Fetch will linger for a few minutes after you awaken.

Lesser Fetch

Attack: Fabled	Health: 15
Menace: 6	Armour: 6

Rank Five

Your Fetch can appear and remain with you as with Rank Four. The shape is similar to the dream-form, but with only glowing eyes, and a more substantial appearance. It can move up to a hundred feet away from you.

Greater Fetch

Attack: Mythic	Health: 20
Menace: 8	Armour: 8

Geas

You have learnt through force of will and devotion to the goddess weavers of life the arts needed to manipulate fate itself into a form of conditional witchcraft called Geas.

Aspects

A Geas only becomes active when you inform the subject of the spell of the condition and consequence of the magic. At each rank of proficiency you can only have a number of Geas active equal to your rank. If at rank two for instance, you already have two Geas set on subjects and want to work a third, you must cancel one of the other Geas. Geas automatically cancels after the stated condition comes to pass.

Rank One

You can state an event that is unlikely to happen to the subject and an effect of minimal importance that will occur, should the event come to pass. For instance: should you ever meet the king and queen your breath

shall smell sweat that day. You can have one Geas active at any one time.

Rank Two

You can state an event that is unlikely to happen to the subject and an effect of some significant importance that will occur, should the event come to pass. For instance in the Geas for rank one, instead of breath smelling sweet, the daughter of the king will fall in love with the subject of the spell. You can have two Geas active at any one time.

Rank Three

You can state an event that is somewhat likely to happen to the subject and an effect of some significant importance that will occur, should the event come to pass. Instead of meeting the king and queen, the even might be meeting a lord, or an important merchant. You can have three Geas active at any one time.

Rank Four

You can state an event that is very likely to happen to the subject and an effect of some significant importance that will occur, should the event come to pass. For instance, should you ever have your hair cut, your will be struck blind. You can have four Geas active at any one time.

Rank Five

You can state an event that is all but unavoidable to happen to the subject and an effect of some significant importance that will occur, should the event come to pass. Should you ever be invited to eat at a feast you will speak with powerful eloquence. Should you ever sleep under a full moon, your dreams will be filled with nightmares. You can have five Geas active at any one time.

HAUNTED HEART

You have such a deep sense of a given passion, that in pursuing that passion you can enter a state of unfaltering devotion, continuing without rest and without any need for sustenance until you achieve your ends.

Aspects

Examples of passions include jealousy, revenge, greed,

code of honour, or a true love for a person, place or thing. For example a man who has the passion of revenge and who suffers injury to himself or a love by an enemy can tap their passion for revenge to pursue the enemy. He can ride without rest and fight without fatigue until he achieves revenge. If however he stops along the way and is distracted into pursuing something other than revenge the various bonuses no longer apply. Likewise, to gain bonuses an activity must be closely related to the passion. In the example above fighting the enemies henchmen qualifies as something close to the passion. But stopping and trying to win a game of chance to earn some extra coin to keep following the enemy does not.

Rank One

You can choose to enter a passionate fury, during which time your Aptitudes temporarily gain an extra level of ranking. During this fury, you can do nothing except either pursue your passion. The fury can last up to ten minutes.

Rank Two

As above except that the fury can last up to half an hour.

Rank Three

As above except that the fury can last up to an hour.

Rank Four

As above except that the fury can last up two hours.

Rank Five

As above except that the fury can last up to five hours.

Healers of Idis

You are a worshipper of the Idis, supernatural feminine spirits, who though not divine are nonetheless immortal, and associated with protection, fertility and healing.

The highest tradition of the priestesses of the Idis is pacifist life, without any need or urge to do harm to any other. They will not eat meat, or drink ferment of hops or grapes or honey. The cult also only admits virgin woman, and does not permit its members to have sex.

Aspects

In preparation to use one of your powers you must make sacrifices of fruit and wine to the Idīs.

Rank One

You can heal minor wounds by performing a short ritual over the subject. The ritual heals up to two levels of Health and cannot be used twice on the same set of injuries. You can use this magic only on women and children, or on men who are either elderly or lead pacifist lives.

Rank Two

You can heal deep wounds, or cure non-life threatening diseases by performing a short ritual over the subject. The ritual heals up to three levels of Health and cannot be used twice on the same set of injuries. You can use this magic only on women and children, or on men who are either elderly or lead pacifist lives.

Rank Three

You can heal severe wounds, or cure any disease, by performing a short ritual over the subject. The ritual heals up to four levels of Health and cannot be used twice on the same set of injuries. You can use this magic only on women and children, or on men who are either elderly or lead pacifist lives.

Rank Four

You can heal grave wounds, or cure infertility, by performing a short ritual over the subject. The ritual heals up to five levels of Health and cannot be used twice on the same set of injuries. You can use this magic only on women and children, or on men who are either elderly or lead pacifist lives.

Rank Five

You can heal mortal wounds, or cure afflictions of site, hearing or deformity by performing a short ritual over the subject. The ritual heals up to six levels of Health and cannot be used twice on the same set of injuries. You can use this magic only on women and children, or on men who are either elderly or lead pacifist lives.

Healing Touch

You have the healing touch: that power said to be

descended from the kings of old and heightened in to a potent force in the true heir of a throne. From your hands warmth and light in a glow of life energy emanates and flickers causes blood to staunch and wounds to knit and mend.

Aspects

You have the power to channel your own life force into the healing of others. To do so you must first cut runes into your palms, then lay hands on a wounded individual, without disturbance and perform a series of chants. When you heal injury a similar injury appears at the same point on your body.

Rank One

You can heal one level of injury and suffer one level of injury on a one to one basis. For instance, if you choose to heal three levels of Health you suffer three levels of injury. This magic inflicts three Soulburn on you when used.

Rank Two

As above except that the magic inflicts two levels of Soulburn.

Rank Three

As above except that you round up the levels of injury you want to heal and suffer half the number of injuries yourself. For instance, if you want to heal five levels of injury round this up to six and divide in two: this inflicts three levels of injury to yourself.

Rank Four

As above except that the magic inflicts two levels of Soulburn.

Rank Five

As above except that you cannot suffer more than three levels of injury per person you heal, no matter how serious their wounds.

Illusory Arts

A sign of some Aelfan blood running in your veins, you have a talent for the shaping and conjuring of illusions – made up of the stuff that learned man call Glamour. Your power, even at its most developed is that of a

child to a master, when compared to the glammers that deeply Aelfan creatures can weave, but it is enough to impress common mortals and get you out of tricky situations.

Laws of Illusion

Some basic laws apply to all illusions, both the most powerful Aelfan arts of kings and queens and to you.

Never Perfect: Illusion can never be used to perfectly mimic anything some small flaw or tiny detail will always give it away under close examination.

Mirrors Never Lie: Illusions never reflect in mirrors. Your illusion if viewed in a mirror will show up the truth beneath.

Cast no Shadows: Illusions never cast shadows and creating a shadow with illusion is impossible.

No taste nor Smell: At your humble level of power neither tastes nor smells can accompany an illusion. You can make a rotten apple look but not taste whole.

Aspects

In game-play, Illusionary Arts allows you to create illusions much as if you were simply wishing images, shapes and colours into existence. Any illusion you create will vanish if contradicted. Thus if you create the illusion of a doorway, and a person runs into it and crashes into a solid wall the illusion promptly vanishes.

Rank One

You can invest illusion in any small object that can be held in your hand. The illusion can change the appearance but not the overall form of the object. For instance an apple could be made to look rotten or golden but not to look like a rock.

Any illusions you conjure vanish if removed more than five feet from your person. You suffer one Soulburn when you use this power.

Rank Two

As above but you can make any small hand-held object look like any other object of a comparable size. Dry leaves can be made to look and feel like gold coins. Poisonous mushrooms could be made to look, but not taste like bread.

Any illusions you conjure vanish if removed more than ten feet from your person. You suffer one Soulburn when you use this power.

Rank Three

As above but you can conjure an illusionary object out of thin air. The illusionary object must be of a weight that can be carried. If an attempt is made to use the object as a tool or weapon or clothing it vanishes.

Any illusions you conjure vanish if removed more than fifteen feet from your person. You suffer one Soulburn when you use this power.

Rank Four

As above but you can cause anything up to the size of a barrel appear to be larger, or smaller or a completely different object. You can also cast simple illusions on people or animals making them look younger, older, and more or less beautiful but not otherwise changing characteristics.

Any illusions you conjure vanish if removed more than twenty feet from your person. You suffer one Soulburn when you use this power.

Rank Five

As above expect that you can dramatically change the appearance of a person or animal – making he, she or it look, feel and sound to all intents and purposes to be someone or something else. No physical benefits are conferred however. A dog made to look like an eagle cannot fly.

Any illusions you conjure vanish if removed more than twenty-five feet from your person. You suffer one Soulburn when you use this power.

INTUIT DIRECTION

There runs in your family a long history of a special knack for the knowing of directions. At its least powerful, the ability means you seldom get lost, raised to its highest potency, you can follow your inner sense, over mountains and forest and deep dells, tracking all the way towards anything at all that you could name.

Aspects

The different ranks of Intuit Direct carry slightly differing talents, some vaguely ritualistic, others more natural. You can use any of the talents from lower ranks as your ability advances.

Rank One

You can spend a few minutes carrying out a simple ritual such as casting runes, or staring into a fire, to know the compass points and the direction as the crow flies to any place that you know very well.

Rank Two

By tying a piece of something to a string and dangling it, you can watch the spin and bob, and walk towards the nearest source of the substance. For instance you could tie a gold coin to a string and follow it to gold, or a nail to find iron. By using hair or clothing from a person, you can find that person.

Rank Three

You are always aware of which direction is north, be you in the blackest of nights or deep in a cave. You can also, always follow your way back, through any confusing environment, such as a misty forest, or a labyrinth.

Rank Four

You know the direction and distance to any place, person or thing that you have seen with your own eyes, and can conjure a mental image of.

Rank Five

You know the direction and distance to any place, person or thing that you know the name of.

Lore of Heid

The art of divination has long been a tradition passed down, from sorceress to apprentice, from witch-wife to daughter, from one seeress to another. Through small rituals and observations of oracles, you work to divine the answers to the questions that plague the unknowing.

Aspects

As a practitioner of the Lore of Heid you will use ritual to root out secrets. You may wish to choose a signature ritual or whatever feels appropriate at the time. Some ideas: Casting or drawing rune stones, bones or sticks. Examining the entrails of sacrificial animals – traditionally such animals had to be pure white. Examining the patterns in the flight of birds, or in the

walk of horses. Studying the pattern of lines on a person's palm. Creating and examining patterns in dust or earth. Reading tarot or playing cards. Interpreting dreams, or omens in natural phenomena. Reading lines out of a book of religious or occult significance. Studying the stars and the celestial sphere.

Rank One

You can carry out a ritual and ask a simply yes/no answer. The Gamesmaster rolls on the following chart and tells you an answer accordingly. You suffer one Soulburn when you use this power.

1 – 2	Answer is incorrect
3 – 5	Answer is unclear
6 – 10	Answer is correct

Rank Two

As above but using the following chart...

1	Answer is incorrect
2 – 4	Answer is unclear
5 – 10	Answer is correct

Rank Three

As above but using the following chart...

1	Answer is incorrect
2	Answer is unclear
3 – 10	Answer is correct

Rank Four

As above but the answer is always correct.

Rank Five

As above but a Willpower based test of Fatigue is no longer needed.

Luck of the Traveller

There is something of a charmed power that hangs about the wandering tinker, the rootless wanderer who will trust to fate and chance in equal measures to make a way in the world.

Aspects

Luck of the Traveller grants you several charms and small magics related to life on the road.

Wayfarer's Song – Second Edition

Rank One

By whistling or singing a cheery song you can chase away bad weather. Light rain or fog will vanish in ten minutes. A heavy storm may take up to half an hour to blow over.

Rank Two

By making a Test of Perception you can discover the maximum and minimum prices that a character will be willing to accept for the purchase or sale of a given good or service.

Rank Three

As soon as you enter a market you are able to tell, on a successful test of Perception, who among the traders is the best to go to for fair prices.

Rank Four

People begin to take a liking to you as soon as they make your acquaintance. Any price offered to you for the purchase lodgings, food or drink will always be less perhaps even as much as half that offered to others.

Rank Five

You may make a Test of Perception to ‘recall’ important pieces of information about an area of land, a road, a town or village that you have never visited before. You might ‘recall’ such things as which are the best inns, how much they charge, whether guards are fair or corrupt, who is in charge and anything else the Gamesmaster thinks may be of importance.

Piercing Gaze

You have eyes that can see right through to the soul. Those with a guilty conscious feel your gaze as strong and discomforting, and feel as if you know every small detail of their crimes.

Aspects

By locking eye contact you can cause a person with a guilty conscious to variously suffer irritation and distraction, through to causing the guilty to break down and confess everything to you.

Rank One

You can use the talent on only one person at a time.

Your gaze will make a person with a guilty conscious feel uneasy interfering with their ability to concentrate. When you lock gazes the person must make a test of willpower or temporarily lose a level from any subterfuge or deceptive Aptitudes your opponent tries to use against you.

Rank Two

As above but when you lock gazes the guilty person must make a test of willpower or temporarily lose a level of Aptitude from all of their Aptitudes.

Rank Three

As above, but when you lock gazes the person must make a test of willpower to not appear obviously guilty and evasive to bystanders as well as to you.

Rank Four

As above, but if the guilty character scores a 10 on the test of willpower he immediately breaks down and confesses his crimes.

Rank Five

As above, but if the guilty character fails the test of willpower he immediately breaks down and confesses his crimes.

Premonitions

You have a supernatural knack for sensing when you are in immediate and threatening danger – even if to all outward appearances everything around you is harmless. This danger sense may manifest as a tingling sensation, or a burning or itching, or possibly something stranger such as a fit of sneezes or a migraine.

Rank One

You can not choose to actively try and sense danger, but if you are walking into a trap or if you are about to be ambushed or harmed in any unforeseen way your Gamesmaster roll a dice in secret with a 5/10 chance of giving you a warning by alerting you to a sensation of danger.

Rank Two

You can attempt to actively sense if a situation is dangerous to you by concentration. You suffer one Soulburn when you use this power.

Rank Three

As above, but can attempt to actively sense if a situation is dangerous to a companion or loved one.

Rank Four

As above, but can attempt to actively sense if a situation is dangerous to a beloved place, tool, item or weapon.

Rank Five

As above, but can attempt to actively sense if a situation is dangerous to any person, place, object or creature that you are familiar with.

Purifying Touch

You are blessed with the power to lift diseases from others by touch, concentration and a period of meditative chanting. As a side affect of this any food or drink that you prepare is purified of spoilage or poisons.

Rank One

Allows you to cause a minor natural illness, such as a cold or sniffles to be cured. Your touch also eases pain and minor aches. You cannot use this power on yourself, but you are also immune to all natural diseases. You suffer one Soulburn when you use this power.

Rank Two

As above but, the power allows you cause a serious natural illness, such as influenza or pox to be cured. Sickneses take a week to cure. You touch also eases serious pain, or can encourage an easy childbirth. You suffer one Soulburn when you use this power.

Rank Three

As above but, the power allows you to cause a deadly natural illness, such as plague to be cured. Sickneses take a week to cure. You suffer one Soulburn when you use this power.

Rank Four

As above but, partial loss of sight or hearing can be cured by your touch. Lame legs, arthritis, and minor deformities can be corrected over the course of a month. You suffer one Soulburn when you use this power.

Rank Five

As above but, complete loss of sight or hearing can be cured by your touch. Serious inherent conditions, such as deformities or haemophilia, as well as magical curses can be 'cured' over the course of a month. You suffer one Soulburn when you use this power.

Scrying

The kenning-woman who huddles over her fire, wrapped in a shawl searching for signs of secrets in the woods, the sorcerer who stares into a polished stone of black jet, hunting for lost relics, the wish-wife, who grants those who can pay a second-hand glimpse of lost-loved ones. All, are using the art of scrying, the talent, that some have for seeing what is not, for knowing what they could never know, for reaching out their mind and touching the distant horizons of the world.

Aspects

By concentrating on a focus, a surface of water, or a fire, or mirror, you can see visions of far away people, places and things.

Rank One

You can summon a vision of either people you feel very close to, or places you know very intimately. You suffer one Soulburn when you use this power.

Rank Two

You can summon a vision of places you know reasonably well, things you have once owned, or people you have spent more than a week with. You suffer one Soulburn when you use this power.

Rank Three

You can summon a vision of things you have held, people you have meet but once, and places you have passed through. You suffer one Soulburn when you use this power.

Rank Four

You can summon a vision of anything by holding something with an association – for instance you can scry out a person if you have a lock of their hair, or a

dagger they once owned. You suffer one Soulburn when you use this power.

Rank Five

You can summon a vision anything simply by knowing the birth-name of a person, the basic appearing of a thing, and the name of the last owner, and three names by which a place is know by. You suffer one Soulburn when you use this power.

Second-Sight

You have been born with the Second-Sight, the Kenning it is sometimes called and you yourself may be called a kenning-man or woman. You can see the world or spirits and magic that others are blind to. You see the earth-light welling up when the world is quiet, you see ley-lines, auras, airy spirits and the echoes of spells cast by sorcerers.

Aspects

In game-play Second Sight allows you to literally see auras, magical or natural as well as invisible spirits such as ghosts.

Rank One

At times of stress or passion, or heightened emotion you gain the second-sight. You can see auras of living things, and from this tell the state of health of a plant, person or animal.

Rank Two

You can summon the second sight by suffering a rank of Soulburn and with it you can see all invisible spirits, and also the magical auras created by spells and enchanted relics.

Rank Three

As with rank two, but you can shift you vision in and out of the second-sight at will - no Soulburn is suffered.

Rank Four

Your can recognise the shape and feel of the aura of a spell or ward as belonging to a particular sorcerer. By studying the aura of a magical artefact you will know what rank of enchantment it is.

Rank Five

By studying the weave of an aura surrounding a magical artefact your can determine how it was made, how long ago, and for what purpose. By studying the aura of a person you can get a feel of their present emotional state.

Serendipity

Serendipity is a peculiar form of luck, the sort that has to do, simply with being in the right place at the right time or having things by chance seem to fall into place. It is the luck of Bilbo Baggins in the Hobbit, and is the sort of luck enjoyed by heroes of fairy tales and children's folk stories.

Rank One

You can suggest that something happen that would qualify as a stroke of serendipity. For instance you may be sitting in a bar and suggest, that a friend just happens to walk, in or that a guard you are trying to get past, just happens to be a cousin. If the Gamesmaster declines your suggestion, your next suggestion cannot be declined unless all other players at the table do not agree that it is sensible. You must spend five Experience Points when you use this power.

Rank Two

As above except, that you must spend four Experience Points to use this power.

Rank Three

As above except, that you must spend three Experience Points to use this power.

Rank Four

As above except, that you must spend two Experience Points to use this power.

Rank Five

As above except, that you must spend one Experience Point to use this power.

Skin-Changer

There are some who it is said walk as beasts or fly as birds when the mood takes them. It is a thing that passes in family lines, perhaps because of magic

worked long ago by a sorcerer ancestor or maybe the blood of furry beast or feathered bird does indeed run in your veins.

Aspects

The talent for skin-changing runs in families and always takes the same form within a given bloodline. The player is allowed to choose their animal form at the discretion of the Gamesmaster. When wearing the animal form the character appears to all intents and purposes as that animal – this is very different from a spell that changes forms, which always results in peculiar and unnatural looking animals. There is nothing obvious magic about a changed character, and indeed their mind as well will blend into the animal, usually to thoughts of food and shelter and mates. To do anything particularly un-animal requires a test of Willpower – i.e. opening a door. Also, although you cannot cast spells in animal form you do retain innate magical talents such as second-sight. Skin-Changers must choose an animal form. This may be any natural beast up to the size of a bear.

Rank One

You can take on the form of your animal only by stripping naked and adorning yourself a cloak made from pelts of your soul animal. You suffer one Soulburn when you use this power.

Rank Two

As Rank One except that you do not suffer Soulburn when you use the power.

Rank Three

As Rank Two, but you no longer need a pelt to change into your animal form. Also, if you are angered you must make a Test of Willpower (diff. 7) to avoid turning into your animal form on the spot.

Rank Four

As Rank Three, except that you no longer need to make Willpower to avoid changing at an unwanted time.

Rank Five

As Rank Four, but that, natural animals of your soul-form, view you as a natural leader when in their form.

When you speak they listen, when you lead they follow.

Spirit Hunter

You belong to one of the most feared and dreaded orders of all warrior-cults – the Spirit Hunters, the warriors of fear itself who are believed to enslave the spirits of those they slay. These warriors of the dead, paint themselves in white and black, and carry shields of blackened wood and armour of pitch-black furs. They shriek like ghosts when they attack, and are most powerful in the dark of night.

Aspects

The Warriors of the Dead are more secretive than most cults, and appear to be worshippers of the dead, and some suspect necromancers. The necromantic arts of the typical Warrior of Managarm is in fact minimal to none, but high priests practising hedge-magic and necromancy do exist.

Members of the cult find daylight uncomfortable but not unbearable. Any spells or relics charmed against the dead also affect Spirit Hunters, and if seen with second sight Spirit Hunters appear shrunken, hollow-cheeked and milky eyed.

Rank One

Shadows of the Night: You can see perfectly in the night as if you were in broad daylight. You do however suffer some sun blindness. This is a passive ability and is always with you.

Rank Two

Skulking Ghost: You can hide in shadows and in the benighted air with eerie adeptness. As long as you remain still a test of perception is needed to see you. This is a passive ability and is always with you.

Rank Three

Ghastly Shriek: When you scream a war cry it chills the most hardened warrior's to the bone. In you voice is all the sounds of death and the cries of the damned. Anyone who is not of the cult who hears your cry must make a Test of Courage (diff. 5) or feel sudden and deep fear of you. You suffer one Soulburn when you use this power. Also, you can suffer one Soulburn to cause any mortal you slay to rise as a Shade in your

permanent service.

Rank Four

Benighted Cloak: You can become dark and shadowy, seemingly ghostly and unreal. A perception test is needed to see you at night or in shadows. You can also never be tracked and are completely silent when moving over any ground. This is a passive ability and is always with you.

Rank Five

Shape of the Shadow: You can turn yourself into a wraith-like being. In this form, you can only be harmed by enchanted weapons or magic and any weapons you wield are treated as weapons of enchantment. You suffer one Soulburn when you use this power. The Shape of the Shadow can be broken at any time by yourself and otherwise lasts until the next dawn.

Uncommon Sense

You have a particular, and intuitive knack for separating the forest from the trees. Perhaps you are simply a thoughtful sort, or prone to discretion, or rich in experience, some might even call you brooding. But, one way or another you have a powerful ability to see through the deceptions of others, see illusions for what they are, and know in the gut when danger is about to rear its ugly head.

Rank One

When you first meet a person you gain a good impression of whether the newly met stranger is basically trustworthy, honourable, good natured or on the other hand to be treated with suspicion.

Rank Two

Calm is Calm: Add a bonus level to your Courage Aptitude.

Rank Three

By speaking with someone who is afraid or in a panic you can always induce calm and fearlessness.

Rank Four

You always gain a strong sense of whether a person you are speaking to truly or at least believes his or her own words.

Rank Five

You are no longer subject to illusion - you simply cannot be tricked by such enchantments or tricks of magic, either mortal or Aelfan. You see through any illusion as if it is a vague phantom, and may be impressed, entertained, or made angry by such tricks but always know them for what they are.

Valraven Warriorress

You are a warrior-maiden of deathly beauty, bound to the memory of Othinarr, the most famed of the dead sorcerer-kings of the Asyneaur.

Traditions

The cult of Valraven is dedicated to the Blood-Stained King, and is both organised and highly structured. The warrior-maidens are at the beck and call of high priestesses who claim to commune with the shade of the Bloodstained King himself. The Cult of Valraven only admits women.

In battle cultists of the Valraven pass into a state of deadly calm, their eyes glimmer and flicker with inner light and they are enchanted with an aura of beauty. Valraven cultists wear cloaks of raven feathers and armour of gold and black.

Rank One

Whenever you enter battle you may enter a deadly trance. In this state you do not feel pain, are immune to fear and become aware of the actions of any enemy within twenty feet even if you cannot see them. Also, while entranced become stunningly beautiful. When you use this power you gain one Soulburn.

Rank Two

As above, but when entranced your eyes turn gold and red and your beauty is of an Aelfan, enchanted quality. Any weapon you wield glows and flickers and has an extra point of menace to a limit of nine.

Rank Three

As above but, when entranced your beauty becomes impossible for even the dead to ignore. Any weapon you wield gains two extra points of menace to a limit of nine.

Rank Four

As above but, when entranced your beauty is radiant, such that it will draw attention from anyone within sight and overawe them. Any weapon you wield gains three extra points of menace to a limit of nine. Also, you cannot be the subject of spells unless you allow yourself to be.

Rank Five

As above but, when entranced your beauty is all but goddess like. Any weapon you wield gains four extra points of menace to a limit of nine. Male enemies who are not enraged or entranced themselves must make a Test of Willpower (diff. 7) to attack you.

Visions

Simmering in your blood is a talent for seeing visions in the fire, or the ripple of a pond or the depths of a crystal. The visions come to you if you want them or not. Sometimes nightmarish, on occasion beautiful, the one thing that can be said, is that there is always, some deep grain of truth hidden in the waking dream.

Aspects

Visions, especially in the early ranks, are as likely to be frightening as useful. The visions will come unbidden, often nightmarish in form, at potentially dangerous times, as the vision always causes you to fall into a trance. Developing this talent will allow better control of when, and how the visions come, but not necessarily any control over the deeply disturbing psychology of the visions – which is a nice thing for the Gamesmaster to toy with.

Visions may come about in one of two ways, Bidden or Unbidden. Unbidden visions occur during times of stress and are ‘inflicted’ at the Gamesmaster’s discretion. When an Unbidden vision is inflicted, the player may choose to make a test of Willpower in order to resist the vision and shrug it off (a success allows you to resist a vision). Bidden visions are called upon voluntarily by the Character, and in this case the player needs to make a test of Willpower in order to summon up the vision (a success allows you to summon a vision).

Rank One

The visions only come when you sleep, in the form of dreams and nightmares. Once a night you may make a test of Willpower and if you succeed, you may then either choose to, or not to experience a vision. If you fail, then whether or not you experience a vision passes to the discretion of the Gamesmaster. If you do experience a vision, you will wake, sweating, and wide-eyed from the dream. The Gamesmaster rolls on the following chart and then describes the vision.

1 to 2	True and important vision
3 to 4	True, but cryptic
5 to 10	A false or misleading vision

Rank Two

You can enter a trance by staring at a foci, for instance a crystal, or bowl or water or ink. You can meditate on a person, place or thing and the Gamesmaster rolls on the following chart and describes a vision as results. When you use this power you gain one Soulburn.

1 to 2	True and important vision
3 to 7	True but cryptic
8 to 10	A false or misleading vision

Rank Three

As above except that visions will come unheeded whenever someone or something you love but which is far away is in danger. You must make an Test of Willpower (diff. 4) if you wish to avoid slipping into a trance when this happens. If you do enter a trance the vision is always true and clear.

Rank Four

As above except that you have complete control over the spontaneous visions and can either accept them or decline them without making a Test of Willpower.

Rank Five

As above except that the Gamesmaster rolls on the following chart when a vision is sought.

1 to 5	True and important vision
6 to 9	True but cryptic
10	A false or misleading vision

Ways of the Wilds

You have developed a supernatural understanding and empathy for the plants, animals and elements of the

woods and waters wild.

Rank One

By spending time watching your natural surrounds you can gain insight as to whether there is any disturbance or if there are intruders into a natural environment up to half a day's walk in any direction. Also you can change a failed attempt at a Wayfaring Aptitude into a success by suffering one Soulburn.

Rank Two

As above except that you gain insight as to whether there are springs, caves, rivers or other useful natural features within a half-day's walk by careful observation.

Rank Three

As above except that you can gain insight into the type and numbers of animals into a wilderness up to a day's walk in any direction from you.

Rank Four

As above except that you can turn a failed Test of Perception into success by suffering one Soulburn.

Rank Five

As above except that you can gain insight into the animals, terrain, unusual features or intruders into a wilderness up to seven day's walk in any direction from you.

Warrior Blest

There is among the roll of chants worked by sorcerers a charm to work over a babe in the crib and thereby give her the potential to be a great warrior in years to come. You are just such a child.

Aspects

This Discipline can be considered the result of a baby being successfully blessed by the 'War Blest' Hedge Cantrip.

Rank One

As long as you show courage in battle and refuse to don armour or a shield you gain a charmed rank one protection from injury. This protection works against mundane weapons only.

Rank Two

Gain a charmed +1 bonus to the Menace of any weapon you use. You also strike creatures that normally can only be harmed by magic or enchanted weapons.

Rank Three

As long as you show courage in battle and refuse to don armour or a shield you gain a charmed rank two protection from damage. This protection works against mundane and enchanted weapons.

Rank Four

You gain five levels of armour versus injurious spells directed at you.

Rank Five

Gain a charmed +2 bonus to the Menace of any weapon you use. Also, you may change a failed test of any combat Aptitude to a success by suffering two Soulburn.

Warrior Shaman

You are one of a fierce cult of warriors, prone to fury in battle, in which all thoughts of safety are thrown to the wind. You wear no armour but for a bearskin, and shield, and when passing into a rage, howl in bestial rage, bite at your enemy's throat and have a reputation for bear-like strength and ferocity.

You are blessed by the ancient dead of the Beorgar tribe, the lovers of the battle and fray. For you the battle is not a dirty struggle of sweat and blood – it is your worship and your magic. Some may think you a savage but you know better because you fight the way that gods fight – and you are the most mystic of warriors.

Aspects

While in a rage you must make an Test of Willpower (diff. 4) to take any action that is not combative. When you come out of a rage you will be exhausted to the point of collapse for twenty minutes.

Rank One

Eye of the Bear: You can pass into a berserker rage by donning a bear or wolf skin and carrying out a small

ritual. An Test of Willpower (diff. 4) is needed to come out of the rage. While in a rage you gain Second-Sight (see Disciplines, above).

Rank Two

Strike of the Bear: As with above, except that while enraged, your weapons acquire a little enchantment of their own, and can opponents that normally can only be harmed by magic or enchanted weapons.

Rank Three

Ease of the Donned Skin: You can pass into a berserker rage by simply donning fur skin – no ritual is needed.

Rank Four

Might of the Bear: While in a rage you may choose to increase the severity of a wound you inflict, by one rank through suffering a level of Fatigue. For instance your could inflict an extra three levels of injury by suffering three levels of Fatigue.

Rank Five

Rage of Toothless Swords: When enraged you can only be hurt by magic, natural dangers (i.e. falling boulders, wolf teeth), bare hands (brawling) or enchanted weapons.

Will Over Self

You have a powerful sense of self, or will and of determined mind that makes you particularly difficult to subject to sorceries.

Rank One

You may counter and undo a spell targeted at you by Spending Soulburn equal to the cost of the sorcerous spell.

Rank Two

As above expect that you the cost in Soulburn is now the cost of the spell minus one For instance if the Spell Costs three Soulburn to cast you must spend two Soulburn to resist it.

Rank Three

You are immune to and see through all illusions.

Rank Four

You are immune to all shapeshifting and transmutation spells and powers.

Rank Five

A sorcerer must suffer an additional two ranks of Soulburn in order to be able to cast any spell in your line of sight.

Wolf Blooded

You are one of a feared warrior-cult known for wearing wolf skins in battle, fighting like a savage beast, and reputed to know the secret of donning a wolf form.

Traditions

The Wolf Blooded are known for fighting in groups, much like a pack of wolves. The Cult of the Wolf Blooded admits only male initiates.

While in a rage you must make an Test of Willpower (diff. 4) to take any action that is not combative. When you come out of a rage you will be exhausted to the point of collapse for twenty minutes. You can attempt to enter a rage only once per day.

Rank One

Aspect of the Wolf: For up to half an hour, you can acquire the senses of a wolf, heightened hearing and smell in particular. You suffer one Soulburn when you use this power.

Rank Two

Howl of the Wolf: You can cry and howl like a wolf. Any allies within range will know immediately that you need their aid, and how to reach you. Any enemies must make a Test of Courage (diff. 5) or view you with sudden fear. You suffer one Soulburn when you use this power.

Rank Three

Savage in War: You can enter into a frenzy in which your natural armour increases by 1 each time you are injured. You also temporarily grow claw like nails and fang like teeth, which are treated as weapons of enchantment with a Menace of 6d10. You suffer one Soulburn when you use this power. The frenzy lasts up to half an hour.

Rank Four

Wolfish Form: When you enter a rage your features become distinctly lupine, you grow fur, and a wolf-like face, your eyes turn yellow and your teeth turn long and sharp. Although you still walk upright, you are so wolf-like in appearance, you may be mistaken be for a spirit or monstrous creature. Your claws and fangs are treated as weapons of enchantment with a Menace of 7d10. You suffer one Soulburn when you use this power. The frenzy last an hour.

Rank Five

Shape of the Wolf: While enraged you can choose to change into a massive wolf-like monster, with glowing eyes and shaggy fur. You walk on all fours, and lose some of your ability to think like a mortal human while in the shape of a wolf. Your claws and fangs are treated as weapons of greater enchantment with a Menace of 8d10. You can only be harmed by magic or enchanted weapons in this form. You suffer one Soulburn when you use this power. The frenzy lasts for an hour.

Wood Haunter

You know that there is magic to be drawn out of the ghosts of dead birds and beasts. Just as the relic-maker crafts talismans from the pelts and teeth and enchanted things you know how to awaken a more personal magic from the wild dead.

Aspects

Wood Haunter allows you to gain magical advantages by drawing on the spirit of dead birds and beasts. By donning the pelt or feathers of a given creature you can gain a particular power.

You may gain cumulative bonuses by wearing several pelts at once.

Rank One

By donning a cloak or similar garment made from a deer pelt you can gain a little magic of stealth and swiftness. When wearing such a cloak you gain a +1 bonus to all stealth, hiding, running or dodging Tests of Aptitude.

Rank Two

By wearing a pelt of a boar you gain a +1 bonus to all fortitude and strength-related Tests of Aptitude including melee and combat.

Rank Three

By wearing a cloak made from the feathers of a falcon or hawk you gain both hawk-like power of vision and a +2 bonus to all tests of perception and hunting related skills.

Rank Four

By wearing the feathers of a raven you gain the ability to see invisible spirits, auras of magic, and shades of the dead. You are also able to see through illusions and can speak with the dead.

Rank Five

By donning armour or a cloak made from the scales of a dragon or wurum you gain a further +1 bonus to all combat related Tests of Aptitude (i.e. a total of +2 if you are wearing a boar skin). You also become immune to poison and injury by fire.

Word of Binding

You are both blessed and cursed after a fashion. Your very words, your very will has an element of magic to it. The spirits of the earth listen when you swear a vow. And they usually take you up on it. Binding, magical vows are termed Geas in Wayfarer's Song. If you make a vow that is serious and of genuine difficulty to keep, then so long as you abide by it then you will receive a boon that you stipulate in return. For instance you may swear that you will always answer a challenge to fight - so long as you your sword will never break. Or you might swear never to eat the flesh of a dog - so that dogs are always friendly to you. Consider your vows carefully. If you break a vow, then not only do you lose the boon, but you also lose a Fate Point. If you have no Fate to lose then you suffer an immediate and disastrous stroke of ill fortune.

Rank One

You make vows that have a power of influence over you and your immediate property.

Rank Two

As above and you make vows that have a power of influence over your friends or animals.

Rank Three

As above and you may swear to vows that have the power of influence over strangers.

Rank Four

As above and you may swear to vows that have the power of influence over enemies.

Rank Five

As above and you may swear to vows that have the power of influence over enchanted beings – elves, and Aelfan creatures, even dragons can be subject to your vows.

Wyrde

The three weavers of fate, Urd, Verdandi and Skuld were at your crib the day you first drew breath. Urd drew out a thread of fate for you, Verdandi has measured it and found it to be great, and Skuld, she has chosen not to cut your thread short until your fate be met.

Aspects

Together with your Gamesmaster you will need to agree upon a ‘fate’ for your character. It could be dying saving the world from an evil it never knew existed. It could be rising to the status of queen among men, it could be something more humble, but just as valuable, such as the discovery of a charmed plant that can cure an ill or disease.

A hindrance must be actively and directly in your path and preventing you from reaching fate for it to be moved aside. For instance if your fate is to find the lost dragon slaying sword Wurumbane and die slaying Aslaug the Gildenwing, then a person who refuses to sell you Wurumbane can be considered a direct hindrance. A person who refuses to sell you a sword you think might be Wurumbane, or who refuses to sell you a sword that might help you kill more terrible foes and then find Wurumbane is not directed in your way, and would not be affected by fate. In effect anything that might be a hindrance is not considered one by

fate. Hindrances have to be obvious and direct.

Rank One

At this rank small hindrances that get between you and your fate find themselves confounded. Remember that a hindrance may not necessarily be an enemy. A loved one you does not wish you to fall to harm will be affected by you Wyrde in the same way.

Rank Two

Reasonably major hindrances standing between yourself and your fate are moved aside by the tides of Wyrde. People who oppose you find themselves soon exhausted and frustrated.

Rank Three

When in direct pursuit of your fate natural phenomena, disasters and even hordes of creatures stand no chance. Most simply dissolve away from you, shrinking back before the power of Wyrde.

Rank Four

Enchanted places, relics and creatures have no power to harm or control you while you are in direct pursuit of your goals.

Rank Five

Very powerful hindrances standing between yourself and your fate are moved aside by the tides of Wyrde. All who oppose you find themselves soon exhausted and frustrated.

Designer Note: Wyrde is quite a powerful, and potentially game changing Discipline. It requires a mature attitude to the game to work well. As the Gamesmaster you are completely within your rights to state that you are not comfortable with this Discipline and disallow it from player characters.

Indeed if there is any Discipline you feel is a little too powerful, or awkward, either alter it to your liking, or remove from the setting as you see fit.

Chapter Five

SORCERY

The dull and distant thud of an axe biting wood reassured him that his father was well away from the cottage. So, taking careful note of how the wools and furs in the chest were arranged, he drew them out one by one. At the base of the chest it lay dreaming. Its haft of sea-ivory gleamed white, its blade was inlaid with a swirl of red and gold ribbons. As he stroked the axe with his fingers he wondered why his father never took it from the chest. Never showed it to friends, or kinsmen.

There were times when it seemed his father would glance furtively at the chest, as if he had heard something coming from the wood. Was he afraid of the axe?

But the boy knew better. He heard something deep and ancient reverberate from the steel, and imagined himself a hero with this proud weapon. He knew the depth of the wyrde woven for this axe. He knew one day it would be his, and all would know his name, and fear the axe of red and gold.

In the world of Mithgerd there are those who through study of the ways and laws of the natural and the supernatural have raised magic from a tradition to an art. These are the sorcerers, the weavers of magic spells and the masters of the wizard's fine powers over all this was and is and ever shall be. A sorcerer must apprentice young, for this road of knowledge is long and wearisome, and in principal is expected to give up ties of kinship and clan. When a sorcerer joins the ranks of the spell-workers a mock funeral is held, the child is wrapped in funary shrouds and taken to a graveyard or barrow-field, there left as the mourners move away. All the pretences of a funeral are undertaken, grave goods are left and the mourners wails and cry. The child is expected to remain still and dead until the relatives have moved away and dusk has fallen. At this time one or more master sorcerers come out of the evening twilight, unwrap the child and lead him or her away naked to begin a new life among those without life or clan.

In practice many sorcerers do return to their clans after years away and although treated as strangers, at least in public, the strict traditions of the sorcerer's ways are not always held to.

Sorcerer's do not exist in a strict order in any traditional sense, there are no chief sorcerers or leaders, no hierarchy, rules or laws among them. There are, however, vague, not always adhered traditions and a general expectation that sorcerers will maintain the

integrity of their order by banding together, pursuing and punishing those who step outside the traditions. The traditions, however, are very vague and grey: sorcerer's are expected to judge and give advice but not interfere in matters of state, they are not permitted to rule as kings nor to maintain vast lands and no sorcerer may teach the mysteries or the spells of magic to one who has not been ordained into the art - acceptance into the mysteries of sorcery must be agreed upon by three independent sorcerers, one of which has offered to tutor the student. The final tradition is that any challenge issued by one sorcerer to another must be met before the next full moon and settled by a contest of miracles. Friendly contests of Miracles require the summoning of judges to applaud one sorcerer or the other and choose the better magi at the end, less than friendly contests tend towards being battles fought only with magic, sometimes to surrender, sometimes to the death.

As well as these general traditions many sorcerers adopt peculiar and highly personal habits that are thought to enhance their magic or sacredness. Some eat only the hearts of animals, others eat no meat at all and drink no mead or beer. A few dress only in light summer clothing no matter the weather, others are known to always hide their face or tattoo themselves so heavily that they become unrecognisable. None of these small traditions are widely practised, though in some areas certain of them are more heavily pursued

than others.

Becoming a Sorcerer

To create a character who is a sorcerer, you must choose the Trait Sorcerer (see Chapter Four, Character Details). The Trait Sorcerer allots you initiation in the secrets of sorcery and two Spells of Thorn Magic. The Trait can be nominated additional times to gain additional spells.

Sorcerers refuse to admit pupils older than twelve winters and some masters will take only much younger students than this. Any character older than twelve winters who is not already a sorcerer has given up all hope of joining the mysteries. Once initiated a sorcerer is taught the secret language of magicians, and this language unknown to any outside the tradition is used as a pass-word between sorcerers and as a means to judge if a person has already been initiated. Often contests between sorcerers begin with challenges issued this Sorcerer's Tongue, then insults, poetry and ballads, before any real contest of miracles begins.

Spells of Sorcery

Magic is divided into three categories of power. The lowest range of power permits only minor influences of the nature of reality, the spirits and creatures therein and is termed Thorn Magic, after the Thorn Staffs that sorcerers of this rank are expected to carry as a warning to all and any that they are of the fey art. The second order of magic requires deeper powers of concentration and skill and can only be learned after a sufficient period of time has been spent in practice with lower arts. Sorcerers of the second rank carry Staffs of Rowan to distinguish them and this class of spell is called the Rowan Magic. Few sorcerers attain the highest rank of sorcery, the Oak Magic and the Oak Staff, which can take long years of work and study to master.

Rules: In game terms a character must know ten Thorn Magic spells before learning any spells of the Rowan Magic. Ten Rowan spells must then be learnt before the sorcerer can learn spells of Oak Magic.

Soulburn

Soulburn is the penalty of power. This magical charge builds up in the flesh of a magic worker as spells are

cast and if allowed to build up too much it will lash the body with permanent and disfiguring magical changes. Different spells cause different ranks of Soulburn when cast. In all other ways a sorcerer's Soulburn is treated exactly the same as that of other Characters.

Whenever you cast a spell during the game you gain Soulburn. The amount of Soulburn you gain is given under each spell description.

Skins of Spells

Spells are divided among several classes, termed Skeins, depending on what powers the spell entails and how the magic works in practice. A sorcerer may learn a spell from any Skein. The use of spell Skeins is primarily a function of convenience in the game; a Skein allows the broad nature of a spell to be easily recognised at a glance. There are four Skeins of Magic: Words of Power, Charms, Enchantments and Ensorcellments.

Words of Power

Words of Power are a class of Spell that are invoked by speaking a single sacral word aloud. Words of Power can be cast at any time, whether or not it is your turn to act, and as an interruption to another character's action as long as you are willing to take the necessary Soulburn.

Charms

Charms are a class of spell that are cast on the world around the sorcerer in order to gain power of natural forces, the underworld, spirits of the dead, demons and the elements. Charms can be worked to quell storms, or make fires burn brighter, change the course of the wind, calm a raging river or summon a fog.

Enchantments

Enchantments are sung over an item while it is being made in order to infuse into the item permanent and powerful magic. Enchantments must be recited by the crafter throughout the process of making an item. This class of spell cannot be infused into an item that has already been made, as the magic must be woven into the very deepest fabric of the item.

Rules: Forging, weaving, carving or crafting an item

under Enchantment takes twice as long as the work would under normal circumstances. An item can have any number of Enchantments woven into it, but for each Enchantment past the first an additional day of work is needed. Each Enchantment is exacted as Soulburn on the sorcerer at the completion of the relic. This means that especially in the case of highly enchanted relics the sorcerer may suffer multiple Taints upon completion of the relic.

Ensorcellments

Ensorcellments are spells cast upon a living Character, be it a person or creature. This class of spell may be either good or malignant, healing or injurious. The one thread in common is that an Ensorcellment always targets a single living thing.

Rules: Ensorcellments can only be cast by line of sight. The Character who is the target of an Ensorcellment is permitted to try and shrug off the magic through force of will. Resisting an Ensorcellment is optional - the target Character's player chooses whether or not to resist the magic. If an attempt to resist is made then the target Character and the sorcerer enter into a Contest of Willpower. If the Sorcerer wins the Contest of Willpower then the spell works its magic normally upon the target. If the target wins then the spell is thrown off and is broken into a thin fog of magic that blows away on the wind. In either instance the Sorcerer still suffers Soulburn from the attempt.

Rune-Craft

Carving the words of an Ensorcellment spell as runes instead of chanting the magic aloud allows a sorcerer to set the spell down to await a target.

Your Character can work a rune-spell by carving the runes into an object, be it wood, steel or bone or something more exotic, and then rubbing his or her own blood into the runes. Once the blood has been worked into the runes the spell is set. Soulburn taken from the spell working is suffered as usual. The process takes about twenty minutes, including the time it takes to perform a few minor rituals and consecrations on the runic item.

The rune-spell can then be set to work in one of two ways. You can either tell the item to seek out a specific target by name and then give the item away or even

just discard it. The item will find it's way to the target through coincidence and subtle influence. When the item comes in contact with the specified target the spell is released. This is a favoured way by which sorcerers work curses on enemies from afar. Contact does not necessarily need to be by skin, and if picked up with gloves or even tapped with the stick by the chosen target the item will still release it's magic.

The second method by which a runic item can be put to work is to tell it to ensorcel the first person, thing, animal, spirit or other class of being that it comes into contact with. If instructed thus the item will stay where it is left and lie in wait.

You cannot carve two rune-spells into the same item. The magic of the runic item is brought to life as soon as the item leaves your possession but will only work once. Soulburn is inflicting as normal and is suffered once the last rune is carved into the item. No attempt to resist runic magic is allowed.

Note that to use Rune-Craft a Character must know the mundane language Runic.

Runic Items

Any character with Second Sight will be aware that a runic item is mildly ensorcelled by looking at it. The runes are not hidden once carved and remain a bright blood-red: examination will always reveal them. Once a runic item's magic is released the runes turn black and dead and the aura of magic fades away.

A runic item can be safely destroyed by anyone who is not the target. If a target attempts to destroy an item in any way except through use of the Dispel Runes spell (see Spells of Rowan, below), then contact is established between the target and the runes will be activated. The only safe course of action for someone who suspects a runic item may be cursed is simply to avoid it.

A character who has studied and mastered the spell that has been set down in runes will be able to recognise it by examining the runes, otherwise runic inscriptions are indecipherable.

DURATION

Spells are defined according to one of four durations. **Instant** spells exist only in a flash of magic. Although the results of an Instant spell may be permanent the

actual magic flares only briefly - ie. a Character may be permanently injured as a result of wizard's fire, but the fire exists only for a moment. **Semi-Permanent** spells have a magical affect for a period of time that may be a few hours, a week or year, but which eventually will end naturally in the course of the spell. **Permanent** spells will remain in existence forever unless Counterspelled (see Spells of Thorn, Least Counterspell, below). **Immutable** spells are permanent but cannot be Counterspelled or undone.

Learning New Spells

Spells are learnt by spending Experience points and taking time alone in the wilds to contemplate nature, the universe and the ways and laws of things. Sorcerer's neither learn their magic from books or from one-another. A master teacher does not so much teach an apprentice spells as teach the apprentice how to look at the world. It is a little like teaching a person that music exists and then sending them off to find their own songs. The universe, though, does obey laws, and this means that only a given number of natural powers exists for a sorcerer. These preordained magical powers are termed spells. The same spell can be sought out in different ways. One sorcerer may see a spell for snatching arrows from the sky in the flight of crows, another may find the same spell in the ripples of sunlight on water.

Rules: Learning a new spell requires three Experience Points and a week spent alone in the wilds in contemplation.

Spells of Thorn

The lowest rank of spells available to sorcerers. A sorcerer who has learnt one or more Spells of Thorn is expected by the traditions of sorcery to carry a staff of Thorn as a symbol of warning. Wood from any thorn tree is considered acceptable, although Hawthorn and Blackthorn are the most commonly preferred choices.

Aglow

Charm

Semi-Permanent

Soulburn: 1

A small spell that can be cast on any object that can

be held in the hand. The spell causes the object to glow with a dull light, about that of a candle, and enough to see by. The spell can be dimmed or put out on command and lasts until the sorcerer next sleeps.

Augment

Enchantment

Immutable

Soulburn: 3

Allows you to add a weaving of skill into an item. Augment will bestow an item with a bonus +1 level to one specific Aptitude, nominated by the sorcerer. Augment cannot be recast upon the same item—ie. No more than a single +1 bonus can be derived from this Enchantment.

Blood is Thick

Ensorcellment

Permanent

Soulburn: 2

Allows you to charm any two blood relatives into believing that they are, and have always been the best of friends from the day they first met to now. The spell cannot be cast on yourself. If either one or both of the targets successfully resist the magic, then the spell is broken.

Charm upon the Beast

Charm

Semi-Permanent

Soulburn: 1

The sorcerer whispers low words to the creature that is the target of this spell. Casting the spell requires the sorcerer be within a few feet of the animal and takes a full action to complete. The sorcerer gives the creature one simple command to perform or a message to deliver which it is compelled to perform. If told to deliver a message the animal will go to the place or person it is meant to deliver a message to and then speak with the sorcerer's voice. The spell cannot bind a creature into your service for more than twenty-four hours, although you can re-bind the same creature repeatedly.

Clever Tongue

Charm

Semi-Permanent

Soulburn: 1

Grants you a temporary +1 bonus level to all social Aptitudes, persuasion, word-wars and the like. The Spell lasts until the next sunset.

Eyes of the Spectre

Charm

Semi-Permanent

Soulburn: 1

A blessing to guard yourself against unseen dangers. Eyes of the Spectres summons an ancestral shade in the form of a Swarth (see Chapter Ten, Antagonists - Ghosts). The Swarth remains invisible and watchful unless you are physically threatened, whereupon it will materialise as a glowing shadow and utter a banshee scream. The Swarth remains summoned until the next sunset, and has not powers other than that of waning. It cannot move more than a few paces from you, but will be aware of any living thing within a hundred paces or so.

Horseman's Friend

Charm

Instant

Soulburn: 1

This spell is worded to affect horses but can be used with lesser effect on any animal. If used upon a horse this sorcery will cure or heal any sickness or injury done to the animal. The healing process takes about twenty-four hours. When used upon other animals the spell can heal up to ten points of injury or minor afflictions, at the discretion of the Gamesmaster.

Invocation of Help

Word of Power

Instant

Soulburn: 1

A useful spell that allows you to pass any one Test of Aptitude, no matter the odds. You may invoke the same spell and suffer double the usual cost of Soulburn to win any single Contest of Aptitude against another Character.

Kindle

Charm

Instant

Soulburn: 1

A few quiet words of power allow you to set fire to any one thing you are holding or touching, so long as it is flammable. The fire conjured will no hurt you immediately as it will burn away from your for an action, but afterwards the fire behaves as normal and will burn you if you remain too close or persist in holding the burning object.

Lay of Shields

Charm

Semi-Permanent

Soulburn: 1

Allows you to enchant up to six allies with an extra +1 bonus rank of armour. This spell can be used cumulatively. It lasts for approximately one hour.

Lay of Toothless Swords

Charm

Instant

Soulburn: 1

Causes the edged weapons of up to six enemies to loose one point of Menace. The spell only works on swords, axes, spears, and other edged melee weapons. Casting the spell twice or more, does not cause cumulative loss of menace, as blades can only loose their edge once.

Least Counterspell

Charm

Instant

Soulburn: 1

A spell that can be used to destroy and wither any Semi-Permanent or Permanent Spell of Thorn, including Enchantments. If used to destroy an Enchantment the spell must be worked by touch, otherwise a Counterspell can be cast by line of sight. A Counterspell is an instant magical cantrip and cannot itself be counterspelled.

Light

Enchantment

Immutable

Soulburn: 3

Bestows into an item the power to glow with light on command. A rune-word of command is needed and is usually inscribed on the item itself as a matter of convenience.

Loathing

Ensorcellment

Semi-Permanent

Soulburn: 2

Allows you to cause the subject of the spell to see another person (not necessarily you), as the worst combination of all the things that he or she loathes. The spell lasts until the next sunset.

Loosen Fetters

Charm

Instant

Soulburn: 1

This spell allows you to escape from any shackle, rope or binding.

Quietude

Enchantment

Immutable

Soulburn: 3

Bestows into an item an enchantment of quietness. The Enchantment must be instilled into an item of clothing or jewellery and the magic is invoked when the item is worn. The magic causes the wearer to be cloaked with silence. While wearing a Quietude Enchanted item the Character's voice remains barely audible as a hushed whisper. In all other ways he or she will make no sound at all.

Raiment of Mists

Charm

Instant

Soulburn: 1

By invoking the names of three age-old gods of the mist and twilight the sorcerer can summon up a dense and silver fog. The fog flows immediately into existence, rolling up out of the earth and covers enough of an area to shroud a large battlefield, hill or fortress utterly

in white. The fog will last a few hours and will dissipate naturally faster if there is a strong wind or harsh sun.

Song of Wild Folk

Ensorcellment

Semi-Permanent

Soulburn: 2

An elder song that holds within it the litany of the kings of the Wild Folk, their ancient lore and obligations. The song can be used to command any one Wild Folk, but the power only lasts as long as the sorcerer remains chanting. For instance a sorcerer could sing one of the Wild Folk into stopping an attack, going away back to its lair or revealing the way out of a forest. As soon as the chanting ceases, however, the Wild Folk under the spell is released from the magic.

Shadow Raven

Charm

Semi-Permanent

Soulburn: 1

Defence against spells sent against you. Shadow Raven summons up a minor demon in the form of a spectral raven. The raven will remain invisible to all except the sorcerer who has summoned it and any who have the Second Sight or are using Sorcerer's Sight. The raven will attack and devour the first Ensorcellment sent against the sorcerer and then return to the world of shadow and rain from whence it came. Shadow Ravens are indiscriminate, they will not choose between good or evil magic and always devour the first Ensorcellment spell they meet. Multiple ravens can be summoned. A raven will only protect its summoner, it cannot be commanded or directed to protect someone else.

Sleep the Adder

Charm

Semi-Permanent

Soulburn: 1

A charm on the hearts of hidden enemies. When cast this spell causes anyone planning to harm you or ambush you to give up their plans until the next sunset. If a character is already embarked upon treachery or is in your presence and leading you astray the character will have a change of heart, become afraid and make excuses before leaving your presence. Treacherous

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enemies will not become actively helpful, however, they will give up any plans for betrayal. This spell has no affect on enemies who are planning to confront you openly, fairly or honourably - only on those who are planning a cowardly ambush or murder.

Sooth

Enchantment

Immutable

Soulburn: 3

Worked upon any small item or piece of jewellery, this Enchantment causes the item to become hot to touch if a lie is told within earshot.

Sorcerer's Sight

Charm

Semi-Permanent

Soulburn: 1

A few sing-song words of chant will reveal to the sorcerer any other sorcerers, enchanted relics, permanent sorceries, curses or magic of any sort. Magical things will shine briefly in your sight, glowing as if lit by an unexpected bolt of sun. The affect of the spell lasts until the next sunset.

Touch of Ice

Charm

Instant

Soulburn: 1

The sorcerer chants low and cold words into the air. When cast over an area of earth the ground grows solid with frost, glittering and cold. When cast over water the surface will freeze in moments. The spell has no particular powers, other than those to impress or make a sturdy path across a river or lake. The ice and frost formed by this spell will melt naturally.

Traceless Passing

Enchantment

Immutable

Soulburn: 3

An enchantment that must be worked upon an item of jewellery or clothing. This Enchantment causes the wearer to leave no tracks at all, making them impossible to follow or trail.

Unknown to the Scryer

Charm

Semi-Permanent

Soulburn: 1

A song to cloak you from enemy sorcerer's that might harm you, Unknown the Scryer hides you from any form of far-seeing or scrying and makes you invisible to familiars and all forms of magical spies. The spell lasts only as long as the sorcerer remains chanting the song.

Warning

Enchantment

Immutable

Soulburn: 3

A spell that can be woven into any item, large or small. Warning causes the item to either flare with light, buzz, hum or grow hot, as chosen by the sorcerer, if a particular and stated danger is about to arrive. For instance the spell could be cast on a dagger to warn of Trolde, an orb of crystal to warn against storms, or a bone carving of a bear to warn against blizzards. Anything at all can be Enchanted, including items too large to move. Some towns and fortresses possess statues or standing stones that warn of impending attack or plague.

Warmth of Mead

Charm

Semi-Permanent

Soulburn: 1

A charm against searing frost. This spell can be cast upon yourself or others by touch and protects you against all forms of natural cold until sunset. Enchanted cold attacks are reduced to doing one point of injury per attack. The protection lasts until the next sunset.

Whispers of Sleep

Ensorescellment

Instant

Soulburn: 2

The sorcerer hisses a low musical chant of magic and works upon a single target a veil of sleep. The target is put at once into a deep but natural sleep, and will be awakened by a loud noise or if disturbed or prodded. This sorcery is less useful in combat, where noise and chaos will likely wake the target of the spell very

quickly, and more useful when used quietly in hushed places.

Whispers of Smoke

Charm

Semi-Permanent

Soulburn: 1

To invoke this spell the sorcerer whispers hushed charms to any whirl, pall or cloud of smoke. The charm allows the sorcerer complete control over smoke, its shape, the way it will billow and drift and to an extent its colour too. The spell lasts as long as the sorcerer remains whispering to the smoke.

Willpower's Leech

Ensorcellment

Semi-Permanent

Soulburn: 3

A petty, nasty curse that will cause the target to temporarily lose one level of Willpower. The spell lasts until the next sunrise.

Words of the Unflame

Charm

Instant

Soulburn: 1

Spoken aloud at a fire this spell will cause any natural fire to be extinguished like a candle being pinched out. It can be used to save a longhouse from burning or put out a bonfire in the breath of a moment.

Spells of Rowan

The second rank of Spells available to sorcerers. A sorcerer must have mastered ten Spells of Thorn before learning any Spells of Rowan. A sorcerer who has learnt just a single Spell of Rowan is traditionally expected to carry a staff of Rowan cut with runes as a means of issuing fair warning.

Arrow Ward

Word of Power

Instant

Soulburn: 2

A simple but useful spell, much boasted of by the battlefield sorcerer. By speaking this word of power aloud you can cause any one loosed arrow or spear

within sight to fall from it's arc and drop to the ground. Arrow Ward can be cast at any point during the resolution of a ranged attack by bow or spear.

Bane

Enchantment

Immutable

Soulburn: 4

Woven into weapons this Enchantment adds one Menace to the weapon when used against a particular and stated strain or kith of enemy. The weapon could, for instance be enchanted against Trolde or Wurums or Ghosts. A weapon cannot be Enchanted with more than one Bane.

Beauty

Enchantment

Immutable

Soulburn: 4

Woven in clothing or jewellery, this Enchantment will cause the wearer to fall under an illusion and appear stunningly and irresistibly attractive. A reflection in a mirror or on water will reveal the enchanted Character's true visage.

Bladeturn

Word of Power

Instant

Soulburn: 2

By speaking the rune of this spell aloud the sorcerer can cause any melee weapon to be turned away from an otherwise successful blow reducing any injury that would have been suffered to zero. Bladeturn can be cast at any point during the resolution of an attack.

Changeful Cloaks

Charm

Semi-Permanent

Soulburn: 2

A useful spell much loved by trickster and subtle sorts. The Charm of Changeful Cloaks allows you to take on the appearance, voice and clothing of any person you have met. The spell lasts until the next sundown, and can be recast at dusk to maintain the illusion.

Chant of the Misty Grave

Charm

Semi-Permanent

Soulburn: 2

The charm must be cast over a burial grave, corpse, barrow or other place of mortal remains. The spell can only be cast at night, the time when spirits of the dead can easily enter the mortal world, and takes about ten minutes of ritual and chanting to perform. The spell summons up a single shade of the person whose mortal remains are sung over. If more than one person's remains are present, for instance in a barrow, then the sorcerer can choose which shade is to be summoned. The shade that is summoned cannot leave the site of its body and is not obliged to obey the sorcerer, but is compelled to truthfully answer any questions put to it. The shade will remain summoned either until the sorcerer dismisses it or until dawn, whichever comes first.

Conceal

Enchantment

Immutable

Soulburn: 4

An Enchantment woven into clothing or jewellery. When worn a Conceal Enchanted item will cause you to fade into the background and shadows, allowing you to easily vanish if unlooked for. If you are being actively hunted add +3 bonus levels to your Subterfuge while wearing the Enchanted item.

Dark

Enchantment

Immutable

Soulburn: 4

This can be woven into any item. When exposed the item causes an area for a dozen paces around to plunge in shadows and darkness. The effect can be stopped by covering up the item or keeping it in a bag. The darkness is magical but not impenetrable. Creatures that see well at night will not be hindered greatly by the dark.

Dispel Runes

Charm

Instant

Soulburn: 2

Utterly destroys and blasts away the magic of any one ensorcelled Runic-Item (see Ensorcellment, Rune-Craft, above).

Fireflaught

Charm

Instant

Soulburn: 2

By sweeping a voice high and raucous into the air and clawing at the old words of power, a sorcerer can summon a bolt of lightning from the sky. A storm must be in effect before this spell can be cast and the magic has no power underground or roof and away from the dome of the sky. The bolt of lightning can be directed towards any target that is within sight of the sorcerer. Everything within a dozen paces of the strike suffers Menace 5 (+5) ranks of Injury.

Flesh of the Fire Gods

Charm

Semi-Permanent

Soulburn: 2

This chant renders your skin into a blackened, ashen hue and makes you invulnerable to all natural fire. You can still be harmed by magical fire and the spell lasts only so long as you remain chanting the words of power.

Hellfire

Enchantment

Immutable

Soulburn: 4

An Enchantment that can be woven into any item, but is chiefly used upon weapons. The Enchantment causes either the whole or part of the item to burst into green and scarlet flames and die away again on command. When enchanting weapons, usually only the business end of the item is enchanted in this way. A rune-word of command must be spoken aloud to invoke this power, the word is traditionally inscribed on the item by the maker.

Known to the World

Charm

Instant

Soulburn: 2

A cunning charm and a dangerous one. This spell allows you to set out like wildfire rumours concerning any one truth about a person, place or thing. The power is a terrible threat if the rumour to be whispered by bodiless voices in crowded markets, courts, in dark forests, on lonely roads and everywhere that people may pass. Most who hear the charmed voices will mistake them for real voices, but won't be able to find the people who they will likely assume that they've just overheard talking.

Lesser Counterspell

Charm

Instant

Soulburn: 2

As with a Least Counterspell, except that the spell can be used to destroy any one Semi-Permanent or Permanent Spell of Rowan.

Lesser Familiar

Charm

Permanent

Soulburn: 2

The spell of the Lesser Familiar ensnares a single mundane animal with magic and binds it to your service. The animal can be no larger than a badger and remains more or less normal in shape and powers. You can commune with an Lesser Familiar that is within sight by thought alone and can give Familiar's simple commands and tasks. Once out of your sight, however, you lose mental contact with a Familiar and must rely on it to perform any tasks with its own wits and strength before returning to you. You cannot cast spells through a Lesser Familiar or see through its eyes while it is abroad. Lesser Familiar's can, however, report to you what they have seen or done while away from your presence, although the reports tend to be simple mental messages and mostly visual in form.

If a Lesser Familiar that is bound to you is killed you suffer a single rank of injury. You can ensnare as many animals as you like using this power.

Nightmare of Shadows

Charm

Semi-Permanent

Soulburn: 2

The sorcery intones a horrid litany of names of power and summons into the mortal world a swarm of lesser snakes and demons from the cold worlds of hell and darkness. These minor demons swirl in a storm around the sorcerer and can be commanded but cannot move more than five paces from the sorcerer. They can be commanded by concentration and attack as a single entity with Affray Aptitude of Renowned, Menace 4d10 and Armour 4, which doesn't suffer penalties when engaging multiple opponent's. The dark creatures can only be harmed by enchanted weapons or magic, and the spell lasts as long as the sorcerer remains chanting. The spell can be dismissed with a Greater Counterspell.

Oath-Bindings

Charm

Immutable

Soulburn: 2

This spell allows you to make any promise made to you, binding by supernatural consequences if the promise is not fulfilled within the passing of a year and one day. Thus, if a brash youth promises to bring you a dragon's heart, you may set a condition – such as that if he does not bring you the heart he will lose his sight. A condition cannot invoke sudden death although sickness or illness that might eventually lead to death be induced. The subject of the spell must be made aware of the condition for the magic to take effect and must make the vow aloud and in seriousness and in your presence.

Protection

Enchantment

Immutable

Soulburn: 4

Woven into any item that can be worn or carried, this spell adds a bonus +1 level of armour to the Character carrying the item. A single Character cannot gain more than +3 bonus levels of Armour from Protection Enchantments as at this level the wards are already as strong as they can be bound.

Wayfarer's Song – Second Edition

Rage of Waters

Charm

Instant

Soulburn: 2

By intoning the ancient names of nine daughters of an old god of ocean the sorcerer can summon up a great flood into what was a gentle stream, river, seafront or lake. When cast on a lake or seafront waves of terrible power and strength rise suddenly and crash to and fro. When cast upon rivers the waters rise into a single huge crash of water. The spell is powerful but fleeting, and lasts for only a few moments; time enough however to deal serious damage to anything in the waters path. Anything unlucky enough to be caught in the flood path is dealt Menace 10 (+8) injury.

Rite of the Sickener's Curse

Ensorescellment

Permanent

Soulburn: 3

A protracted ritual chant that requires ten minutes to perform. The spell allows you to set a curse that causes one specific illness to befall the target. The illness is of your choice and could vary from a pox, to impotence, to a sudden lameness of a leg. Because of the long time it takes to cast this ensorescellment the curse is used most commonly in conjunction with a Runic Item.

Rite of the War Blest

Ensorescellment

Immutable

Soulburn: 3

Allows you to bless a baby, male or female, as follows: if the baby grows up to be a warrior, he or she can not be killed by swords, fire or axes. The blessed can however be injured by all three, and could sustain serious, horrendous injuries, but will simply keep living and will recover if he does not succumb to infection. Note that the War-Blest child cannot be counterspelled, the magic becomes too deeply ingrained over the years.

Runes of Blood

Charm

Instant

Soulburn: 2

A healer's charm that demands the sorcerer chant the names of three goddesses of life and water and cut

their names into the flesh. The spell allows you to heal two levels of Injury by touch, but deals you one level of Injury through the process of the rune-cutting. The spell works best if you have also had the names tattooed or cut as ritual scars permanently onto the palms of your hands, so that the runes can be touched to the injured. If undertake this the spell heals three levels of injury instead of two.

Shield of the Sorcerer

Word of Power

Instant

Soulburn: 2

The sorcerer intones the sacral names of elder things and raises up the powers of old to draw upon the air a shield of light and fire. The Shield of the Sorcerer reduces Injury from any one attack by three ranks. An additional point of Soulburn can be suffered to add an extra rank of protection - i.e. by expending 3 additional ranks of Soulburn a total of five ranks of injury can be prevented. No more than ten points of Injury can be prevented by Shield of the Sorcerer from any one attack.

Song of Calm Water

Charm

Instant

Soulburn: 2

The goddesses and spirits of the oceans, rivers and lakes are dualistic things, angry and raging one moment, and placid the next. This spell sings to the water-spirits and draws out the pleasanter side of the beings that dwell deep in the worlds below. It can cause a stormy sea to grow calm, floods to abate and turn back or a raging river to subside so that it can be crossed.

Sorcerer's Fire

Charm

Instant

Soulburn: 2

A spell that conjures up fire from the hellish places at the outer edges of creation. This green and scarlet hellfire can burn through iron and stone, just as easily as normal fire burns wood and straw, if fed enough power. The spell can be cast upon any one target within sight of the sorcerer and always does at least 1 point of injury. To determine if a higher level of Injury inflicted roll a

d10. If you roll five or less the injury increases by one. Repeat this roll if you rolled 5 for under, increasing the rank of injury each time you score a success in this way. You can increase the threshold of success by suffering more Soulburn. Taking an extra point of Soulburn increases the success threshold to 6 in 10. Two Soulburn increases the threshold to 7 in 10 and so on. The spell cannot be increased in power beyond a 9 in 10 chance of success.

Spell of Elder Lore

Charm

Semi-Permanent

Soulburn: 2

Allows you to know an answer to any question put to you about the universe, history, the gods or spirits for up to five minutes. When the spell passes you remember anything you learned and you gain one Experience Point, however this is a wearying experience and using the Spell of Elder Lore inflicts an additional two points of Fatigue on a Character whenever it is used, as well as the usual Soulburn.

Sunder

Charm

Instant

Soulburn: 2

Summons up a thunderous crash of power drawn out of the old demons of the earth and air. Enough force is unleashed to split a boulder in two or blast a door off its hinges. When cast on a living thing this spell deals Menace 8 injury. The spell can be cast on any target within sight of the sorcerer.

Unerring

Enchantment

Immutable

Soulburn: 4

Woven upon an arrow, spear, throwing dagger or axe or sling stone, this spell causes the item to never miss its target when loosed.

Voice of the Tempest

Charm

Semi-Permanent

Soulburn: 2

This incantation allows the sorcerer to summons such

powers as there are in the shapeless voices of the air, demons and spirits that are without flesh but have fine powers over the dominion of the sky. Voice of the Tempest can change the winds, raise up a gale or lower a storm wind to nothing. The spirits of the air have no power to summon clouds, cause rain to fall or make snow, but they can easily change the course of a ship or lash a forest until branches are blown to the earth. You can maintain power over the spirits as long as you remain chanting.

Venom's Chant

Enchantment

Semi-Permanent

Soulburn: 3

A few dark names of old demons and dark things invoke this sorcery and lay upon the target excruciating pain. If the target is not faced with a life or death situation he or she is forced to succumb to the pain and will likely slump to the ground unable to do anything at all. If the target's life is threatened, for instance if the spell is used on a target in battle, then the target is permitted to make a Test of Fortitude using the sorcerer's Willpower as Difficulty to overcome the pain and take an action. The pain lasts about half an hour. Additional Soulburn can be suffered in order to increase the duration of this curse. One additional point of Soulburn will increase the duration of this curse by half an hour. If the sorcerer spends an additional five points of Soulburn the curse becomes Permanent. However, even if Permanent, a Greater Counterspell can be used to lift this curse.

Warflame

Charm

Semi-Permanent

Soulburn: 2

Chanted upon a weapon, this spell takes a round to cast and lasts four about half an hour. The spell causes the charmed weapon to flicker with a ghostly fire that adds a rank to Menace. Warflame charms cannot be cast repeatedly on top of one another, although a sorcerer can enchant any number of weapon, charming the swords and axes of allies as well as his own.

Spells of Oak

The highest rank of spells available to mortal sorcerers. A sorcerer who has learned one or more Spells of Oak is expected to carry a rune-cut wizard's staff of oak as an emblem of warning.

Blindworm's Curse

Ensorescellment

Permanent

Soulburn: 4

With a twist of the hand and the intonation of certain dark words of sorcery, the sorcerer snatches away the sights and hearing of one target, rendering the subject of this curse utterly blind and deaf for about half an hour. The sorcerer can choose to increase the power of this curse by suffering more Soulburn. Each additional rank of Soulburn suffered adds half an hour of the curse. If the Sorcerer chooses to suffer five additional points of Soulburn the curse becomes permanent. The sorcery takes an action to cast and can be lifted with a High Counterspell.

Chain of Shadows

Charm

Permanent

Soulburn: 3

Chain of Shadows is chanted over an item that once belonged to a dead mortal. The item must be something that was of value to the dead, and should have once possessed some emotional or personal significance. Once the chant is done the sorcerer then cuts runes spelling out the deceased mortal's name into his skin and rubs blood into the item. The ritual takes about half an hour to perform. As long as the shade has not already been already by magic elsewhere, Chain of Shadows summons up the shade of the dead mortal and places the spirit permanently in the sorcerer's service.

The spell has no power over the shades of creature or beings other than mortal humans, and summoned shades possess the same strengths and weaknesses as shades that have crossed into the mortal world through other ways and gates. This magic can be broken by casting a High Counterspell on the charmed relic. A freed shade will be at liberty either to return to the world of the dead or remain as an unquiet spirit in

the mortal world.

Chains upon the Fetch

Charm

Permanent

Soulburn: 3

This spell is cast upon the Sending Beast (Fetch) of a sorcerer who is using the Spell of the Far-Walker (see below). Chains upon the Fetch prevents the sorcerer from dismissing the Spell of the Far-Walker and returning to his real body. The sorcerer effectively becomes trapped as a Sending Beast. The sorcerer's body of real flesh remains in a trance, cannot eat or drink and will die within a day of dehydration if Chains upon the Fetch is not broken. If the sorcerer's real body dies then the sorcerer will be trapped forever as a wandering Sending Beast. Chains upon the Fetch can be broken by casting a High Counterspell, either on the Sending Beast or upon the sorcerer's real body.

Curse of Sleepless Death

Ensorescellment

Immutable

Soulburn: 4

A powerful curse that can be put upon a person, a town, a city, a kingdom. This spell can only be cast upon a person or group of people who have broken an oath that has been avowed to you or go against a promise in such a way that you are betrayed. The curse takes no effect until the accursed die. Its power then is to bind each betrayer to the mortal world as a Shade until such time as the oath is fulfilled.

Demise

Enchantment

Immutable

Soulburn: 5

Woven into a weapon, this spell must specify a single enemy by name. The Enchantment gives the item no powers or abilities to find its enemy, but if it ever does come into battle against its stated foe the weapon gains +10 levels of Menace and confers five temporary bonus levels of relevant combat Aptitude to the wielder. If a weapon destroys its target it withers into rust and blows away.

Ensnare

Enchantment

Immutable

Soulburn: 5

Woven to bind the soul of any unlucky enough to pick up the enchanted item. A Character who picks up an Ensnare-Charmed item is allowed a Test of Willpower (diff. 8) if the Character succeeds the item will feel burning cold and is likely to be dropped out of shock. If the Character fails then the magic takes affect and the item confers on its new owner a gradual descent into undeath, slowly withering away flesh and leaving instead a Shade (See Chapter Ten, Antagonists - Ghosts). The whole process of decay takes about a year and the owner of the item will be possessed by an unnatural desire not to give it up. The item can be forcibly removed but anyone who does so must also pass a Test of Willpower to avoid deciding to now keep it for themselves. A Character that utterly succumbs to the magic after a year becomes a Shade in the service of the Sorcerer who originally Enchanted the item.

Falter Hex

Ensorcellment

Permanent

Soulburn: 4

A bleak curse, much feared and hated. The sorcerer lays a permanent curse upon the target that causes all ships, chariots and horses that the target uses to fail. Horses will break legs, or throw the rider, ships will begin leaking or be beset by charmed storms that rise out of a blue sky. Very soon, assuming the accursed survives initial attempts, he or she will be reduced to travelling by foot. The curse can be lifted with a High Counterspell.

Feeble of Flesh

Ensorcellment

Permanent

Soulburn: 4

Casting Feeble of Flesh requires the sorcerer to spend three rounds chanting the raven-cawing syllables of this chant. Once complete the spell causes the victim to become permanently afflicted by a magical paralysing weakness. The victim of the magic is reduced to a decrepit state and remains capable only

of scuffling along slowly and any heavy physical work remains beyond them. Due to the protracted casting time, Feeble of Flesh is generally worked as a Runic sorcery. The curse can be lifted by a High Counterspell.

Greater Familiar

Charm

Permanent

Soulburn: 3

The Spell of the Greater Familiar allows you to ensnare a single mundane creature up to the size of a bear. You can see through the animal's eyes, sense all that it senses by concentration and give commands, even if the animal is far away from you. You can also issue your voice from the animal, a power that causes your voice to hover disembodied around the Familiar, however, you are not, able to cast spells through the creature. If a Greater Familiar is killed you suffer five levels of injury.

Hex of Binding

Ensorcellment

Semi-Permanent

Soulburn: 4

The sorcerer utters a few words of power and works upon the target a magic that binds the feet utterly and immovable to the ground. The spell does not prevent the target from moving completely, but only holds the feet bound and the effect only lasts as long as the sorcerer keeps his gaze fixed on the target. If the sorcerer breaks their stare or looks away the spell shatters. A held person can defend against attacks, either hand-to-hand or missile at a penalty of two ranks to combat related Aptitudes. Hex of Binding will not prevent another sorcerer casting spells, however, and the curse can be broken with a Lesser Counter-spell.

Love Curse

Ensorcellment

Permanent

Soulburn: 4

Causes the subject to see you as the object of their heart's desire—in effect you create an illusion to make yourself look, feel smell and sound like whosoever the enchanted subject most wants to be a lover to. The illusion lasts until the next dawn, and despite the chant's wording can work on either men or women.

Raise Storm

Charm

Semi-Permanent

Soulburn: 3

This spell requires ten minutes of dedicated chanting, reciting of the names of old storm demons and forsaken gods of the changeful winds and rains. Once complete the spell summons up a terrible storm, gale winds, cracks of lightning and freezing sleet and rain, which will last about half an hour. If summoned on a coastline any nearby ships will be beset by danger until the storm passes. On land trees and flimsy houses may be blown down, and swollen rivers and mudslides become a danger.

Seeing

Enchantment

Immutable

Soulburn: 5

An Enchantment that can be woven into a crystal, a bowl to be filled with water or ink, a shard or glass or polished mirror - any surface that can be stared into or upon. The enchanted item allows any who look into it to range far and wide over the land as incorporeal eyes. The snyder passes into a trance and is able to cross hundreds of leagues in a few moments. The most difficult aspect of this Enchantment is that the Snyder must somehow distinguish what is useful and what is not among the shifting flood of images and sounds and seeking out a particular person or place makes the process easier by far.

Spell of the Far-Walker

Charm

Semi-Permanent

Soulburn: 3

One of the most feared and whispered of arts of sorcery, the Spell of the Far-Walker allows sorcerers to send out their spirit in the form of a powerful half-spectral animal, termed a Sending Beast or Fetch. Although, the sorcerer nominates what animal shape the Sending Beast takes each time the spell is cast the inherent power of a Sending Beast is always the same - a Sending Beast raven is just as dangerous as a bear. A sorcerer can send his spirit to any place he has visited or into the presence of any person previously met.

While sending, the sorcerer's mind is transported into the spirit creature's body and his real body lapses into an unconscious trance - an extremely vulnerable time. When an injury is done to the spirit creature a wound causing 1 level of injury appears on the sorcerer's real body. If the Sending Beast's health is reduced to zero the sorcerer also dies. However, if the sorcerer's real body is killed while Far-Walking he will remain trapped in the form of the Sending Beast.

Assuming that the sorcerer has a body to return to, he can break the spell at any point and wake from the trance.

If attacking or fighting while in Sending Beast form the character uses the below traits. Also, while in Sending Beast form a sorcerer cannot cast spells, but can communicate by speaking directly into the minds of anyone nearby.

Least Fetch (+0 Soulburn)

Attack: Good Health: 10

Menace: 4 Armour: 4

Lesser Fetch (+2 Soulburn)

Attack: Fabled Health: 15

Menace: 6 Armour: 6

Greater Fetch (+4 Soulburn)

Attack: Mythic Health: 20

Menace: 8 Armour: 8

Unseen

Enchantment

Immutable

Soulburn: 5

An Enchantment that must be woven into a piece of jewellery or clothing. When worn the item causes you and everything you are carrying to become invisible. The wearer will not become visible again until the item is removed.

Ward of Dispel

Word of Power

Instant

Soulburn: 3

The sorcerer utters aloud a single rune of mystery and raises up a storm of power that can be used to unravel any one target spell that is in the process of being cast. Ward of Dispel can be cast at any point during the

casting of another spell. When casting Ward of Dispel the Soulburn suffered is variable and is nominated by the sorcerer. The opponent is then allowed to choose to suffer an equal amount of Soulburn in order to force through the target spell despite the attempt to dispel. If the opponent sorcerer chooses not to suffer any additional Soulburn then the Ward of Dispel triumphs and the target spell is undone.

A Ward of Dispel cannot itself be dispelled, and any single spell can only be dispelled once: ie. several character's cannot try to dispell the same spell over and over. Ward of Dispel has no affect on permanent magic, charmed relics or enchantments.

Words of Black Stone

Ensorcellment

Semi-Permanent

Soulburn: 4

A powerful spell which invokes the names of demons of rock and stone. The sorcerer lays upon the target an ensorcellment that causes the target to turn to stone for a hundred and one years. The magic creates what appears to be a misshapen block of stone, weathered and worn, but not necessarily in a shape that is easily seen to be human or animal, except from certain angles when struck by the right light.

Chapter Six

Advancement

They say it was a petty thief, a craven rag-picker, who snuck up to the lair in the mountains and stole a bauble from the dragon's heap of ill-gotten gold. Was it all for the sake of one trinket that a rain of fire came to her land? Villages were burnt to husks. Men, woman, sheep, and dogs, now blackened, stinking corpses. So now she came to the lair. For she was the queen of her tribe, and this was her duty. The creature lay sprawled in a long coil of scales, and spines and wings about the haggard boulders of the earth. One great amber eye watched her as she drew a short bronze sword, and readied a crude shield. It was heavy, covered with a sheet of iron for the fire. Smoke drifted like the ghosts of the slain from its nostrils. It snorted once, then raised a great horned head back, and fixed her with both those deep, gold eyes. Brandishing the sword sweep she advanced, with sorcery whispering on her tongue. She would eat its heart when this was done. For everyone knew there was sorcery in the hearts of dragons...

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

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

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

Sorcery

3pts	Learn a New Spell
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Chapter Seven

The Setting

His crown of silver was set with green jade the same colour as his eyes. And it hung loosely, at an angle over his brow. Those deep green eyes that once, long ago were bright and keen, were now watery and awash with snowberry wine. His face, once young and proud, wore a foolish smile on his old man's lips. He stumbled as he stepped from his throne. Groans and whispers arose from the shadows of the great hall. They could all see that drink had him, they could see him stagger. But before any lord or lady could steer him back to his seat his withered old hand fell on the riot of woven carving that was the witness-stone. Silence fell. What strange, drunken whim would he make law? Who of the young thanes would he send away to fetch some half-heard-of relic? What quests would his wine-besotted mind dream up?

The world of Mithgerd is a place of dark forests and bleak wastes, snowy mountains as silver as moulted sunlight, great and white-walled fortresses, kings of the rocks and trolles and vales of shadows and cunning ravens. It is a place of dangers and glories, treasures glinting in the dust of ages, forsaken ruins and long-lived creatures that have not eaten in an age. It is a world full of traps for the unwary, it is a world of wonders, it is a world of the fabulous and the mysterious. It is a world of magic.

Seasons, Day and Night

In the age of Mithgerd the world is not ruled by day and night, winter and summer in the way that it is today. The further south one travels the closer one comes to a timing of days and seasons that will be known to the modern reader. The lands of mortal men and the Seven Bewitched Realms of the Aelfan experience normal seasons and a normal timing of day and night. Further north, day is lost and the sun never sheds more than a twilight glow. The seasons subside into a long winter and brief summer. Further north again, in the lands of Ettin, Trolles and Old Demons the world is always gripped in night and winter. The sun never rises over the lands north of a line that runs through the Vale of Irontooth in the east and the Lake of Eistill in the West. Mithgerd is a land of magic, no explanation can be given for the charmed and everlasting winter-night of the north, nor is one needed. It may also be presumed, wrongly or rightly, that south of the lands of Mortal

Men the world may well grow more summery and daylit until the sun never sets and the land is baked into a desert. Sorthulla the Restless, a famed explorer of the Tribe Asyneur claimed to have sailed deep into southern lands and seen there realms where the rain falls hot from the sky, tawny cats grow to the size of oxen and lounge under an unsetting sun, and mortal men and women have skin as dark as that of a Fire Ettin but with the beautiful sheen of jet; claims that are considered boastful exaggerations by most learned scholars.

Enchantment of the World

Magic is an important force in Mithgerd, arguably the most important force, and as a concept it is something that both the players and the Gamesmaster will have to come to understand. From the perspective of those who dwell in the mortal world it would be wrong to call magic supernatural. It is, if nothing else, eminently natural - an expression of the power of all aspects of nature.

The term Enchanted applied to any place or thing that is imbued with a permanent flicker of magic. Enchantment is measured on a five-tier scale. Those things suffused with more enchantment have a more legendary aspect, more power to do harm or good, and also a greater purpose - magic in Wayfarer's Song is above all else interwoven with intent. Very powerfully enchanted places or objects attain a limited degree of sentience.

Things, places and people may become Enchanted in one of several ways.

Blood: Blood retains the magic of that which spilled it – and although not so powerful a transferring agent as death itself, it can be used to pass on some enchantment to an object or person washed in it. Blood when drunk will pass enchantment to the drinker.

Death: Places or objects in the presence of either horrific death or the death of a powerful person or creature may gather a little enchantment as it spills out. Battlegrounds become ‘haunted’ places because of this. A sword used to slay a dragon may gather a little of the dragon’s spirit and turn fiery whenever other dragons come near.

Forging: An object forged using magic or a place reshaped by magic from an already enchanted material or by magic hands will gather a little magic. Human mortals have little skill in the forging of magical things and although Aelfan Folks, Ettins, and Trolde all have some talent for it, in this art it is the Duergar who are the undisputed masters.

Imprinting: An object used for a particular purpose, especially an emotional one, will gather magic over time. For instance a sword passed from father to son over three generations may gather enough magic to never break while someone of the bloodline is holding it.

Ritual: A normal object can be intentionally made enchanted through the ritual ‘contamination’ of the object with magic. For instance a sword can be left in the enchanted shrine of a war god until it gathers a little of the shine’s magic. This is a protracted process and usually produces nothing more than relics of least enchantment.

Remains: The bones of a powerful person or creature or person retain some enchantment long after death. Swords made of dragon bone or staffs made from the arm bone of a dead wizard are examples of this sort of relic.

Places of Enchantment

Scattered across the mortal earth are many places where sorcery and beliefs have seeped into the very soil and air creating powerful inherent magic. Those who know the proper rituals and observances are able to tap into these age-old stores of magic, and as such those of beneficial power they are often jealously

guarded by a order of sorcerers, a clan or warlord.

All Enchanted places possess strange and magical powers, and are often attended by invisible spirits - elementals. Many Enchanted places display powers to extract revenge for insults or trespasses. Their powers are mostly associated with the elements: storms, rains and floods.

Enchanted places will tend either expel unwanted visitors or entrap them and make them a part of the enchantment. When working to repel, an enchanted place is likely to use natural powers. Storms, flash floods, mists, fogs, landslides and avalanches are some of the potential dangers that an enchanted place may use to waylay the unwanted. More dangerous is the enchanted place that wants to claim a soul, rather than repel it. Such a place may use gross physical barriers to herd a being deeper into its heart, but will have also let bleed from the earth dark phantoms, golden lures, taunting airy voices, tranquil dozing airs, and fearful nightmarish visions.

Guardians

Typically a place of enchantment will ensnare, either willingly or unwillingly one or more guardians. These guardians gain enchanted powers particular to their place of enchantment as long as they remain in the favour of the magic. By leaving the area of enchantment a guardian loses these powers. If a challenger approaches whom the enchantment deems more worthy of power, then it may well withdraw its magic from the guardian already present.

Typical powers of a guardian might include the ability to immediately or near immediately heal any injury, the power to conjure illusions, or command the elementals that are attracted to enchanted places. In some rare instances the enchantment may taint the guardian, changing mortal flesh into some weird amalgam of human, and element or animal.

Appeasement

When visiting the place of enchantment for the first time it is a common belief that a person should perform a ritual of appeasement. This usually involved leaving an offering of green leaves, food, ale or similar. In the case of the enchanted waters an offering is thrown into the water.

Although it is not necessary to repeat the appeasement

those who err on the side of caution do so. The result of this is that groves surrounding Enchanted objects that are passed often become denuded of foliage.

Guardian Stones: Erected long ago, single standing stones were placed in sites of importance to watch over a fallen fortress or temple. These stones however still have attached to them powerful spirits - often the wraith of a sacrificial victim cursed to be forever a guardian awaiting the call of a master. The rituals to summon and command the guardians chained to these remote stones are jealously kept secrets and a priesthood or clan lucky enough to know this lore is often considered above insulting by virtue of their power to exact terrible revenge through a deathly servant.

Healing Waters: Holy wells, streams, and springs are well known, and much visited sites of pilgrimage for the ill and unwell. Such places often have attendant priests who know the appropriate rituals with which to perform while bathing the ailed parts of the body in healing waters.

Sacral Forges: In remote rocky places there are many ancient caves in which long ago, first tin, then bronze then iron was smelted under the eye of patron gods and spirits. These forges have acquired such a special and potent magic that now any tool or weapon made within them gathers a little blessed magic of its own.

Shrines: There are many hallowed shrines, often in places of natural beauty, hollows, waterfalls, deep grottos set in amongst the hills, fields and mountains. A given shrine is usually associated with a particular power that resides in a shrine. A shrine dedicated to fertility may allow visitors to undergo a ritual that will guarantee a child. A shrine dedicated to plenty may be associated with rituals that appeal for a good harvest. A shrine dedicated to fortune may be attended by shamans who are able to foretell the future by certain signs and rituals.

Stone Circles: Even in the mythic age of Wayfarer's Song the builders of the ruinous, weathered old stone circles are a forgotten people from a forsaken age. Stone Circles are associated with the oldest dead many are haunted by guardian spirits. Great magic has long been worked in within these ancient and monumental circles and anyone entering into a circle gains a temporary +1 rank to all disciplines.

Witness Stones: There are certain stones often richly decorated that are associated with either a spirit or the power to exact revenge for a false oath sworn in their presence. Some of these stones are used in courts, others as the place for marriage vows or the ordaining vows of kings or shamans.

Sacrifice

Most tribes and clans of the world undertake sacrifice in order to appease the spirits of the ancestors, elementals of the storm, wind and rain or calm the savage gods of the world. Sacrifice is usually in the form of burnt grain, swords thrown into peat bogs or wine librated onto the earth. Sacrifices of beasts also occurs, oxen and horses in particular and other less frequent animals, crows, pigeons, black dogs and so on. Human sacrifice is practised but seldom, yet does occur. Sometimes enemies defeated in battle are sacrificed, sometimes slaves are sacrificed and very rarely people may be sacrificed by drawn lot. Human sacrifices are considered a dark and desperate action, and are less common now than once they were. The Morhorag still perform occasional, but regular yearly human sacrifices (usually slaves) and the Asyneur have been known to sacrifice defeated enemies in recent times, usually when the enemy is hated, usually when the battle has been bloody and vengeful. Other tribes perform human sacrifice almost never, and the Vanargan never.

Lay of the Land

One very vital thing to have along with you, should you want to take yourself off on an adventure, is a map. The following is a brief description of the many places, both beautiful and ugly, dangerous, healing or mysterious that are found etched in the maps of Mithgerd.

Sea travel

Sea travel is highly restricted in Mithgerd. Mortals use flat bottomed barges for travel up and down rivers, through fjords and along coasts. Narrow, two or three crew, fishing boats are used to move farther from shore, but are not safe for long distances. Coracles are also used, but likewise suffer from instability and a lack of

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usefulness for long journeys. A primitive dragon-headed warship that is a precursor to the longships that will one day ply the waters of the world also exists, but they carry no more than twenty people at most and are poorly equipped for open-ocean voyaging. Nonetheless, these primitive longships are the only means by which mortals can sail to and from some of the more distant islands, and a sea journey is thus always a risk. Aeflan folks possess more sophisticated ships and are more capable of long sea journeys, as are the Skalla. Duergar avoid open water as do Ettin of the Fire, Stone and Frost tribes. Water Ettin have no need for boats as they can swim vast distances and most of the Water Ettin tribe can breathe underwater.

Map One

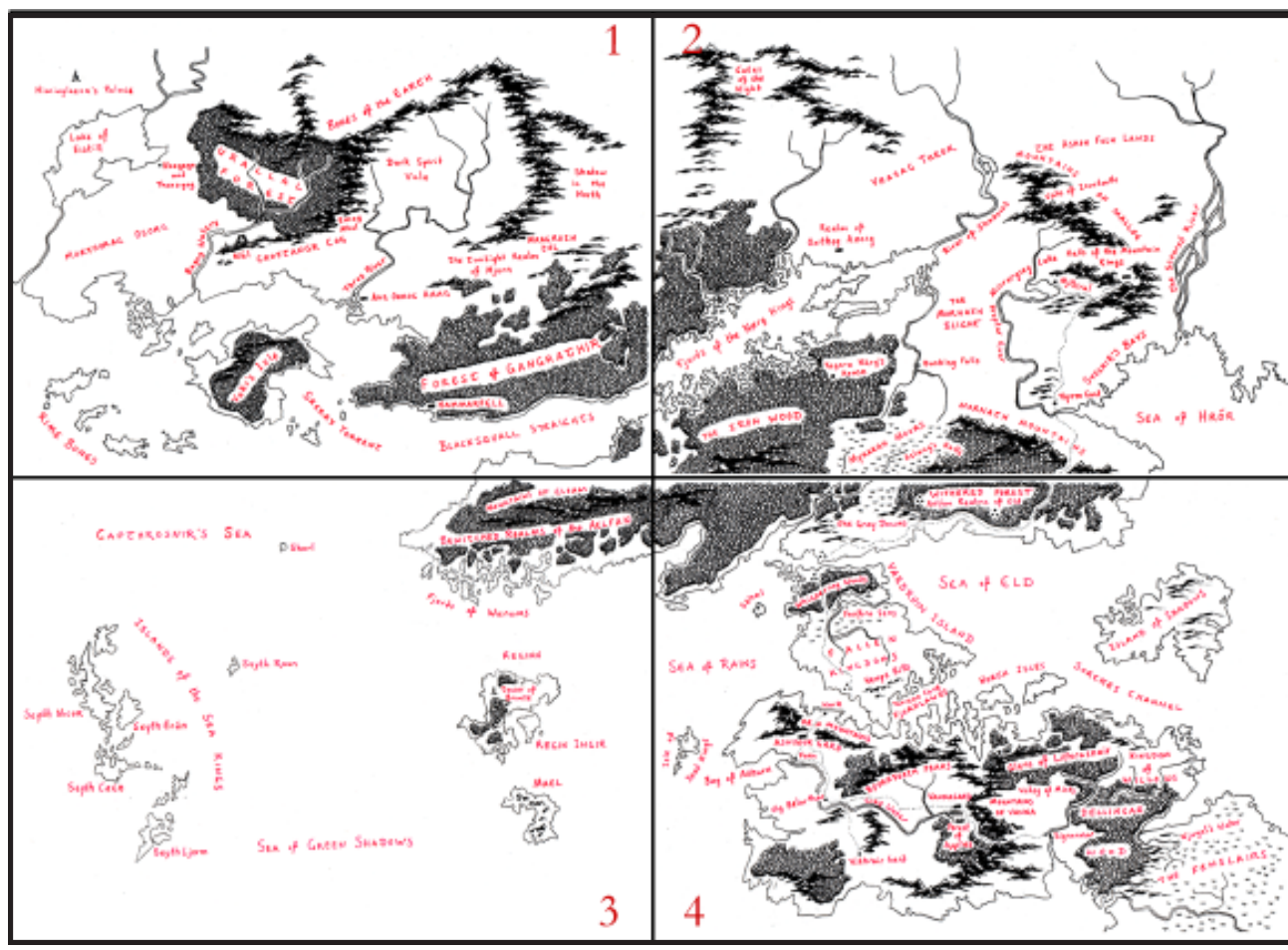
ANG ORROG ARAG: A city of Stone Ettin, monstrous of size, carved with a hundred twinned dragons and trees in black stone and paved with red jasper flecked with gold. Ruled by Queen Maethra-Gathra.

BAGOG WATERS: Powerful and turbulent river that runs from the Bones of the Earth, through Urallel Forest and past the volcano of Nál before emptying its muddy waters into the sea.

BONES OF THE EARTH: Icy and sharp mountains, so high they seem to scrape the stars in the heavens. The Bones of the Earth are of a white and pallid stone, and from a great distance the mountains look like a rib-cage of the earth, broken and shattered, poking through flesh. Great eagles haunt these mountains, white and silver of feather, and so too do Cold-Drakes and many phantoms and Wild Folk of ice and winter-night. A few scattered towns and fortresses belonging to the Mist Ettin are also to be found among these peaks.

BLACKSQUALL STRAIGHTS: A stretch of cold and stormy waters that feed into the Fjords of the Nörg Kings in the east and Graphrosnir's Sea in the West.

CROTTANGR GOG: A range of mountains that stretch from the Bones of the Earth in the north and end at



the volcano of Nál at their western tip. Named for the Mist Ettin king Crottangr Gog who founded a realm here long ago, though his descendants have long since abandoned their halls since the Fire-Drake Crimson Hyrrokkin came to maturity and began raiding further afield and into their realm. The Mist Ettin tribes have since wandered north and have refounded their kingdoms among the Bones of the Earth.

DARK SPIRIT VALE: A wide and frozen vale haunted by a tribe of shadowy Wild Folk that take the form of great, black wolves with eyes with the colour and light of stars. Few travellers come to this distant land and fewer still return from it.

EISTILL, LAKE OF: A dark lake forever studded with the reflected stars of the eternal night of the north. Himinglaeva, the Snow Queen, often sails out on Eistill Lake with her court and musicians about her royal sail-barge the Sinxe.

EMAG MHUL: Ruined palace of the Mist Ettin kings descended from Crottangr Gog. Abandoned at the time when the Fire-Drake Crimson Hyrrokkin reached maturity and began raiding the Mist Ettin strongholds and towns of the Crottangr Gog Mountains.

GANGRATHIR, FOREST OF: A wild and dusky place, airy and full of the glowing lights of small spirits. The forest is the domain of the elder demoness Aivatar of the Deep Woods, a creature that has taken an emerald scaled form, with demoniac face and dragonish body. Aivatar is after a fashion a protector of the wild things of Gangrathir and no creature that has the wits or shape of men, be they Trolde, Aelfan or Nørg is welcome in her forest.

HAMMARFELL: The last town of mortal men to have been survived in these northern lands into recent years. Hammarfell was the last remnant of the Kingdom of Fjorr which once stretch as far north as Ang Orrog Arag and took in much of the Forest of Gangrathir. Since the coming of the forest demon Aivatar to the woodlands of Gangrathir the city of Hammarfell slipped into slow decline. The populace fell in numbers and mixed with Trolde, until they were as much Trolde of blood as mortal man. A century after the last human king of Hammarfell died a new king came to the city in the night: the terrible and ice-crowned demon Ragnor. Ragnor exacted terrible destruction of the warriors who met him and then

settled himself as ruler over the city. He dwells here now a pillar of shadow and flaming ice on a throne the size of a wagon, looking over the gifts and sacrifices he expects from his subjects. Whether Ragnor and Aivatar are in league or disinterested in one-another or enemies is unknown. Rumours persist that Ragnor is building an army, breeding the half-trolde of Hammarfell with lesser demons in his service and bringing into being a new race of twisted servants and warriors. If this is so, it may well be that he has an old score to settle with Aivatar and Hammarfell is a convenient seat from which he can chisel into her woodland realm.

HIMINGLAEVA, PALACE OF: A place of ice-lace beauty, towers that gleam silver in the moonlight, gardens of frozen flowers, waterfalls like diamonds and silken curtains woven from snow. This is the palace of the Snow Queen Himinglaeva, ruler over the Wild Folk of Ice and Winter, a lady of painful, terrible and unmatched beauty and power. The Palace of Himinglaeva is so far north that it is under perpetual night, and is lit by spheres of netted moonlight. Warriors, courtiers and servants of the icy Wild Folk serve the Snow Queen. The Queen's cool temper and cruel whims are well known and any trespasser, be they a mortal child or a king of the Frost Ettin had best come bearing wondrous gifts and good reason for calling on this palace in the icy dark.

MORTHORAG OSORG: A vast wasteland of twisted and wind-blasted trees that stretches from the Lake of Eistill to the coast of the south.

MRAGROTH TOL: A dark palace of obsidian and ivory that is the seat of the Warlock Lord Mjorn. A terrible place of haunting spirits, undead guards, demoniac servants and darker, bleaker things.

NÁL: A volcanic mountain that overlooks Bagog Waters. The lair of the Fire-Drake Crimson Hyrrokkin is dug into the bleak and ashy cliffs of this peak.

NOXGAGA AND THOSOGOG: The grim remnants of two Frost Ettin brothers who thought to ambush the sail barges of the Snow Queen Himinglaeva one night while she plied the dark waters of the Lake of Eistill. The Ettin attacked the barges by throwing great rocks into the waters and smashed one boat and its occupants to pieces before demanding that Himinglaeva give her treasures, and herself, to them

for their pleasure. Himinglaeva politely declined and cast upon the two Frost Ettin a charm that rooted their feet to the ground and turned their skeletons to a mess of welded stone. The charm then slowly ate away their flesh with frozen teeth and the Ettin took a week to die and once nothing was left but two stone skeletons. Both Skeletons can now be seen, lichen and moss encrusted, twisted into painful shapes on the shores of the beautiful Lake of Eistill.

RIME BONES: Icy islands that lie to the west of Vagr's Isle. Four of Vagr's brood have made lairs in the Rime Bones, but the island is still largely the domain of a tribe of sea-going ice-trow, who tunnel deep into the rocky hills and have thus far avoided the predations or attentions of the young Cold Drakes.

SHADOW IN THE NORTH: A land stalked by a vast and shadow demon said to be in the service or thrall of the Warlock Lord Mjorn and used by him as a guard to watch the northern approaches to his realm.

SKERRY TORRENT: A stretch of water and islands laid claim to by the tattoo-skinned tribe of Nørg known as the Blue Folk of the Skerries.

THROS RIVER: A wide and muddy river that at its mouth is overlooked by the Stone Ettin city of Ang Orrog Arag.

TWILIGHT REALM OF MJORN: The lands ruled by the necromancer and Warlock Lord Mjorn. There are none in this land who are not under his thrall or enchantment and his palace of dark stone and ivory is a place of spirits and cold, dead eyes and dead hands. Mjorn himself is rumoured to be deathless. Some say that he has taken out his heart and hidden it away in the remotest of secret places, others that he has made bargains with the oldest of night gods dwell in the northern lands beyond the Gates of the Night, others that he never was mortal and is a god himself, albeit one who has taken a disguise in the mocking shape of a mortal man.

URELLAL FOREST: A frozen pine forest that falls within the realm of Himinglaeva the Snow Queen and is inhabited by the beautiful but dangerous Folk of the Pines.

VAGR'S ISLE: A wooded and hilly island, largely a wilderness with scattered Trolde villages and Wild

Folk. The northern hills of Vagr's Isle are home to Vagr, a mature she-dragon of the Cold-Drake kith, beautiful and white, silvery of wing and icy of eye. Vagr has brooded and hatched nine young drakes in the time she has dwelled in her lair on the island. Four of her children have flown west and found lairs in the Rime Bones, two have sought out caves in the mountains of Crottangr Gog.

Map Two

ASHEN FOLK LANDS, THE: In ages past a great battle was fought here between armies that are long since forgotten out of all history. The folk who fought a great war did so for reasons unknown. The Duergar who keep long and complicated histories rune-cut on their halls record tales of a folk called the Eldritch, and the ancient Duergar feared them greatly. They were said to be a shadowy folk, silver of eye with moonlight skin. The battle they fought was a civil war that divided their nation. The Eldritch were of a magical sort, said by the Duergar of old to be distant cousins of the Aelfan Folks, and the battle was fought not just with sword and axe but with terrible magic, fire and wizard's lightning. The land was blasted to frozen dust and ash, glassy pools of liquid sand flowed and froze into the earth and the cities of the Eldritch were reduced to ruined crags of stone. For an age the bones of the dead lay under the icy moon so thick they were like snow. In more recent years, while watchful eyes looked elsewhere, a shadow and a presence has come out of the land of Everlasting Night in the north and made a home in the dead lands. Old, dark magic has raised up a bleak fortress in the dusty ice and stirred the bones of the dead. The restless spirits of the Eldritch have been drawn out of the poisonous earth and walk the earth again, tortured and in thrall to another greater power. None know the nature of the dark spirit of the north, nor its ambitions or desires, nor even its name. The spirit is called by the Duergar and Irontooth Trolde alike, The Ashen King and his undead spirits the Ashen Folk.

ASLAUG'S HALLS: The once beautiful, richly carven and columned halls of the ancient Aelfan High King, now the lair of the golden-scaled Fire-Drake Aslaug. Aslaug has spread much destruction through the Mornath Mountains and the Withered Forest.

DUSKING FALLS: A sacred waterfall adorned with

an old temple and many grim and hollow-eyes statues built by a forgotten people. The powerful Wild Folk spirit Storm's Leige dwells here and was no doubt at one-time worshipped by the temple-builders.

GATES OF THE NIGHT: A fortress at the very north of the world, gripped by perpetual night and frost. The sun never rises over the Gates of the Night and it is said that if one passes this fortress and strikes farther northwards, an old god of the night and all creatures of darkness, nameless and forgotten, rules the lands beyond. The Gates of the Night is carved out of jagged ice and rock, set with many old and perilous runes, and is ruled by the Frost-Ettin King Urschucolla. His sons Hrorogott and Goxatargr fell into argument with their father long ago and took their followers south and east to found a new empire. They warred briefly with the Trolde of the Vale of Irontooth and then raided the Halls of the Mountain Kings before wandering east over the Scoured River and out of all chronicle and history. Urschucolla has since grown regretful and lonely for his sons, and fears that he may die without an heir. Offering news of his sons is one of the few means by which unwanted trespassers may spare their lives in his frozen hall. A harp that chimes when a person speaks a lie is kept besides Urschucolla's throne for the purpose of determining lie from truth. News that would lead to the return of Hrorogott and Goxatargr would undoubtedly be rewarded generously.

FJORDS OF THE NØRG KINGS: Deep fjords, a place of forest-clad cliffs, weedy depths and icy waters, blown across by cold winds and whipped with waves the colour of dead iron. The Nørg rule these waters without question and several Kingdoms lie beneath the waves between Blacksquall Straights and the River of Shadows.

GAUGRATHIR, FOREST OF: See *Map One*.

GLOAM, MOUNTAINS OF: Cragged and broken mountain peaks, closely embraced by old forests full of towering and grey-barked mountain ash. These were long ago the lands of a folk called the Wratock, a primitive people displaced by Aelfan clans that fled west after the destruction of their cities by the dragon

Aslaug. The Mountains and Forests of Gloam are now the seat of the Bewitched Realms of the Aelfan, and the Wratock, if they still persist, are a scattered folk living secretly in the high mountains and deep, rocky forests of these lands.

HALLS OF THE MOUNTAIN KINGS: The realms and towns of the Duergar, built deep beneath and into the side of the Mountains of Mallog. The towns, citadels and strongholds of the Duergar are wondrous to behold, carved with creatures and forests of lifelike beautiful, inlaid with veins of gold and fiery gems, red and gold and amber. High towers rise over the snowy peaks of the Mallog, and each Clan of the Duergar, with the exception of the Eitri, has raised up their own magnificent towering court in the clouds. The Eitri have made their court in the very darkest and deepest roots of the mountain, for that clan has no love of sun and their pale eyes are blind in strong light. The Duergar are a people who have seen many wars and troubles, they are long remembered of both friendships and enmities, and find little to bicker over among themselves. Even the sometimes treacherous and dangerous Eitri are afforded all honours and privileges of valued guests when they climb the winding stairs from their dark lands to trade or moot with their brethren above. The allied clans of the Duergar that jointly rule the Halls of the Mountain Kings, the Mountains of Mallog, Lake Mirrorgrey and Thyrm Gard are the Auvarg, Bomburr, Eitri, Fjolnir, Harr, Modsognir and Thrainn.

HROPTAR RIVER: A sluggish and misty river that wends from Mirrorgrey Lake to the Duergar port of Thyrm Gard. The river is a major trading route and frequented by many heavily laden sail barges. For this reason it is also frequented by both Trolde and the Duergar warriors who hunt those creatures to keep the laneways safe.

IRONWOOD: A vast and gloom-woven forest, the abode of wolves of tremendous size and ancient intelligence, witches with skin of old wood and iron, forest Trolde, monstrous half-breeds, and weird creatures descended from unions between Trolde and Ettin. Cannibal giants with two heads and wolf-heads, boar-tusked jaws and fur like a bear are all said to walk these beshadowed woods. The worst creature of the Ironwood, though, is the witch Yagara Närg, a wizened, flesh-hungry witch with a house made out of the bones of those she has eaten. The skulls of her

victims are ever-watchful with candle-flames in their eyes. They alert Yagara Närg by chattering and screaming when trespassers come near her little house. Yagara Närg is widely known for having tamed and bound by magic a small Fell Drake that she rides through the forest in search of flesh for her pot.

MALLOG, MOUNTAINS OF: Domain of the Duergar, these leaden and snowy peaks are honeycombed with mines, great halls, hidden towns and strongholds of the Mountain Kings. Mallog was the name of a powerful Old Demon who was said to possess a body of smokeless flame. The creature was slain by the first seven kings of the Duergar Clans in a time immorial. His skull is said to still be held in a secret vault and bound with rune-cut chains to keep his soul from escaping and seeking revenge. A vast and magnificent carving that depicts the battle dominates the central trading hall of the town of Mjthiral.

MIRROGREY LAKE: A wide and beautiful lake, cast always in the gloom of twilight and fire of sunset. The Duergar town of Mjthiral is built on stilts and pylons of stone on the shores of the lake, and many trading vessels both Duergar and those of Mortal Men ply its waters.

MORNATH BLIGHT: An expanse of tussock, scorched earth and frozen wastelands. The ruins of the once-grand Aelfan city of Mornath still stand at the head of the Mornath Blight. The lands are hunted often by Aslaug and are not to be traversed by warrior, trader, fool or madman.

MORNATH MOUNTAINS: Desolate peaks, uninhabited by any living thing due to the scouring of Aslaug. Travellers who have been desperate or foolish enough to traverse the Mornath Mountains tell tales of being hunting by phantoms during storms and moonless nights, the nature of which is unknown. By far the greatest risk, however, is that of being noticed by the dragon Aslaug.

MYRKKAN MOORS: A stinking and foetid swamp, full of twisted trees and bleak mists. Since the coming of Aslaug into these lands the Myrkkan Moors have grown in size and are now inhabited by smaller dragons, and Fell Drakes in particular haunt the unclean airs above these swamps.

OXTHROG ANORG, REALM OF: A kingdom of Fire-

Etin ruled by the lord Oxthrog Anorg. The kingdom has in times past fallen to warring with the Etin of who dwell in the towering fortress of the Gates of the Night, though in recent years a delicate peace has held between these realms. The great fortresses of Oxthrog Anorg is built on stone aches and pillars that span a field of boiling mud and pits of sulphur. The fortress is almost invisible from a distance due to the perpetual clouds of stinking steam, and the air within is all but unbreathable for any creature other than the Fire-Etin that dwell therein.

RIVER OF SHADOWS: A deep and treacherous river that is seldom plied by boats. The waters are known to be the home of many Spirits of the Restless Waters (Elivagar).

SEA OF HRÓR: Sea stretching from the Svolnir's Bays to the Island of Shadows in the South. At times calm, at times icy and toothed with storms, the sea is the road of trading ships travelling between the lands of the Duergar and Mortal Men and the sea-reavers who prey on them.

SCOURERED RIVER: A shallow and braided river that runs out of the frozen north. On the eastern bank are many great monuments carved in the shape of skeletal creatures with draconian heads and long, grasping claws. No one knows the origin of these monuments or their purpose, although it is generally held that they are a warning against trespassing further east. The Frost-Etin Hrorogott and Goxatargr crossed this river over a hundred years ago in search of new lands with a great many followers and warriors and have not been heard of since. Their father, King of the Gates of the Night, now grows old and awaits their return in his lonely hall.

SVOLNIR'S BAYS: Uninhabited, icy and windswept bays named after the Cold-Drake Svolnir that lairs in a sea-cave hidden in these coves. Svolnir was a terrible threat to all ships in the Sea of HróR for many long years, but has now grown old and weary. Massive of bulk, and still dangerous enough to deter the most overbold heroes, Svolnir hasn't been seen winging the dark skies for many a year, and is now held to spend her years sleeping upon her bed of stolen gold.

THYRM GARD: A bustling trading town, founded by the Mountain Kings, but now inhabited by just as many Mortal Men as Duergar. Thyrm Gard trades

gold, treasures and gems from the Halls of the Mountain Kings for products of the south, wools, meats, wines, meads and fish. The town is ruled by a council of three Duergar wizards, appointed by the Kings of the clans of the Duergar.

VALE OF IRONTOOTH: A bleak land of scoured rock and stone ruled by the Trolde-King Noxgaga and his clan of Iron-Trolde. The Iron-Trolde have skin as blackened and hard as pig iron, beady red pig-eyes and a pot-bellied and gangly shape. They are much feared and have a tradition of biting out the throats of their enemies when in battle in order to prove themselves brave. The Iron-Trolde have in times past waged wars against the Duergar of the Mountains of Mallog, though in recent years there has existed a period of relative peace between the two folks.

VRASAG THORR: Name given to an expanse of frozen waste west of the River of Shadows. Inhabited by a tribe of grey-skinned snow trolde, larger, more brutish and dimmer of wit than their cousins in the south and east. Although rumoured to be in the service of the Frost Ettins who rule the frozen night-lands of the north, these armoured and fur-covered trolde live almost as beasts, use no weapons or garb and lair together in small clans. They have neither kinship nor alliance with the Iron-Trolde of the east and will on occasion raid both Irontooth Vale and the outlying strongholds of the Duergar who dwell in the Mountains of Mallog. Generally, however, the Snow Trolde keep themselves away from the Realm of the Fire Ettin King, Oxthrog Anorg.

WITHERED FOREST OF ASLAUG: In ages past, an airy and green woodland, the Withered Forest was known as the Forseti Deepwoods before the coming of Aslaug. Now airless and shadow-choked, full of blackened trees with poisoned yellow leaves. The Withered Forest was once the seat of twelve Aelfan Realms of long and age-old wonder. The ruins of the fine courts and towers can still be seen in the forest, but nothing dwells here now. Long in the past Aslaug descended on the woodland realms, breathed fire and venom and wrought great ruin. Many were slain and the survivors fled west and south. What treasures could be got easily Aslaug gulped down into his crop and took away to his lair in the mountains. The forests stood for awhile fair and green in the absence of their Aelfan lords, but were slowly poisoned by waters flowing past Aslaug's lair. Now very little that is good

lives here, wild things are twisted and monstrous and the spirits of the trees have turned rotten and malign.

YAGARA NÄRG'S HOUSE: See Iron Wood (Map Two).

Map Three

BEWITCHED REALMS OF THE AELFAN: The last great dominions of the Aelfan Folk. Following the fall of the Aelfan Realms of the east under the assault of Aslaug the Golden, seven kings and queens and their clans fled west and settled in the Forests and Mountains of Gloam, north of the Fjord of Wurums. Early battles between the Aelfan Folk and a race known as the Wratock ended with the eventual victory of the Aelfan and the departing of the original inhabitants of these lands, possibly into the more remote mountains, possibly into the frozen north. The Wratock were said to be humanlike, squatter, covered in midnight blue tattoos and possessing only simple metals and magics. They may have been a primitive cousin of Duergar or Mortal Men. In the old histories of the Aelfan the Wratock were called also the Half-Duergar, and they may have been a race of mixed Duergar-Mortal blood. An early accord rumoured to have been struck between the Seven Thrones of the Bewitched Realms and the great Wurums of the Sea allowed for the establishment of many sea-towers and beautiful towns in the deep green, forest-and-cliff enclosed waters of the Fjords of Wurums. So it is said, the Aelfan watch over the eggs of the Sea Wurum, and in exchange the Sea Wurum guard the Fjords against attack. Seven towered and wood-woven courts were founded when the ancestors of the Aelfan came first to these lands and still dot the bewitched realms. From these havens the realms are administered by the seven royal lines. The courts are ruled by the Houses of Maivale Ina, Zimonat, Dainta, Sanatal, Inuta Aldra, Velmand Ina, and Gurds Inatis.

FJORDS OF WURUMS: An echoing maze of Fjords, sandbars and small islands. The Fjords are dotted with white-walled towns and towers of the Aelfan folk and are guarded by forces both magical and warlike. Once every nine years Sea Wurums swim into the Fjords to lay their eggs in the sandy bays. The young wurums, which can grow almost to the length of a ship before they depart for the open ocean, are avoided by the Aelfan folks and never hunted, and in some bays it is said that guards are set to watch the eggs

before hatching. Rumours of an old accord between the Aelfan and the Sea Wurums are hinted at by many seafarers, and it a widely believed legend of the sea that any fleet of raiders or warships that did attempt entry into the Fjords would find their way barred not merely by Aelfan illusion and Aelfan arrows, but also by the teeth and coils of the great Wurums of the sea. In the past, Skalla lords are known to have gathered together small fleets and attempted raids on Aelfan waters, only to vanish utterly.

GAPTHROSNIR'S SEA: Named for the thousand year old Kraken Gapthrosnir who haunts these waters and has been the ruin of many ships of war and trade. The Gapthrosnir Sea is a stormy and wave-swept expanse, frequented by high winds and icy gales.

GLOAM, MOUNTAINS OF: Cragged and broken mountain peaks, closely embraced by old forests full of towering and grey-barked mountain ash. These were long ago the lands of a folk called the Wratock, a primitive people displaced by Aelfan clans that fled west after the destruction of their cities by the dragon Aslaug. The Mountains and Forests of Gloam are now the seat of the Bewitched Realms of the Aelfan, and the Wratock, if they still persist, are a scattered folk living secretly in the high mountains and deep, rocky forests of these lands.

ISLANDS OF THE SEA-KINGS: The chief islands and dominions of the Skalla, who are called also the Sea Kings by the mortal men. The Skalla are probably related to men, though their lineage must have divided from the mortal kith deep in ages past. The Skalla are fair skinned, with golden and amber hair and eyes of silver and blue. They are beautiful to look upon, their voices are like music and their crafts are wondrous. The beauty and skill of Skalla silver and goldwork is second only to the Duergar. The Skalla, however, are inhuman in almost every other way, their culture regards no creature but a Skalla as being worthy of any life but slavery. The same word is used in the Skalla language for non-Skalla and witless beasts. The kings and queens of the Skalla adore gladiatorial spectacles and humorous executions, and the red-sailed fleets of the Skalla are much feared as slave-takers and raiders. The islands of the Sea Kings include Seyth Raun, Seyth Nicor, Seyth Caen and Seyth Ljorm.

REGINN ISLAND: An island ruled over by the sorcerer

Irdinuht the Ceaseless. Irdinhut spends most of his hours and years in the Tower of Bronze, a vast structure, carved with dragons and surrounded by gardens that bloom all year. He takes little interest in the farmers and fisherfolk who live on his island but takes measures to protect them against raiders, and in particular against the Sea Kings. Mists and strange fires settle around ships of war that approach either Reginn or Reginn Ingir, and it is said that ships that persist in an attack are set upon by spectral warriors atop steeds that gallop over the foamy waves as if they were rutted green fields. The folk of Reginn are largely of mixed tribal blood, although primarily Asyneur and Laukar in heritage, they now identify themselves as a new and separate tribe of mortal men, the Reginnar.

REGINN INGIR ISLAND: Meaning 'Little Reginn', this small landmass falls within the domain of Irdinuht the Ceaseless. The island is dominated by the town of Nene, a seaport that is largely left to govern itself by its sorcerous lord. The town thrives as a trading port, dealing mostly in fish, sea-ivory and wool. The smoky flavoured and strong alcohol Kerne which is brewed via a secret method by certain priests of Reginn is also traded here.

MAEL, ISLAND: A wilderness island, scattered with the ruins of blackened settlements and fortresses. The Island of Mael is inhabited only by secretive tribes of Nicor and the less secretive, more ferocious Nørg. Mael falls outside the realm of Irdinuht the Ceaseless, so gains none of the protections afforded by that sorcerer's arts. The few settlements that have been founded here by mortal men have been quickly brought to ruin either by the native Nicor or Nørg, sometimes acting in alliance, or by Skalla slavers from the Islands of the Sea Kings.

SEA OF GREEN SHADOWS: A vast, but relatively calm ocean that stretches from the Islands of Reginn and Mael to the east and the Islands of the Sea Kings to the West. Worth mention is the White Ship of Votadin, which haunts these waters: a ghostly longboat with fearsome dragon-prow, tattered sails and crew of thin shades. The White Ship has never been known to attack or even attempt contact with a living vessel, though to see it is deemed an omen of terrible fortune.

SEYTH CAEN: A rocky island, largely a wilderness of cliffs and mists ruled by the Skalla House of Caen.

Caen's wealth comes largely from the Mines of Cag Coig Caligog, wherein slaves labour to tap extensive veins of gold.

SEYHT ERÚN: An island of the Sea Kings, ruled by the House of the Raven Lords which lies east of Seyth Nicor and north of Seyth Caen. Disputes over the ownership of the smaller islands between Erún and Caen has resulted in a longstanding feud and several short, if bloody and fierce, wars.

SEYTH LJORM: Island ruled by the Skalla house of Ljorm. The House of Ljorm are reputedly ruled by sorcerer-kings who have such powers that demons of the old earth bow to their will. Less kind rumours whisper that the lords and ladies of Ljorm have bedded demons and the blood of their line has been mingled with strange and monstrous things. The island, however, is not easily reached, even by strong seafarers and the inhabitants are less than cordial, even to fellow Skalla. What truth there is in the rumours that flit around Ljorm like bats is a matter of conjecture.

SEYTH NICOR: An island now ruled by the Skalla and split between two kingdoms, North Mathrug and South Mathrug. Seyth Nicor was named originally for the Nicor that were once native to its shores and coves. The Skalla were long ago driven out of a homeland to the east by a race of creatures they call the Buruagog (possibly a tribe of Ettin, though their precise identity is unknown). Upon arriving in the isles of the west, the Skalla first attempted enslaving the Nicor, but finding them unpliant servants, took to hunting the Nicor for amusement. If any Nicor now dwell in the islands of the Sea Kings they now do so in secret. Nicor hunting, however, remains a favourite sport and Nicor are sought out and captured on other islands and the coasts of the mainland, in order to be brought back to Seyth Nicor for this purpose. Extensive areas of Seyth Nicor are now farmed using slaves stolen mostly from the mortal realms of the east.

SEYTH RAUN: A rocky island, crested by a forest of thrawn and spindly trees. The Tower of Ure dominates this island and is the chief temple of the Grey Augants, the secretive and grim priests of the Skalla.

SHORL: Far to the west, the island of Shorl is a place of constant and magical gloom and shadow. This

rocky and misty island is the home of the old Trolde-Witch Hagga.

TOWER OF BRONZE: See Reginn.

Map Three

ASYNEUR GARD: The capital and chief fortress of the Tribe of Asyneur. The golden halls of Asyneur are currently ruled by Queen Atla the Grim. The city is surrounding by three walls of white and polished stone and high watchtowers built on the Orn Mountains field a view north and south from coast to river.

BAY OF ATHURN: A wide bay used heavily for fishing and as a port of call for trading vessels. The bay forms the mouth of the River Grey Water.

BJORNTOTH PEAKS: A range of mountains that divides the lands of the Asyneur from the people of the Goddess Vanna. The mountains themselves, and the lands to the north, down to the shores and east to the North Isles are inhabited by the savage Beorga tribes of men. For this reason most of the battles between the Asyneur and Vannagan were fought by circling south of the Bjorntooth Peaks or else by setting sail in war-barges along the River Grey Water.

DELLINGAR WOOD: A wide and green forest of white oaks. Dellingar Wood is home to the villages, homesteads and the occasional earth-fort of the woodland Laukar tribesmen.

FENSLAIRS: An expanse of moors, swamp-forest and the occasional low island that is the domain of the Mortal Tribe of Morhorag. The death-worshippers are both mistrusted and feared by others, and it is generally held that weirder and more perilous things than the Morhorag's warrior-shamans guard the murky waters and forests of the Fenslairs against unwanted intruders.

FJORDLANDS: Craggy cliffs, fjords and sea-lochs inhabited mostly by scattered tribes of Beorga who live as fisherfolk, pirates and raiders. Torrent Cove lie on the Fallen Kingdoms side of the channel and is home to perhaps the oldest and most powerful Nørg in Mithgerd, the Lurker in the Waters.

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FOREST OF APPLES: A wondrous forest of apple trees with golden leaves that never fall and fruit that never fail. The fruits of the Forest of Apples come in strange colours, blood red, old bronze and snowy white, and it is said that the fruits of certain of the trees will grant peculiar powers. The forest is said to have sprung from the blood of the Goddess Vanna when she was killed by the demon Geirathog Gloru. Cider made from the apples of the forest is widely held to have potent, varying and unusual properties.

FOX FIRE FENS: A stretch of swamp and mire haunted by the flickering lights of small and fickle lights. The lights are generally held to be the spirit-candles of the folk of one of the lost cities of Mortal Men that once dotted Vardruin Island and were razed by the Half-Trolde of Skuld. Legend holds that one such city of mortals was ruled by a sorcerer-prince, and rather than let his people fall to sword and fire, to rape and the flesh cauldron, he worked a great magic that transformed his folk into foxes of spirit and flame. These creatures were too quick and cunning to be caught by the half-trolde and live on in the swamps and woodlands where their city used to stand.

GLENS OF LITHRASNAIR: A sunlit and open woodland of oaks and hazel, elm, birch and blackberry. Laukar villages dot the southern borders of the Glens of Lithrasnair, though most of the lands are ruled by the prince and magician Osg Ethunon, who is rumoured to be of half-aelfan blood.

GREY DOWNS: Rolling hills covered with low scrub and the occasional ruin. From these hills the Half-Trolde of Skuld made camp and invaded the lost kingdoms of men that once dotted the Island of Vardruin. Long war and bitter struggle brought about the fall of each of the kingdoms one after another. When the Half-Trolde of Skuld brought down the walls of the last fortress of Mortal Men of Vardruin, they took loot and women, ale, meat and mead and thinking themselves safe, made camp on the southern shores of the island. But King Irun I of the Asyneur had long been watching the wars to the north and listening to the tales of refugees who had fled to his court. While the Half-Trolde made themselves merry a fleet of the silken-grey longships of the Asyneur slid onto the sands of the island. The Asyneur warriors fell upon the Half-Trolde before dawn and took the raiding army by surprise. It is said that the cairns that were built over the dead Half-Trolde were so high

and numerous that the Asyneur had to work for a month to erect them. Forging north the Asyneur army ransacked and razed the wood-walled towns that the Half-Trolde had erected in the Grey Downs and the begotten of Skuld are now no more.

GREY WATER RIVER: A wide, sluggish and muddy river that creeps from the mountains of Vanna to the Bay of Athurn. The river is plied regularly by sail-barges and trading ships. The only danger are occasional River Nørg, which in ancient days lurked often in the reeds, but more recently have been hunted to dwindling numbers by Asyneur for sport.

HENGE HILLS: Cairns and barrows erected following the battle between the Asyneur under the command of King Irun I and the hordes of the Half-Trolde of Skuld. The Half-Trolde were slaughtered to the last and their ghosts are said to haunt these hills.

ISLE OF DEAD KINGS: The traditional resting place of the royal lines of the Asyneur. The island is pocked with old tombs and jutting standing stones. The kings, queens and their treasures have been guarded since the days of Jalkar II by The Grey Wards of the Harrows, an order of warrior-sorcerers who walk the shores and hills of the island. The order takes into its numbers twelve initiates from the city of Asyneur Gard each twelve years. It is considered a great honour for a family to be chosen to provide an initiate, however the initiate must sever all ties to the world of the living, and passes through a false funeral, is mourned for dead, left on the shores of the dead king's island and then cut from their burial shroud by members of the order.

ISLE OF SHADOWS: An expanse of ruins, wastes and dead forests haunted by the Shadowfolk of the Deepest Night, whose origin and kith are unknown. The Isle of Shadows was the home of the Aelfan Folks who fled southward following the fall of the Aelfan Kingdoms under the onslaught of Aslaug the Golden. The new kingdoms flourished for some centuries before Aslaug stirred with hunger again and cast his eyes south. His attack came in the dead of night, a comet of fire and burning bile in the storms of winter. A war was waged against the dragon for another hundred years before the last Aelfan fortress of the island was abandoned and the few and desperate refugees who were left took to the seas and sought safety further south, eventually to found

the Kingdom of Willows. Following the last departure of the Aelfan, Aslaug glutted himself on what flesh he could find and made many journeys, stuffing his crop full of gold and treasures to add to his bed in his northern lair. About two centuries after the departure of Aslaug, the island remained a grey and withered wasteland and a strange folk with shadow for flesh came out of the darkness and took up abode in the Aelfan ruins.

KINGDOM OF WILLOWS: A of great willows and the last home of the Aelfan Folk who fled the Island of Shadows following the destruction and pillaging of their lands by Aslaug the Golden and the subsequent invasion by the Shadowfolk of the Deepest Night. The Kingdom of Willows is ruled by Menissra, the Sorceress of the Golden Woods, and last Aelfen Queen of the line of Skellharpir the Tumult. The Aelfan folk of the Kingdom of Willows have secluded themselves into deep forests guarded by magic and have little contact with the mortal tribes of men who dwell west and south of their lands.

MOUNTAINS OF VANNA: Tall and white-capped peaks that are believed by the Vannagan, the People of the Goddess Vanna, to be haunted by the spirit of the slain goddess. Following the rape and murder of Vanna by the demon Geirathog Gloru the land became a place of shadows and hellfire ash. A hundred and one of the most powerful of the sorcerers and warriors of the Vannagan marched on the fortress-lair of Geirathog Gloru centuries after the death of their goddess, and though they were unable to slay the demon, they were able to bind the creature and imprison it deep beneath the Mountains of Vanna. From this moment spring came eternally to the mountains and the wastes of Geirathog Gloru where Vanna died burst into bud and became a forest of enchanted apples.

NJUGAL'S WATER: A flat and pewter-grey lake that is the lair and home of the Nørg, Njugal Trickshadow.

NORTH ISLES: Rocky islands inhabited mostly by Beorga sea-reavers and pirates.

OLG BELATHAR: Originally an outpost of the Asyneur, high walled and heavily fortified, the city of Olg Belathar has sprawled outside its walls and grown fat on green fields and peaceful times since the end of the last Asyneur-Vanargan war over two-hundred

years in the past.

ORN MOUTNAINS: Tall and jagged mountains that rise to the north of Asyneur Gard. The famed fortress of the Asyneur is built on a low spur of the mountains and watchtowers stick like spines from several of the higher peaks of the range. The massive, hairy-hocked Goats of Orn are rightly famed throughout Mithgerd, grow to the size of a small bullock and possess a degree of intelligence that has allowed the Asyneur to harness them as chariot beasts.

SEA OF ELD: Often choppy and stormy waters that stand between the Island of Vardsruin and the Island of Shadows.

SEA OF RAINS: Expanse of ocean to the west and north of the Lands of Mortal Men.

SIGRUNNAR: A township of mingled Vannagan and Laukar peoples. The town forms a major trading hub for goods travelling between Vannagard to the west and the forest realm of Dellingar Wood to the east.

SORTHES CHANNEL: Expanse of water named after the great Aelfan navigator and warrior-wizard Sorthes, who sacrificed himself and his ship the Ivory Swan of Midnight in order to hold off the fire and fury of the fire-drake Aslaug while the refugee ships of the Aelfan sailed south to escape the hunger of the great dragon. The Sorthes Channel is called by the Mortal Tribe Beorga the Waters of Fury and Green Fire, after the same event but viewed from the shores of the North Isles. Now, famously, the hunting waters of the great Drakkar, Lokkar Cove-Haunter.

STHAL: A once holy island that boasted a hundred temples. Now fallen to ruin and swallowed by a bleak salt marsh. Sthal Island is now the lair of the Fell Drake Leirvór.

VARDRUIN ISLAND: Large island to the north of the lands ruled by the Asyneur and the Beorga. This island was once the home to several realms of Mortal Men, but each was conquered and destroyed in turn by the Half-Trolde of Skuld.

VITHRAIR GARD: A southern fortress and township founded by Sithneja I, the youngest daughter of Irun III. A bleak and wind-torn place of seaward towers, thrawn trees and sparse living, the fortress briefly

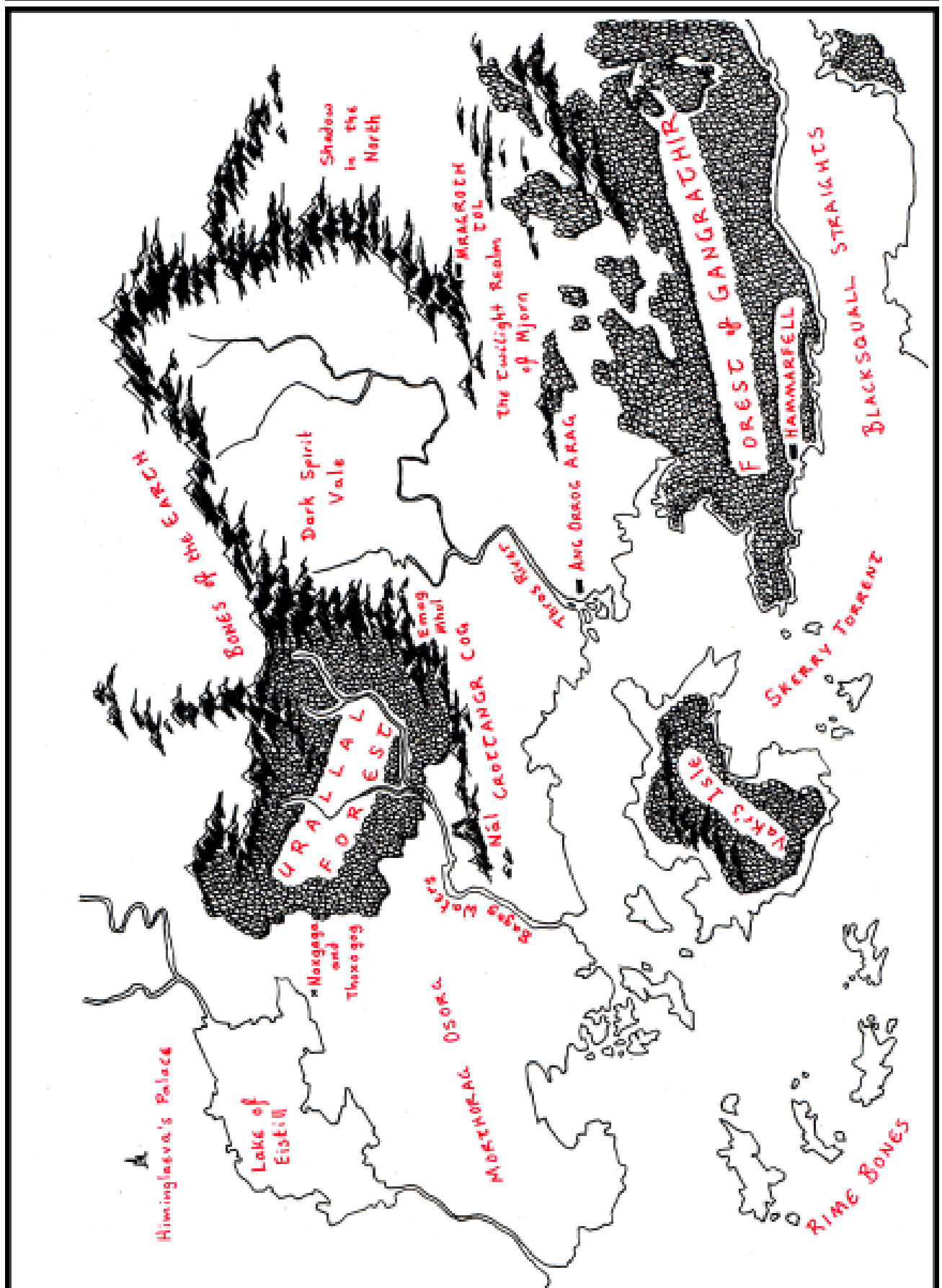
went to war against Asyneur Gard when questions arose concerning the right to succession following the death of King Geirr Spearnose. Although a peace now holds between the two lines of Asyneur Lords, the war was never settled and thegns from Vithrair Gard seldom find a warm welcome in Asyneur Gard, nor Asyneur in Vithrair Gard.

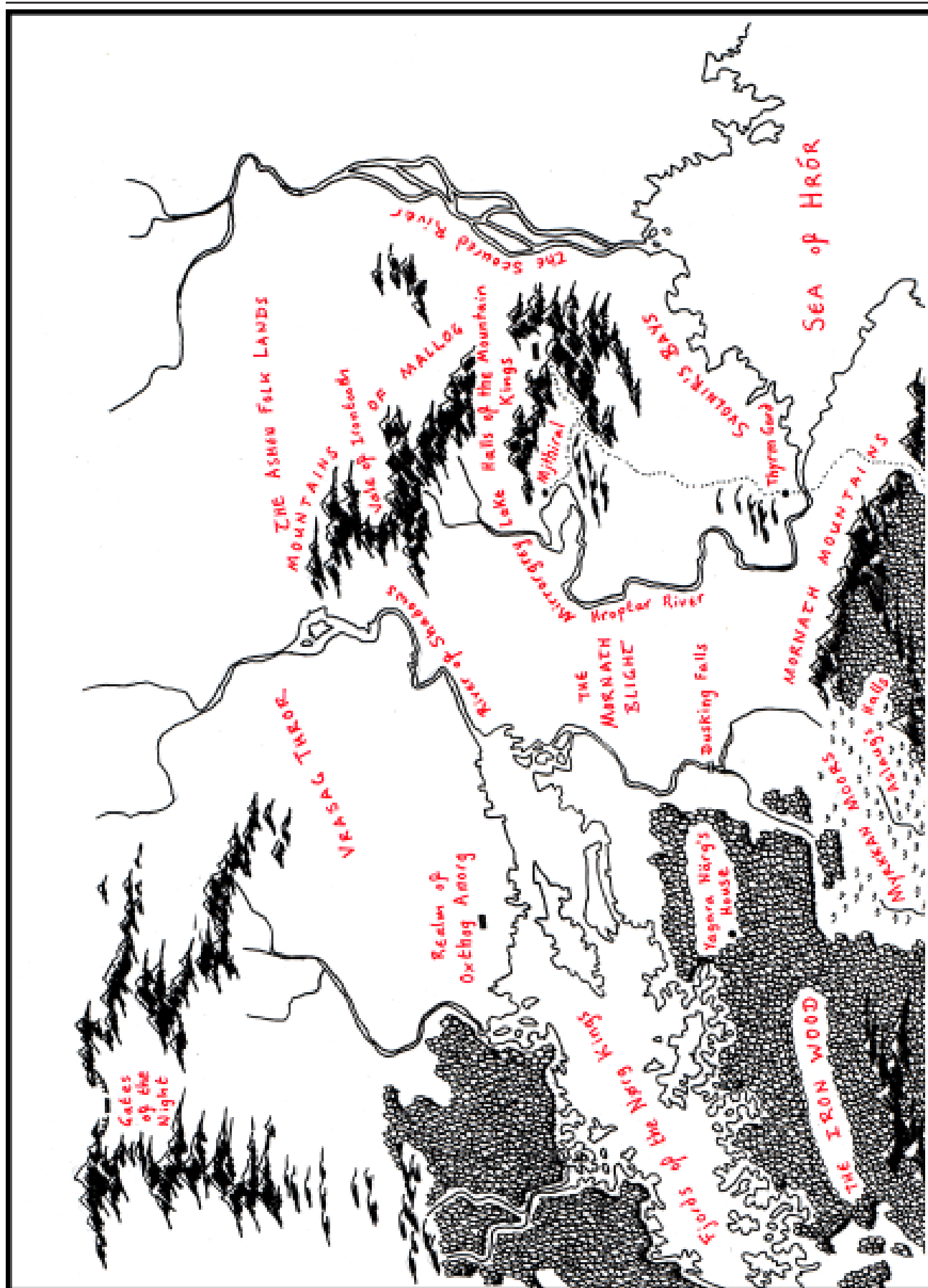
VALLEY OF MISTS: A deep and grey-misted roll of hills that lie east of Vanna Mountains full of cold winds and strange voices. Strange lights are seen from time to time at the heart of the mists, but none are known to have found out the secrets of these silvery lanterns.

VANNAGARD: The tree-woven and golden walled city of the Vanargan Tribe. It is said of Vannagard that there is a fountain or a garden at every corner. A grand tower carven with wurums and roses forms the fortified heart of the city, wherein the rulers of the Vannagan, the Council of Gloamarye, meets and moots.

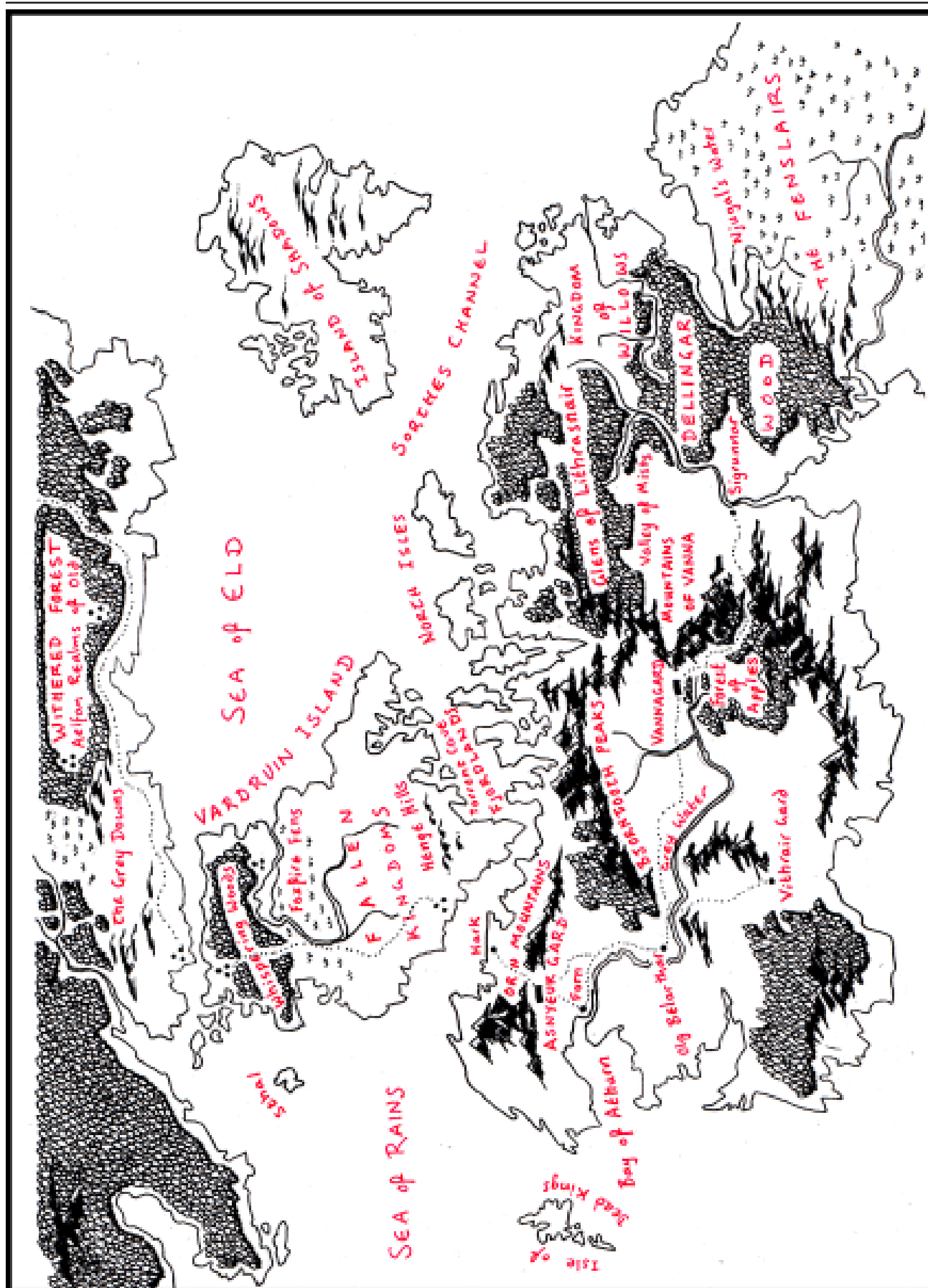
WHISPERING WOODS, THE: Deep and tangled forest surrounding the ruins of old human kingdoms. Now the home of The Liege of the Hollows, a wild spirit and king of the woods, attended by a court of wood spirits and nymphet attendants.

WITHERED FOREST OF ASLAUG: See Map Two.









Chapter Seven

Swords and Fishhooks

They came once every seven years to the meadow in the mountains. Strange folk. Small and dirty and hairy with eyes that were pink or red and skin that looked like old, white leather. They brought their wares out of the hills. Flowers like gold and glass. Swords that no armour could withstand. Bellows that blew a gale. A shield made of cold fire and hammered to a perfect sheen. But the mortal folk bought very little of the stranger things. They were perhaps too afraid and definitely too poor. Other patrons came from year to year. Creatures with golden eyes and horns and faces like mountain rock and voices like waterfalls. They bought the great and the grand, the shimmering and the magical. But the mortal folk bought just a little here and there. They wandered and looked. It was enough. Magic every seven years can be a pleasant thing, but magic about the house every day can be something else entirely.

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 Mithgerd. 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 Mithgerd. 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

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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, 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

Adder's Tongue	Woods	
Common	Imbibe	20 sm
(Poison: Nausea and sickness lasting two days)		

Chewroot	Woods	
Common	Chew	2 sm
(Narcotic: Mild sense of happiness)		

Cureall	Seashore	
Rare	Apply	15 sm
(Curative: eases pain, can restore eyesight)		

Bitternut	Mountains	
Uncommon	Imbibe	20 sm
(Allows imbiber to go without food for one day)		

Bloodwort	Woods	
Uncommon	Apply	20 sm
(Curative: stops bleeding, soothes bruises)		

Dogweed Bane	Fields	
Common	Imbibe	20 sm
(Poison: Convulsions, 2 levels of injury)		

Feverfew	Arctic Waters	
Rare	Imbibe	50 sm
(Antidote: Only known cure for wurum poison)		

Goldsmoke	Mountains	
Rare	Smoke	40 sm

(Narcotic: pleasant sense of lazy wellbeing)

Hawkstail Seashore
Rare Imbibe 40 sm

(Poison: internal bleeding, 5 levels of injury)

Juniper Weed Woods
Rare Smoke 50 sm

(Reduces 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 Barge	150 sm
Large Merchant Barge	200 sm
Small Longship	250 gm
Large Longship	700 gm
Kingly Longship	1000 gm
Crew and Supplies, 1 month	100 sm
Mercenary Gang of Ten, 1 month	300 sm

Weapons

Below is a list of common weapons and armour found in Mithgerd, the prices one would expect to pay in an average blacksmith in a village that is not too out of the way or remote.

Weapons are relatively freely available in Mithgerd, there are few or no restrictions on who may own what weapons, military, hunting or otherwise. In certain lands or at the call of certain lords or councils of elders, there may be local laws, but generally speaking in the wild and often besieged lands of mortals weapons are more or less commonly available.

Weapons Strange & Unknown

There are numerous melee weapons that although familiar to many quasi-mediaeval games are missing here. The stirrup has not yet been introduced to mythic Mithgerd, so that to charge with a lance is suicidal to the point of being ridiculous. Likewise horses in general are considered too valuable to use in battle by most kings and clans. Thus the poleaxe and pike, being weapons of infantry defence against cavalry are unknown. The 'ball and chain' type of weapon is also unheard of – many remote blacksmiths have never seen an iron-linked chain let alone know how to make one. Shackles, incidentally tend to be made of rope and leather. Flails are always tethered with a cord of gut or leather. Crossbows, although not unheard of, are primitive and require about two minutes of work at a windlass to load. They are generally considered toys for eccentric kings, rather than effective weapons. Other, even more exotic weapons, such as scimitars, 'tiger-claws' and bolas will result not just in unwanted attention, but also the suspicion by locals that you are either an Aelfan creature or might be dealing in witchcraft.

Hand-to-Hand Arms

Below are a list of weapons used with the Character's Affray Aptitude. These weapons are used in close combat, hand-to-hand with an opponent.

Axes

Small hand axes tend to be woodcutting axes pressed into battle. One particular type of axe, of special popularity is the 'skeggox' or bearded axe, with its elongated lower curve. Some warriors also use a small axe with a thick triangular section at the socket resulting in a very heavy blade. These are designed for throwing, and are popular among some armies that throw the axes on mass, and then while advancing pick up the axes and throw again. The broadaxe, or battle-axe, is a two handed weapon, probably evolved from the axes used to slaughter animals. Used mostly by wealthier, warriors and lords, these axes have a terrible reputation for hacking flesh and bone in two. A mattock is a heavy digging axe-like tool, with two blades, one turned horizontal, the other parallel, and these are often used as poor man's battle-axes.

Restrictions: The axe is a weapon good for attack but fairly poor for use in defence. At Gamesmasters discretion: An axe-wielding character without a shield, who draws with a enemy (i.e. both challenger and defender pass the Contest of Aptitude), in an opposed affray is liable to suffer injury as if the axe-man had failed the Test of Aptitude, and the enemy had passed. If two characters attack one another with axes, the mutual clumsiness cancels out.

Bludgeons

All manner of clubs, maces, hammers cudgels, threshing flails, and mattocks are used as weapons. Some are makeshift, a farmer's flail used as a weapon of desperation, others are more culturally significant. Some warriors use heavy, stone headed war-hammers as a sign of their dedication to the god of thunder.

Restrictions: Heavy, bludgeoning weapons have the same basic problem as axes – they are wonderful for causing injuries but next to useless as defensive weapons. The same defensive penalty rule used for axes can be applied to Bludgeons.

Knives and Daggers

Knives, sometimes used in brawls or as a make-do weapon, are usually owned for other uses, to eat with, carve wood or as a general-purpose tool. Knives with a blade of about 7 to 35 cm fall into this category and are termed 'hadseax'. Almost all warriors carry a knife for one other reason – they are useful to cleanly dispatch a mortally wounded but still living enemy. Larger single edged knives known as 'langseax', ranging from 55 to 75, are exclusively used as weapons and although clumsy and unbalanced, can serve as a short sword to a poorer warrior.

Spears

Spears are the most commonly used weapon of war. Light, javelin like spears are used for throwing, heavier broader bladed spears can be used in melee. A 'Mail-Scraper', appears to be a unique weapon of the Norse, that did not survive into later centuries. As far as can be told a Scraper of Mail was a thrusting spear, with a blade long enough to resemble a short sword, but rectangular and tapering to a sharp point. The wooden shaft was completely clad in iron and an iron

spike was driven through the socket. Hunting spears, are similar to Melee spears but often have an iron spike through the haft to prevent a wild boar or wolf from running up the haft.

Staves

Staves are the ubiquitous poor-man's-weapon. Generally a length of yew or ash, sometimes tipped with iron, staves have little ability to do more than trip or disarm an armoured opponent, although a swift crack to an unprotected skull can certainly cause some damage.

Restrictions: Staffs have a very low Menace but are on the other hand very effective in combat when used to trip, disarm or exhaust an opponent into submission. When using a Stave in combat you can choose to deal injury to an Opponent's Fatigue instead of Health as usual (See Chapter Two, Systems - Harrying). When you harry an opponent with a stave, however, add one rank to the Harrying Menace you would normally use. *For example—if you would normally have a Harrying Menace of 2d10 when using a Stave you increase this to 3d10.*

Swords

Swords are both the most highly prized weapons of war and the rarest. Their cost is increased by the arguable wasteful amount of iron that is used to make one, and their lack of any useful function outside of battle. Swords are often handed down through successive generations, or given as gifts from kings to lords, and from lords to champions.

The blade of a sword itself deserves some special mention – swords are often pattern welded, literally plaiting together from differing grades of steel and iron, adding a beautiful woven appearance to the blade. These highly treasured pattern welded blades often earn nicknames based on the shape of the intertwining ribbons of metal.

Swords vary from about 55 to 80 cm in length. Shorter 55 to 70 cm blades are termed brands or short swords. Longer, heavier 70 to 80 cm blades are termed longswords or broadswords.

Ranged Weapons

The below weapons are used with the Character's Ranged Aptitude. They are intended for use over a

range of at least ten paces, an archer in close quarters in an unarmed man.

Thrown Weapons

Hand Axes, Knives, and all types of Spears can be used as effective thrown weapons. When used in close quarters these weapons are used with the Affray Aptitude. When used at distance use the Ranged Aptitude instead. Menace remains the same in both instances.

Slings

Primarily used for hunting, and small game at that, slings can be used to some effect in war. Against armour they are all but ineffective, except in the lucky case of a slingshot striking the face. River or sea pebbles make up the primary ammunition. Lead shot, although not unheard of is less common.

Bows

Bows are used throughout Mithgerd for hunting and to varying degrees also for war. The typical poorman's-bow is made of hazelwood, measures about a pace in length, and is termed a Self Bow. Larger, bows are made of yew, elm or ash. In some lands bows made of carved and layered antler or sea-ivory (walrus tusks) are the province of kings.

Arrows tend to be broad headed iron tips, socketed if well made, or held in place by tangs if of poor quality. When retrieving arrows after a battle, many will have broken: socketed arrow has a 3 in 10 chance of breaking when loosed. A cheep tanged arrowhead has a 7 in 10 chance. A somewhat crueller trick is to purposely attach an arrowhead using beeswax, so that when it enters warm flesh the wax melts and the arrowhead detaches. Rubbing arrows in grime or filth to cause infection is a dishonourable, if common enough trick.

Restrictions: The major drawback of bows is simply that the armour and shields of Mithgerd are strong enough to stop most arrows. Armour penetrating 'bodkin' arrows exist to overcome mail, but a simple shield of leather and linden wood will stop most arrows. In the Systems chapter there are rules for hiding behind shields to avoid arrows (See Chapter Two, Systems - Hoisting Shields).

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Axes	Price	Menace	Rounded Stone	0	+0
Hand-Axe	10 sm	2	Lead Shot	1	+1
Throwing Axe	10 sm	3	Bows	Price	Menace
Skeggox (Bearded Axe)	15 sm	4	Self Bow	2 sm	1
Mattock	20 sm	5	Small Bow	5 sm	2
Battle Axe	25 sm	5	Long Bow	10 sm	3
Iron and Adorned	+5	+0	War Bow	15 sm	4
Steel Edged	+5	+1	Arrows	Price	Menace
Steel and adorned	+10	+1	Twelve Fishing	5 cm	+0
Bludgeons	Price	Menace	Twelve Fowling	8 cm	+0
Wood or Bone	10	2	Twelve Hunting	1 sm	+0
Stone War-Hammer	15	3	Twelve Broadheads	1 sm	+1
Iron and unadorned	15	4	Twelve Bodkins	3 sm	+2
Iron and Adorned	+5	+0	Cheep Tanged	+0	+0
Steel Wrought	+5	+1	Good Socketed	+1	+0
Steel and adorned	+10	+1	Beeswax Attached	+1	+0
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			

ARMOUR

There are five broad classes of armour that a person may wear to protect himself or herself from injury. The least protective are those made from lighter, poorer quality materials, especially cloth and leather. The more protective are woven of iron and steel and are stitched with plates of metal.

Designer Notes: Because of the fairly simple method in which injuries are resolved in Wayfarer's Song the benefits of armour also need to be kept reasonable simple. Thus, armour provides a basic full body protection - even though it may not strictly cover the full body. Because, however, armour subtracts not from the final damage to a character, but from the potential of a weapon to do damage, I think the mechanic remains sensible, if a little simple, when protection is viewed both as a function of the quality of the armour and the amount of body-surface it covers.

Patchwork Armour

Incomplete, rusted, poor quality armour, sewn together from makeshift pieces of boiled leather, iron, horn, or chain make up what is termed Patchwork Armour.

Poorman's Armour

Light armour commonly based on either hide or linked rings of iron as a base material. Sea raiders especially

tend towards armour made of lighter hide, augmented by stitching two layers together, passed with moss or wool: a cheap, light and reasonably protective form of armour that won't drag a soul down to a watery grave.

Skirmisher's Armour

An extra degree of protection can be afforded by stitching iron rings or small plates into a leather or cloth base. This somewhat stronger armour is often worn by militia, the guards of impoverished lords, or road-wary travellers.

Warrior's Armour

Most men of the axe and sword rely on leather stitched with iron scales and perhaps a few patches of chainmail covering vital areas. A warrior's armour will often include a helm, usually of iron and leather, as well as bindings for the arms and legs.

Noble Armour

Chain mail is the armour of choice amongst lords and warriors. Mail shirts typically reach just below the knees and have short sleeves, but longer coats, called hauberks and sleeveless shirts, called sarks, are known. Wearing a mail shirt requires you to also wear a padded undershirt, made either of linen or felt, and stuffed with fleece, raw wool or layers of woollen cloth. If you are not wearing an undershirt, the mail gives no protection at all versus blunt crushing weapons. The prices below assume the inclusion of a padded underclothing, either separate or stitched to the armour. A helm, greaves and occasionally good quality leather gauntlets will be included with Noble Armour.

Regal Armour

The finest weave of mail, linked with the utmost care, and gilt with gold, and riveted with silver. Armour fit for a king or queen will be of superb quality and will be matched by a helm, greaves, and possibly gauntlets of similarly richly adorned steel.

Shields

Shields as ubiquitous as they are useful. They can give the edge in battle, and provide protection from a rain of arrows or other missiles. Small, round shields, called 'targes' made from linden wood are the most common variety of shield. They are often reinforced with bands

of metal, and thick leather riveted around the rim. Some are faced with leather or rawhide. Even smaller shields, useful only for parrying, are termed bucklers. Larger, more expensive shields that extend downwards to cover the knee are termed tower shields.

Shields also provide cover from missile fire. A character taking cover behind a shield is not allowed to do anything except engage in defensive actions (See Systems, Chapter Two - Hoisting Shields).

Armour	Price	Protection
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	Block	Soak
Buckler	10 sm	2/10	4
Small Shield	30 sm	4/10	6
Large Shield	50 sm	6/10	8
Tower Sheild	75 sm	8/10	10

Lesser Relics

Lesser Relics are also termed Enchanted Items in the game. These are enchanted things that are the works of mortal sorcerers. They are never extraordinarily powerful or dangerous, petty in their scope and small in their powers. Enchanted Relics do not have enough magic in them to cause obsession or tainting - they are useful, relatively safe, tools if not overly powerful ones. Use the below chart as a guide to the minimum cost of a Lesser Relic. Such things are, however, rare and not likely to be either commonly on sale. When an enchanted relic comes into the possession of a merchant or a family decides to sell of a magical item the item is likely to be offered to local lords, kings or nobles first as a means to gain favour. Otherwise an item may end up being auctioned or exchanged only for something of equal value - mere gold may not be enough to buy such a thing.

Cost

50 gm	per Hazel Enchantment
100 gm	per Rowan Enchantment
300 gm	per Oak Enchantment

Examples of Lesser Relics

Fisherman's Blessing: A net charmed with the Augment Enchantment. Add +1 to your Craft Aptitude when using this net. Costs 50 gm.

Ring of Light: Small copper ring woven with Enchantment of Light. Costs 50 gm.

Armband of Sooth: Steel armband made of woven dragons and charmed with the Enchantment of Sooth. Costs 50 gm.

Coronet of Allure: Gold coronet woven with the Enchantment of Beauty. Costs 100 gm.

Unerring Spear: Throwing spear woven with the Enchantment of Uneering. Costs 100 gm.

Torc of Fine Protection: Gold torc woven with two Enchantments of Protection (+2 to Armour). Costs 200 gm.

Cloak of the Assassin: Black cloak of wool woven with the Enchantments of Quietude, Traceless Passing and Conceal. Costs 200 gm.

Greater Relics

Greater Relics are the ancient remnants of magic from a bygone age, the work of gods and godlike giants, dripped with the blood of elder things and the poison of dragons that were so vast that they could have sunk the lands beneath their weight.

Relics of the old age gathered magic about them through in a number of ways. An object left too long in a place rich with magic can soak up some of the enchantment itself. Likewise an object used to work great sorrow, or associated with heroic deeds, or feats of wonder may acquire a little of the magic of those intangible things. Relic can also be crafted, via the crafter working a little of the magic of their own love, lust, hate or anger into the object. Greater Relics are, however, not easily made, and no mortal sorcerer has ever made one. Certain Duergar and Aelfan are rumoured to know still how to make Greater Relics.

Addiction

By keeping close ownership of a Greater Relic a Character will slowly be drawn into its magic until eventually the relic obsesses the Character utterly and totally. Relic obsession progresses in Ranks, the time it takes to move from one Rank to the next depends on the power of the relic. As soon as a Character comes into possession of a Greater Relic his or her Addiction starts at Rank One.

Least Enchantment	Two Years
Lesser Enchantment	One Year
Greater Enchantment	Half a Year
Grander Enchantment	One Month
High Enchantment	One Week

Stage One: Anxiety

You become afraid of loosing the Enchanted Artefact in question – let's call it your Precious. You keep it by your side or hidden on your person whenever it is not in use.

Stage Two: Fear

You know that everyone else is jealous of you and your Precious. You will not let them see it unless you have to use it and will take any comment about your precious as a personal comment.

Stage Three: Obsession

You take out your precious in secret and gloat over it, polishing, cleaning and caressing it. When it is sensible you will always use the Precious above any similar item. For instance if your precious is a sword you will never use another sword.

Stage Four: Increased Obsession

You use you Precious to the exclusion of any other tool or means you might have of solving a problem or safely passing a danger. If someone tries to take you precious away you will kill him and justify it for the good of your precious.

Stage Five: Maddness

You have descended into a spiral of madness. How this is expressed depends upon the will of the relic. A relic made with healing magic might force you to ceaselessly travel as a healing beggar. A sword might drive you to kill anyone who knows you have the relic

in the first place. A cloak of the unseen may make you as secretive as a shadow, driving you to hide away in a cave or deep forest so that no one can find you to steal your precious.

Stage Six: Undeath

Magic does not respect borders of life and death and the power of your artefact along with your own intractable will to live and care for it will slowly eat away at your life-blood and replace it with magic. You become a hollow thing an undead being whose flesh may wither or turn to dust or shadow. Again the form you take depends upon the magic that courses through your precious. A Cathartic Relic will preserve you in a way that is not wholly painful or unpleasant but a Destructive one will make you a monster, wracked by torment and tortured into a shape fit to be its servant.

Examples of Greater Relics

Below are some examples of Greater Relics that can be found in Mithgerd.

Acorn of the Elderwood

Relic of Lesser Enchantment

Crafted by Aelfan sorcerers in an age past, these acorns apparently normal to look at but for a gilded sheen and a weighty feel, spring to sudden and startling life when planted.

The Acorn's Will: The purpose of the acorns is above all else to provide shelter. A person overwhelmed by the power of an Acorn of the Elderwood, will begin to feel compelled to plant the acorn whenever he can and invite strangers and passers by to share in the warmth and comfort. At the most obsessive levels the acorn will force you to become a forever traveller, wandering and providing shelter wherever it is needed.

Rank One

Task: None

When planted the acorn grows into a massive oak, with sheltering autumn hued leaves. It remains thus for one night, and at dawn returns to being an acorn.

Rank Two

Task: Discover the name of the wright who made your acorn

When planted the acorn grows into a small weatherproof and warm hut, having a single room and room for ten people to lie down. Anyone inside the hut at dawn feels a sudden cold tang of air, and finds themselves outside as the house fades to nothing and shrinks into an acorn.

Rank Three

Task: Discover how many Elderwood acorns were ever made

When planted the acorn grows into a large weatherproof and warm inn, having several rooms, a stable, and a common room. It vanishes at dawn as above.

Brightsorrow

Relic of Grander Enchantment

If ever a sword in the World of Mithgerd could be said to be truly cursed then it is Brightsorrow. This wonderfully worked Broadsword, wrought from dull grey steel and damasked with ribbons of silver seems to have a ghostly flicker about it when wielded and carries with it an air of loss and regret once its magic is awakened. The sword originally belonged to a powerful Warlord named Vorik the Red Wolf who swept through the north centuries ago. It was used to work such destruction and murder that the souls of the slain have cursed this blade going with it forever to torment he who lifts it in war. When first picked up a warrior will find the blade well balanced and of good quality but will not find it obviously magical in any way. *The Will of Brightsorrow:* Brightsorrow is a reaper of woe. It is driven by a will to lay waste to all about it, to drink the blood of living hearts. But, the spirits that haunt Brightsorrow overwhelm the victories, honour and the joy of its keeper. They will not permit its wielder to know happiness or love. They will cause the wielder to become suspicious of friends and covetous of the grey dull throbbing blade of sorrow keeping it forever at his side with ever a hand resting on the hilt. If a person is completely overwhelmed by Brightsorrow he will find that he cannot be slain by any weapon less potent than one of Greater Enchantment. He can however still be injured, cut and burned, simply not killed unless his head is cut from his shoulders or his body brunt to ashes. The wounds however do not heal. Instead the wounds remain open and painful and

eventually the festering flesh falls away leaving behind a skeletal form with glittering eyes.

Rank One

Task: Kill a foe using the blade

The blade will come to life flickering with fire. At this point it takes on the qualities of a Weapon of Greater Enchantment. Unawakened Brightsorrow has a Menace of 3d10. Once you kill an opponent using the weapon the Menace increases to 6d10.

Rank Two

Task: Use Brightsorrow and no other weapon in three battles.

Add a temporary level to all your combat Aptitudes when using Brightsorrow.

Rank Three

Task: Use Brightsorrow to coldly execute one or more foemen.

You can now fight multiple opponents without penalty.

Rank Four

Task: Discard any other swords you own. Visit the barrow of the warlord who originally wielded Brightsorrow and call out his name three times. His shade will appear and attack you for twelve rounds. The shade is indestructable but you must survive this test.

Brightsorrow will now shatter the metal of any mundane weapon it comes into contact with.

Charmed Rings

Relic of Lesser Enchantment

Charmed rings are often small circlets of white or rose gold, plain and common to look upon though sometimes set with a small jewel. Such magic rings at one time common and were worn by sorcerers and lords alike but during the Great Wars many were lost or cast into fires to be melted to make the hilts of Runeswords to add a higher magic to their rune-cut charms. Each of the Rings of Least Magic have woven into them a single charm. Sometimes these charms are invoked by putting the ring on any finger but often the magic is more cunningly woven. A ring may work magic by placing it upon a specific finger, or by twisting it three times, or by throwing it from the left hand to the

right. Sorcerer's are after all nothing if not suspicious and secretive about their treasures.

The Will of a Charmed Ring: The will of magic rings is often fickle and disloyal as they were made in pride by ancient smiths and have been worn by lords and masters of all men. A ring will as often as not choose to slip off a finger when it becomes aware of some powerful being nearby that might claim it. When slowly succumbing to the power of a ring however the wielder becomes prideful himself and foolhardy in his actions. Moreover his worst and most conceited traits become enlarged. Dwarfrow tend to become misers and lust after gold. Men become hungry for power and leigedom. Elves are the only folk that are not affected by the Will of Charmed Rings in this way but they still become protective and obsessive about caring for their treasured little gold ring. The power in a lesser ring is usually enough to keep its master in a living death passed their time, aged and withered for long centuries though eventually the magic will falter and the keeper will be allowed to rest.

Ring of Healing

Allows the bearer to heal all wounds upon the body of an injured person by touch. Using this power inflicts three levels of injury against the wearer of the ring

Ring of Hellfire

Allows the bearer to target one creature or person with fire (Menace 8d10). The fire counts as an enchanted attack and negates all armour. Using this power inflicts one level of Soulburn to the wearer of the ring.

Ring of the Illusor

An illusory ring of power will allow its wielder to create small illusions, make leaves look like gold, or a rock look like bread, or create prismatic lights and flares of colour. Using this power inflicts one Soulburn against the wearer of the ring.

Ring of Light

Rings of Light were wrought with the light of sun and moon twinned with the pale gold. When worn a Ring of Light continually casts a wide pool of light as bright as the light of a midsummer's day.

Ring of War

A Ring of War adds magic to the hands of they who wield it. When worn in battle a weapon held in the same hand as the ring counts as enchanted and gains +1d10 Menace.

Ring of the Wraith-Lord

A ring of the Wraith-Lord allows a character to command wraiths. A wraith commanded in this way is bound in service to the ring until the bearer takes it off. At which point the bound wraiths are freed and may well be inclined to take revenge on their would-be master. Using this power inflicts on level of Soulburn to the wearer of the ring.

Cloak of Many Feathers

Relic of Grander Enchantment

Said to be gifts given by the gods to mortals, so that they might better serve the gods as messengers or harbingers. The cloaks of many feathers impart the ability to change into the form of a bird and take to the air.

Will of the Cloak: The will of the cloak of many feathers is bent towards freedom, the enjoyment of soaring on cold winds and the thrill of airy heights. In time a person overwhelmed by the cloak will begin to forget if he is a person who dons a falcon skin or a falcon who can turn into a man. His nature becomes airy and frivolous, his thoughts carefree and always turning to the wilds and wide blue skies.

Rank One

Task: None

The first time you don the cloak while naked, you turn into the species of the first bird you see. Until you achieve Rank Two, this is the only form of bird the cloak will allow you to take. You completely physically turn into this bird and will be just as easy to injure. You loose all abilities to cast spells or speak while in bird-form and retain only your ability to think, and decide to change back into a human.

Rank Two

Task: Discover the name of the person who wore the cloak before you.

You can turn into a single species of bird of your choice as well as the original bird.

Rank Three

Task: Discover the maker of the cloak you own.

You can turn into any species of bird that you have ever seen.

Little Gold Ring

Relic of Lesser Enchantment

An unassuming plain small gold ring, this relic is likely to pass unnoticed under the eye of sorcerer and goldsmith alike. However once every nine days the ring begins to glow with warmth that soon becomes scalding hot. Any person wearing it must remove it or begins taking injuries as if they held their hand in a small fire. White flame will lick about the ring and from it will form nine identical rings. The trick and curse of this ring is two fold. First each ring is identical and no one, no matter how keen of eyesight can tell one from another. Any mark or cut made on the first ring appears on all the others. Secondly the nine false rings turn to ashes on the eve before the next nine are to be formed.

The Will of the Little Gold Ring: Although of a small magic a person will still eventually become obsessed with a Little Gold Ring. For every nine nights that a character retains a Little Gold Ring they are deemed to have wielded it once. Each time he fails a Test of Will he will become more obsessed with determining which is the real ring and which are the false copies, a task that is of course impossible. Eventually an obsessed owner of a Little Gold Ring becomes a wizened thing, shrunken and shrivelled and greedy for gold of any sort to gloat over.

Rank One

Task: None

You can use the ring once per nine days.

Rank Two

Task: discover the culture, race or folk who made the ring.

You can use the ring twice per nine days.

Rank Three

Task: discover the name of the original forger of the ring.

You can use the ring three times per nine days.

Rank Four

Task: discover the name of the first user of the ring who was not the maker.

You can use the ring seven times per nine days.

Rank Five

Task: discover the name of every owner of the ring.

You can use the ring every day.

Oathsword

Relic of Least Enchantment

The Oathswords were the weapons carried by the most renowned of warriors during the wars that waged with Sorcerer-Kings and petty lords in the last age. Each was woven together from spells of war, bands of steel and ribbons of silver and strengthened in the furnace of battle.

The Will of an Oathsword: The magic of Oathswords is of a peculiar sort and begs explaining. Each time the wielder of an Oathsword swears a vow upon it the blade it briefly flares into flickering light and the weapon increases one rank of enchanted potency. However if the vow is not completed and fulfilled within a year and a day the blade goes dull and dead never again to awaken its magic for he who has failed in his oath. In game terms the vow must be something achievable, personal, honourable and at least fairly difficult. A person who purposely makes an easy vow provokes the wrath of the sword and again it will snuff out its magic until some other hand lifts it. In purpose Oathswords are nothing if not loyal and when in the hands of a true hero facing a more powerful foe it will never become fickle or falter as other relics can. Given that only persons of a very weak willpower are at risk of becoming obsessed by a Oathsword these blades are both valued and often kept as heirlooms in noble families. The magic bound up in Oathswords themselves was bent against Sorcerer-Kings and the last remnants of the rule of the Sorcerer of the High Winter and so the swords themselves abhor undead. A wielder of a sword may find himself more lively in old age than is normal but he can rest assured that the sword will never keep him alive against the will of nature and the gods.

Rank One

Task: None

An Oathsword gives the normal benefits of a Weapon of Lesser Enchantment and has Menace 5d10. The sword will flare with bright light and whispers with an angry voice if undead come close.

Rank Two

Task: Swear a worthy vow and keep it.

The Oathsword increases in Menace to 6d10. If used against undead an Oathsword temporarily increases in Menace to 8d10.

Rosethorn

Relic of Grander Enchantment

Rosethorn is an ancient longsword, crafted with silver roses twined about the hilt and set with bands of green and red on the blade. It is a wondrous sword and a beauty to look upon and in shadows or poor light will at times seem to have a flicker about it pale and rose-red. Rosethorn was made long ago by an Aelfan-Wight and then gifted by ruler to ruler eventually to become the blade of Balador son of Boralor, a man who would undertake such quest and heroic deeds in his life that his spirit would go with the blade he carried after his death.

Rank One

Task: None

Rosethorn provides the normal advantages of enchanted weapon, possesses Menace 6d10 and also flares with light whenever another weapon is drawn nearby.

Rank Two

Task: Discover the nature and name of Rosethorn.

When used to defend another from harm Rosethorn blazes with flickering fire and inflicts an extra level of injury from burns for each strike. Thus, a level three wound automatically scales up to a level four wound. It can also be used to automatically parry one attack during a battle.

The Will of Rosethorn: Rosethorn is a powerful relic and carries with it a powerful spirit. The will of that spirit is mostly bent towards the heroic. Great quests, wandering errant in the dark and dangerous lands and protecting those weaker than oneself. Ideals and ethics

will worm their way into the mind of the most miserable of Rosethorn's bearers until they begin to act as heroic as the knights of old legends, risking their life to save others. If a person completely succumbs to Rosethorn's will they will become as a Paladin, perfect in every way except for an obsession to covet and care for the blade itself. Rosethorn has also considerable power to draw out its master's life but rarely does so unless some immediate quest needs completion. In the unlikely event that Rosethorn's wielder is driven to undeath their flesh will fade rather than wither and they will become a golden spectre, warm and gentle but restless and terrible if angered.

Rank Three

Task: Answer three please for help.

While using Rosethorn you do not suffer penalties when fighting multiple opponents.

Rank Four

Task: Learn the name of the queen who gifted Rosethorn to Balador.

When you use Rosethorn to defend another person's life it gains the powers of a Weapon of High Enchantment and gains Menace 7d10.

The Serpent's Tooth

Relic of Greater Enchantment

Each Serpent's Tooth is a curved long knife wrought from white steel and bound with a hilt of ivory graven with writhing serpents. The blades were first crafted for the use of assassins by a sorcerer in service to Warlord Isenthane. They are as deadly now as it was then and the blades have been used to work many deaths and subtle murders.

The Will of the Serpent's Tooth: The Will of these blades, though not powerful is cunning and subtle. It is one mostly of revenge and death. It will make injuries against the wielder seem more terrible things and imagined wrongs will begin to haunt their head. A slow creep of fear and cold bitterness will at once creep through the keeper of a Serpent's Tooth until they are unable to trust anyone and will be ready to commit murder with the slightest provocation. A Serpent's Tooth that clings to its bearer and keep them alive through malignant will turns them into a terrible thing of shadow and revenge. A bitter irony is that the

sorcerer that crafted these blades fully intended that their bearers become assassin-shadows that he might then command by means of a mastering spell woven into the blades binding them to a Ring of Greater Power (see above) that has long since been lost.

Rank One

Task: None

A Serpent's Tooth gives the normal advantages of a Weapon of Lesser Enchantment and has Menace 5d10.

Rank Two

Task: Murder a person in cold blood using the dagger.

The Serpent's tooth now gather's about it a poisonous charm. Any cut, any slight graze inflicted with it will blacken and mortify running poison into the bloodstream. For nine days after being bitten a victim of a Serpent's Tooth must pass a Test of Fortitude (diff. 7) each night or permanently loose a rank of Fortitude. If Fortitude reaches zero the victim dies.

Sorcerer's Oracle

Relic of Greater Enchantment

The Sorcerer's Oracles were forged in an age past by a order of sorceresses in service to the Sorceress-Queen Maegia. Each takes the shape of a roughly cut stone, black and glassy with a flicker of red, like flame at its core.

The Will of the Oracles: The Oracles, nine in all were originally wrought only for the benefit of those allies and fellows of the sorcerers who made them and those mage-wights did not foresee a time when some person, weak of will might look into them. As such they are enthralling things without any protection or shielding spells for the untrained mind. Each time a person looks into the Oracle and fails their Willpower they become increasing obsessed with looking through the oracle. He will spend hours watching random visions as he slowly fatigues and eventually falls into exhausted sleep each night. As his will slips away the Oracle becomes the central point of light in his world. He will ignore food and take water sparingly and eventually his body withers and dies about him. The oracles however do not bestow an undead existence for their will is ambivalent, uncaring and not sharpened to any

purposeful ends. Instead the spirits of those that die hunched over a sorcerer's oracle become woven into the spell-stone itself forever trapped in a world of shifting visions.

Rank One

Task: None

The Sorcerer's Oracle if stared into will weave visions and images of far away places into your mind. The visions will be disjointed and may or may not relate to anything important to the watcher. Nonetheless they will be enthralling to watch.

Rank Two

Task: Discover the nature of the artefact.

You can ask a question directly of the oracle and receive a vision of the answer deep in the glassy depths of the stone. The visions are always short and often both static and cryptic. The process is also tiring and costs a level of fatigue that can only be regained through sleep.

Rank Three

Task: Discover the name of the three sorcerers who wrought the oracles.

You can now project your mind's eye through the stone to any distant land or place you have visited before. In the vision you will be able to see and hear all that is occurring in the immediate surroundings. Again you lose a level of fatigue to carry out this scrying.

Rank Four

Task: Find the ruins of the tower where the Oracles were crafted.

As for Rank Three except that you can now speak in the mind of any person you see in an oracular vision. They will hear your voice and recognise it is they have heard it before. Otherwise they will be confused and probably afraid of your words.

Stave of Many Woods

Relic of Least Enchantment

A Stave of Many Woods is the name given to any stave cut from a grove of witchwood trees that are said to grow at the heart of the Ironwood. This grove, so long fed on magic seeping through the soil and air about the woods have taken up a certain magic of its

own. The trees are haunted by spirits and the wood has a blaze of charm in its heart, even more so than the wood of a common witchwood tree. The magic in these staves is however small and fickle and only increases to any power when the staff is held by a worker of sorcery. Each stave may be carved or wrought in varying ways as each is individual and cut by a different master's tools. Some are ornate with elaborate heads cut to resemble dragons or horses, others plain and shod with simple copper. A staff may be used by any sorcerer as if it were crafted of his wood of choice: thus the name.

The Will of Stave of Many Woods: In the hands of a person who can work no magic the staff is dull and lifeless and will seem a plain and paltry thing. If a fool and weak willed hedge-wizard should lay their hands on a staff only to succumb to its will he will become obsessive about seeking out new spells of power and lore. The Stave has some power to keep a man preserved passed his time but only in the most withered and weakest of bodies.

Rank One

Task: Successfully cast a spell while holding the staff

A flicker of white fire comes to life about the head of the staff. The flicker is enough to see by and can be dulled or brightened at will. The staff at this point can also be used as an enchanted weapons (Menace 3d10). You can also cast spells through the staff that you would normally have to cast by touch.

Rank Two

Task: Successfully cast ten spells while holding the staff.

The stave gains the benefits of a Weapon of Lesser Enchantment (Menace 4d10). You no longer suffer penalties when fighting multiple opponents.

Rank Three

Task: Successfully cast twenty spells while holding the staff

By concentration you can cause the front third of the staff to become animate, and shape into anything – a viper's or dragon's head, a claw or flailing chain. When used to attack in this form the stave increases to Menace 7d10.

Wishmonger's Flute

Relic of Lesser Enchantment

The Wishmonger's Flute has origins as mysterious as any known. Some say it is a gift from the gods. Others whisper that it is the last great work of an Aelfan sorcerer of tremendous powers. Others still that it is not a thing of invention at all, but is itself the illusory satisfaction of a wish of an ancient dreamer.

The Will of the Flute: Anyone who succumbs to the power of the flute will find themselves compelled to travel endlessly from town to town performing and giving each person who hears them a small taste of the paradise of dreams unattainable.

Rank One

Task: None

The flute when played produces a wondrous and silvery music. Anyone playing the flute gains a temporary bonus level to their musical Aptitude (Craft).

Rank Two

Task: Discover the nature of the flute

Lights now appear, dance, bob and whirl about the player of the flute. Anyone playing the flute gains two temporary bonus levels to their musical Aptitude. Anyone hearing the flute must make a Test of Willpower (diff. 6) or devote most of their attention to it.

Rank Three

Task: Discover the names of the last three owners of the flute

Anyone listening to the flute must make a Test of Willpower (diff. 8) or become convinced that they are experiencing the fruition of their heart's desire. Illusions appear to each individual satisfying their deepest and truest wishes. When the music stops the illusions linger for a few minutes then vanish.

Chapter Nine

The Game

The old thing in the hills used to play a game with his dinners. He would stand over them and give them a choice of a quick end now or a chance to go free. A game. With small stones carved into the shapes of old gods and dragons and the pre-dead. A board of gold and steel. And no hope. No hope at all. The thing of the hills knew all the rules and no-one else understood it at all. Not until the end was nearly upon them. They'd have a look in their eyes the players - a sudden understanding that mingled comprehension and regret. But by then it was too late. By then the game was all but over.

An RPG is at its heart a game in which the players are central. This is important to remember when plotting out stories for your players. A clever plot in which the player characters are little more than observers is seldom fun for your players. RPG plots thrive on interaction, and resolution of conflict by the player character's themselves.

RPG plots are also, by and large, simple; far simpler than even the most basic pulp novel. An RPG plot also needs to be open-ended. It cannot have a definite ending in view, only a set of prospective endings, which the players may or may not arrive at. Even trickier are the instances when your players invent solutions to conflicts that you, as Gamesmaster, never envisioned. In situations like this you will simply have to roll with the story - make it up on the fly - and hope for the best.

Personal Plot-Hooks

One way to provide material to work with in a game is to ask each player to provide a personal motive or reason for adventuring. The reason can be as complex as a page-long background full of intrigue and mystery or a short one-line description about how the character has always wanted to own a great deal of money.

Conflict in the Game

In the myths of the north certain plot conflicts appear and reappear through the sagas. Pitting the heroes of the story against outsiders, or monsters, or the very elements of nature, conflict is the keystone of any story. The following are some ideas for conflict as a plot-

hook in the Wayfarer's Song setting.

The Accidental Wrong

A wrong has been done, either by accident or by the thoughtless actions of a friend, companion or relative, and must be put right - one way or another. In the Accidental Wrong the central characters are sometimes led into committing a wrong by an unscrupulous sort who will then claim recompense. Sometimes both victim and wrongdoer are innocent of malicious intent, but a wrong remains a wrong and must be amended.

The heroes of the story are invited to join a wrestling match or friendly contest of wooden swords and shields. Such matches often have a grand prize at stake. When one of the heroes takes part she accidentally kills another competitor. Perhaps it is not entirely the character's fault. Perhaps the wrestler has a heart attack or chokes on his tongue. Either way the wrong is done and the family of the dead are entitled to claim recompense. Will they ask for gold or silver, or something more valuable? Will the characters agree, and keep their honour, or ignore the right of the family and dishonour themselves?

Out in the woods and wilds the urge to casually hunt beasts for meat or pelts is often too much for a character to resist. If your players are often setting snares or hunting then this may make them a little more wary. One day when hunting a beast, perhaps a wolf, or a hawk, or even an otter, the heroes find to their horror that the body of the slain beast has changed,

upon death, into that of a young man with a cloak of skin about his shoulders. They may try to seek out the boy's parents, or hide the crime, but soon enough the boy's father comes looking for him. His family are all of a sorcerous nature and his son was hunting for the dinner table in the guise of a beast. He is within rights to demand a high price in gold for the son's murder. Will he? Will he ask for something more rare? More dangerous to acquire?

The heroes find themselves surprised, outnumbered, over powered and surrounded by something or someone who, it seems, has chosen to waylay them for no good reason. Perhaps a large band of Ettin, or a sorcerer with a huge swarm of elementals at his command. The heroes are offered the chance to go free and unhurt if they perform some trivial, and seemingly harmless, task. Give a rose to the daughter of a local king. Go to the woods and cut down a certain tree. Stop the first person they meet and ask him a riddle. Whatever the task is, it has some hidden meaning or menace and the heroes, so long as they keep their word will find themselves responsible and blamed for a great wrong. Perhaps the rose was poisoned? The tree a spirit in disguise? The stranger a man who is the subject of a curse and is forced by sorcery to try and answer any riddle until he has the right answer. Perhaps he was on his way to do something important?

A very elderly widower who is a friend or even a father to one of the heroes makes nuisance of himself by one day simply walking into the house of a farmsteader and abducting a daughter to be his new wife. The practise of abducting a wife, once common, is now frowned upon, if still barely tolerated, and the daughter's brothers go immediately to the local lord to demand her return or an outrageous price in gold. The heroes themselves may feel that the old man has gone too far, but he is set in his ways, a bit senile, and simply refuses to admit he has done wrong. The young woman is distraught and refuses to believe that a friend or relative of her abductor could mean her any good. The lord may be understanding of an old man's ways to begin with, but the brothers are persistent, and soon he may take action of his own, unless the heroes can resolve the situation.

The Boast

Boasts that are made can be tricky, sometimes dangerous to live up to. When drunk, or challenged, when one's pride is at stake or one's honour. The boast, made in idle, and then called in can be a powerful hook into a story.

The heroes wake up, rather dazed and a little worse for wear after a night of mead and revelry in the great hall of a small village. Not more than a few moments later and a burly, but equally hung-over, looking young braggart saunters over to them and asks them when they wish to be off. For, so he tells them, they were all quite adamant that a certain dangerous place or beast or person nearby is of no danger at all - to them. One boast led to another. Challenge led to challenge. And today is the day to live up to it all. The heroes however have no recollection of anything. Did they really make these boasts or is the village taking advantage of a group of likely looking strangers to take care of something that has been plaguing them for a while. Certainly if they argue that they were drunk and didn't know what they said they'll be mocked for cowards who can't handle their mead. What to do?

Heroes are often asked to tell their tales, keen listeners abound near the hearth, wide eyed children and nodding elders. But on one particular night everything the heroes say earns a scoff from somewhere in the shadows of the great hall. The scoffs in time turn to sniggers and then to guffaws. Perhaps it is a burlythane nursing a mug of mead, or a beautiful, but feral looking warrior maiden? Whoever it is, he or she has no respect for the heroes, and makes it clear they he or she is by far a better swordsman, archer, sorcerer or whatsoever it is that the heroes pride themselves upon. If pressed a challenge will be suggested. Something to test their mettle. It is all in good nature of course - or is it? Perhaps there is something darker to the scoffs and derision?

The Challenge

Lone warriors with glowing eyes who guard bridges, an Ettin with a knotted axe, a thin and phantom ghost guarding an road that wends like a tunnel through a blackened wood. The ways through the lands of legend

are often barred by strange beings, creatures who demand sacrifice, gold or battle to impress them.

The heroes are surprised one day to find a bridge, that they need to cross, bared by an elderly man with a pitted sword. He will not let them pass unless they can best him in three of five short bouts - the winner takes first blood. Whoever accepts the challenge will beat him the first time without any effort. He looks exhausted but rests and takes a drink from a wineskin. In the next bout his fighting prowess has improved - it is a fair fight and he may either win or lose. Again he takes a drink from the wineskin. Now he moves like a young man and with incredible skill. He easily, and with little effort outmatches the challenger. But at the end of the last bout the man seems pleased with himself and offers to let the heroes pass anyway. If any of them show an interest in his wineskin he will offer to sell it to them, for a hefty price. The wine however is quite normal, it is the man who is not old. He has used a small illusion to make himself look old, but is in truth a young, powerful warrior. The heroes will soon discover the ordinary nature of the wine, and find themselves mocked and laughed at in the next village they come to for falling for the old man's trick. Will they go back looking for revenge with a sword? Or perhaps there are others in the village who have been sorely tricked by the man? Perhaps he comes to visit now and again? Perhaps a less violent, more intelligent plan for revenge may be in order?

The Impostor

Shapeshifters and mask-wearers often try their hand at tricking others into thinking they are someone of importance, power or wealth. The tricks are usually only found out after a great deal of harm has been done.

The heroes upon their journeys come to a village perched on a small hill with no walls or fortifications, although the surrounding hills and coast are well known for being the haunts of raiders and Vikings. They find that the king of this village has a 'pet' monster - perhaps a trolde or small dragon that lairs nearby and comes to his aid if he calls it. It acts pleasant, even docile around him, and is generally much loved by the villagers. The problem is that the monster is two-natured. As

soon as the backs of the villagers are turned he goes back to his feral ways, killing and devouring anyone hapless enough to cross his path. The king has heard rumours but dismissed them. He will not hear a word against his pet. Will the heroes take matters into their own hands and risk the wrath of the villagers? Will the monster hunt them down if it learns that they have found out about its trickery? Can the king be moved to believe the heroes?

A wayworn warrior arrives at the gates of one of the hero's home village and asks for shelter for one or more nights. He seems pleasant, and proves himself to be quite friendly and charming, and tells many brave stories. At the same time rumour reaches the town of a raid on a nearby settlement by a longship that is plundering the coastline. The guest is no other than the Viking chief dressed up in fine clothing and has a band of men ready to swarm the town as soon as everyone is asleep and he opens the gates for them. Will he carry out this plan easily? Perhaps he will try to drug everyone's food, or ply likely warriors with more and more mead? Will his words or actions arouse suspicion? Will the heroes rally in time if the attack comes?

The Test of Good Graces

Heroes are often put to the test as much as by the patience they need to deal with an ill situation as with the brute skill and strength they possess to make things right if an ill situation turns worse.

The heroes arrive tired, wet, and cold at the gates of a fine, walled fortress. Warm lights from within shine invitingly. The place looks good for a night's respite, but upon the opening of the great doors the heroes find themselves confronted by a terrible sight. The master of the fortress is no less than a great, sharp toothed, stony skinned Ettin, and he has come personally to greet and invite the weary travellers to his table. He seems friendly enough, but will the heroes trust such a large and monstrous host, even past his gate? To make matters worse, when they sit down to eat a roast is served. Once the heroes have begun eating the Ettin asks them how they like the meat. Upon a reply, he casually mentions that, 'it is quite tender, I think. Yet when I killed him he said he would be tough and stringy, and that I shouldn't bother. How odd.'

Then continues eating without concern. How will the heroes react, and what, exactly, are they eating? The Ettin will no doubt take offence if his hospitality is spurned.

The heroes are drawn by chance to the sound of someone sobbing in a wooded and remote place. They find an old woman, crouched on a rock and sobbing hysterically. When pressed as to why she is so distraught she explains that her three sons have come back home after being away at sea for months and are generally wrecking her home, causing her ruin, and refusing to leave. If the heroes offer to move them on or convince them that they should respect their mother she will accept, but make it quite clear that she doesn't want her sons hurt. Upon arriving at the small hovel they discover, not three living sons, but three Draugnar, dripping wet, large as oxen, and bloated and blackened by death. The sons died at sea but have returned as Undead to their home. Draugnar are powerful Undead, and though these three seem content to mop around the house breaking things and scaring the cats, they need to be convinced to go restfully to their grave... one way or another. All the while of course the old woman hovers nearby, clutching her apron and weeping. Surely the heroes wouldn't hurt her sons, no matter what they have become, or would they?

The heroes spy from a distance a large flock of black ravens and crows circling their path. If they continue on they will find a battlefield, recently fought over by two opposing bands of men. There are a dozen bodies strewn over the ground, but perhaps the fight is continuing somewhere close by because there are still cries from the dying. If the heroes follow the cries they will find that two of the warriors are still alive, but each if of an opposing kingdom. Both will threaten, cajole and promise great things if the heroes heal the one, but slay the other. How will the heroes deal with this difficult Situation. Will allies of one or both sides arrive?

The heroes meet a haggard man of noble bearing and birth accompanied by a few loyal retainers. The man tells them a sad story. He was once the just and rightful king of a dominion not far away, but there came a day when his uncle, growing greedy and jealous seized the throne and exiled the rightful king under pain of death.

Now the land groans under the weight of unjust taxes and terrible, draconian laws. The old king, however, has a plan, a means to seize back the crown but needs just a few more strong arms to help him. The only problem for the heroes is that the story the king is telling is not quite true - he was once a king but it was he who was an unjust tyrant. The usurper has proved to be a kind, and just ruler much loved by the local populace. Will the heroes realise this in time?

The Poisoned Gift

Gifts given to heroes are not always what they seem. A cloak may be woven of poisoned thread, a ring may be cursed, a sword may hunger for blood that the hero wishes not to spill.

A king or queen has received a gift of a jar of perculair, sweet and aromatic mead. But once the mead is drunk the ruler immediately begins to crave more of the drink. Riders are sent through the realm to discover the source of the drink, but none can be found.

A week passes and a strange eldritch Aelfan sorcerer arrives at the court of the ruler offering more of the addictive mead. But there is a provisio. He wants something in return that the ruler cannot bear to give. Perhaps it is a relic, stolen, which rightfully belongs to the Aelfan. Perhaps it is the ruler's only daughter? Perhaps it is something stranger and more charmed.

The ruler offers something else, gold, gems, riches and the Aelfan without indication of joy or anger takes it, gives over the mead and leaves. Every week thereafter the Aelfan arrives again and offers the same drink and asks for the same price. Again the ruler gives other riches and other payments. The kingdom is being ruined and the lords and thanes of the ruler seek out heroes to help. Will the heroes be able tot find a cure for the addiction? Will they confront the Aelfan? Follow him back to his stronghold? Devise some clever plan to trick the Aelfan into divulging the secrets of the mead.

The Perilous Beast

Strange beasts, ancient dragons and terrible trolde are forever a bane of men, dwarf and elf. And when savage beasts roam the night, heroes are called upon to slay the beast.

A strange monster is nightly raiding a village, hillfort or

stronghold. First it took sheep, then horses, then dogs, and now it is taking people. All the warriors of the tribe or clan are unable to fight the monster - in fact they are as much prey as anything else. Will the heroes be able to face the beast toe-to-toe or might they have to resort to other means. Traps and tricks and weaknesses to be exploited?

A great and fearsome wild beast, be it a boar, bear or wolf has roamed the local countryside for years. It is famed, but also growing older and the local king or queen organises a hunt to once and for all bring the creature to ground. A fine reward is offered to the hunter who brings in the trophy.

Rumours of a fell beast gloating over a hoard of ill-gotten gold reach the ears of the heroes. If they decide to put an end to the creature and claim its riches then all will go well until they actually confront the beast. The creature will not fight but beg to be left alone. If pressed it will claim to be a mortal under a curse and bound by magic to protect the hoard of an absentee duergar - a duergar who went a-wandering on a journey years ago but has not yet returned. Will the heroes be less than heroic and kill the pitiable creature anyway? Or might they be able to hunt down the duergar? Discover why he has vanished and get from him the cure for the curse?

The Theft

Heroes are often called upon to put right thefts, restore the stolen to the rightful owner, hunt down the culprit and if needs be, be the bringer of justice.

An Ettin has stolen several relics of great power and importance to a local kingdom, and is demanding an unfair and ridiculous price for their return. Perhaps he wants to be declared ruler? Perhaps he wants the ten most beautiful women in the land given to him?

The Heroes are hired to hunt down the Ettin and bring back that which he stole.

A thief has stolen a simple gold crown from a shrine. But what the thief, and indeed the priests themselves, did not know is that the crown is more than it appears. It had woven into it a powerful spell that has kept a dragon that dwells deep beneath the shrine in a huge

cavern asleep for a hundred years.

As soon as the crown is gone the shrine begins to tremble and quake. A crevice opens and an acolyte crawling down into the earth looks through a thin crack and sees the rousing, half-awake dragon.

The dragon is an ancient elder of the world, and probably beyond the power of the heroes to subdue even if they could get to it before it fully wakes? Can the thief be found in time to restore the crown to the shrine?

The Untenable Bargain

Bargains that have been made, but cannot be kept for one reason or another are a common theme in the legends of the north. Perhaps what was on offer was too good to resist, or too good to be true? Perhaps the bargain was struck by parties who never intended to keep their word? Or the bargain may have been struck out of desperation, by those who are now equally desperate not to uphold their end.

An Ettin arrives at the gates of a player character's home town. He offers to rebuild the village wall out of enchanted and hardened stone, an offer the village elders find hard to resist. But, what he demands in return is outrageous. Perhaps he asks for every horse the village owns. Perhaps he asks for the hand of the chieftain's only daughter. Will the village agree? Will they keep their word to the letter or find a way out of the deal?

The player characters encounter a wagon of travelling Duergar. They have many great wonders and treasures in their cart, but their prices are high. They may ask for a night in the bed with any female characters who may be present. They may ask to take two of a character's fingers and then - once the bargain is struck - suggest that they would like his thumbs. They may ask for the colour of a character's eyes and then take so much that she is left blind. Can the player's go back on their bargain? Will they?

The players characters hear tell of a queen, so besieged by a monstrous creature, perhaps a dragon or trolde, that he has offered either great treasures or the heir to his kingdom to anyone who can rid him of the monster. But, when the player characters arrive at

the hillfort they discover that another has beaten them to the kill. An unlikely and ugly Duergar has procured the monster's head, and now the village is ready to riot over the prospect of keeping the bargain. Was the monster even real? Did the duergar really slay it? Perhaps another hero slew the monster and took not the whole head but the tongue? The duergar may then have found the body and taken the head for himself? But what has delayed the genuine monster-slayer?

Creatures of the Mythic

Mithgerd is resplendent with many colourful, monstrous, terrible and earth-shaking creatures. A thing to keep in mind about the creatures and monsters of Mithgerd is that these are things of individuality and variety. Trolde and dragons may abound, but seldom are two Trolde very similar to one another. Some live in fetid swamps as little more than savage beasts, others are almost civilized woodland, homely creatures whose favourite dishes are foxtail soup and badger-foot stew. In short Mithgerd is filled with oddities, unique monsters and one-off creatures. There is no race of Fenris and no flight of Fafnir, just one Garm, and Grendel had only his mother.

The Root of Monsters

More so than in most fantasy worlds the monsters of Mithgerd should spring from the earth itself. They could seep out of the forests, and arise out of the earth, be stony skinned like the mountain and icy bearded like the frost. For the monsters of Mithgerd are often the creation of that untameable, wild, untouched aspect of the earth itself. They represent that which fire and axe cannot tame and will be unlikely to ever fully destroy.

When creating a creature to introduce into your game you should consider the following...

- What role you want it to play
- What are its personality, appearance, powers and knowledge
- What are its attributes, skills and combat abilities
- What weaknesses it may have, either physical or in character

Traits

Wayfarer's Song provides only the most basic sketch of a creature for the purposes of rules. A creature's Health, Armour and Menace are given as well as 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 that Exceed Rank 8

Many mythic creatures listed below have traits that exceed Rank 8, dragons for instance have a number of Traits at rank 15 or higher. As the Gamesmaster you can deal with these extraordinarily high Traits in one of several ways. The first is to simply roll dice as normally but split up dice pools up to make multiple actions per round that based on pools of 8 or less. For example a Might of 20 could be divided into three attacks of 8/8/4. Alternately you can use the dice pool as a single large roll, although this may result in a 'fist full of dice' syndrome. A third way to deal with very large dice pools is to reduce the number of dice to 8 and then add a bonus based on the remaining points. A Might of 20 would then convert to 8d10 (+12), which generates an exceedingly difficult challenge for player characters, as the creature's minimum score Might roll result be 13 and the maximum will range up to 20 without any other bonuses.

Talismans

Talismans are crafted from the body parts of enchanted creatures. For instance the fur of a wolf when cut and fashioned into a cloak becomes a relic that may add to the wearer's ferocity and strength. To create a Talisman a character must have a Craft Aptitude of at least Renowned. To simply hack up a pelt isn't enough - rites and rituals need to be performed over it. Hide, horn or tooth can however be removed from a kill and then at a later date given to a craftsman to turn into a Talisman - no doubt for a fee.

Example Talismans

Below is a list of Talismans and description of their powers. Treat these as examples only and consider inventing new and strange Talismans if the following are exhausted by a Talisman crafting Character.

Eagles

Eagle-Fledged Arrow: An arrow fletched with the feathers of an eagle gains +1 Menace to a limit of 8.

Cloak of the Skies: A cloak made of eagle feathers allows the wearer to choose to automatically pass a Test of Perception. Take one Soulburn when you use this power.

Necklace of Feathers: A necklace made of eagle feathers adds one rank to the Perception of a character while worn.

Skull of the Golden Eyes: A skull of an eagle scoured of flesh and marked with graven runes can be made into a Talisman that when carried adds +1 to your menace when using a ranged weapon.

Talon of the Hunter: A talon of an eagle dried and used as a charm allows a character to choose to automatically pass one hunting related Test of Aptitude. Take one Soulburn when you use this power.

Bears

Bearskin Cloak: A bearskin cloak can be forged into a Talisman that causes wild animals smaller than a bear - such as wolves or serpents - to retreat in fear on a failed Contest of Willpower. Take one Soulburn when you use this power.

Sceptre of Kings: A sceptre carved from the bone

of a bear gains a little majesty of the creature in life. Any ruler or king who wields such a sceptre can force a subject to win a Contest of Willpower or be obliged to follow the ruler's commands. Take one Soulburn when you this power is used.

Skull of the Bear: A bear skull scoured and marked with runes will ward away wild and dangerous animals – making them wary of venturing any closer than a dozen paces.

Helm of the Bear: A helmet set with a bear skull gives a +1 bonus to the menace of the attacks of the wearer up to a limit of 8.

Boar

Boar skin cloak: The skin and upper skull of a boar can be fashioned into a hooded cloak that instils the wearer with a little ferocious magic. The wearer can gain a temporary +1 bonus to any combat Aptitude for one round. Take one Soulburn when you use this power.

Tusk Necklace: The wearer of a boar tusk necklace can force one opponent to win a Contest of Willpower or flee in panic. Take one Soulburn when you use this power.

Jawbone Mace: A mace made from the jawbone of a Wild Boar has a Menace of 6 and can harm beings that can usually only be harmed by magic or enchanted weapons.

Drachen

Scaled Armour: The beautiful, armoured skin of a Drachen can be made into armour that provides 2 protection versus most damage and 3 protection versus blades and edged weapons.

Horn of Harrowing: The horns of a Drachen can be wrought into a hunting horn that when blasted causes all enemies within earshot to make a test of Willpower (diff. 6) or suffer a temporary one rank penalty to all combat Aptitudes until the end of the round..

Drachen-Bone Bow: A hunting bow made from the bone of a Drachen has 7 Menace. When used to fire at a flying target the Menace increases to 9.

Drachen-Bone Flute: A flute made from Drachen Bone if played with an Average (Rank Three) Craft Aptitude or better will cause any Drachen within earshot to act friendly towards the player on a failed Test of Willpower (diff. 5).

Dragons

Dragon Bone Blade: A sword or similar weapon made from the bone of a Dragon has an additional +2 Menace to a limit of 9.

Dragon Skull Helm: A helmet made from a Dragon Skull bestows upon the wearer the 'Voice that Saps the Will' power found under Dragons (see below).

Dragon Tooth Necklace: A Necklace made from the teeth of at least five Dragon makes the wearer immune to the 'Voice that Saps the Will' power.

Blood and Spittle: The blood and spittle of a Dragon can be mixed together and brewed into a potion that will heal the drinker of any recent burns from heat or fire.

Horn of Maraud: The horn of a Dragon can be wrought into a hunting horn that when blasted causes all enemies within earshot to make a test of Willpower (diff. 8) or flee in terror.

Fire-Scale Armour: The pelt of a Dragon can be made into protection 3 armour. The armour provides 5 levels of protection against fire or enchanted attacks.

Fire-Scale Shield: The heaviest and thickest scales of a Dragon if crafted into a shield provides a Block Blow of 8/10 and a Soak Threshold 12.

Tongue of the Dragon: A Dragon's tongue, if roasted and eaten, will grant the ability to understand and speak the languages of birds, serpents and lizards.

Nørg

Bone Wand: The arm bone of a Nørg can be crafted and carved so that it retains some of the Nørg's mastery over sea and storm. The owner of a Nørg-bone wand is able to make a Test of Willpower (diff. 7) to attempt to summon or drive away weather at sea. A success will result in a gradual change in the weather in the bone-caster's favour.

Nørg Hair Harp: A harp strung with twined Nørg hair produces such music of profound and deep beauty that any who listen to it must make a Test of Willpower (diff. 6) or be temporarily transfixed by the song.

Nørg Scales: The scales of a Nørg can be ground and made into a powder that when mixed with wine will allow the drinker the breath underwater.

Leather-Scale Armour: The scaly skin of a Nørg can be made into armour that provides 3 protection.

Storm-Ward Charm: The claw of a Nørg can be

dried and worn as a talisman that wards off natural bad weather (at discretion of Gamesmaster).

Fishhook of Bone: A fishhook made from the bone of a Nørg is especially potent and (assuming there are fish present) will catch enough fish to make a meal for one person in about five minutes.

Trolde

Troldestooth Necklace: A necklace made from the teeth of at least five trolde gives a +1 bonus to Fortitude to a limit of 9.

Bone Hilt: Any weapon with a hilt or half Trolde bone gains a bonus +1 menace to a limit of 9.

River Trolde Armour: River Trolde skin can be turned into a thick, leathery armour that provides 2 protection from normal attacks and complete protection versus acidic damage.

Horn of Soured Wine: The horn of a River Trolde if carved into a drinking horn causes any liquid poured into it to turn into a weak poison.

Wolf

Necklace of Wolf Teeth: A necklace made from the teeth of at least five wolves makes the wearer's immune to the 'Silence of the Wolf' power (see Wolf, below).

Wolf-Skin Cloak: A cloak made from the pelt and upper skull of a wolf adds one bonus level to the wearer's hunting, foraging, survival and awareness related Tests of Aptitude (at Gamesmaster's discretion). If a cloak is made from a wolf body then Wolf-Paws and the Howling Skull talismans cannot be culled from the same body.

Wolf-Paw: A mummified wolf-paw makes a charm that allows the bearer to walk silently and leave no traces when passing.

Howling Skull: A wolf-skull scoured of its flesh and marked with the proper runes can make a potent guardian object. Placed where the hollow eyes watching over a path or approach the skull will resound with one powerful, and blood-chilling howl if anything unusual or threatening approaches. The skull is able to see spirits and other invisible entities.

Wurum

Blood-of-Venom Potion: The blood and bones of a serpent can be crushed and brewed into a potion that when drunk removes from the character all sense of

remorse or pity. The effects of the potion last about one hour.

Serpent Necklace: The skull of a serpent scoured, and worn on a necklace will protect the wearer from poisons, giving a temporary +1 bonus to Fortitude when resisting a poison. Additional skulls are cumulative up to a limit of 9 Fortitude.

Skull Chalice: A cup made from the skull of a Wurum turns black upon being filled with poison. After the poison has been removed it returns to its normal off-white hue.

Sea-Wurum Skull: The skull of a Sea Wurum when scoured of flesh and painted with ochre runes will make a charm that will protect a boat from sinking.

Wurum-tooth Necklace: The teeth of a Sea Wurum can be crafted into a necklace that adds a level of ability to the wearer's Fortitude Aptitude while swimming.

Trophies

A trophy differs from a Talisman in several ways. A trophy need no particular skill or discipline to craft – it is merely a piece of corpus, a claw, a scalp, a tooth, taken from a kill. Trophies only grant bonuses to the wearer if they come from beasts slain by the wearer. Only he who strikes the death blow to a creature is deemed its slayer. Taking someone else's trophies grants no bonuses. For every five trophies collected from different kills and strung on a trophy cord the wearer gains a +1 bonus to menace when fighting that creature. For instance five wolf teeth on a trophy chain give a +1 bonus to menace when battling wolves. The same piece of corpus cannot function as both a talisman and a trophy – it must be one or the other.

Be also aware that the power of trophies works both ways. A Trolde who collects five human heads or scalps or dried out hands will gain the same +1 bonus versus humans in battle.

Roles of Monsters

Monsters serve different and various roles in the story. Below are a few ideas for you to toy with and adapt.

Hazard

Arguably the most common role a creature will take in

a story is in the form of a hazard. Monsters can provide excitement for players during slow moments in the plot. But, this is a role which is also often over-used in fantasy games. Carefully consider what motivation a creature may have for attacking a group of well armed and potentially very dangerous characters. Is there something it wants? Is it merely hungry? Will it retreat if repelled on the first onslaught? Will it try and grab one character and run? Perhaps the characters have something it fears?

Guardian

The guardian is a very common theme in mythic stories: the dragon gloating over stolen gold, the grave ghost watching over a buried king, the spirit of the woods watching over a sacred glade, a monstrous dog that guards the gates to a warlord's hillfort. A guardian is a creature that the characters will very likely hear of well before encountering it. It may be an active, aggressive guardian, or one that works through machinations. Perhaps it manipulates the elements, local spirits, or other animals into acting as barriers for its defence. Perhaps it will not attack at all but prefers to make bargains and ask riddles upon pain of death.

Mentor

An important role for intelligent, magical and worldly creatures is that of the wise tutor. A creature willing to impart knowledge and vital secrets - even for a price - may be worth more than a hundred weight of gold marks.

Omen

The peoples of Mithgerd place a lot of faith in the meaning and importance of omens. If two dragons come roaring out of the forest only to battle one another to the death then the soothsayers will be called and the importance found out. If a trolde with the head of a wolf kills two men is it chance, or was he sent by the gods to express their displeasure?

Trial by Test

A creature may also serve as a form of test for the characters to pass. It may be woven with illusion to make it appear not as it is. Will the characters realise that the ferocious looking bear is in fact an enchanted

king? Will they treat the old trolde-wife with kindness, and thus earn her respect, or with revulsion, and thus earn her wrath? A creature may set your characters a task to perform to earn a right to a place, object, treasure or person.

Treasure

A creature may itself be the reward and goal of an adventure. Especially if the rules for Talismans are used, in which case potentially powerful magic can be culled from the bodies of dead enchanted creatures.

Chapter Ten

Antagonists

There were weird things in the woods. Little blinking eyes in the dusk and scratching sounds and scurrying noises. But he was never afraid of them. He had never been afraid of walking in the night down the lonely paths. He sang his songs and carried his axe and bundle of wood and sometimes honey, if he'd found a wild hive. And they never bothered him much. So long as he put out some butter or a cake of oats now and then. There was a concord between them. It was something that the lord's men did not understand when they came riding into the woods to take the taxes due. The creatures with the blinking eyes and scurrying feet liked their butter and oatcakes. They would not give up the bargain so easily as that and let their provider be taken away. The lord sent another troop of men. But they did not return either. So the lord gave up on the woodcutter. He sent no more men into the woods, and the woodcutter left out some extra butter now and then and sometimes wondered what those screams had been he'd heard a year or so ago.

Antagonists are an important part of the game. It is the enemies of the Players who will present the most danger and obstacle to achieving riches, fame and eventual legend. Be the antagonists competitors with the character for the same treasure, warriors of an enemy tribe, guardians, monsters, a petty magicians who have been slighted or an inscrutable wild spirit that is an incomprehensible as it is dangerous.

Mortals

Mortal antagonists will be the most common opposition Characters are likely to meet in the day-to-day world - they are also potentially the most dangerous as they have what other creatures do not, social connections, ties, loyalties and obligations that may see the Characters outmatched not by force or magic, but by simple social influence.

Within the lands of Mithgerd there are many folks who will be of a danger to Player Characters. There are the lawless men of the woods and forests, village thugs, the armed thegns of unkind lords and dark sorcerers. What follows is a summary of the raw combat traits typical of the commoner sorts of antagonists. This is a to considered a very vague summary and not representative of all folk who might fall into the following categories.

Dangerous Folks

Below are brief discussions of several unusual Mortal antagonist that Characters may meet from time to time.

Wildmen

Wildmen is a term used for the folk of the forests, mountains and icy fields that have in them a mixture of human blood as well Trolde and Ettin and on occasion Duergar. They are typically large, hunched and hairy, sometimes have horns after the or sharp teeth, long fingers and glinting eyes. Wildmen are not quite so obviously monstrous as Half-Trolde (see Trolde, below), but they are certainly not entirely human.

<i>Command: 3</i>	<i>Guile: 4</i>
<i>Might: 4</i>	<i>Prowess: 5</i>
<i>Health: 12</i>	
<i>Menace: 5</i>	<i>Armour: 5</i>

Village Witch

Cunning-men, witches, hags and local curse-peddlers, any sorcerer of even a petty sort is dangerous not just as worker of magic, but also as a local figure of fear and influence. Folk who are afraid of a witch-master's wrath may drive troublesome characters out of the village or worse. The number of power of spells that a petty witch or sorcerer will know will vary, but typically shouldn't exceed ten spells of average power.

<i>Command: 5</i>	<i>Guile: 6</i>
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Might: 1 *Prowess: 2*
Health: 8
Menace: 3 *Armour: 1*

High Sorcerer

A learned and powerful wizard, witch or sorcerer is another matter entirely to that of a local hedge-magian. Such folks will have not just mortal warriors and troops in their employ but enchanted things too, and should the Characters actually face a high sorcerer, they should expect to have to meet with a range of at least twenty spells of varying power, some of which may be profoundly and swiftly deadly.

Command: 7 *Guile: 6*
Might: 2 *Prowess: 2*
Health: 10
Menace: 3 *Armour: 5*

Fetch

The enchanted soul-wraith or sending-beast of a sorcerer, sent out from a trance-bound body to do the dark work of the mage. Fetch are typically shadowy looking things with glowering eyes in a roughly animal form of the sorcerer's choice. A Fetch can only be harmed by sorcery or enchanted weapons. If a Mortal's Fetch is killed then the sorcerer also dies. If the sorcerer's trance-body is slain while the Fetch

is abroad, the Fetch remains in the mortal world, a trapped and tortured spectre that will very likely seek revenge. The following are the increasingly powerful categories of Fetch that can be summoned by sorcerers.

Least Fetch

Command: 4 *Guile: 4*
Might: 4 *Prowess: 4*
Health: 10
Menace: 4 *Armour: 4*

Lesser Fetch

Command: 5 *Guile: 5*
Might: 6 *Prowess: 6*
Health: 15
Menace: 6 *Armour: 6*

Greater Fetch

Command: 6 *Guile: 6*
Might: 8 *Prowess: 8*
Health: 20
Menace: 8 *Armour: 8*

Aelfan Folks

The charmed folk of the mountains, wilds and forests, with magic in their blood, and great crafts in arts sorcerous. Long years of magic in ancestral blood have

Some MORTALS...				
	Might	Health	Menace	Armour
Non-Combatant	Rank 1	10	1	0
Brute Gang	Rank 2	12	5	1
Lawless Men	Rank 3	10	4	2
Lawless Champion	Rank 4	10	5	3
Lawless Prince	Rank 5	12	6	4
Local Militia	Rank 2	10	3	2
Local Warriors	Rank 3	10	4	3
Petty Laird (landowner)	Rank 4	10	5	4
Local Champion	Rank 4	12	5	4
Folk Hero	Rank 6	14	7	4
Lord's Warband	Rank 4	10	5	5
Thegn	Rank 5	12	6	6
Royal Archers	Rank 4	10	6	4
Royal Warriors	Rank 4	10	6	5
Royal Guard	Rank 6	12	6	6
Royal Champion	Rank 7	14	7	7

warped the Aelfan Folks and they are born tainted. They may come into the world with eyes of milky white or blood red, silver-gold hair, gangly fingers, skin like moonlit wood, grey lips or sharp teeth. But the Aelfan Folk are proud and conceited, they do not show their malformed selves to the world but rather veil themselves with illusions of beauty and wonderment. But the Aelfan Folk draw their charms and sorceries from the magic that envelops them, and as they draw on their magic, their illusions fall away. If one of the Aelfan Folk uses up all of his or her veil of magic then all illusions are lifted and their Aelfan's true and ugly form is revealed. An Aelfan's magic is kept as Glomarye. An Aelfan with Glomarye Rank 10 is deeply hidden within glowing illusions of beauty. As Glomarye decreases the illusions of become increasingly less potent and wondrous. When Glomarye is reduced to 0 the Aelfan is completely revealed.

Raugund, Knight of the Mists

An Aelfan warrior of the Gloam Wood in armour of silver scales, who rides upon a milk white Aelfan steed and rides beneath a pennant made of swirling mists. Raugund has two charmed magics. His first is the power to summon thick silvery fogs. His second magic allows him to conjure illusory sounds, be they disembodied voices, strange eerie animal screams, howls or crunching footsteps. Both powers cost a single point of Glomarye to invoke.

Command: 7 Guile: 7
Might: 6 Prowess: 7
Health: 10
Menace: 6 Armour: 5

DUERGAR

The folk of rock and stone, iron, gold and silver, the mine-folk, the bearded and wizened creatures of the deep, dark wildernesses and mountain dells. The Duergar are a long-lived folk, long of memory, remembering both favours and insults for long years, crafty and cunning, and steeping in arts and lore. Duergar are famed chiefly for their skills in the artisan's crafts, and the wares, treasures and stonework of Duergar is much sought after. In ages past other folks, Mortal Men, Trolles, Aelfan and Ettin alike have lusted after Duergar treasures and much blood has been spilt

for the ownership of Duergar hoards.

Fullangar, Lord of the Iron Boar

A lesser nobleman of the Duergar clan of Harr. Fullangar is a stout fellow, with a beard like bronze wool and skin of ruddy, ashy hue. He is the heir of a great treasure handed down through generations, a great warhammer, rune-cut with a head in the shape of two boar's heads facing outward. The Iron Boar has Menace 7 and grants its wielder +1 level to the Affray Aptitude. Speaking aloud the secret name of the boar will cause the two heads of the hammer to open their mouths and issue a terrible scream that echoes for miles. Any who see the hammer scream are forced through magic make a Test of Courage (diff. 8) or flee in terror.

Command: 5 Guile: 6
Might: 5 (+1) Prowess: 4
Health: 10
Menace: 7 Armour: 6

ETTIN

The proudest, and most honourable of any of the races left upon the mortal earth, the Ettin stand well over the height of a tall man, are broad of shoulder and strong of arm. They dwell not as mere savages but as kings, and warriors in the high mountains, in halls resplendent with the carvings of enslaved Duergar, dressed in rich furs and waited on by thralls taken from mortal villages. For the Ettin were once the chief servants of the gods, and their bloodline is mixed with human, animal and spirit blood.

Wars between men and Ettin are not as common as they once were, but strife still occurs now and again. Battles tend to be short when the Ettin's size and sheer ferocity is in their favour – but they are also rarer and slower to multiply than men, and outnumbered in battle, many Ettin have come to an end under a hail of axe blows and spears.

Throgost Stonebeard

A grey-fleshed Stone-Ettin, with skin carved and cut into swirling patterns and incised with elder runes. He possesses a pair of sweeping ivory horns, a beard that appears to be made of flowing obsidian and his eyes that are like polished moonstones. Throgost is a minor

lord in the service of King Jargdorox, and has at his command a fighting band of twelve good Ettin. He has led several raids on the kingdoms of the Mountain Kings and carries a number of Duergar Beards as trophies from his belt.

Command: 6 *Guile: 5*
Might: 7 *Prowess: 6*
Health: 20
Menace: 8 *Armour: 7*

Small Beasts

In the realm of Wayfarer's Song, the birds and beasts have somewhat more intelligence than those of this mundane world. By spell or potion a person may talk to sparrows or converse with dogs. Certain clever animals, such as foxes and ravens in particular even learn some of the mortal man's tongue and can speak that well enough to be understood.

Brocks

Brock, or badgers as they are more commonly called today, are a stalwart, earthy folk. Rustic of wit, seldom cunning, but slow to forget the wisdoms they have learnt and often wilful to the last, the Brock is a creature of absolutes, a folk that is known for its intractable nature and surprising capacity for ferocity.

Crows

Crows tend to be dour, argumentative, lazy, a bit over serious and sometimes difficulty to deal with when speak the language of birds. They are far more deeply clever than they seem on the surface and a crow who can be bothered to lend advice or aid can make a good friend who is worth listening to.

Foxes

Foxes, though clever, tricky and cunning, seldom learn much of a talent for words. They are more capable of repeating things they have heard, or speaking in riddles than saying anything of any real sense, and no fox anywhere worth his salt, ever gave anyone a straight answer.

One of the chief reasons for trying to make sense of a fox is their capacity for rumour, and their love of enchantment. They often go wandering in Aelfan realms and a part of that Aelfan magic has worked into the

fox's blood, making the whole race seem mysterious, and on the border of the limits of mortal knowledge.

Magpies

Terrible gossips, fools, clowns and jokers. Never trust a magpie and never believe what one tells you - it is probably lying and if it isn't lying it is only telling the truth because the truth will be more dangerous for you.

Mice

Mice and simple minded, with fluttering, frantic minds and little power of thought. They are very single minded and remember both injuries and favours better than might be thought, though they seldom have the power to do much in the way of either revenge or gratitude.

Owls

Owls are strange, peculiar birds. Friends of the night airs and it is said of spirits and Aelfan things, the oldest and wisest of owls are said to be privy to not merely the secrets of the dead, but also those elder secrets of the earth itself, and of the gods who ruled the earth before the gods of men had walked the green hills.

Ravens

Proud birds, kings among crows and rooks and magpies, the raven is not merely a bird aware of its own majesty, but also a bird closer to magic than most other creatures. Their eyes of frozen amber take in not just the mortal world but spirits also, they can see magic, and know sorcerers for what they are on sight. Raven are often experts in dozens of languages, know a little about sorcery but just as often refuse to show a knowledge of anything at all, partly for the fun of it, partly because it is in their nature – a stubborn streak runs through them as thick and solid as the black of their feathers.

Sparrows

Sparrows are silly and foolish with barely the wits to carry on a conversation in language of birds, let alone in a human tongue. Their kind almost never learns a mortal tongue and when spoken to through sorcery their twittering confused answers often reveal little more than where the best butterflies and midges can be found of a summer.

Great Beasts

In the world of Mithgerd the great creatures of the earth, bears wolves and the like are dangerous, intelligent and not a little magical.

Bears

Bears although dangerous to provoke to anger, are slow, ponderous and honourable if sometimes greedy creatures. With little interest in the affairs of men or other beasts the bear will walk alone, hunting honey, rooting out grubs and munching berries to his heart's content. Some learn the language of wolves, or the quiet tongue that the jaw used to speak to the deer, but only a very few, the princes of bears learn a human tongue and then they tend to speak slowly, as if each word needs deep and careful rumination.

Intractable Fury: A Bear defending cubs, food or its lair gains +3 to Injury even if significantly outnumbered - i.e. if a Bear rolls 6 Injury on a Test of Menace this is increased to 9 Injury when defending cubs, food or a lair.

Savage Maw: Upon inflicting 6 ranks of Injury or more (after armour has been taken into account) a bear can choose to bite off a hand, foot or part of a limb.

<i>Command: 3</i>	<i>Guile: 2</i>
<i>Might: 8</i>	<i>Prowess: 8</i>
<i>Health: 20</i>	
<i>Menace: 8</i>	<i>Armour: 6</i>

Lord of Northron Wood

Northron Wood is ruled over by a very particular king, Bragar a massive golden-coated bear easily the size and weight of a small cottage. But Bragar is not a savage master; he is wise and rules his realm with the true fairness that only wild things know. His court is in the deep, deep dells where human feet have never trod and wherein others of his kin come ambling through the murky shadows and pay him greetings and bring him shanks of deer and wild goats to chew upon.

Generally a peaceable creature, travellers in Bragar's realm should have little to fear so long as they do not over-hunt the glades and are willing to share any kill with a bear be it large or small that happens upon them.

<i>Command: 4</i>	<i>Guile: 4</i>
<i>Might: 9</i>	<i>Prowess: 8</i>
<i>Health: 25</i>	
<i>Menace: 8</i>	<i>Armour: 8</i>

Boars

Wild Boar are among the most fearsome and ferocious animals that can be found lurking about the lowlands woods and fields. In the mythic age Wild Boar grow to the size of a small bullock, have tusks as long and sharp as those of a trolde and are an unpredictable force of nature like no other. They are often aggressive, territorial and a large male may easily break down a wood and stone wall and kill several hunting dogs to get to a paddock of farm-sows or an orchard of apple trees.

Rage: Whenever a Wild Boar is injured but not killed by an attacker its Menace increases by 1 to a limit of 8 and its attack increases by one level of Aptitude.

<i>Command: 2</i>	<i>Guile: 2</i>
<i>Might: 7</i>	<i>Prowess: 7</i>
<i>Health: 15</i>	
<i>Menace: 6</i>	<i>Armour: 4</i>

Rungir of Ironwood

Wild Boar: Men within a hundred leagues of the Ironwood have heard tell of Rungir and his progeny. For Rungir it is said is the lord and king of wild swine, the last of a great race age-old and power and larger than most bears. Rungir was once such a force of fury that he slew hero after hero who came to take his life with spear and torch – but his is weakening now. His tusks are yellowed and chipped, his snout is wart-encrusted, his eyes milky and half-blind. But the hunter should beware for there is still some fire left in the veins of the boar-god – and then of course there are his many children.

<i>Command: 4</i>	<i>Guile: 3</i>
<i>Might: 8</i>	<i>Prowess: 8</i>
<i>Health: 20</i>	
<i>Menace: 8</i>	<i>Armour: 5</i>

Eagles

Proud birds, the golden eagle soaring high above the affairs of mortal men, is the king of all the air. The master of all that goes by wing, all that dresses in

feathers. The proud falcon and quarrelsome rook alike fear and respect the word of eagles.

In the age-old past, Eagles grew to sizes unknown today, huge monstrous creatures that could blot out the sun. Slowly over the years their kind have dwindled until a few giants might only just enough carry away a full grown man in their claws. Most eagles know a little of human language if only to tell bothersome mortals to leave their mountain realms or risk ending up as dinner for nestlings.

Dive: An Eagle can attack from the air, diving with outstretched claws. A dive attack adds a +5 bonus to Injury and two bonus levels to the Might Aptitude. For example, if an Eagle with Might Rank 3 dives its skill increases to Rank 8 and any injury it inflicts is increased by five ranks, for instance 4 ranks of injury would become 9.

Command: 3 Guile: 3
Might: 4 Prowess: 8
Health: 12
Menace: 6 Armour: 3

Arngrim Roanfeather

Lord of the Mallog Mountains, Arngrim Roanfeather is majesty to behold hunting the cold mountain airs. The undisputed lord of his realm, accompanied by his feathered kith he rules the skies, hunts the earth and makes nests of woven trees in the highest crags. For it is said that Arngrim is such a storm of wing and claw that even those few young Drakkar who lurk about the roots of his mountains in twisting caves refuse to rise to the air for fear of the long of clouds and winds.

Command: 5 Guile: 5
Might: 6 Prowess: 8
Health: 15
Menace: 8 Armour: 4

Serpent

The serpent in the world of Mithgerd is a large, poisonous creature with wits sharpened by wickedness and a cruel, cold nature. Aside from their larger size serpents look otherwise little different from a bright hued, golden-eyed adder. Especially those in the deep and remote wilds can grow to prodigious size and from a distance might be mistaken for a small Wurum. Aside from being as likely to spend a moment or two

conversing with their prey in a chill, hissing voice, serpents of Mithgerd behave much as one would expect. They hunt, bask and hibernate just as serpents always have and always will.

The very largest of their kind grow so huge and bulky that they can find no rest on land but instead crawl away to lurk in the deep dark seas – growing there ever larger to sizes that no serpent of the land could.

Venomous Bite: Any Character who suffers five points or more of injury from a serpent is considered poisoned and must make a Test of Fortitude (diff. 6). A failed Test of Fortitude deals an additional point of Injury. The following round the Character must then make another Test of Fortitude, again suffering a point of injury if failed. This continues until the Character succeeds the Test of Fortitude or the poison is otherwise cured.

Command: 2 Guile: 2
Might: 4 Prowess: 10
Health: 5
Menace: 10 Armour: 2

Wolves

Wolves in the world of Mithgerd are not simple, dull beasts. For the wolves of the mythic age are a greater, larger more powerful race and even the least among them stood three to four foot, and had cleverness not only to understand spoken human languages but also to speak them.

Wolves are among the least honourable of beasts, savage, hunting creatures that delight in the taste of flesh and blood. The chiefs of their kind grow to tremendous size, and often learn to speak a little of the local human language – enough at least to demand tribute to their kingship over a forest or fens. A tribute that will be either taken or given, one way or another.

Overbear: Upon successfully biting an opponent a wolf can choose to hold on and try to bring the prey to the ground. The victim is allowed a Test of Fortitude each round to try and throw the wolf off. If the test fails then the victim loses one rank of Fatigue. Multiple wolves will work together to try and bring down large prey in this manner. Note that a wolf gripping hold of prey is unable to dodge any attacks either from the victim or from an ally, and to do so must let go.

Silence of the Wolf: As long as wolves outnumber prey anything surrounded or confronted by wolves is

put under a wolf-charm making it unable to call out for help.

Command: 3 *Guile: 3*
Might: 4 *Prowess: 3*
Health: 6
Menace: 4 *Armour: 2*

Golnir Flametongue

In the vales and valleys of the lands of Mortal Men there lurks a thief in the night, a cunning chieftain of his kith – the black wolf Golnir. It is said his maw is so red with the blood of the slain it burns scarlet in the night and his eyes are glowering flecks of gold.

Command: 4 *Guile: 4*
Might: 5 *Prowess: 4*
Health: 10
Menace: 5 *Armour: 3*

Vargeisa, Elder Shewolf

Deep in the ancient woods dwell the last remnants of a race of wolves who are held by many to have been the gods and sires of all wolves. If one should ever meet an elder wolves it is not hard to imagine such a creature padding along at the dawn of time creating all the wolf-kin just as our gods created men and Aelfan and duergar.

Elder wolves grow to about the size of a large poney and sometimes larger. They are long, and sleek rather than cumbersome and move with surprising ease through tangled undergrowth. Their pelts are a silvery white, and by the light of the sun or moon those pelts appear dusted with grains of sparkling light. Among their own kind Elder Sire-Wolves are peaceful, even kind and protective of one another. But, they hold no illusions about their place in the scheme of things. They are hunters. All creatures of blood and flesh that walks in their realm are prey.

The master of the last remaining Elder Wolves of the Iron Wood is the she wolf Vargeisa - as large as a good sized warhorse, the voice of the Caller of the Hunt is enough to shake the nerves of the most self-sure heroes. In that voice is the echo of ages, of power, of nightly hunts for a thousand years.

Command: 6 *Guile: 6*
Might: 5 *Prowess: 6*
Health: 15
Menace: 7 *Armour: 4*

Magical Folk & Things

There are many and varied magical creatures, fay things and weird monsters in the world of Mithgerd, some are humanish in shape and wits, be they small Nisse or lumbering Trolde, others are huge monsters, utterly bestial, such as the great fire-breathing dragons of elder power.

Drachens

The smaller kith of great dragons these much disliked, but beautiful creatures can be found nesting in those woodlands and wilder places from which they have not yet been chased by the arrows and stones of men. When fully grown Drachens boast a wingspan only about the same size as the armspan of a tall man. Swift, chattering, and intelligent they are well-known as thieves of poultry and their pelts, having a beautiful mingling of usually brassy, gold and scarlet scales are much prized. This swift flying gold-winged kin of dragon is by no means as common as they once were. Indeed, ironically a person is increasingly more likely to encounter a Mere-Drachen in the court of a warlords or sorcerer-king, some of whom keep the small dragons as unusual pets or guards, than in the wild.

Command: 3 *Guile: 3*
Might: 5 *Prowess: 5*
Health: 15
Menace: 5 *Armour: 4*

Lokkar Cove-Haunter

Beautiful, silver and blue scaled, swooping over sparkling waters catching fish on the wing and beating a dripping path up into the sky. Lokkar Cove-Haunter is a Drachen at home both in the air and water and is graceful and agile in both mediums. Though Lokkar and his kin are good climbers dextrous cliff-nesters they are somewhat clumsier on the level ground than most Drachen and tend to hop rather than walk smoothly.

The average of Lokkar's kin grows to about the weight of a horse by adulthood. Lokkar himself is a giant of his kind and almost twice the size making him much feared, much admired and much hunted in the coves and fjords of his home waters of Sorthes Channel.

Being somewhat social creatures they nest in colonies and often hunt in pairs or even small packs. They are known for a habit of working together to mislead, beguile or ambush prey. They have been known to play quite elaborate tricks and can learn to speak common mortal languages quite fluently. There are many tall tales of warning concerning Lokkar pretending to be injured, hiding in reeds and calling for help, or purposely snaring a line on a log to lure potential snacks closer to the water edge.

Command: 4 Guile: 4
Might: 6 Prowess: 6
Health: 20
Menace: 6 Armour: 6

Dragons

Long-lived, cunning, charmed of voice and greedy, Dragons are among the more terrible dangers of the wild lands, mountains and forests of the earth.

The Dragons of Mithgerd are sinuous creatures, winged, regally horned and bright-eyed. Their shapes and colours vary from strain to strain, from bright and golden-red, to black as soot or as green and grey and old as mossy rocks. They are treasure-hoarders, hunters and flesh-eaters and a single dragon can in its lifetime gather great piles of heathen gold to make a bed for its massive body. A fact that has led many foolhardy heroes to plans of dragon-slaying that leads most often to a swift end. These beasts have no need for servants, thanes or thralls. All is either food or treasure to them and otherwise worthless, and any attempt to approach and speak with a Dragon should be done with utmost suspicion.

Being solitary of nature, Dragons are seldom found living near one-another and except in the case of a mother and brood, they do not associate except to mate or fight over territory. After mating a female dragon gestates up to ten or twelve eggs for nine years. At the close of this time she may seek out a new lair or decide that her current abode will suffice as a nursery. Once laid, a dragon egg can incubate for a century or more and during this time the mother will leave her den only to seek out food or water. The serpentine dragonets that hatch out are about the size of a bullock and are capable of hunting and fending for themselves. Hatchlings are watched over by the mother but are not brought food or protected from one-another.

Rivalry and bickering weeds out the weaker hatchling early on. It takes about a century for dragonets to grow into fully fledged juvenile adults. During this time dragonets are wingless and spending most of their time hunting in and around nearby pools, river or meres. In appearance dragonets are similar to a young Wurum, and the shared ancestry of Dragons and Wurums can quite plainly be seen at this stage in their life.

Near their hundredth year dragonets grow wings and begin to look more like an adult drake. They become still more quarrelsome and at once able to fly, fledgeling drakes are typically chased out of their den and territory by their mother.

Dragons never cease growing in their long lives, although they become torpid and lazy in old age and grow very slowly. A dragon that does not meet with an unnatural end can live for two or three thousand years and although slow to breed, the territory needed by an adult dragon is large, seldom vacated, and hard-won in battle. Most fledgelings are forced to seek out new territory. The sudden arrival of one or more newly fledged young drakes is a constant threat hanging over towns, kingdoms or fortresses near wild lands where dragons dwell.

Dragons in Mithgerd have split and wandered into a number of strains. Whereas dragons of a single strain will barely tolerate one-enough long enough to mate or settle a dispute with their claws and teeth, dragons of different strains hold no tolerance at all. If dragon flesh were not poisonous the larger strains would likely hunt the smaller, as it is dragons will either give each other a wide birth or if prey is scarce attack in order to remove a potential competitor.

Count and Count Again: All dragons have a particular knack for telling at a glance whether anything in their domain has been stolen, disturbed or even so much as touched. A dragon will be able to tell if just one gold ring has been stolen from a heap of treasures.

Devouring Breath: Dragons are able to breath a blast of fiery breath. The spew of fire can strike targets a little farther than a bowshot's distance away from the dragon.

Enchanted Scales: The armoured scales of a dragon are charmed against injury and deflect both mundane weapons and anything of Lest or Lesser Enchantment. In practical terms this means that to actually injure a dragon a weapon of Greater Enchantment or better is

needed.

Rage: Whenever a Dragon is injured but not killed by an attacker its Menace increases by 1—to a limit of 9—and its attack (Might and Prowess) is increased by one level of skill.

Voice that Saps the Will: All dragons possess this very dangerous, very potent natural weapon - a voice that saps a listener's resolve not to listen to and believe its words. Any Character who hears a dragon make enticements and offers or engages a dragon in conversation enters into a Prolonged Contest of Willpower in which the first Character to reach 10 Victory Points wins. If the dragon reaches 10 Victory Points first then the Character is compelled to obey the dragon as long as the dragon is within sight. If the Character wins then the charmed voice is thrown off and the Character is left in control and with free will.

Cave-Drake

Covered in thick stony scales, and sharp juts of rock-like horn, Cave-Drakes are huge and sluggish, heavily armoured, powerful creatures. Living in and about the shallow caves and crevices of high mountains and rocky barrens, Cave-Drakes are ambush hunters, often lying half-way out of a cave and relying on their rocky scales to hide them. Cave-Drakes are said to lie in wait for days on end when hungry and profoundly patient when watching something tasty moved steadily closer through slit eyes. When angered or fighting territorial battles, Cave-Drakes raise up several brightly coloured orange, red or purple spines and fins that lie otherwise invisible and flat against their flesh.

Being poor fliers, Cave-Drakes can manage at best a laboured, strained flight for a few minutes before sinking back to earth exhausted. They are one of the only strains of dragon that prefers to move about lumbering over the earth rather than through the air.

<i>Command: 15</i>	<i>Guile: 15</i>
<i>Might: 15</i>	<i>Prowess: 12</i>
<i>Health: 30</i>	
<i>Menace: 10</i>	<i>Armour: 12</i>

Cold-Drake

Creatures of the frozen north, with scales of rock and ice, eyes like whirling storms at sea and a breath of frozen fire. Cold-Drakes are terrifying to behold, massive in size when fully grown, ponderous, relentless

and an elder of this kind of monster is all but unkillable. It is a lucky thing for the folk of mortal men that Cold-Drakes prefer to keep themselves to the inaccessible and frozen lands where darkness reigns.

<i>Command: 15</i>	<i>Guile: 15</i>
<i>Might: 15</i>	<i>Prowess: 15</i>
<i>Health: 25</i>	
<i>Menace: 8</i>	<i>Armour: 8</i>

Fell-Drake

Black and ashen of skin, drooped with long and fleshy barbs, with great milky eyes and yellowed teeth, Fell-Drakes smell and look like the corpses and carrion they prefer to feed on. Haunting the lonely heathers, moors and mountains, Fell-Drakes hunt live prey only when pushed to desperate hunger and even then they prefer to put their kill aside for a few days before devouring it. Hated by mortal men as barrow-raiders and grave-diggers, Fell-Drakes will happily dig up the freshly buried dead to get at both meat and whatever treasures have been interred.

Fell-Drakes grow to about thirty paces in length but are much thinner and more serpentine than other strains of dragon. Often their ribs show through their black scales and even when well-fed a Fell-Drake never grows sleek or fat. Preferring to scavenge at night, Fell-Drakes almost never emerge in daylight, find bright lights painful and have been known to react aggressively to night-time fires and lanterns.

<i>Command: 15</i>	<i>Guile: 15</i>
<i>Might: 15</i>	<i>Prowess: 15</i>
<i>Health: 20</i>	
<i>Menace: 8</i>	<i>Armour: 7</i>

Fire-Drake

Haunting mostly the cold and frozen north, the stormy mountains and stony wastes, Fire-Drakes are the largest, most beautiful and most dangerous of all the strains of dragon. Fire-Drakes are covered in a coat of shimmering scales that can vary from amber to red to black, gold, brass and shimmering lightning white. Their scales sparkle like polished gems, even in dim light, and the treasures of fire-drakes can look like dull things when spread beneath one of these creatures. Fire-Drakes are powerful hunters, greedier for gold than most of their cousins in the swamps and forests, and the longest lived of any of the dragon kin. A Fire-

Drake can live five thousand years or more, and although they often sleep away long centuries in elder age, these creatures remain dangerous right up to the point of old age, which tends to come upon a dragon quickly, leaving it at the mercy of younger dragons hungry for territory.

Fire-Drakes are the most cunning of dragon kin, and although they never take servants or build empires, it is a common tale that a Fire-Drake will descend upon a town or village and demand that it be regularly feed and provided with gold and jewels under threat of utter destruction.

Command: 15 Guile: 15
Might: 15 Prowess: 15
Health: 40
Menace: 12 Armour: 8

Wood-Drake

Among the smaller and slowest growing of dragons, Wood-Drakes seldom reach sizes larger than thirty paces from beak to tail-tip. Wood-Drakes are forest dwellers, living in the deep woods, wild green country and hills. Their scales are thick with the muted gold and amber-green of woodlands and often moss and lichen hangs about their horns and hide. Their eyes are liquid amber, and when perfectly still a Wood-Drake can easily be mistaken for a small and jagged hill in the loamy soil.

Command: 15 Guile: 15
Might: 15 Prowess: 15
Health: 15
Menace: 10 Armour: 5

Aslaug the Gildenwing

Greater than Ashen Skorir, who ravaged the halls of King Mereot, more powerful than Oglathnir the Cragged, whose scales are like shards of stone, the mightiest, the largest and most powerful dragon of this age, is she who men call Aslaug the Gildenwing. She lurks in the ruins of a long forsaken fortress in the barren wastes of the north, her bed is heaped with golden treasures while her cave is littered with the curved white bones of heroes. But Aslaug has not stirred in a century or more – for she is old and now she sleeps long years, dreams of burning cities and the coppery taste of blood... waiting, dreaming... lurking... one day she will give up her lust for life, but not before she has

given up her lust for the ancient gold she beds upon.

Command: 20 Guile: 20
Might: 20 Prowess: 20
Health: 40
Menace: 15 Armour: 10

Crimson Hyrrokkin

Resplendent in scales of red and vermilion, ruby and garnet, Crimson Hyrrokkin flies like a burst of flame through the blue heavens, hunting the forests and hills that surround his lair in the volcanic mountain of Nál. For a hundred miles wide Hyrrokkin's hot shadow is feared and dreaded.

Command: 20 Guile: 18
Might: 15 Prowess: 20
Health: 35
Menace: 15 Armour: 12

Leirvór of Sthal

The black scaled, filth-encrusted Leirvór has long dwelled in his bleak and misty salt-marshes of the island of Sthal, long haunted the night sky and breathed ribbons of fire upon any who trespass upon his realm. Leirvór of Sthal is a jealous, greedy creature that dwells in the ruins of a once-golden hall that sits upon an isle in the midst of a great stretch of marsh and swamp. The isle was once a sacral place, a resting place for dead kings but a hundred years ago Leirvór came out of the north and set his selfish eyes upon the gilded roof and the heaps of treasure left for the dead and the priests.

There are no priests of the holy isle now, only the dead, and Leirvór ruling over them all.

Command: 18 Guile: 20
Might: 15 Prowess: 15
Health: 30
Menace: 12 Armour: 10

Huld

Small folk of the woods, hills and moamountains, related to Nisse by a distant ancestor and somewhat akin in shape to a small person, about three to four foot in height, with skin ranging from pale grey to brown to tawny colours and hair that is more often shaggy and fur-like than well groomed. Huld are a quiet, reticent folk, not inclined to fighting and given to disappearing

when confronted with violence. They are hunters, gatherers, herdsman and farmers, build small out of the way settlements and do what they can to go unnoticed.

Scamper: Huld can move over rough ground, through tangles and undergrowth and up cliffs as quickly and swiftly as a fox.

Vanishing: Huld are supernaturally talented at hiding. By making a Test of Dexterity a Huld can vanish into shadows, undergrowth or any cluttered background as if it had turned invisible.

Crag-Huld

A tribe of Huld that live in the very farthest north, up windy and snowy mountains and among the high peaks. Crag-Huld farm and ride special breeds of goat, as well as keep them for food, wool and milk. They are the only vaguely aggressive tribe of Huld and will hail stones, spears and sling-stones down on trespassers from hidden places above them - although such attacks are seldom fatal. Crag-Huld are ruled by tribal chieftains and indulge in an elaborate religion of spirit-worship which is the domain of mask-wearing, ululating shamans who live as hermits away from tribal settlements.

<i>Command: 6</i>	<i>Guile: 6</i>
<i>Might: 3</i>	<i>Prowess: 6</i>
<i>Health: 6</i>	
<i>Menace: 3</i>	<i>Armour: 2</i>

Scavenger-Huld

A debased and pitiful tribe of Huld that have taken to living near or around settlements of mortal men and stealing from the human folk as much as they can. Scavenger-Huld are very small, only two to three feet tall, ragged looking with eyes that glow very slightly in the dark and low whispering voices. They communicate with one another over long distances with a language made up of strange bird-song sounds. They are considered a nuisance in some part of their haunts, and equally erroneously bad luck to see in certain villages and a form of good-luck wood-spirit in still others.

<i>Command: 4</i>	<i>Guile: 6</i>
<i>Might: 1</i>	<i>Prowess: 3</i>
<i>Health: 4</i>	
<i>Menace: 2</i>	<i>Armour: 0</i>

River-Huld

Gold and pale skinned, River-Huld live both along river banks, near lakes and in some swamps. They build natural houses out of willows woven together, use bronze and iron tools and get about in coracles. River-Huld do not keep any domestic animals except for otters which are sometimes kept as pets and cormorants which are sometimes tethered and used as a fishing bird. Rings of twine are used to allow a cormorant's beak to open wide enough to snare a fish but not swallow it. Otherwise River-Huld subsist on fish and waterfowl, watercress and a few humble crops.

<i>Command: 6</i>	<i>Guile: 5</i>
<i>Might: 2</i>	<i>Prowess: 5</i>
<i>Health: 6</i>	
<i>Menace: 2</i>	<i>Armour: 0</i>

Wood-Huld

Large, more dangerous, quicker and more agile than other Huld, Wood-Huld are hunters first and foremost, are often nomadic and dress in furs and hides. They ornament themselves with beads and necklaces of bone and antler and although these folk tend to avoid anything larger than themselves which is not potential game, they will defend themselves with spears and bows if backed into an inescapable corner.

<i>Command: 5</i>	<i>Guile: 5</i>
<i>Might: 3</i>	<i>Prowess: 6</i>
<i>Health: 7</i>	
<i>Menace: 4</i>	<i>Armour: 2</i>

Kraken

Who dares disturb the kraken? Fools only. There are those who will tell you that dragons are the most fearsome creatures that go by land and air. Perhaps they speak the truth, but you would be unwise to believe that there are not more terrible, more wonderful, more horrific things lurking in the deep blue sea than upon the land. The kraken is one of these: black, scaly, cold, large as an islet, with a horned, beaked crimson-eyed head surrounded all about a mass of lashing, deadly tentacles - each one barbed and hooked. A young kraken can easily drag a ship beneath the stormy waters and pick off her unlucky crew, whereas an adult kraken may be mistaken for an island when it lies

basking on the sea's surface.

Many arms: A kraken will have between six and twenty hooked, tentacle-like arms, which it will use to rake and attack with. Treat each arm as a separate opponent. Attacks directed against the body of the kraken have to negotiate a armour of between 7 and 9 due to the tremendous size of these creatures and must be ranged unless a Character close enough to actually be eaten.

Snatch and Swallow: If a Kraken's tentacle defeats an opponent by rolling a natural 10 then the Kraken can chose to pick up the target instead of deal injury. Once picked up a Character will be brought near the mouth. The Character can either try to fight the head of the Kraken at this point or make an attack against the tentacle which will be undefended but requires an Test of Dexterity (diff. 7). A Character who suffers five or more injury from the head of a Kraken is considered swallowed alive.

Head

<i>Command: 2</i>	<i>Guile: 2</i>
<i>Might: 20</i>	<i>Prowess: 6</i>
<i>Health: 100</i>	
<i>Menace: 20</i>	<i>Armour: 20</i>

Tentacle

<i>Command: N/A</i>	<i>Guile: N/A</i>
<i>Might: 12</i>	<i>Prowess: 12</i>
<i>Health: 10</i>	
<i>Menace: 8</i>	<i>Armour: 6</i>

NICOR

The Nicor are a race of scaly, draconian looking water creatures that are sometimes and incorrectly called sea-trolde, weird water-goblins or demons. They dwell most commonly in caves and inlets around remote coasts, are vaguely sociable, often hunting in packs and have a little magic in their blood - mostly to do with shape-shifting and skin-changing. Nicor decorate themselves with tattoos, sometimes found petty tribal kingdoms and are generally held to be both backward and dim witted creatures.

Nicor seldom come out of the waters and when they do it is usually to hunt prey or lure unwitting beasts or mortals to them by taking an assumed and innocent seeming shape.

Skin-Changer: A Nicor is able to assume the shape of any creature that it has killed and eaten.

<i>Command: 3</i>	<i>Guile: 3</i>
<i>Might: 4</i>	<i>Prowess: 5</i>
<i>Health: 15</i>	
<i>Menace: 6</i>	<i>Armour: 4</i>

Nisse

The Nisse are a small, secretive and shy folk, who are sometimes called the grey men or the scavenger folk after their habits of wearing grey and their love of thievery, respectively.

The Nisse are, so it is said, descended from a tribe of mortals whose blood was mixed with shy and secretive spirits early in the dawn of time. They became a quiet folk who made their homes in the deep forests, among natural things and birds and beasts. Nisse have a supernatural talent for caring for animals and some are said to sneak into human towns at night to care for mistreated horses, dogs and cattle.

Animal Arts: Nisse can speak the languages of most natural birds and beasts.

Husbandry's Arts: Nisse possess a powerful folk-magic centred on healing and caring for animals. By taking a point of Soulburn a Nisse can put a spell on an animal so that it regains health and heals all wounds within a week.

Vanishing: Nisse are supernaturally talented at hiding. By making a Test of Dexterity a Nisse can vanish into shadows, undergrowth or any cluttered background as if it had turned invisible.

<i>Command: 6</i>	<i>Guile: 6</i>
<i>Might: 2</i>	<i>Prowess: 3</i>
<i>Health: 8</i>	
<i>Menace: 4</i>	<i>Armour: 1</i>

NØRG

Akin to Trolde and Ettin, the ancestors of the Nørg took to the fens, lakes, rivers and seas of Mithgerd in ages past, and down the years have hunted the muddy depths and water margins.

Nørg are massive creatures, and the sea-going breeds are larger than the greatest of Trolde. Their flesh is covered in horny scales and they have lost most of their body hair. What is left is kelpy and straggling, green and full of snails and water beetles. All strains of

Nørg have webbed claws and feet and some strains possess powerful rudimentary tails.

Sometimes called Sea or River Trolde by mortal men, Nørg are, as a rule, not quite as cunning as their land-going cousins. The Nørg have regressed largely to the state of an animal, they lack any power of speech, and hunt and behave in the manner of beasts. Nørg seldom use even basic weapon or tools, and prefer to attack and kill with their teeth and claws. Capable of remaining underwater for up to an hour, most Nørg make dens in hollowed out caves accessible only through underwater passages. They are as inclined to hunt fish, otters and turtles, as they are sheep, cattle or people and although they venture onto land from time-to-time, Nørg seldom wander far from a body of water.

Master of Storm and Wave: A Nørg may summon or drive away a change in the weather at sea. Invocation of this power results in a gradual change in the direction decided by the Nørg.

Song of the Lurer: Some Nørg, and especially mermaids, have a fine and enchanted power to their voice. Anyone hearing the enchanted song of a mermaid must make a Test of Willpower or feel compelled to try and move towards the songstress.

Cave Nørg

Cave Nørg dwell in the deep dark lakes and rivers that run subterranean beneath the earth. They come to the surface to hunt when hungry, emerging from caves or resurgences of cave-water and can move swiftly on dry land though they prefer to swim. They are smaller and scrawnier than most strains of Nørg, are expert at squeezing through spaces that look far too tight for their bulk and can hold their breath for almost three hours when submerged.

<i>Command:</i> 2	<i>Guile:</i> 3
<i>Might:</i> 5	<i>Prowess:</i> 5
<i>Health:</i> 15	
<i>Menace:</i> 6	<i>Armour:</i> 6

River Nørg

Large, lumpish, brown and muddy of colour, green haired with hook teeth. River Nørg lurk mostly in deeper, siltier waterways and prefer to live in secret, taking prey only when it is alone. Too many disappearances along riverbanks that are attributed to drowning may well indicate that a River Nørg has

moved into the neighbourhood.

<i>Command:</i> 2	<i>Guile:</i> 2
<i>Might:</i> 4	<i>Prowess:</i> 5
<i>Health:</i> 15	
<i>Menace:</i> 6	<i>Armour:</i> 5

Fen Nørg

Huge and slimy, yellow eyes and filth encrusted, Fen Nørg can settle down into the mud and all but vanish they are so covered with growth and plants, weeds, muck and crawling things. They prefer to ambush prey and drag it underwater are eternally patient, sometimes allowing prey to wander past because it is just out of reach, only to go carefully and quietly through the mud and water to move into a better position further along the prey's path.

<i>Command:</i> 3	<i>Guile:</i> 3
<i>Might:</i> 3	<i>Prowess:</i> 4
<i>Health:</i> 12	
<i>Menace:</i> 6	<i>Armour:</i> 4

Sea Nørg

Massive creatures, twice as big as the largest trolde, with claws like hooked swords and a mouth full of teeth that could crush and snap the bones of a small dragon. Sea Nørg re one of the more dangerous perils of the ocean and although they usually hunt fish, dolphins and small whales, they are not indisposed to boarding a ship or even capsizing one in order to get at something a little different to eat.

<i>Command:</i> 3	<i>Guile:</i> 4
<i>Might:</i> 4	<i>Prowess:</i> 6
<i>Health:</i> 18	
<i>Menace:</i> 7	<i>Armour:</i> 6

Old Greentooth

When the river Nørg Old Greentooth with his slick green skin, and horns dripping weeds and scum, comes bursting out of murky, foaming waters brave men quake and horses scream in panic. Old Greentooth will allow a sheep or oxen or person to come right to the river edge before launching out of his muddy bed of reeds and weeds. He seldom ventures far from water and then only to look for wild woodtrolde wife, or if poor hunting and hunger drives him elsewhere.

<i>Command:</i> 4	<i>Guile:</i> 4
<i>Might:</i> 4	<i>Prowess:</i> 4

Health: 18

Menace: 8

Armour: 7

Blue Folk of the Skerries

The Blue Men of the Skerries are a particularly malignant clan of sea spirits who haunt and lay claim to a stretch of ocean called the Skerry Torrent. Any ship that passes through the Torrent is challenged by these Nørg, and if the captain can not answer riddles put to him then the Blue Men will summon a storm to sink the unfortunate vessel.

Command: 6

Guile: 6

Might: 4

Prowess: 4

Health: 15

Menace: 7

Armour: 7

Njugal Trickshadow

The Njugal is a tricksome, shapeshifting Nørg that dwells in a deep watery hole called also Njugal's Water. This Nørg is malignant and well known for taking many different shapes in order to trick hapless mortals into his clutches, to be dragged away and devoured.

Among other shapes he is known to take the form of a young, golden-haired boy, a fine prancing horse, or an old man. Any shape he takes can be betrayed by dampness and beads of water still clinging to his hair. Njugal's ability to shapeshift comes from a small magic ring that he owns, made from the bone of a sea nicor. It is a Ring of Grander Enchantment and though it grants the wearer powerful shape-changing magic it will eventually corrupt the wearer into a trollish creature no different from Njugal.

Command: 4

Guile: 6

Might: 3

Prowess: 3

Health: 12

Menace: 6

Armour: 6

Thrasir, Lurker in the Waters

Sea Nørg are among the largest and most cunning of their kind and make their lairs around rocky shores in sea caves and remote fjords. They are massive hunched creatures. Their skin is armoured with plates and scales, above their heavy brow sport two proud horns and a tangle of wet hair. That same skull is set with a heavy beak-like jaw thick with sharp teeth. Quite unlike any other of their kin Sea Nørg have webbing between their claws and possess a stout crocodilian tail.

The most famous of Sea Nørg - called only the Lurker in the Waters by locals - this monstrous beast haunts the waters of Torrent Cove in the Fjordlands. Many of the local villages of fisherfolk worship the Lurker in the Waters as a minor god and appease him with sacrifices of cattle and sheep yearly. It is a locally held belief that the Watcher of the Waters is the protector of all sea-life - if only because he alone wishes to hunt all sea-life - and any man who over-fishes the waters risks the wrath of this watchful Nørg.

Command: 2

Guile: 3

Might: 7

Prowess: 5

Health: 18

Menace: 7

Armour: 7

Puk

A species of tiny dragon, about the size of a house-cat and not much more dangerous or ferocious. Puk are kept as pets in some parts of the world, but can make for troublesome and dangerous things to have in the house. This is not due to any temperament, claws or powers but simply because Puk, just as with larger dragons, like to steal pretty things and hoard them. A Puk can end up causing a great deal of trouble for a human owner who doesn't realise that there is a stolen trove of gold, copper pots, jewellery, stones, trinkets and junk under the floorboards - especially should suspicion fall on the unfortunate person and a search be enacted.

Command: 3

Guile: 8

Might: 2

Prowess: 8

Health: 3

Menace: 2

Armour: 0

Trolde

Huge and lumpish folk, distant relatives of the Ettin, though fatter and heavier of form and bestial of nature. Trolde live always in the remotes, rocky, wild places of the earth. They are huge, hairy creatures, with knotted fists, large bellies, thick almost earthy skin, luminous eyes and sharp teeth and claws. Some tribes possess stranger still appearance and flesh - there are Trolde that live in icy lands with white and blue skin and grey wool for beards, rock-skinned Trolde and iron-skinned Trolde, Skog Trolde of the woods with flesh like bark and strictly nocturnal tribes with skin

like shadows which can merge into the darkness. Trolde with two heads are also not unheard of. Trolde keep no company but their own as no company but their own can stand them.

Being savage and less noble relatives of Ettin, a Trolde's very nature is hunger itself, and although there are various strains of Trolde, some having wits almost as dull as beasts and others possessing a human capacity for thought and speech, Trolde are, as a rule, predatory creatures. Anything that walks, flies or crawls is fit for a Trolde's dinner cauldron, including among other things, wolves, grubs, crow eggs, foxes, rats, badgers and people. The less cunning strains of Trolde will hunt meat as an animal does, ambushing or running down prey, the more cunning will use traps and snares, tricks, cajolery and even a little magic, if it can be got. Trolde can eat any flesh at all and are immune to all poisons - they are the only living creatures in Mithgerd that can eat dragon-flesh, though they tend to prefer not to, even if a carcass is lying about for free, as even Trolde suffer indigestion from dragon meat.

A large, full-grown Trolde can stand up to twice the height of a man when stooped, which is their usual posture. Trolde wives are taller and heavier than male Trolde, and should be considered more cunning and aggressive. Any Trolde cottage, den or lair that has a Trolde wife in residence will be run by her - male Trolde learn early in life to do as they are told, and make for henpecked and oft-nagged husbands.

Trolde vary from being curious, to sometimes helpful to outright malignant in their dealings with mortals. They often appear alone, although sometimes live in close-knit families, usually a Trolde and Trolde wife and at most one or two young children. Seldom more than two or three Trolde ever inhabit the same cave or remote hut.

Trolde are known for stealing women, children, animals and property and are most active during the night. Some say if daylight falls upon their skin they turn to stone. During the long half-twilight of the northern spring and autumn trolde become particularly active, able to roam all hours without fear of this unpleasant fate.

Many variations exist on the basic Trolde archetype. River, swamp or lake trolde are a particularly common variation. Trolde with wolf heads or two heads can

also be found in some tales. Water Trolde are more often called Nørg (see above), and have green or muddy brown hair, skin, teeth and eyes. There also exist rumours of Trolde who could pass for human mortals in distant lands - albeit very large or magical looking humans.

<i>Command:</i> 4	<i>Guile:</i> 4
<i>Might:</i> 9	<i>Prowess:</i> 9
<i>Health:</i> 14	
<i>Menace:</i> 6	<i>Armour:</i> 6

Half-Trolde of the Wilds

In a few dark and remote corners of the earth there exist clans of mortal men whose blood has mingled with that of Trolde in the distant past. These half-trolde folk tend to be large, burly and hairy. They sometimes have vestigial horns, slightly fang-like teeth and eyes that see well in the night. By no means universally aggressive or dangerous half-trolde clans can and do exist peacefully with neighbouring tribes and individuals are sometimes sought, often at great expense, and recruited into the personal bodyguard of a warlord or chieftain.

<i>Command:</i> 6	<i>Guile:</i> 6
<i>Might:</i> 6	<i>Prowess:</i> 4
<i>Health:</i> 15	
<i>Menace:</i> 6	<i>Armour:</i> 6

Hogback the Brown

Brown skinned, twisted horned with sharp, thick yellow teeth and a hunched frame. The massive Trolde clan chieftain Hogback the brown dwells in the hills and woodlands of the wild sometimes wandering very close to the villages and hamlets of mortal men. As large, and powerfully built as he is, Hogback is both more and less dangerous for having developed quicker wits and more profound sense of curiosity than most trolde. He dresses himself up in furs and stolen bits of rags and is often deeply interested in the mysterious ways of men. Hogback will happily sit watching secretly from the woods for hours enthralled by the peculiar ritual of washing clothes in a river, or mowing a field, or building a stone wall.

His lair are often crammed with stolen 'treasures': iron pots and copper kettles, rugs, balls of yarn, tin spoons or bits of rope - some of which are even put to their proper use.

The uglier side of Hogback the Brown is his temper and greed. He is quick to anger, and can turn blindly destructive when upset.

Command: 4 Guile: 3
Might: 7 Prowess: 5
Health: 20
Menace: 6 Armour: 6

Kraka Gloomweaver

Deep in the blackest heart of the web-veiled Withered Forest the old, wizened witch of a troldewife called Kraka Gloomweaver lurks and waits and works her crafts. For Kraka has learnt a little of the mortal art of sorcery but in working the darker, blacker sorts of magic she has been tainted by it. Her eyes glow like moons in the night and her flesh is stained with shadows, her hair is a tangle of night – and it is said by some she has made herself the master of many dark things that once ruled the black woods, keeping them as pets to amuse her or hunters to bring her flesh to feast upon.

Command: 7 Guile: 6
Might: 1 Prowess: 2
Health: 15
Menace: 5 Armour: 5

Thorm Snowbeard

Thorm Snowbeard is a huge, brawn-shouldered Trolde who hunts the northern winterlands. White-haired and shaggy with a wide mouth full of sharp teeth and great knotted hands and a hunched, shambling frame. Thorm hunts the colder, wilder places of the north lurking in the forests of pine and fir and roving over tundra and icy hills. He returns each day to sleep in his lair, a small fortress carved, not built out of a crag of rock and decorated with the skulls of beast and man who thought they could take a chunk of flesh out of old Thorm Snowbeard.

Command: 5 Guile: 5
Might: 8 Prowess: 6
Health: 25
Menace: 8 Armour: 8

Washerwife Holg

Down a pebbly stream, past a tall stand of black and scraggly firs Washerwife Holg plies her trade. She is old now, a crook-backed, sour-lipped old troldewife who years ago grew fascinated with the ways of men

and lingered about the edges of the nearest village, taking this, trying that and mimicking all manner of things. One day – while still young and naïve – Holg decided to try and introduce herself to the village woman who lingered by the rivers slapping their wet garments in a rhythmic music – and found, much to her fright, they all took to their heels screaming. Slowly though they saw she meant no harm and even gave her some rags to play with. But A trolde knows a few secret things, and Holg knew how to talk to the minor spirits of the river and asked them kindly to help her work the rags clean – and clean they were. Cleaner than the whitest snow. So Holg found herself a job and has learned slowly over the years how to live more and more as the mortals do – making a hut with a roof, and mastering fire and using pots of copper and iron.

Her husband though has been less taken with the ways of men. He still spends his days hunting and trapping the foxes, and badgers and stoats of the forest that Trolde love so to skin and plop in the soup. Still if his wife brings home a nice leg of mutton or shank of hog now and again he doesn't complain.

Command: 2 Guile: 5
Might: 1 Prowess: 2
Health: 15
Menace: 5 Armour: 5

The Craggan King

High in the bleak and jagged mountains that loom above the Ironwood there sprawls a fortress of spires and high stone walls. Deep in the fortress, in a chamber rumoured as large as a mortal hillfort there can be found the gold and ruby throne of the Craggan King. His eyes are old and emerald, his beard long and as grey as a stalactite. He sits upon his throne holding court and plotting the downfall of many a king who has through some small and unknown way offended the lord of the mountains.

Command: 3 Guile: 3
Might: 6 Prowess: 5
Health: 25
Menace: 8 Armour: 10

Saethuna, Lady of Ice

She is beautiful, a woman of skin both ivory and white, hair the colour of golden dawn on snow, eyes like the

northern lights. But beware her touch for the Lady of Ice is as cold as the harshest winter days and though she will take a warm man into her world there are many who have discovered that the embrace of cold beauty has its peril. Saethuna is a friend of the Frost Ettin and when not away on business of her own spends her days in the King's Court at the Gates of the Night.

Command: 8 Guile: 8
Might: 6 Prowess: 7
Health: 20
Menace: 7 Armour: 8

Old Witch Hagga

Far to the west, out on the Island of Shorl, constant in gloom and shadow, there dwells the old witch Hagga. She is alone now, one of the last of her tribe of strom-ettin but her charms are powerful and her lore ancient and profound. Many is the sorcerer who has sought her ought, paid a price that is forever kept unspoken, and learned of her the knowledge of many elder and forgotten things.

Command: 7 Guile: 7
Might: 1 Prowess: 3
Health: 12
Menace: 4 Armour: 6

Trow

Much smaller relatives to trolde the Trow tend to stand only about four foot tall, have scrawny if wiry bodies and pointed, almost vulpine faces and darting black eyes. Both more sociable, and more intelligent than their larger cousins Trow live in dens of extended families who build upon and dig out the den as more room is needed. They hunt, fish and forage but seldom take the effort to plant crops.

Dens of Trow are better described as a nuisance rather than a threat for any neighbours. They tend to keep to themselves occasionally trading furs or dried fish for tool, and at worst are sometimes prone to raiding poultry or sheep.

Command: 3 Guile: 4
Might: 3 Prowess: 4
Health: 10
Menace: 4 Armour: 4

Grimling Charmpeddlar

Trow: He wanders from hamlet to hamlet, a pack on his back jammed with every poultice, charm, folk cure and talisman that has power... and many others aside. Darting eyed, quick tongued little Grimling the charm-peddler is well know in his haunts, forever tracking from place to place, plying his wares, buying this selling that brewing up potions, powdering toads and picking mushrooms by the light of an evening star.

Command: 2 Guile: 7
Might: 1 Prowess: 4
Health: 8
Menace: 3 Armour: 3

Wurums

Massive relatives of dragons with a scaled serpentine body, two foreclaws which as used to move and attack and a somewhat horselike head, sometimes possessing and mane. Wurums are intelligent, cunning, poisonous and greedy. They are not treasure hoarders as dragons are, but their lairs are often strewn with the cast-off belongings of those who have tried to slay them.

Wurums poison the water that they drink from and the land about their lair. Forests turn black and withered near a Wurum's nest and often these creatures have to slither quite far from home in order to find prey. They require larger prey but not a lot of it and even a large one can survive quite well on a deer or a goat a week, sleeping most of the time with one eye open. Some Wurums are known to nest in tangled groups of up to four or five individuals and no one should assume that when a Wurum appears to be a single individual that it in fact is.

Poison: The bite of Wurum is deadly venomous. Any Character who suffers more than five ranks of injury from one attack by a Wurum (after armour is taken into account) will be poisoned. A poisoned Character will eventually sicken and die, although the process is slow and will take weeks. The only known cure for Wurum poison is the herb Feverfew.

Command: 6 Guile: 6
Might: 10 Prowess: 10
Health: 30
Menace: 8 Armour: 8

Lind Wurums

A small variety of Wurum found in southern climes. Lind Wurum live mostly up dales and in the foothills of mountains, make burrows to live in and their head looks a little more like that of a cat's rather than the long and horse-like visage of their larger relatives. Lind Wurums are just as poisonous as their larger relatives but seldom prey on anything larger than a sheep.

Command: 4 Guile: 4
Might: 4 Prowess: 5
Health: 15
Menace: 8 Armour: 6

Muttontooth

Although much feared and hated by the farming and herding folk of the lowlands Muttontooth – a rather large and fearsome looking Wurum is relatively cowardly and prefers to avoid direct conflict with men. Like all wurums he is a long, sinuous creatures with burnished scales, wingless, but armed with hefty scimitar-like teeth. Muttontooth would in fact be more troublesome if he were not so lacking in wits and courage. Measuring about ten paces head to tail he seldom attacks anything other than old horses and cows and prefers to scavenge or bring down sick or lame animals. He is mostly a mottled grey-green with smoky-black streaks in places and lairs in the swampy rushes of rivers and ponds near – but not too close – the fields of men.

Command: 6 Guile: 7
Might: 12 Prowess: 10
Health: 25
Menace: 7 Armour: 8

Vidursorm Deathcoil

A truly monstrous wurum, Vidursorm Deathcoil is said to be able to loop its body nine times around a hill barrow that lies in its forest haunt. As thick about as a good sized oak, with shimmery earth and green scales patched by moss and flecked with mud, Vidursorm moves with slow, almost imperceptible speed through the tangled undergrowth of its lair-wood.

But beware the Deathcoil wurum for it is said its blood quickens for the kill and after lying in ambush for hours the creature will shoot out from a thicket with alarming speed and attack unfortunate prey before the victim has a chance to so much as scream in shock.

Command: 6 Guile: 6
Might: 15 Prowess: 12
Health: 35
Menace: 8 Armour: 10

Undead

Those who walk the line between life and death, not quite living and not quite given up from the mortal world. Undead are the mortal remnants of those who through sorcery, broken oath, curse or greed have remained in the world of the living after death. They can be corporeal beings of black and rotting flesh, such as a Draugnar whereas others such as ghosts are incorporeal things of shadow, emotion and pain and still others are trapped somewhere in between the two states.

Draugnar

Draugnar are a form of restless undead who through their own spirit's determined will, continue to inhabit their body after death. Some Draugnar may remain restless for only a short while after death. Corpses that resist burial, or continue fighting on the field of battle after death ought to have taken them are whispered about over winter fires. Other Draugnar become long-suffering, troublesome, wandering corpses, sometimes staying close to their burial - at other times ranging far over land.

Draugnar turn into bloated, and blackened corpses, swelling up to the size of an ox and possessing supernatural strength. They have glowering, baleful eyes and cruel voices, but are not necessarily predisposed to wreaking evil or havoc among the living. There is a tale of a shepherd who upon death returned to watch over his flock on stormy nights as a Draugnar. Another tale of a crew of drowned sea-farers who came out of the sea, but caused no more damage than the dripping of their wet clothes.

Draugnar are also tremendously difficult to destroy. Traditionally a Draugnar is beheaded and burned to be permanently rid of it. Other clever methods have been employed. In one tale a young hero breaks the back of an evil warlock who returned as a Draugnar and then rowed the Draugnar out into a fjord, first tying it to a boulder, then throwing it into the water.

Will of Iron: The Draugnar's willpower is completely

unnatural and almost by definition of their existence very, very strong. Draugnar's are immune to mental charms, illusions and enchantments.

Bloodless: Draugnar's are very hard to kill. They take no damage at all from piecing attacks, (arrows, spears), and simply do not die upon receiving any blow unless it is a Mortal blow to the neck. Otherwise a Draugnar has to be hacked apart and burned to destroy it.

Black-Iron Skin: A Draugnar's skin is particularly difficult to cut. It's 1 armour increases to 3 versus edged weapons.

Sorcerous Dead: The most powerful of the undead are those who were sorcerers in their life as more than a little of the magic that has seeping into their souls remains with them in death. Treat the wraith of a sorcerer as an Undead of Grand Power and allow it to draw on some (but not all) of the magic it knew in life.

Stench of the Dead: Upon first encountering a Draugnar all character's have to make a test of Fortitude to resist the urge to retch at its smell.

Drain Life: Draugnar can only prolong their existence, and swell their power by draining life in much the same way as a disembodied wraith. A Draugnar must make physical contact with the victim for one continuous minute during which time damage is done to the victim in the same way as Wraiths. Unlike Wraiths however, Draugnar must regularly drain life to prevent themselves from loosing grip on their flesh and becoming a ghost-thin Wraith. If the Draugnar does however deliver a critical wound to the victim, it increases a rank of power.

Craving for Life: If a Draugnar cannot or refuses to drain the life of living things it undergoes a slow but inevitable bodily decay eventually resulting in the collapse of its physical form and its passing into the state of spectral existence as a Wraith of Least Power.

<i>Command:</i> 7	<i>Guile:</i> 4
<i>Might:</i> 7	<i>Prowess:</i> 3
<i>Attack:</i> Rank 4	<i>Health:</i> 15
<i>Menace:</i> 7	<i>Armour:</i> 6

Henge Guardian (Haug Bui)

Draugnir: Long ago when kings of bronze swords bade henges, barrows and stone circles be built they employed also druidic sorcerers to bind guardians to

these places of power. The kings and druids may long since have turned to dusk but the guardians set to watch eternally over the ancient earthworks remain bound to their task to this day.

Henge Guardians were created by sacrificing a man, or sometimes a wolf, bear or hound and then through sorcery binding the unfortunates ghost to the site of sacrifice. Long ago the spirits were mastered by druidic sorcerers but since when a site of power falls to ruin the sorcerers no longer come and the wraiths turn into wild, tortured and savage spirits, which will blindly attack any living person who dares to trespass upon their haunts perhaps perceiving on them the face of their those who originally bound them so cruelly.

<i>Command:</i> 4	<i>Guile:</i> 4
<i>Might:</i> 7	<i>Prowess:</i> 4
<i>Health:</i> 12	
<i>Menace:</i> 6	<i>Armour:</i> 5

Plague of Dead (Mogthrasir)

Draugnir: From somewhere deep in the darkness of time there has descended a curse that chills the blood of any who learn of it. A plague ghost, is on the face of it one of the least dangerous undead. They exist as rotting and all but mindless and shambling, clumsy husks of their former self: driven by a curse that fills them with a mindless hate for anything living. They rot until only a pile of blackened bones is left and have no power to keep themselves preserved through supernatural means. But, what makes the plague dead fearsome things is this: Any person or creature slain by one of the plague dead rises as a plague dead the next night. When the plague dead creep into a fortress or town at night it is not long before the entire place is abandoned - and only the very, very brave dare to venture into lands infested with these terrible creatures.

<i>Command:</i> 5	<i>Guile:</i> 3
<i>Might:</i> 7	<i>Prowess:</i> 3
<i>Health:</i> 12	
<i>Menace:</i> 5	<i>Armour:</i> 4

Ghosts

Unquiet spirits of the dead bound to the mortal world, Ghosts are spectral and shadowy things, creatures of darkness, made of darkness and afraid of the light. Few Ghosts appear during the day, and then only away

from direct sunlight. Their forms are too much like mist to survive direct light, which causes all but the most powerful shades to fade away to a thin voice until darkness returns.

Ghosts can come into existence in one of three different ways. Swarths are the spirits of those who have died while troubled by a dark secret, in deep sorrow or fear or in need of revenge. These are thin and feeble spectres, capable of manifesting only as voices or cold winds, corpse-lights or faces reflected in water. Lost souls who wander the sea are Swarths, so too are the shadows that linger on ancient battlefields or the cursed shades that haunt old ruins where they died. Swarths will haunt a place that had meaning to them in life and may seek to have some deed done that will allow them to rest. A Swarth of a murdered lover might linger about her hidden grave until the bones are discovered and put properly to rest. Such spirits are usually beyond thoughts in words and sentences but they have a deep sense or need, urgency even and whatever their driving emotion be it revenge, sorrow, bitterness or anger it will in time overcome them and make them a servant of that passion.

Shades are the spirits of those who have are summoned or bound to the mortal world through broken oath, betrayal, hatred, curse or sorcery. Shades have a little magic bound up in them, and though mist and dust make up most of their flesh, they have a solidness that Swarths utterly lack. When seen magically Shades will appear much as they did in life, but blackened or withered, dead-eyed and gaunt. Otherwise Shades look like little more than an apparition cloaked in darkness. Shades are the most common form of ghost. Finally there are Wraiths, those who through their own bitter desire to linger in the mortal world and their own works of evil are condemned to a sleepless death. Wraiths cling to the living world as much as through their own sheer will, greed or love of power refusing to enter the spirit-world. Wraiths possess a more solid form than other ghosts, they contain more than a little of their own dead body in their shadowy innards and are almost akin to Draugnar. As such, Wraiths cannot pass through solid objects in the way that Swarths and Shades can. Wraiths can interact with the physical world, cause harm and injury and carry objects, but are unable to wear clothing or armour other than what they carry with them as burial vestments.

Drain Life: Some, but not all ghosts, are make themselves more solid, and real entities and swell their form with spirit exists: to drain life away from the living. To drain life from a living being the wraith needs merely to touch the victim. This causes injury to the victim's flesh, blistering the skin with cold and frost. The damage done to the body is determined by a test of Menace in the usual way. More powerful wraiths are more adept at draining life and have a higher menace. Each time a wraith does a Critical Wound by draining life essence it advances a level of power.

Force of Mind: Some ghosts are incapable of physically manipulating the solid world in the usual sense. They can however channel their willpower and emotions into a form of raw brute strength that can clumsily lift, throw or knock over physical things.

Insubstantial Form: Ghosts can pass through solid objects and cannot but harmed except by sorcery and enchanted weapons.

Shun the Day: The bright light of day does not shine well on the shadow-stuff of the soul. Ghosts, even very powerful wraiths, can be destroyed by daylight. Not merely sent back to the underworld of dripping darkness and mournful damned, but utterly removed from existence. The length of time a ghosts can tolerate exposure to direct sunlight before it disintegrates and blows away on the wind increases with the increasing power of the ghost.

Swarth

<i>Command: 5</i>	<i>Guile: 5</i>
<i>Might: 1</i>	<i>Prowess: 2</i>
<i>Health: N/A</i>	
<i>Menace: 1</i>	<i>Armour: N/A</i>

Shade

<i>Command: 5</i>	<i>Guile: 5</i>
<i>Might: 4</i>	<i>Prowess: 3</i>
<i>Health: 10</i>	
<i>Menace: 5</i>	<i>Armour: 5</i>

Wraith

<i>Command: 5</i>	<i>Guile: 5</i>
<i>Might: 5</i>	<i>Prowess: 4</i>
<i>Health: 15</i>	
<i>Menace: 7</i>	<i>Armour: 7</i>

Curses

Ghosts are capable of channelling their own substance into negative magic that can curse unfortunate mortals. A ghost needs to be in the presence of a mortal to invoke a curse and in so doing the ghost loses a rank of power. The following is a list of curses that ghosts are able to weave.

Barren: The victim becomes unable to beget children. If a man he cannot father children. If a woman she cannot become pregnant.

Fogged Sight: The victim's eyesight slowly deteriorates until he can only make out vague, blurred shapes and has difficulty seeing anything further than about 20 paces.

Illness: The victim becomes constantly ill, and is plagued with coughing, sickness and fevers. The illness is non-contagious and not life threatening, simply very uncomfortable.

Luckless: Random things begin to go wrong for the victim. Their house may accidentally catch fire. They find a hole on their purse and no coins. They are always the first to be picked on in a fight. In short he suffers from spats of terrible luck.

Nightmares: The victim becomes plagued by constant and terrifying nightmares associated with the wraith who worked the curse. These nightmares begin to take a terrible toll on the mind preventing the victim from finding any rest in sleep.

Sapped of Magic: The victim loses the ability to use any of his or her magical disciplines to a power above Rank One.

Wracked: Movement becomes painful for the victim, even merely walking, and breathing becomes a harsh ordeal.

Corpse-Candles (Eldir Nainn)

Swarth: Called also the Wights of Dead Marshes, Corpse Candles are the restless spirits of those who have been lost to the fens, and who now wander the swamps as flickering, insubstantial spectres. In the distance Corpse-Candles may indeed appear to be sickly lanterns or candles drifting over the swamps. But, upon closer sight they become clearly horrifying things - pale, luminous memories of their former selves. Corpse-Candles will vary in their interactions with the living. Those that have existed longest in this half-dead state begin to lose their memories of life and become

little more than mindless spectres desperate for a little of the warmth and life of living things. Others may retain a little of their former memories and desire a proper burial, or revenge on whatever befell them years earlier. Those who have kept some of their former wits will be quite able to speak to the living although their voice will consist of little more than harsh whispers.

<i>Command:</i> 3	<i>Guile:</i> 3
<i>Might:</i> 1	<i>Prowess:</i> 1
<i>Health:</i> N/A	
<i>Menace:</i> 1	<i>Armour:</i> N/A

March of Souls (Einherear)

Shade: In places where there have been great battles, or sieges there will be those who have perished under such pain or in wrath or went unburied and unhallowed to the carrion-wolves that their souls are unable to go peaceably upon the path of the dead and remain behind as wraiths sorrow. Such wraiths are often condemned by their own misery to arise and re-enact the last moments of their life. Fighting anew each stormy night battling and fighting and sometimes achieving peace - either through some act of revenge, or forgiveness, or completion.

A March of Souls is any tract of land haunted by these spectres which are seldom arise as anything more potent than Wraiths of Lesser Power. As years roll by individual wraiths either give up their struggle to hold on to their mortal cares, or die a second death at the hands of their fellow spectres and pass onto the path of death. The numbers of ghastrs thus dwindle over time. until as years roll into centuries the very oldest ruins and battlegrounds hold not even these last memories of the past.

<i>Command:</i> 2	<i>Guile:</i> 2
<i>Might:</i> 4	<i>Prowess:</i> 4
<i>Health:</i> 10	
<i>Menace:</i> 5	<i>Armour:</i> 5

Saltsea Shade (Draupnir)

Shade: Pity the drowned dead for they are the forever lost, those whose shades are trapped at seas, tossed on the yellow foams of storms and forever hunting for a way back to the dry, warm home they left behind. Saltsea Shade lurk half-asleep in the waters during calm days but on stormy nights these spectral apparitions are awakened and raise up from the depths

to haunt the upperworld and try once again to claw their way to land - or more worrying for sailors - aboard a ship.

Command: 4 Guile: 3
Might: 3 Prowess: 3
Health: 8
Menace: 4 Armour: 4

Ashen Folk

Wraith: The restless spirits of the long dead race of enchanted cousins of the Aelfan Folk who were known in ages past as the Eldritch. The Eldritch slew one-another long ago in a fiery civil war that ruined their cities and left only a few scattered individuals alive, and they too in turn dwindled and died. The lands of the Ashen Folk are now haunted by these grey and gaunt wraiths of the dead, embittered and bearing ill will to all that dare to breathe the air of their ruined kingdom.

Command: 4 Guile: 4
Might: 4 Prowess: 5
Health: 15
Menace: 7 Armour: 7

Grimm

The Grimm are peculiar spirits – beings that are conflicted capable of both great evil and acts of kindness. They are said to be the servants of the bloodstained gods and they often take the form of great shadowy wolves or ravens or other sacred animals – Hawk Grimms, Owl Grimms and Hound Grimms are spoken of in some stories. Grim appear to serve two functions, the first is the hunt the world for news and rumours to report to their masters the gods. The second is to deal out the rough handed justice of the gods. Those who are cowardly or curse the gods, or break an oath in the name of the gods may well expect to awaken one night to the sight of a great shadowy wolf with glimmering eyes at the foot of his bed.

Fear of Doom: Most mortal things, be they human or otherwise feel an irrational fear of Grimm on sight. These servants of the bloody and dark and divine carry with them a great sense of power and a Character that is confronting by one must pass a Test of Courage (diff. 9) or feel compelled to keep a reasonable distance from the shadowy thing.

Curse of Doom: Grimms can lay a curse on a creature

or mortal that will cause the victim to die a bad death within a year and a day. The victim may wither away, or be struck by a falling tree, or suffer a massive heart seizure, but one way or another this curse works its course. There is no known way to undo such curses and it is best to be polite when dealing with Grimm.

Command: 10 Guile: 10
Might: 12 Prowess: 12
Health: 20
Menace: 6 Armour: 5

Farafaer, Raven-Grimm

Farafaer was a mortal man who lived as the lord and warrior-king of a tribe over three hundred years ago. His soul was taken by the gods and reshaped into a raven, huge and black and shadowy. He has lived so long in his raven for now that he barely remembers his life, let alone what it was once to be alive. His existence now consists of wandering the world doing what he perceives as the will of the gods, though truth be told he has not been summoned back to the thrones of the gods for a century, for time passes differently for gods and they can be distracted and forget their servants for a few moments.

Command: 12 Guile: 15
Might: 15 Prowess: 10
Health: 25
Menace: 7 Armour: 5

Demons

The pre-dead and the old spirits that came out of the void at the dawn of time. Demons are things of shadow and darkness, fire and ice, chaos and nightmare. Many of the elder shapeless things that came out of the darkness in ages past dwelled only a brief time in the mortal world and returned to their cold spheres beyond the stars, having found the world of warmth and light unpleasant. Others, however, remained and took corporal forms that were a little of this beast and a little of that, a bit of shadow and blood of flame and made for themselves homes in the dark places of the earth.

The Demons of Mithgerd have never been numerous, and now that the old ages of magic have rolled away Demons are fewer still. Although powerful beings, Demons do not ally easily, and tend towards lonely

existences sometimes ruling over other petty things, sometimes haunting forests and caves alone. And although a single Demon is a force to be feared, these creatures can be killed with powerful magic or enchantment, and over the years many have been slain by sorcerers and warriors.

Demons do not need to eat, drink or sleep and have no use for mundane possessions, gold, treasures or armour, though their naturally aggressive, prideful and alien minds make them dangerous things to be near.

Aivatar of the Deep Woods

Aivatar is a grand and elder demon and though she is sexless as with all demons, she speaks in a woman's voice and prefers to be spoken of as female. Aivatar has taken the form of a huge green and emerald creature with a demonic and horned face, a body somewhat but not entirely like that of a dragon and an elegant dancing gait. She moves about her Queendom in the Forest of Gangrathir hunting for trespassers and jealously guarding her lands against all who come near. She is, after a fashion, a protector of wild things, but a vengeful and dangerous one and a creature to be feared and avoided.

<i>Command: 20</i>	<i>Guile: 20</i>
<i>Might: 20</i>	<i>Prowess: 20</i>
<i>Health: 50</i>	
<i>Menace: 10</i>	<i>Armour: 10</i>

Ragnor of Hellfrost

A huge creature with skin of black stone, eyes of fire, vast wings and a terrible visage. Ragnor of Hellfrost is wreathed always with a blaze of cold fire and his breath blisters and burns. He came out of the frozen north in ages past and took the city of Hammarfell for his own, killing or driving out all that lived there. Ragnor dwells now in the city as a sort of god, worshipped by a tribe of Half-Trolde which bring him sacrifices that he doesn't truly want or need but is willing to accept as something that lends meaning to his pride and conceit.

<i>Command: 15</i>	<i>Guile: 15</i>
<i>Might: 25</i>	<i>Prowess: 17</i>
<i>Health: 70</i>	
<i>Menace: 12</i>	<i>Armour: 10</i>

Wild Folk

The Wild Folk are the last living vestiges of the elder spirits of the earth, elemental beings with bodies of wood and rock, moss, water and mist. These are a long-lived race of beings, slow to anger, ponderous, and long of memory, remembering ages past, favours and insults long after the ages have turned and turned again. Memories of times before fire and axe hewed much of the wilds away has left some Wild Folk hateful of things that have the shapes and wits of men, and mortals are cautioned to treat these ancients with a certain degree of trepidation.

Wild Folk take many and varied forms, some live as walking trees, others have bones of rock and flesh of moss, still others consist entirely of sea foam and kelp or have bodies so insubstantial that they exist as little more than a fell voice haunting cold hills.

Elbgast

Strange spirits that look like little more than knitted shadows who haunt the dark woods, and moors of the world. Elbgast are a nasty, cruel sort of spirit, who seem to delight in waylaying mortals, tormenting animals and generally causing fear and terror among anything they meet. Some stories suggest that the Elbgast are lost souls of elves – those who in dying and unwanted by the gods or by hell have been forced to enter another state of existence, forever a shadow in the mortal world.

<i>Command: 3</i>	<i>Guile: 7</i>
<i>Might: 4</i>	<i>Prowess: 5</i>
<i>Health: 10</i>	
<i>Menace: 5</i>	<i>Armour: 5</i>

Elderwood Ancients

The elder spirits of the forest - strange beings that are part wood-spirit and part lesser god. They are more tree than human in form, with skin like bark, beards of mossy growth, eyes like polished jade and warts of fungus. Some Elderwood Ancients shamble about each night, moaning and creaking, whereas others seem either unwilling or unable to uproot and wander in the night. Elderwood Ancients were once found in most forests across Mithgerd, but have in recent centuries dwindled in numbers until now they are only to be sought out easily in the Ironwood. A few are rumoured

to live still in Dellingar Wood, though the truth of this is not certain.

Command: 8 Guile: 8
Might: 12 Prowess: 3
Health: 40
Menace: 8 Armour: 10

Folk of the Forest

A kith of beautiful nymphet wood spirit. Taking the form of beautiful women, the Folk of the Forest, when not dancing by moonlight or singing on the mountainsides are said to delight in nothing more than beguiling, pursuing and ensnaring mortal men. It is said that a man who can resist the charms of a Folk of the Forest will gain power over her, while the man who succumbs and gives himself to her is lost—many stories tell of those who would not follow the sweet words of the Folk of the Forest into the forests later finding the bloodied, rotted remains of their friends who did. Folk of the Forest are also called the Green Women or sometimes the Grove Folk.

Command: 5 Guile: 8
Might: 3 Prowess: 2
Health: 15
Menace: 8 Armour: 4

Folk of the Pines

A kin of Wild Folk who are native to the frozen forests and wastes of the north. The Folk of the Frost are arguably the most beautiful of all Wild Folk kith. They stand about five to six foot tall in an abstracted, glittering human form. Their skin shimmers like moonlight on snow, their hair is strung with jewels of ice, their eyes are deep and blue and clear. And yet for a mortal man the Folk of the Frost are deadly, their touch is the brush of frostbite, their breath in the ice of a blizzard, their fingers sharp as icicles.

Command: 5 Guile: 8
Might: 5 Prowess: 4
Health: 15
Menace: 10 Armour: 4

Foxfire Folk (Irrlicht Folk)

A kin of nymphet Wild Folk who haunt the rivers and wooded banks of the Foxfire Fens. The Foxfire Folk are ephemeral to look at, with skin of shimmering golden-green and hair that falls in long fair locks. In

their native state the Foxfire Folk stand about five foot tall, resemble lithe, sleek humans and possess a peculiar, almost alien beauty. They can however assume another form: a small flickering ball of light and flame. In this foxfire shape one of the folk possesses only senses their surrounds on a spiritual level - perceiving auras rather than physical shapes - and has no power of speech or force.

Command: 2 Guile: 2
Might: 4 Prowess: 6
Health: 8
Menace: 3 Armour: 2

Haunting Wind (Irungar)

The master of the mountain peaks of the silvered snow and craggy heights of the Bjornetooth Peaks. Irungar the Haunting Wind is a terrible phantom, filled with hate for all that go on two legs, and ever watchful to waylay and turnback any who trespass into his realm of the frozen beauty of ice and the ever-shifting beauty of clouds.

Command: 2 Guile: 2
Might: 15 Prowess: 15
Health: 100
Menace: 10 Armour: 10

Liege of the Hollows

The Liege of the Hollows dwells at the deep heart of the Whispering Woods, tended by nymphet wood spirits and ever watching and protecting his forests. Dressed regally in a cloak of leaves, and a helm of polished jet, his sword is wrought from polished jet his crown from amber and gold. With skin a pale greenish shade and eyes like emeralds and a beard like moss the Liege of the Hollows is a sight that is terrifying by his strangeness. He is also a creature of contradiction for he is good to those who are good to his forest and evil to those who hunt his subjects or burn and slash his trees.

Command: 7 Guile: 6
Might: 12 Prowess: 12
Health: 30
Menace: 9 Armour: 8

Restless Waters (Elivagar)

There are some who say that Elivagar the Restless Waters, the old green bearded, pot-bellied spirits of

the river are those who tempt suicides into cold waters. They are rumoured to draw the souls of the drowned down to their palaces to be reshaped by magic and made into servants to tend the watery realms and river woman to sate their lust. Whether or not there be truth in the tales Elivagar remains a dangerous cunning-eyed creatures to deal with, and many is the mortal who has bargained with the weed-cloaked river spirit to his own peril.

Command: 15 *Guile: 15*
Might: 20 *Prowess: 10*
Health: 20
Menace: 7 *Armour: 7*

River Woman (Ondine)

The spirits of drowned woman trapped in the icy waters of their tomb, River Women are known for their cold, remote beauty. Perhaps their ghostly origin has some grain of truth for River Women are forever tempters, seemingly hopeless, lonely and love lost, craving a warm touch - and they will beg and plead, lead and bribe anyone who comes near into their icy embrace - but merely touching a River Woman is fatal. River Women cannot leave the waters and if threatened by magic from a distance will retreat and vanish beneath the waves.

Command: 4 *Guile: 4*
Might: 3 *Prowess: 3*
Health: 15
Menace: 30 *Armour: 4*

Snow Queen (Himinglaeva)

A spirit of unmatched beauty who dwells in a realm in the frozen north. She is a dazzling creature, with skin like moonlit snow, eyes like ice on fire and hair glittering with frost. Said to be the spirit of winter itself, she travels in blizzards and in the old stories will entice young men to follow her – but like winter itself she is beautiful and dangerous. Those who love her are never seen again, some say they die instantly becoming frozen statues for her, others say they become trapped, enslaved as miserable souls for eternity.

Command: 30 *Guile: 30*
Might: 30 *Prowess: 30*
Health: 50
Menace: 15 *Armour: 8*

Storm's Liege

A water-spirit who inhabits the sacred waterfall of Dusking Falls deep in the wilds of the north. A particularly musical supernatural he is said to know eldritch tunes, and anyone, be they an infant, elderly or even a dog or cat that hears his music will not help but begin dancing and cavorting in time. Bards who want to learn the art of such deep music are advised by elder lore to seek out Storm's Liege and offer to him a sacrifice—if he accepts he will come out of the waterfall and take the bard's hands in his and through his power make blood pour from the fingertips—once the wounds are healed the skald will discover a powerful skill for every note of music (+5 Ranks to Craft).

Command: 15 *Guile: 15*
Might: 12 *Prowess: 12*
Health: 30
Menace: 8 *Armour: 8*

White Wreathen (Eimgeitir)

The White Wreathen are a kith of Wild Folk that have made for themselves bodies out of morning mist, dew and the songs of air in the trees and leaves of their woodland homes. They are beautiful to behold, but rare, and difficult to engage in anything but the most superficial and riddling of conversations for the White Wreathen know nothing of the urgency of human lives, nor of sorrows nor loss nor any emotion. And although they are sometimes kind to the lost and weary it is merely a part of their nature, as the sun is kind to the cold.

Command: 3 *Guile: 4*
Might: 3 *Prowess: 3*
Health: 8
Menace: 5 *Armour: 4*

Wisp of Pale Sheen (Eldir)

These tiny spirits haunt the fens and wetlands of the world drifting from reedbed to hollow, dancing on the reflection of stars in the waters and flickering along moss edged pools. The body of an Eldir is nothing more than a pale sheen of swamp light – so pale that when on occasion a wisp does not sink below the waters to rest the day until evening again comes it disappears to sight under the harsh glare of the sun.

Command: 1 *Guile: 2*

Might: 1 *Prowess: 2*
Health: 6
Menace: 4 *Armour: 3*

Woodmare

The spirits of the woods are mostly a secretive and vanishing lot. Their temperament is slow and ponderous, quicker in spring and near asleep in winter. Their ways are strange and unknowable, and yet it is the spirits of the green wood that mortal man has most often met and had dealings with - for better or worse. For there are still vast forests and many is the mortal who makes a living as a woodcutter, beekeeper or huntsman, and many is the tale told of the green-folk coming out of the woods to speak, treat with and carry away another mortal.

Command: 5 *Guile: 6*
Might: 5 *Prowess: 5*
Health: 12
Menace: 7 *Armour: 4*

Afterword

Many people have contributed ideas, thoughts, suggestions and questions to Wayfarer's Song over the years. There are too many now to mention all of you by name, but I need to thank you for the time and effort spent in reading and commenting on this little game. If you are new to this game, then I hope you have found reading it enjoyable, and hopefully you have gleaned a little from the work. I tend to believe that other people's homebrews can provide a lot in the way of inspiration and insight into the ways and means by which a game can be written, and so, even if the game is never played, it will hopefully provide something of that glimmer of a new idea. If the game is played, then I hope you enjoy it... or more correctly, enjoy the game that you find and create here. All players, whether they realize it or not, create more than a little of each roleplaying game they play, sometimes it minor additions or removals of rules, sometimes it's a particular mood or gestalt of the playing group. The Wayfarer's Song that you play will not be the same as the Wayfarer's Song that other people play, and it will likely be more than a little removed from the game that I envisioned. For that, I think we can all be grateful, for roleplaying, if nothing else, allows us all to make real a little of our own reality, our own world and our own times and places to live within for a while.



Wayfarer's Song



Name: _____ Tribe: _____ Traits: _____ _____ _____ _____	Disciplines	Exp	
	_____		0 0 0 0 0
	_____		0 0 0 0 0
	_____		0 0 0 0 0
	_____		0 0 0 0 0
	_____		0 0 0 0 0

Aptitudes

Appray: _____	Cunning: _____	Subterfuge: _____
Brawling: _____	Fortitude: _____	Wayfaring: _____
Dexterity: _____	Perception: _____	Willpower: _____
Courage: _____	Presence: _____	Wisdom: _____
Crafts: _____	Ranged: _____	Wit: _____

Injury

Health

Fatigue

Vigour

Souldurn

Max

Belongings

Armour:

- Protection:

Shield:

- Protection Bonus: +

- Ranged Bonus: +

Sorcery