



Wayfarer's Song

Book Two: Creatures and Relics

Being a treatise of wild and enchanted things

As described by Christopher Johnstone

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MythoSaga

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Part One: Introduction

All heroes need monsters to prove their worth against and treasures to make the proving of the worth worthwhile. In this book are collected some of the monstrous things, rare beasts and enchanted creatures that heroes and adventurers in the world of Mithgerd may chance across as well as treasures and wondrous relics.

This book is not a stand-alone game. You need the *Core Rules* and at least one *Kithbook* to play Wayfarer's Song.

Part Two: Creatures

*This fearful worm would often feed
On calves and lambs and sheep,
And swallow little bairns alive
When they lay down to sleep,
And when he'd eaten all he could
And he had had his fill,
He crawled away and lapped his tail
Ten times around Lambton Hill*

The Lambton Worm
BRITISH FOLKSONG

Creatures are one of the most important facets of a game world. They can provide action in the dull moments, interesting, eccentric and unusual characters to interact with, or companions for the players. But, more than this, the creatures of a given fantasy world gives some powerful insight into the nature of that world. I am a great believer that creatures and the world they dwell within should be interwoven. I have taken a somewhat unusual approach to the layout of this chapter. I have presented creatures not alphabetically but grouped according to their native land.

Approach

The approach I have settled upon is this: I have divided up 'monsters' according to categories and then dealt with these categories separately. Each category begins with a discussion in the

Legalese

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Further Legalese Necessitated by Stupid People

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 etc.

context of the game, continues with some general information about broad archetypes of 'monsters' and ends with some useful details and descriptions of individual, not races, of monsters. My reasons for doing so are...

- Better reflects Saxon-Norse myth in which monsters tend to be highly unique and various
- Guides you, the Storyteller, in the process of creating your own monsters
- Encourages the concept that monsters in Mithgerd are extremely rare and unusual

Designer Notes

You are likely to notice first of all that many of the usual fantasy monsters are absent from the following. Anything that has its origins in classical mythology is out of place here: gryphons, harpies, dryads, hydra, Cyclops, and Pegasus. Anything too recent in origin: the unicorn, mantichore and the basilisk, all being medieval, are nixed. The word 'ogre', being late

renaissance, is also absent. I chose also to also remove goblins - but more out of a wish to avoid confusion. In a Saxon-Norse culture the word goblin (or similar spellings) tended to mean 'ghost' and had little relation to our modern concept of the goblin.

A Note on Translation

My translations from and into (primarily) Old Norse should not be treated as academic in any way. I have vulgarly anglicised many words. Where we would pronounce 'j' as an 'e' I have replaced the letter. Thus Bjorn (bear) becomes Beorn. I have transliterated the old letter ð with 'D' at the beginning of words and 'th' anywhere else. Thus Rauð (red) becomes Rauth. In other instances I have made aesthetic changes. Dreki (dragon) feels clumsy. I have changed it to Drakkar - a much later corruption of the earlier Norse.

Creatures of the Mythic Age

The mythos of the north is resplendent with many colourful, monstrous, terrible and earth-shaking creatures. One thing that is striking about the variety of the tales told about the monsters of northern myth is just that - the variety. Trolde and dragons may abound, but seldom are two Trolde very similar creatures. Some live in fetid swamps as little more than savage beasts, others are almost civilized woodland, homely creatures whose favourite dishes are fox-tail soup and badger-foot stew. In short the tales of northern myth are lined with oddities, uniqueness and one-off things. There is no race of Fenris. No flight of Fanfir. 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 not tame, and will be unlikely to 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

Talismans

Talismans are a sub-class of relic that is crafted from the body parts of enchanted creatures. For instance the fur of a dire 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 the Talismanic Craft discipline. To simply hack up a pelt isn't enough - rites and rituals need to be performed over it. Trophies 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.

Trophy

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

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.

Small Creatures

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.

Brock

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.

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 elvish realms and a part of that elvish magic has worked into the fox's blood, making the whole race seem mysterious, and on the border of the limits of mortal knowledge.

Owls

Owls are strange, peculiar birds. Friends of the night airs and it is said of spirits and elvish 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 gold 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 when confronted, 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, 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 this summer.

Monstrous Things

Over the following pages are listed creatures, spirits and undead beings that are more likely to provide the players with antagonism that sparrows and foxes. As such the following monstrous things are dealt with in more detail and from the perspective of a potential opponent in combat.

A Guide to Combat Tables

Each entry that follows has a combat table much like this one...

Natural	Large	Huge	Hulking	Monstrous
6/6/7/5	6/7/7/5	5/7/7/6	5/8/7/6	4/8/7/7
Basic	Avg.	Fair	Adv.	Pen.
Menace 8	Menace 9	Menace 9	Menace 10	Menace 10
Armour 2	Armour 2	Armour 3	Armour 3	Armour 3
Subst. 0	Subst. 0	Subst. 0	Subst. 0	Subst. 0

Each creature, undead or spirit has five challenge levels. These may be related to size (as above) or raw power, as is often the case for undead and spirits.

Each column provides a few basic details, enough to allow you to run a quick and easy combat using the entry. The first row of numbers represent Dexterity, Fortitude, Perception and Wilpower in that order. In the above example the Dexterity of a Natural member of the species is 6. The dexterity of a Huge member of the species is 5.

The next row lists a proficiency of combat skill. Below this is listed Menace and Armour. Combat skill, Menace and Armour function exactly as they do for a player character.

The final row is only of importance to spirits. This is Substance, a meta-resource that spirits can spend to work magic. You should review the later section *A Further Word on Spirits* for more precise information.

The Kith and Kin of Men

Mortal Men, Aelfan, and Duergar, are each dealt with in detailed Kithbooks and most important non-player characters of the four kindred should be drawn from the kithbook rules. But, characters of any given race may also appear in your game as minor stock villains, guards, townsmen, travellers or warriors, and some very general combat detail is useful to have on hand for each race.

	D/F/P/W	Attack	Menace	Armour
Aelfan, child	8/2/8/5	Unskilled	3	0
Aelfan, commoner	8/5/8/8	Rudimentary	4	0
Aelfan, warrior	7/5/9/8	Average	6	1
Aelfan, hero	7/6/9/8	Fair	7	2
Aelfan, legend	6/7/9/8	Advanced	8	3
Duergar, child	6/6/6/5	Basic	5	2
Duergar, commoner	5/7/6/5	Average	7	3
Duergar, warrior	5/7/6/6	Fair	7	4
Duergar, hero	5/8/6/6	Advanced	8	4
Duergar, legend	4/8/6/7	Penultimate	9	4
Mortal, child	7/2/7/3	Unskilled	3	0
Mortal, commoner	6/4/7/6	Basic	5	1
Mortal, warrior	6/6/7/6	Average	7	2
Mortal, hero	6/8/7/6	Fair	8	3
Mortal, legend	6/8/7/6	Advanced	9	4



Arend (Eagles)**Creature**

Natural	Large	Huge	Hulking	Monstrous
8/5/8/5	8/6/8/5	7/7/9/6	7/8/9/6	6/9/9/7
Basic	Avg.	Fair	Adv.	Pen.
Menace 8	Menace 9	Menace 10	Menace 11	Menace 12
Armour 0	Armour 0	Armour 1	Armour 1	Armour 2

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.

Talismans

Eagle-Fledged Arrow: An arrow fletched with the feathers of an Arend 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 up to three Tests of Perception in any one game session.

Necklace of Feathers: A necklace made of eagle feathers adds point to the Perception of a character while worn.

Skull of the Golden Eyes: A skull of an Arend scoured of flesh and marked with graven runes can be made into a Talisman that when carried allows a character to choose to automatically pass one Perception test a game.

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 skill each game session.

Arngrim Roanfeather

Lord of the northern 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.

Beorn (Bears)**Creature**

Natural	Large	Huge	Hulking	Monstrous
6/6/7/5	6/7/7/5	5/7/7/6	5/8/7/6	4/8/7/7
Basic	Avg.	Fair	Adv.	Pen.
Menace 8	Menace 9	Menace 9	Menace 10	Menace 10
Armour 2	Armour 2	Armour 3	Armour 3	Armour 3

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.

Powers

Intractable Fury: A Beorn defending cubs or its lair always has the advantage even if significantly outnumbered.

Savage Maw: Upon inflicting a Severe wound or worse to a non-vital area a beorn can choose to bite off a hand, foot or part of a limb.

Talismans

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 test of Willpower.

Sceptre of Kings: A sceptre carved from the bone of a beorn gains a little majesty of the creature in life. Any ruler or king who wields such a sceptre can force a subject to make a test of Willpower or be obliged to follow the ruler's commands.

Skull of the Bear: A bear skull scoured and marked with runes will ward away wild and dangerous animals – making them afraid of venturing much 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.

Lord of Northron Wood

Beorn: 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.

Drakkar (Dragon) Creature

Spawn	Fledgling	Young	Adult	Elder
7/5/7/7	7/6/7/7	6/7/8/8	5/8/9/9	5/9/9/9
Avg.	Fair	Adv.	Pen.	Par.
Menace 8	Menace 9	Menace 10	Menace 15	Menace 20
Armour 2	Armour 2	Armour 3	Armour 4	Armour 5

The fire-drake of old. The blazing comet of hellfire that streaks across the sky on blackened bat-wings, each the size of sails. Drakkar are among the most feared and fearsome of creatures to haunt the land and air of Mithgerd. In shape they are long sinuous and serpentine, with a wicked golden-eyed head, scales like burnished copper, bronze and red gold, long curved claws of jet and great beating wings.

Drakkar are long-lived, greedy for treasure, languid, cunning and wise in the ways of sorcerers and gods – though Drakkar themselves practise no magic. They have keen senses, their sight and hearing and smell are second to none and the prey a Drakkar hunts seldom eludes it for long.

Drakkar are found mostly in the northern lands, among the wastes and mountains where prey is large and the weather deep and cold so that their lairs are untroubled by greed of men when the Drakkar sleep as they are wont to do for months, even years on end. A few – especially those younger and brasher of their kind – will wander south over rich and fertile lands in search of a hoard to claim and a lair to master. Female Drakkar mate and lay only one egg every nine years. The dragonet when it hatches is wingless and spends the first hundred years of its life as a serpentine creature lurking most commonly in lakes, tarns and fens – easily mistaken for a wurum from a distance. At the end of a hundred years the dragonet begins to undergo a transformation – its scales harden into fireproof plates, its wet, slippery form gains bulk, and wings sprout and grow. When it leaves its watery home it will never return for the one thing that the crimson kings and queens of hellfire fear is water – that which might quench their flame. They go near it only ever to drunk and then choose shallow muddy pools that pose no risk.

Powers

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: Drakkar are able to breath an acidic blast of black sticky venom. The venom counts as an Intense Poison but also causes corrosive damage on contact with skin. Treat the breath as doing Menace 8 damage to the entire body of anyone caught in the cloud.

Enchanted Scales: The armoured scales of a dragon are charmed against injury and count as Armour of Lesser Enchantment. In practical terms this means that to actually injure a dragon a weapon of Lesser Enchantment or better is needed.

Rage: Whenever a Drakkar is injured but not killed by an attacker its menace increases by 1 – to a limit of 9 - and its attack increases 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 listeners resolve not to listen to and believe its words. Any character to hears a dragon make enticements and offers for three or more rounds must make a Test of Willpower. If he fails the Test of Willpower he temporarily loses a rank in Willpower and must make a test again next round. A pass allows a character to shrug off the effects of the voice. As soon as a character is away from the influencing effects of a dragon voice he regains all lost Willpower.

Talismans

Drakkar Bone Blade: A sword or similar weapon made from the bone of a Drakkar has an additional +2 menace to a limit of 9.

Drakkar Skull Helm: A helmet made from a Dragon Skull bestows upon the wearer the 'Voice that Saps the Will' power above.

Drakkar Tooth Necklace: A Necklace made from the teeth of at least five Drakkar makes the wearer immune to the 'Voice that Saps the Will' power.

Blood and Spittle: The blood and spittle of a Drakkar can be mixed together and brewed into a potion that will heal the drinker of any recent burns from heat or fire.

Horn of Marauder: The horn of a Drakkar can be wrought into a hunting horn that when blasted causes all enemies within earshot to make a test of Willpower or flee in terror.



Fire-Scale Armour: The pelt of a Drakkar can be made into protection 3 armour. The armour provides 5 protection against, fire or enchanted attacks.

Fire-Scale Shield: The heaviest and thickest scales of a Drakkar if crafted into a shield provide 7 protection versus fire, enchanted or otherwise.

Tongue of the Drakkar: The tongue of a Drakkar if roasted and eaten will grant the ability to understand and speak the language of birds.

Aslaug the Gildenwing

Drakkar: 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.

Crimson Hyrrokkin

Drakkar: 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.

Leirvór of Myrkanmoor

Drakkar: The black scaled, filth-encrusted Leirvór has long dwelled in his bleak and misty marshes, long haunted the night sky and breathed ribbons of fire upon any who trespass upon his realm.

Leirvór of Myrkanmoor 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.

Draugnar

Undead

Least	Lesser	Greater	Grander	High
9/1/5/5	8/3/7/6	7/5/7/7	6/7/7/8	5/8/7/9
Avg.	Fair	Adv.	Pen.	Par.
Menace 6 Armour 1	Menace 7 Armour 2	Menace 7 Armour 3	Menace 8 Armour 4	Menace 8 Armour 5

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 are usually described as becoming 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 must be beheaded and burned to be permanently rid of it. Other cleverer 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, and then first tying it to a boulder, threw it into the water.

Powers

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 losing 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.

Weakness

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.

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.

Plague of Ghosts (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 plague ghosts fearsome things is this: Any person or creature slain by a plague ghost raises as a plague ghost the next night. When plague ghosts 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.

Earth-Wights (Elementals) Spirit

Least	Lesser	Greater	Grand	High
0/0/5/5	0/0/7/6	0/0/7/7	0/0/7/8	0/0/7/9
Rud.	Basic	Avg.	Fair	Adv.
Menace 3	Menace 4	Menace 5	Menace 6	Menace 7
Armour 0	Armour 0	Armour 0	Armour 0	Armour 0
Subst. 1	Subst. 2	Subst. 3	Subst. 4	Subst. 5

Elements, or earth-wights, as they are also called in the Age of Mythos, are the least powerful of all the insubstantial, flimsy spirits of the earth, waters and sky that never formed for themselves solid bodies. Either through lack of power, or intelligence or interest the Elementals remained in their ghostly forms, pale, sinuous shadows, sometimes man-shaped, sometimes with no more form than mist while other spirits have made for themselves more solid bodies.

To a layman an elemental appears to be little more or less than a silvery wisp that shifts in and out of more or less human forms. To spot an elemental in shadowy places or at night requires a test of fortitude. To a person with second sight on the other hand an Elemental will appear to be a blazing, bright white twist of spirit stuff that they will not help but notice.

Elementals spend most of their time hidden in the rocks, trees, earth and water. It often takes a person with second sight to even see elementals, and a person may easily pass through life glimpsing elementals only once or twice in their life.

Interacting with Elementals

Elementals are at the best unlikely to so much as notice living creatures, at the worst they may



become aggressive, and attack without seeming concern for their own being, or reason. If forced to fight an elemental then successful blows will simply whisk through the entity's body. More powerful elementals consist of more 'substance', a magical spiritstuff. A spirit eventually dissolves if it takes too much damage to its form. More sturdy spirits can take more blows before they simply disintegrate and blow away on the wind. For each blow that an elemental takes it loses one rank of substance. Once it has lost all substance it vanishes utterly. Any blow with an enchanted weapon, or damage taken from enchanted forces or fires destroys an elemental utterly and completely.

Spirit-talkers

There are some sorcerers who have the power to bind and command elementals to their will. Such sorcerers are called sometimes spirit-shaman, or spirit-talkers. The advantages of tethering a crowd of elemental servants to one's being can be many. Elementals make powerful spies, and the more solid of their kin can make for useful combatants. A swirling wall of elementals can be enough to dissuade even the most foolhardy of warriors from charging a sorcerer head on.

Ettin		Creature		
Child	Adult	Warrior	Hero	Legend
6/5/7/6	6/8/7/6	6/8/7/7	5/9/7/8	5/9/7/8
Basic	Fair	Adv.	Pen.	Par.
Menace 5	Menace 8	Menace 10	Menace 11	Menace 12
Armour 2	Armour 3	Armour 4	Armour 5	Armour 6

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. As such Ettins deal with men as they would with any suspicious and untrustworthy

creature, who is to blame for the death of the Ettin's patrons, the gods of old.

For the Ettin there are few things that deeply matter in life: honour, bravery, tradition, and the time-honoured ways of the past. They are lordly in many ways and yet exist in an almost savagely prideful warrior culture.

Ettins are in their own way handsome creatures, their skin is fair, their hair golden, or silvered, and their horns handsomely curved. Though bulky and angular of frame they are seldom deformed or ugly, and their voice has a power and charm to it.

The Races of Ettin

There are many races of Ettin, each aligned to an element of nature. There are stone ettin and storm ettin, frost ettin and river ettin, even clay, fire and mist ettin are rumoured to exist. Each race of ettin tends to have a distinct appearance. Frost ettin have silvery skin, eyes like winter moons, and beards that glitter as if they were full of ice. Stone ettin own grey, marbled skin, eyes like turquoise and horns like marble. Storm ettin have black and grey skin, hair that always seems to be drifting about in a strong wind and eyes that flesh like lightning now and again.

Views

Aelfan Folk: I do not understand the Aelfan Folk, I would not taste their fruits, or drink their wine for it steals away that last great strength: free will. Never be tempted by Aelfan beauty - that temptation leads only to chains.

Duergar: I hear that the Gods of Old made them out of maggots and maggots they remain to this day. Take no heed of these little creatures who forever squirm in the flesh of the earth hunting gold to gloat over and despoil.

Mortal Men: The slayers of the Gods of Old. They might have become something great if the gods had worked their charms more thoroughly. Pity the weak who are without their betters guidance. Show them no mercy, but pity them all the same.

Powers

Rune-Sorcery: The Ettin know and teach to one another several powerful sorcerous runes. These runes are cast by speaking them aloud and taking a rank of Soulburn.



Rune of Might: Temporarily doubles the might of the Ettin who casts this rune, allowing him or her to perform unheard of feats of strength.

Rune of Squall: Summons a brief but intense blast of frost, rain or storm-wind to confuse or hinder a target. The target suffers a +3 penalty to all rolls while being attacked by the Rune of Squall. The effect lasts for one round.

Rune of Smote: Increases the Menace of the Ettin who casts this rune by +5 for one attack. The rune may be cast at any time during an action round by an Ettin.

Rune of Staunch: Stops the flow of blood from one wound and invokes some minor healing power, lessening the severity of the wound by one rank.

Rune of Thundering: Temporarily makes the voice of the Ettin who cast it boom like the voice of a thousand avalanches come to life. Those who hear this terrifying voice must make a Test of Willpower or feel a compulsion to back away from the Ettin. The effect lasts for one round.

The Mountain King

High in the bleak and jagged mountains that loom beyond the iron wood 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 Mountain 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.

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.

Old Witch Hagga

Far to the west, out on an island of constant 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 acient and profound. Many is the

sorcerer who has sought her ough, paid a price that is forever kept unspoken, and learned of her the knowledge of many elder and forgotten things.

Kraken *Creature*

Spawn	Young	Adult	Giant	Elder
8/9/3/3	8/12/3/4	7/15/3/5	7/20/3/5	6/30/3/6
Avg.	Fair	Adv.	Pen.	Par.
Menace 8	Menace 9	Menace 10	Menace 15	Menace 20
Armour 4	Armour 5	Armour 6	Armour 7	Armour 8

Who dares wake the kraken? Fools only - for there are those who will tell you that dragons are the most fearsome creatures that go by land and air. Perhaps they speak aright, 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 mere dragons. So behold the kraken: black, scaly, cold, large as an islet, with a horned, beaked crimson-eyed head, and 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.

Powers

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 with an armour of 3. Attacks dirrected against the body of the kraken have to negotiate an armour of between 7 and 9 due to the tremendous size of these creatures.

Marsh-Wight *Spirit*

Least	Lesser	Greater	Grander	High
9/1/5/5	8/3/7/6	7/5/7/7	6/7/7/8	5/7/7/8
Avg.	Fair	Adv.	Pen.	Par.
Menace 4	Menace 6	Menace 8	Menace 10	Menace 12
Armour 0	Armour 0	Armour 2	Armour 4	Armour 6
Subst. 5	Subst. 10	Subst. 20	Subst. 40	Subst. 80

Strange spirits lurk among the rushes and weeds of the swamps. Eerie voices haunt the air and weird lights linger, flicker and lure the unwary deep into the realm of the marsh-wights.

Elbgast

Spirit of Greater Power

Domain: Darkness

Nature: Mischievous and Cruel

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.

Foxfire Folk (Irrlicht Folk)

Spirit of Least Power

Domain: Willow woods

Nature: Solitary and Benevolent

A kin of nymphet Wild Folk who haunt the rivers and wooded banks of the Willowood. 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 posses 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 surroundings on a spiritual level - perceiving auras rather than physical shapes - and has no power of speech or force.

Mere-Drachen

Creature

Spawn	Fledgling	Young	Adult	Elder
6/4/6/6	6/5/6/6	7/6/7/7	8/6/7/8	7/7/7/8
Basic	Basic	Avg.	Avg.	Fair.
Menace 6	Menace 6	Menace 7	Menace 7	Menace 8
Armour 1	Armour 2	Armour 2	Armour 3	Armour 3

The smaller kith of great Drakkar 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 Mere-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.

Talismans

Scaled Armour: The beautiful, armoured skin of a Mere-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 Mere-Drachen can be wrought into a hunting horn that when blasted causes all enemies within earshot to make a test of Willpower or loose advantage for a round despite numbers or circumstances.

Drachen-Bone Bow: A hunting bow made from the bone of a Mere-Drachen has 7 menace. When used to fire at a flying target the menace increases to 9.

Drachen-Bone Flute: A flute made from Mere-Drachen Bone if played to an Average skill or better will cause any Mere-Drachen within earshot to act friendly towards the player on a failed test of Willpower.

Lokkar Cove-Haunter

Drachen: 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. 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.

Merrow (Merfolk)

Creature

Stout	Large	Huge	Hulking	Monstrous
5/6/5/5	5/7/5/5	4/7/5/6	4/8/5/6	3/8/5/7
Basic	Avg.	Fair	Avg.	Basic
Menace 8	Menace 9	Menace 10	Menace 11	Menace 12
Armour 1	Armour 2	Armour 2	Armour 3	Armour 3



Ocean merfolk are a varied race, yet be they from mermaid or mermen, sea monster or brine-shaman master of storm and wind they are much feared. They are, no doubt in some way related to the trolde that dwell upon the land, and sometimes merrow are called sea-trolde for they show the same weird and varied number of forms, being sometimes beautiful, sometimes ugly and monstrous.

Powers

Master of Storm and Wave: A Merrow may make a Test of Willpower to attempt to summon or drive away a change in the weather at sea. A successful test of willpower results in a gradual change in the direction decided by the Merrow.
Song of the Lurer: Some Merrow, 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.

Trophies

Bone Wand: The arm bone of an elder merrow can be crafted and carved so that it retains some of the merfolk's master over sea and storm. The owner of a merrow-bone wand is able to make a Test of Willpower 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.

Mermaid Hair Harp: A harp strung with twined mermaid hair produces such music of profound and deep beauty that any who listen to it must make a Test of Willpower or be temporarily transfixed by the song.

Merfolk Scales: The scales of a merrow can be ground and made into a powder that when mixed with wine will allow the drinker the breath underwater.

Sea Trolde

Leather-Scale Armour: The scaly skin of a Sea Trolde can be made into armour that provides 3 protection.

Storm-Ward Charm: The claw of a Sea Trolde can be dried and worn as a talisman that wards off natural bad weather.

Fishhook of Bone: A fishhook made from the bone of a Sea Trolde is especially potent and (assuming there are fish present) will catch enough fish to make a meal for one person in about five minutes.

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 Minch is challenged by these merfolk, and if the captain can not answer riddles put to him then the Blue Men will summon a storm to sink the unfortunate vessel.

Njugal Trickshadow

Merrow: The Njugal is a tricksome, shapeshifting water-trolde that dwells in a deep watery hole called also Njugal's Water. This merrow is malignant and well know 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.

Thrasir - Lurker in the Waters

Merrow: Sea Trolde 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 Trolde have webbing between their claws and posses a stout crocodilian tail.

The most famous of Sea Trolde - 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 trolde.



Mist-wights

Spirit

Least	Lesser	Greater	Grander	High
9/1/5/5	8/3/7/6	7/5/7/7	6/7/7/8	5/7/7/8
Avg.	Fair	Adv.	Pen.	Par.
Menace 4	Menace 6	Menace 8	Menace 10	Menace 12
Armour 0	Armour 0	Armour 2	Armour 4	Armour 6
Subst. 5	Subst. 10	Subst. 20	Subst. 40	Subst. 80

The spirits of fog, cloud and mist are by their nature an elusive and eldritch kin. Little is known of the mistfolk, the white, ephemeral spirits of the mist and few are the people who wish to know more. For there are many strange stories about those who have gone off with the mist-wights, following the echoing sounds of their musical voices never to be seen or heard of again.

White Wreathen (Eimgeitir)

Spirit of Lesser Power

Domain: Woodlands and Mists

Nature: Beautiful and Benevolent

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.

Wisp of Pale Sheen (Eldir)

Spirit of Least Power

Domain: Fens and the Night

Nature: Mischievous

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.

Nicor

Creature

Small	Large	Huge	Hulking	Monstrous
7/5/8/4	7/6/8/5	7/6/8/6	7/7/8/7	7/7/8/8
Rud.	Basic	Basic	Avg.	Fair
Menace 7	Menace 7	Menace 8	Menace 8	Menace 9
Armour 1	Armour 2	Armour 2	Armour 3	Armour 3

The Nicor are a race of scaly, almost draconian looking water creatures that are sometimes confused with sea-trolde or called water-goblins or demons.

Nicor dwell most commonly in caves and inlets around remote coasts, are vaguely sociable, often hunting in packs and also have a little magic in their blood - mostly to do with shape-shifting and skin-changing.

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.

Powers

Skin-Changer: A Nicor is able to assume the shape of any creature that it has killed and eaten.

Talismans

Shape-shifter's Ring: The bone of a nicor can be cut into a magical ring that counts as a Relic of Grander Enchantment. The ring grants its wearer significant shape-shifting magic but will slowly corrupt the wearer into an increasingly nicor-like being until the wearer becomes little more than a shape-shifting water troll.

Nisse

Creature

Tiny	Small	Short	Stout	Human
10/3/8/7	10/3/8/7	9/3/8/7	9/3/8/7	8/4/8/7
Rud.	Rud.	Rud.	Basic	Basic
Menace 4	Menace 4	Menace 5	Menace 5	Menace 6
Armour 0	Armour 0	Armour 0	Armour 1	Armour 1

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.

Powers

Animal Tongues: Nisse can speak the languages of most natural birds and beasts.

Husband's Arts: Nisse possess a powerful folkmagic 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.

Storm-Wight

Spirit

Least	Lesser	Greater	Grander	High
9/1/5/5	8/3/7/6	7/5/7/7	6/7/7/8	5/7/7/8
Avg.	Fair	Adv.	Pen.	Par.
Menace 4	Menace 6	Menace 8	Menace 10	Menace 12
Armour 0	Armour 0	Armour 2	Armour 4	Armour 6
Subst. 5	Subst. 10	Subst. 20	Subst. 40	Subst. 80

For mortal man the heavens have always been out of their control. No axe can feel the skies, no fire can tame the winds or make rain come or go. The spirits of the air are equally outside the realm and dominion of mortal man, and as arrogant and changeful as the weather when it comes to dealing with the humble earth-bound folk.

Haunting Wind (Irungar)

Spirit of Greater Power

Domain: Mountains

Nature: Cruel

The master of the mountain peaks of the silvered snow and cragged heights. 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.

Storm's Liege

Spirit of Grander Power

Domain: Mist and Air

Nature: Solitary, Knowing and Mischievous

A waterspirit who inhabits a sacred waterfall 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.

Trolde

Creature

Stout	Large	Huge	Hulking	Monstrous
5/6/5/3	5/7/5/3	4/7/5/3	4/8/5/3	3/8/5/3

Basic	Avg.	Fair	Avg.	Basic
Menace 8	Menace 9	Menace 10	Menace 11	Menace 12
Armour 1	Armour 2	Armour 2	Armour 3	Armour 3

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.

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, trolde-wife-and-son, or trolde-and-daughter. 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. River Trolde are more often called Nicor, and are described as having green hair, skin, teeth and eyes. Trolde who could pass for human mortals exist in some rumours of distant lands - albeit very large or magical looking humans.

Talismans

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.

Trolde-tooth Necklace: The teeth of a River Trolde can be crafted into a necklace that adds a level of ability to the wearer's Swim Skill while worn.



Watchful Skull: The skull of a River Trolde if placed overlooking a river or pond ensures that no fish can be caught from the water.

Hogback the Brown

Trolde: 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 are, 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.

Kraka Gloomweaver

Trolde: Deep in the blackest wed-veiled wood 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.

Old Greentooth

Trolde: When the river trolde 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.

Thyrm Snowbeard

Trolde: Thyrm 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. Thyrm 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 Thyrm Snowbeard.

Washerwife Holg

Trolde: 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.

Half-Trolde of the Wild

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, for recruited into the personal bodyguard of a warlord or chieftain.

Trow *Creature*

Scrawny	Small	Stout	Human	Large
7/3/7/5	7/3/7/5	6/4/7/5	6/4/7/5	5/5/7/5
Rud.	Rud.	Rud.	Basic	Basic
Menace 4	Menace 4	Menace 5	Menace 5	Menace 6
Armour 0	Armour 0	Armour 0	Armour 1	Armour 1

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.

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.

Warg (Wolves) *Creature*

Natural	Large	Huge	Hulking	Monstrous
7/5/8/4	7/6/8/5	7/6/8/6	7/7/8/7	7/7/8/8
Rud.	Basic	Basic	Avg.	Fair
Menace 5	Menace 6	Menace 7	Menace 8	Menace 9
Armour 0	Armour 0	Armour 0	Armour 1	Armour 1

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.

Powers

Overbear: Upon successfully biting an opponent a warg 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 wolf gripping hold of prey is unable to dodge any attacks either from the victim or from an ally.

Silence of the Wolf: As long as wolves outnumber prey anything surrounded or confronted by wolves is unable to call out for help.

Talismans

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 above.

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 skills. 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 of passing.

Howling Skull: A wolf-skull scoured of flesh and marked with the proper runes can make a potent guardian object. Placed where the hollow eyes watching over a path 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.

Golnir Flametongue

Warg: In the vales and valleys of the lowlands 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.

Vargeisa, Elder Shewolf

Warg: 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 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 selfsure heroes. In that voice is the echo of ages, of power, of nightly hunts for a thousand years.

Water-Wight

Spirit

Least	Lesser	Greater	Grander	High
9/1/5/5	8/3/7/6	7/5/7/7	6/7/7/8	5/7/7/8
Avg.	Fair	Adv.	Pen.	Par.
Menace 4	Menace 6	Menace 8	Menace 10	Menace 12
Armour 0	Armour 0	Armour 2	Armour 4	Armour 6
Subst. 5	Subst. 10	Subst. 20	Subst. 40	Subst. 80

Beware the glimmering green eyes that lurk beneath the grey-green river. Beware the ripple that stirs the black waters of the tarn and the shimmer that moves through a rainbow-cast waterfall. For there are spirits in the running water, in the waves of the ocean and beneath the gentle lapping surface of the lake and pond.

Restless Waters (Elivagar)

Spirit of Grander Power

Domain: Rivers

Nature: Knowing, Cruel and Solitary

There are some who say that Elivagar the Restless waters, the old green bearded, pot-bellied Spirit of the River is he who draws the souls of the drowned to be wrought by his magic and formed into river woman to sate his 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.

River Maid (Ondine)

Spirit of Lesser Power

Domain: Rivers

Nature: Beautiful

Said by some to be the spirits of drowned woman trapped in the icy waters of their tomb, river maids are known for their cold, remote beauty. Perhaps their ghostly origin has some grain of truth for river maids are forever tempters, seemingly hopeless, lonely and love lost, a warm touch - they will beg and plead, lead and bribe anyone who comes near into their icy embrace.

Wild Boar

Creature

Natural	Large	Huge	Hulking	Monstrous
6/6/6/4	6/7/6/4	5/7/6/4	5/8/6/4	4/8/6/4
Rud.	Basic	Avg.	Fair	Adv.
Menace 7	Menace 8	Menace 9	Menace 10	Menace 11
Armour 0	Armour 0	Armour 1	Armour 1	Armour 2

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.

Powers

Rage: Whenever a Wild Boar is injured but not killed by an attacker it's menace increases by 1 – to a limit of 8 - and its attack increases by one level of skill.

Talismans

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 gains the advantage in any battle when all else is equal.

Tusk Necklace: Once a game session the wearer of a boar tusk necklace can force one opponent to make a Test of Willpower or flee his presence in panic.

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. The weapon cannot however overcome enchanted armour.

Rungir of Ironwood

Wild Boar: Men within a hundred leagues of the Ironwood have heard tell of Rungir and his



progeny. For Rungi 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.

Winter-Wight

Spirit

Least	Lesser	Greater	Grander	High
9/1/5/5	8/3/7/6	7/5/7/7	6/7/7/8	5/7/7/8
Avg.	Fair	Adv.	Pen.	Par.
Menace 4	Menace 6	Menace 8	Menace 10	Menace 12
Armour 0	Armour 0	Armour 2	Armour 4	Armour 6
Subst. 5	Subst. 10	Subst. 20	Subst. 40	Subst. 80

The wights of snow, frost and winter are perhaps the least kind in disposition to mortal man and all creatures that walk on two legs. For the spirits of winter still have a queen and where the spirits of earth, green trees and mountains are scattered and solitary the winter-wights still rule a vast realm - for all lands north of the great glaciers, the world of midnight sun, is theirs and theirs alone.

Folk of the Pines

Spirit of Grander Power

Domain: Snowbound woods

Nature: Solitary, Secretive and Cruel

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.

Snow Queen (Himinglaeva)

Spirit of High Power

Domain: Winter and snowbound lands

Nature: Solitary, Cruel, Over-Awing and Beautiful

A spirit of unmated 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.

Wood-Wight

Spirit

Least	Lesser	Greater	Grander	High
9/1/5/5	8/3/7/6	7/5/7/7	6/7/7/8	5/7/7/8
Avg.	Fair	Adv.	Pen.	Par.
Menace 4	Menace 6	Menace 8	Menace 10	Menace 12
Armour 0	Armour 0	Armour 2	Armour 4	Armour 6
Subst. 5	Subst. 10	Subst. 20	Subst. 40	Subst. 80

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.

Elderwood Ancients

Spirit of Grander Power

Domain: Forests

Nature: Solitary, Knowing and Benevolent

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.

Folk of the Forest

Spirit of Lesser Power

Domain: Forests

Nature: Beautiful and Cruel.

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.

Liege of the Hollows

Spirit of Greater Power

Domain: Feral and Woodlands

Nature: Knowing, Cruel, Over-Awing and Benevolent

The Liege of the Hollows dwells at the heart of the deep, deep old 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.

Wraiths of the Dead *Undead*

Least	Lesser	Greater	Grander	High
0/0/5/5	0/0/6/6	0/0/7/7	0/0/8/8	0/0/9/9
Rud.	Basic	Fair	Adv.	Pen.
Menace 4	Menace 6	Menace 8	Menace 10	Menace 12
Armour 0	Armour 0	Armour 0	Armour 0	Armour 0

There are those who through their own bitter desire to linger in the mortal world are condemned to a sleepless death. Such shades are in and of themselves flitting things. Although a spirit may sometimes carry what bones and dust of their former body has weathered time wraiths always exist more as shadow than substance. They cling to the living world as much as through their own sheer will, guilt or sorrow refusing to enter the spirit-world. Some will be bound forever to the world whereas other others may feel they need to right a wrong against them or make amends for some crime they themselves have committed. 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.

Wraiths are the souls of the dead who have either lingered on earth after their death or escaped the confines of the grim underworld and returned to the mortal world. Wraiths are insubstantial

spirits that exist in a vaguely human shape mostly formed out of the fading memories of a past life.

Especially in the case of less powerful wraiths these have only a small and often intermittent ability to interact with the world of mortals in any serious way. Wraiths are usually seen only as vague shadowy forms by anyone without second sight. Those with second sight will see them as more solid entities shedding a rich, nacreous white light with hollow glinting eyes, and drawn haunted faces.

Ancestral Sprits

Spirits who remain upon the mortal earth to watch over their clan and kin, or who escape the confines of the underworld to do the same are termed Ancestral Spirits. Ancestral Spirits can be summoned and commune with those with the Seer Discipline. Ancestral Spirits act primarily as advisors to a tribe but some will permit themselves to be employed as spies or tools or revenge for a Seer.

Vengeful Spirits

The ghostly shades of the unshriven and restless dead, Vengeful Spirits work actively to revenge themselves on those who they perceive as having harmed them in life and will relentlessly haunt a victim, appearing in omen visions and nightmares and potentially using curses to cause suffering.

Powers

Drain Life: Some, but not all Wraiths, will realise that a means to 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: Wraiths 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. When a wraith wishes to manipulate the physical world it must make a



cumulative test of Willpower. For each success step up the weight of the object that can be moved about by one rank as follows.

Least	Very light: A pile of leaves
Lesser	Light: Small handheld object
Greater	Heavy: Chair or small table
Grander	Very heavy: Large table
High	Weighty: A person

Insubstantial Form: Wraiths can pass through solid objects and cannot but harmed except by sorcery and enchanted weapons.

Curses: Wraiths are capable of channelling their own substance into negative magic that can curse unfortunate mortals. A Wraith needs to be in the presence of a mortal to invoke a curse and in so doing the Wraith loses a rank of power. A Wraith of Lesser Power who invokes a curse is reduced to a Wraith of Least Power. A Wraith of Least Power who invokes a curse will embrace oblivion in the process. Curses last until a person is either healed by magic or undergoes a ritual blessing in a hallowed place or by hallowed hands. The following are curses a Wraith can use.

Curses

Barren: The victim becomes unable to beget children. If a man he can not 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.

Weaknesses

Shun the Day: The bright light of day does not shine well on the shadow-stuff of the soul. Wraiths, 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 wraith can tolerate exposure to direct sunlight before it disintegrates and blows away on the wind increases with the increasing power of the wraith.

Corpse-Candles (Eldir Nainn)

Wraith: Called also the Wraiths 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.

Grim

Wraith: The Grim 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 god Odinn himself and they often take the form of great shadowy wolves or ravens, both of which are sacred to Odinn – although 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 Odinn himself. Those who are cowardly or curse Odinn, or break an oath in his name may well expect to awaken one night to the sight of a great shadowy wolf with glimmering eyes at the foot of his bed.

March of Souls (Einherear)

Wraith: 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.

Saltsea Wraith (Draupnir)

Wraith: 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 Wraiths 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.

Wurum

Creature

Natural	Large	Huge	Hulking	Monstrous
9/4/7/3	8/5/7/4	7/6/7/5	6/7/7/6	5/8/7/7
Rud.	Basic	Avg.	Fair	Adv.
Menace 7	Menace 9	Menace 11	Menace 13	Menace 15
Armour 0	Armour 1	Armour 2	Armour 3	Armour 4

The serpent in the world of mythos 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 mythos 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.

Powers

Poison: The bite of Wurum is venomous, on average large Wurum having more potent venom. Upon inflicting any wound of severe or worse a Wurum can choose to inject poison into the wound on a successful test of fortitude.

Talismans

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.

Seawurum 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.

Muttontooth

Wurum: Although much feared and hated by the farming and herding folk of the lowlands Muttontooth – a rather large and fearsome looking Wurums 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 larger than a sheep 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 tends to lair in the swampy rushes of rivers and ponds near – but not too close – the fields of men.

Vidursorm Deathcoil

Wurum: 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 slo, 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 Vidursorm lying in ambush for weeks will shoot out from a thicket with alarming speed and snatch up unfortunate prey before the victim has a chance to so much as scream in shock.

A further word on wild spirits

Wild Wights: the term given to all the strange shadowy entities that came out of the void at the dawn of time. Finding a world newborn, many wandered for centuries, and watched life grow and spread – and then for millennia, age after age. These second-born creatures had something that all the races of spirits soon envied - physical form - and the spirits grew fearful.

So, one by one, then clan by clan, spirits began to craft bodies for themselves, taking the materials of their most loved things – the wood of trees, the stone of the earth, the water of the seas. From these elements they made crude mockeries of human shapes, animal forms and things in between. But that was an age ago. Over the passing of years some spirits have increased in cleverness, others in power, and always with the eventual goal of possessing physical form. The most powerful spirits became gods, and there are few of those great beings left today.

Blood of the Wild Wights

Not just those Spirits of High Enchantment, who call themselves gods, have magic in their blood,

but all Wild Wights. When the blood of the Wild Wights is drunk by a mortal, the magic of the dead spirit flows through the veins of the drinker. Roll a d10 the following table to determine what occurs.

1	Gain a taint, rolled at random, or chosen by Storyteller at Storyteller's discretion
2	Gain a magical discipline at Rank 1, of Storyteller's choice
3	Gain two taints, rolled at random, or chosen by Storyteller at Storyteller's discretion
4	Gain a magical discipline at Rank 2, of Storyteller's choice
5	Gain three taints, rolled at random, or chosen by Storyteller at Storyteller's discretion
6	Gain two magical disciplines, at Rank 1 of Storyteller's choice
7	Gain four taints, rolled at random, or chosen by Storyteller at Storyteller's discretion
8	Gain two magical disciplines, at Rank 2 of Storyteller's choice
9	Gain five taints, rolled at random, or chosen by Storyteller at Storyteller's discretion
10	Gain a magical discipline at Rank 1, of Player's choice
11	Gain a magical discipline at Rank 2, of Player's choice
12	Gain a magical discipline at Rank 3, of Player's choice
13	Gain a magical discipline at Rank 4, of Player's choice
14	Gain a magical discipline at Rank 5, of Player's choice
15	Drinker becomes Aelfan

Spirit of Least Enchantment	+1 to the roll
Spirit of Lesser Enchantment	+2 to the roll
Spirit of Greater Enchantment	+3 to the roll
Spirit of Grander Enchantment	+4 to the roll
Spirit of High Enchantment	+5 to the roll

Terminology

Domain

Defines the area of influence a wild spirit rules over, that is to say, its environment of choice. The domain of a spirit also sets what the spirit is formed out of. A Wild Folk of the Woodlands will have to have made a body for itself out of wood or stone or clay. A Wild Folk of the



Oceans will need a body made from shells and water and seaweed.

Nature

Defines the personality of a spirit in very broad terms. Wild Folk vary in temperament much as mortals do, some are kind, others cruel, some value beauty, others their privacy. The Nature of Wild Folk defines the powers one can wield. For example, cruel spirits tend to have evolved magic to harm and hurt, whereas the magic of kindlier spirits works to help and heal. There are eight Natures: Beautiful, Benevolent, Cruel, Knowing, Mischievous, Overawing, Secretive and Solitary.

Power

Wild Folk are ranked on an arbitrary level of five ranks, from the least powerful to those of high enchantment. The older, cleverer Wild Folk tend to be the most powerful. Wild Folk are also defined by domain and nature.

Realm

Wild Folk are haunting things, anchored to a certain forest, stretch of water, swamp, cave, hill or river. The area of land and air a spirit has influence over is termed its realm, and within the realm all things belong to the spirit and enchantment thickens the air.

Substance

Substance is a numerical measure of how much magic a Wild Folk spirit can expend to work various powers. If a spirit expends all of its Substance then it vanishes and turns into an elemental. A weary or exhausted spirit will have less. A full day of recovery at the heart of the spirit's realm is needed to restore all substance.

Powers

Spirits of Least Power

Realm: Tiny, e.g. a pond, or glade

Spirits of lesser power are both small and highly unassuming. Passers by may easily mistake one for a natural object: tree or tangle of seaweed or dead wood or ivy or pile of rocks. Only when they move, and open their bright black eyes do spirits of least power appear animate – although they never manage to seem human.

Spirits of Lesser Power

Realm: Small, e.g. a lake, or copse

Spirits of lesser power craft for themselves bodies that vaguely resemble human or animal forms, appearing more like a parody than an actually simulacrum. Their skin and flesh will always seem to be made of the elements of their domain.

Spirits of Greater Power

Realm: Medium, e.g. a large lake, or small wood
Spirits of greater power still have skin and hair that resembles elements of their domain, but a body that is natural, highly animal or humanlike and often both graceful and beautiful. From a distance human shaped spirits of greater power may appear quite beautiful if not quite normal.

Spirits of Grand Power

Realm: Large, e.g. a bay, or forest

These spirits are able to assume forms that look natural and real until the closest examination is made. The skin that might look natural will be in fact a gloss of clay, or ice or flesh toned stone. Their eyes that seem to be clear and pleasant are stones, and their hair will always be made of mist, or reeds or the feathers of birds.

Spirits of High Power

Realm: Huge, e.g. a ocean straight, or mountain
Spirits of high power appear human or animal in every way until they are cut, at which point they either do not bleed at all, or shed blood that is moss-green, or ocean grey or the colour of earth or ice or snow.

Spirits of Least Power

Melding Shape	Cost 1
Awareness	Cost 1
Effortless Passing	Passive

Spirits of Lesser Power

Raise Elements	Cost 2
Voice of the Domain	Cost 1

Spirits of Greater Power

Command Elements	Cost 4
Eyes in the Shadows	Passive
Commune with Subjects	Passive

Spirits of Grand Power

Cloak of the Elements	2/-1 Bonus
Creeping Presence	Passive

Spirits of High Power

King of the Wild Folk	Cost 8
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Cloak of the Elements (Cost 2/-1 Bonus)

Summons a protective cloak of swirling elemental material. A frost spirit could summon a cloak of whirling snow and ice. A woodland spirit could gather a cloak of leaves and twigs. A earth spirit could summon dust and stones. For every 2 points of substance expended the spirit gains -1 armour bonus and the duration of the cloak increases one minute. E.g. Six points of substance could be used to create a cloak granting -3 armour and lasting 3 minutes. The power can not be used to create any more than a -5 armour bonus for 50 minutes.

Creeping Presence (Passive)

For each year that a spirit lives settled in a domain the domain increases in size a few feet, and becomes increasingly thick with spirit magic, and the element of the spirit. After one year a domain will seem slightly uncanny. After ten years it will be obvious that something strange is at work – animals may be impossible to hunt, there may be a constant fog, or the seasons may distort longer or shorter. After a century the spirit domain will seem entirely weird. A spirit of darkness will create a small realm in which thick, impenetrable mists and shadows lie all day long. A spirit of summer will create a forest that never loses its leaves. A spirit of storms will create a harbour that is forever torn and tossed by waves and grey squalls.

Command Elements (Cost 4)

Allows the spirit to command other elements within its realm that are closely akin to the spirit's own form. For instance a spirit of the forest, that has taken the form of a birch tree could command other birch trees. A spirit in wolf form could command other wolves. Any commands must be physically possible in the case of animals, and only cause subtle supernatural movement in the case of trees, earth, water and air.

Eyes in the Shadows (Passive)

As with the Awareness power (above), but this power is passive, so that the spirit is in a constant state of awareness.

Commune with Subjects (Passive)

Using this power, a spirit can speak in the language of any bird, beast, elf, dwarf or mortal who has dwelled within the spirit's domain for more than a month. Otherwise the Voice of the

Domain power must be used to communicate (see above).

Melding Shape (Cost 1)

By remaining perfectly still the spirit can merge into the background of its domain. In this way a spirit of the forest can appear to vanish amongst the trees, or a spirit of the mists can disappear into fog. The spirit remains visible and is merely taking advantage of the natural camouflage granted by its form. The spirit can be spotted on a successful test of perception.

Awareness (Cost 1)

The spirit gains an impression of the state of its realm, how many living animals, birds and plants and moving within it, and whether there are any intruding beings or enchanted relics, and where they are.

Effortless Passing (Passive)

The spirit is able to move through the thickest, most tangled places within its realm with the ease that a mortal man walks through a field. For a woodland spirit this may mean that trees move aside, and paths seem to open and close where ever it goes. A spirit of darkness and water could walk over swampy ground as if it were solid stone. A spirit of earth could 'swim' through clay and stone. The power is passive - no points of substance are required to use this power.

Raise Elements (Cost 2)

The spirit can cause the weather, and general feel of its domain to alter swiftly and noticeably. A spirit could raise a thick fog, or summon warm and bathing sunshine. It could also summon a cold wind, or rain, or in colder climes snow. The power is primarily used as a means to make intruder in the spirit's realm feel either welcome or unwelcome. It could also be used to lull strangers into a false sense of security, or make them feel sleepy in hot sun.

Voice of the Domain (Cost 1)

The spirit can project its voice so that it appears to come out of the air in any point of its realm.

King of the Wild Folk (Cost 8)

The presence of the spirit attracts lesser spirits of the same kith – a spirit of high winter will attract all number of other wintry spirits into its realm. This power also allows the Spirit of High Power, to command any lesser spirit. A lesser spirit is allowed a test of willpower if it wishes to resist a given order, but generally small spirits are more



than happy to serve a greater power in return for the safety granted by numbers and their liege's protection.

Domains

Mist and Air

Spirits of the mist and air are common throughout folklore and are often associated with beaches, bays, forests, and in Ireland in particular, hills. The unnamed entity in the Fellowship of the Rings that prevents the fellowship from moving over the mountain pass by summoning snow and storm is almost certainly based on the evil spirits of the air found in folk tales throughout Britain.

Woods

The woods are strange, tangled, pathless and dangerous yet with the slightest shift in season, turn airy, warm with sunlit – the spirits of the wood reflect this peculiar dichotomy. Wood spirits may be at once savage and dangerous protectors of the wild and the trees, and also revelling beings. The mysterious Green Man of medieval lore, as well as dryads and fauns are all woodland spirits. The Ents of Middle-Earth are without question powerful tree-spirits, but also one of Tolkien's few highly original inventions, with no parallels that I have found in folklore.

Feral

The feral spirits are all those strange beings that have taken on the form of an animal or bird. Especially in Norselands spirits were associated with animal forms, the ravens and wolves of Odin, and guardian fetches in animal guise are examples. Feral are often either monstrous parodies of a real animal, or a beings with a half-animal, half-human appearance.

Frost

Spirits of the winter, the north, snow and ice occur repeatedly throughout folklore. Jack Frost and the Snow Queen are two powerful examples. The Sorceress of the North, mentioned in one of Vainmonen's tales appears to be a frost spirit of some sort. But, without question the most prolific of all the frost spirits are the hymthursar – the frost giants of Norse Mythology, with eyes like moonlight on ice and frosty beards, and powerful charms, these beings were feared by the gods themselves.

Fire

Spirits of fire, being hard pressed to find a natural abundance of their innate domain are rare things to find. In some volcanic regions fire spirits dance in the shimmering heat, while others have adapted to flitting from hearth to hearth, stove to stove, travelling as a spark from one to another. A very few are lucky enough to find a household that is willing to keep the hearth burning forever in exchange for protection and the spirit's blessing.

Sea

Sea spirits are among the most feared, and the most myth-enshrouded of all spirit-folk. Sailors warn against them and call them storm-bringers and water-wraiths. Taking many and varied forms the most common are variations on merfolk, be they hideous fish-like sea-witches or beautiful graceful maiden merrow.

River

River spirits have many aspects and complex personas. Some are creul – the beguilers of the drowned, forever beckoning children to their wicked grasp. Others are beings of beauty, shimmering river maidens, or phantasmal mist-folk dancing in the sun.

Earth

The spirits of the earth mix and mingle all the elements of the clay, soil, dead leaves, rotting wood and rock of the earth in one tangled humus. Often associated with fertility and farming and worshiped for their blessing earth spirits are among the slowest and most long winded of all spirit kin.

Darkness

Be it a spirit of a dark cave, or a black storm or the night itself, there are those that have made from themselves bodies out of shadows themselves. But remember, although spirits of shadow may have a reputation for being the cruellest and most evil of their kin, appearances can deceive and an unseemly form can hide a kind heart.

Seasons

Seasonal spirits of lesser power tend to belong to one or two of the seasons, literally vanishing into a seclusion to sleep away the unkind seasons. Spirits of greater power may be more mutable – literally changing with the year, appearing young in spring and old and haggard in winter. Spirits of Spring have powers of youth a regrowth.



Summer spirits have powers of warmth and light. Autumn spirits have powers over fertility, crops, orchards, wines and mead. Winter spirits are things of cold, darkness and decay.

Beautiful of Nature

Voice of Allure (Cost 1)

Instils the voice, and in particular the singing of a spirit with a special aura of attraction. Any mortals who hear the voice, must make a test of willpower or feel a reasonably intense draw towards the song. Warning against following fox-fires and siren songs are enough for most people to cause them to turn away, but the naïve will certainly follow the song to its source.

Shape of the Luring (Cost 2)

The spirit can turn itself into an abstract but beautiful shape – a bobbing light, a flicker of flame, sunlight rippling on water. A test of perception will reveal a human-like form in the changing, flickering shape. In this form the spirit can neither do harm, nor cause harm, aside from that of leading the unwary astray and deep into its domain. The power lasts until the spirit wishes to take mortal form.

Infatuation (Cost 5)

This power produces causes a mortal to feel an intense attraction towards the spirit. The mortal is not directly controlled, but will want to act to please the spirit's and may potentially fall in love with it.

Haunted Heart (Cost 10)

By using this power a spirit can cause a mortal to become completely obsessed. The image of the spirit will begin to haunt the mortal's night and dreams. They begin to think he is hearing the spirit's voice or seeing its reflection in water, or in the eyes of others. In short the mortal will become acutely aware that he will have no rest until he goes back to the spirit, to either confront it or serve it. The power lasts until either the spirit is destroyed, or it chooses to release the mortal.

Enslave the Mortal Heart (Cost 20)

Allows a spirit to bind a mortal's heart and love. The power works only from very close, intimate distances and requires physical touch. The mortal is allowed a test of willpower to resist. An enslaved mortal will feel heartsick and pained when apart from the spirit and will pine after her.

Only a test of willpower each day will prevent the mortal from immediately going in search of the spirit. The power fades somewhat when the mortal leaves the spirit-realm. For the first week he is away from the realm he must make a test of willpower every day to avoid returning to her. After the first week a test of willpower is only needed when the mortal is reminded of the spirit and her beauty. The power lasts until either the mortal or spirit dies, and can not be dispelled or countered.

Benevolent of Nature

Calming Voice (Cost 1)

Any mortal hearing the spirits voice must make a test of willpower or feel immediately calmer, and less fearful than moments ago. The power does not make mortals inclined to do anything for the spirit or act to please it, but does make them basically feel a little more trusting of it. Any animals that hear the voice, become automatically more placid and happy.

Leading Light (Cost 2)

The spirit can summon either an animal or bird that dwells in its real, or an abstract spirit-light and direct it to lead a mortal to a given place, item to person that is within the spirits realm. The power can not be used to lead a mortal to anything that lies outside of the spirits realm. A guide that is sent to bring mortals to the spirit will be unable to talk, but will act in an intellegent leading way, doing whatever it can think of to draw the characters towards the spirit.

Hearts Desire (Cost 5)

For this power to work a mortal must truthfully tell the spirit what his or her heart's desire is: be it a lost love, a father's approval, a treasure, or something even more intangible. The spirit then immediately knows how the mortal can go about achieving their heart's desire and can explain so in careful detail.

Taste of Paradise (Cost 10)

Although spirits never eat, most understand that mortals need sustenance. Using this power a spirit can vanish into its realm for five minutes and return with enough gathered food stuffs, (berries, fish, nuts, leafy plants, roots and tubers), to give five people a large meal. The food stuffs are not preserved and will spoil unless eaten.



Touch of Vitae (Cost 20)

Allows a spirit to do two things. By physical contact a spirit can cause any wound on a mortals body to heal immediately without leaving so much as a scar. Also, by being in the presence of a mortal for a week, the spirit can imbue the mortal with an increase in general health and power of body. This is represented in game terms by a curing of all ailments, and an increase of fortitude one rank to a limit of 9. Note however, that missing limbs or organs can not be regrown by the power.

Cruel of Nature**Voice of Torment (Cost 1)**

Mortals who hear the spirits voice must make a test of willpower or feel a sudden and shooting agony through their body. The pain is not harmful, but lasts five rounds and requires the mortal to make a test of willpower to do anything other than fall to the ground and writhe.

Aura of Fear (Cost 2)

Mortals who see the spirit must make a test of willpower or feel sudden, and overwhelming sense of fear. Those affected must make basic 'fight or flight' actions according to their instincts.

Talons (Cost 5)

Allows the spirit to grow six inch curved talons that add +2 to the menace of its natural attacks in combat. The claws last five minutes although an extra point of substance can be expended to extend their duration. The claws count as weapons of enchantment equal to the spirit's power. For instance: a spirit of lesser power can grow talons of lesser enchantment.

Weapon of Spirit (Cost 10)

Allows the spirit to form in one hand a weapon-like conjuration that adds +4 to the menace of its natural attacks in combat. The weapon is likely to parody a mortal weapon, perhaps a sword, or mace or whip, but may also look like nothing in the mortal earth. The weapon will last five minutes although an extra point of substance can be expended to extend their duration. The weapon counts as weapons of enchantment equal to the spirit's power. For instance: a spirit of lesser power can conjure a weapon of lesser enchantment.

Deathly Blast (Cost 20)

The spirit can breath, or direct a blast of fire or cold or acidic poison, similar to the rune magic chant 'Hellfire'. The blast can affect anything within sight, and has a menace of 9, but only affects one target. Another 5 points can be expended to cause the blast to affect an additional target. For instance the spirit could expend 30 points of substance to affect three targets. A test of fortitude is allowed to resist this power.

Knowing of Nature**Lying Tongues (Cost 1)**

Allows the spirit to tell immediately if a mortal is telling the truth or lying.

Lore of the Land (Cost 2)

By using this power and making a test of willpower, the spirit can recall any weird, obscure or peculiar fact, either historical or current. The spirit could for instance know who the third son of a local lord is, or who was the last owner of a particular enchanted sword.

Spy on the Dreaming (Cost 5)

Allows the spirit to spy on the dreams of any intruders in its realm, from a distance of up to thirty feet. The target must be naturally asleep, and the spirit has no power to appear in the dreams or manipulate them. Only to look in and see what the target's mind is occupied with.

Searching Eyes (Cost 10)

Allows the spirit to know the darkest secret, or the happiest moment or a mortal's life. The power only works when the mortal is in the presence of the spirit.

Gifting (Cost 20)

Allows a spirit to change the form of a manmade object into a gift for a mortal. The gift is in accordance to what the mortal deserves from the spirit's point of view. Thus the gift may not always be with kind intentions. Examples of kind gifts: turning copper coins to rubies, turning a sword to gold, a cloth jerkin to a luxurious fur coat, or leather cord to a splendid necklace. Foul gifts might include turning coins to centipedes, water to vinegar, a book to ashes, or all of a mortal's personal items into stone. A spirit must be within ten feet of the mortal and his possessions to use this gift.



Mischievous of Nature

Prank (Cost 1)

Allows a spirit to play small, harmless but irritating pranks on mortals from a distance. The power could be used to tie shoelaces together, turn milk rancid, and cause a dress's stitches to come undone. The power can be used from up to thirty feet away.

Misleading Ways (Cost 2 / Hour)

Allows a spirit to confuse mortals who wander into the spirit-domain. Misleading ways can summon fogs, or cause paths to twist and turn and lead back where they started. In effect the power can be used to cause a mortal to become utterly lost for up to an hour per two points of substance spent. The mortal is allowed a test of willpower to resist this power.

Faerie Gold (Cost 5)

Allows a spirit to make any portable object, appear to all appearances, feel and touch to be something else. It can be used to turn dried leaves into gold coins, or acorns into apples. The smell and taste of the object do not however change, and if anything happens that contradicts the illusion, then the illusion is broken. For instance if a person bites into an 'apple' that is in fact a lump of dirt, then the illusion immediately breaks. Physical properties also do not change. A cloth shirt made to look like chain mail will not resist the bite of a sword.

Mask of Seeming (Cost 10)

Allows the spirit to place an illusory appearance and voice on either itself or a mortal. The illusion can only mimic people who the spirit has seen – a completely imaginary illusion could not be created. The illusion is strictly superficial and does not confer any increase or decrease in fortitude or dexterity.

Fata Morgana (Cost 20)

Allows the spirit to create an illusory terrain, turning a forest into a village, a muddy road into a roaring river, or conjuring a bridge to span a cliff. The illusion will seem real from a distance, may make noise, and even give off a sensation of cold or heat, but is slightly translucent and has no solidity. Any mortal approached such an illusion is allowed a test of perception, (at Storyteller's discretion), to become suspicious of what he is seeing.

Overawing of Nature

Holding Gaze (Cost 1)

By staring eye to eye with a mortal and winning a contest of willpower, the spirit can hold the mortal, not allowing the him to move, or speak or do anything but stand limply and breath. If the spirit makes a movement itself, or enacts another power, the Holding Gaze is immediately broken.

Voice that Saps the Will (Cost 2)

When used any mortal who hears the spirit's voice must make a test of willpower or feel a sudden irrational fear and awe of the spirit. The feeling will cause the mortal to act as if the spirit has tremendous power to do good or evil, even if rationally it may not. It is not necessary to use a language that the mortals understand to use this power.

Aura of Splendour (Cost 5)

When used any mortal that sees the spirit must make a test of willpower to avoid an effect similar to 'Voice that Saps the Will' (see above). In addition, a roll of 1 on the test of willpower will cause a mortal to fall grovelling to the ground, begging for mercy or forgiveness, or running as fast as he can, depending on the behaviour of the spirit. The power lasts a minimum of five minutes. The spirit can expend a further 1 point of substance to increase the duration one minute.

Voice of Thunder (Cost 10)

Similar in effect to Voice the Saps the will, though more potent. Any mortal with Willpower of 5 or less is automatically affected as if they rolled a 1 versus Aura of Splendour (see above). Any mortal with Willpower of 6 or better must pass a test of willpower to avoid an effect as if they rolled a 1 versus Aura of Splendour (see above).

Aura of Enthralment (Cost 20)

Any mortal who sees the spirit must make a test of willpower, or completely stop all actions other than standing with limp arms, staring in muted disbelief at the power and glory of the spirit. An action is only allowed if the spirit acts in a way to directly injure the enthralled mortal, and then only defensive actions are allowed. The power last for five minutes and can be extended by expending a further 1 point of substance per minute.



Secretive of Nature

Shapes and Shadows (Cost 1)

Allows a spirit to merge into its surrounds in a manner better than Melding Shape (see Spirits of Least Power). The spirits form actually changes a little, become mossier, or darker, or earthier in a way that makes them all but invisible. If a mortal sees a spirit merge into the background, then he can make a test of perception to find the spirit. Otherwise a mortal has no chance of recognising the spirit as anything other than a natural part of the environment.

Whispering Winds (Cost 2)

Allows a spirit to send whispered words up to a distance of thirty feet to the ears of one mortal. No other mortals, even those standing very close will hear the voice.

Art of Vanishing (Cost 5)

Allows a spirit to turn into a form that can neither do harm, nor be harmed and is all but invisible. A spirit could, for instance turn into a man-shaped cloud of mist, or patch of shadows or shimmer of light. In dim light the spirit may appear to simply disappear. But, it is still present, merely unable to interact with the physical world in any way other than by observation. The power lasts until the spirit wishes to reassume a physical form.

Shape of the Skulking (Cost 10)

Allows the spirit to take the form of any bird or animal that lives naturally within its domain. The illusion does not affect fortitude or dexterity – but will seem by touch, voice, smell, weight and in every other way real. The spirit can not speak in this form – only make animal calls. The power lasts until the spirit wishes to reassume its normal form.

Assumed Form (Cost 20)

Allows the spirit to take the form of any mortal, bird or animal that it has ever seen. The illusion does not affect fortitude or dexterity – but will seem by touch, voice, smell, weight and in every other way real. The spirit can only speak if it has assumed a form that can speak. The power lasts until the spirit wishes to reassume its normal form.

Solitary of Nature

Skylark's Song (Cost 1)

Allows the spirit to cause, birds or beasts, or even trees and stones within its realm to shuffle and rustle and make distracting noise in the distance. The point of the power is to draw intruders away from the realm, back towards the boundaries, by leading them on, with what sounds like the movement or calls of something large and strange.

Confusing Mists (Cost 2)

Raises a thick impenetrable mist in the spirits realm for up to a day. The mist is non-magical in nature and causes the normal problems that exploring or navigating in fog so thick you can not see your outstretched hand, would cause.

Misleading Ways (Cost 5 / Hour)

Note that, this power is identical to the Nature of Mischief's Misleading Ways, only with an increased cost in substance. If a spirit is both Solitary and Mischievous (an unlikely combination), then use the lower substance cost. In effect the power can be used to cause a mortal to become utterly lost for up to an hour per five points of substance spent. The mortal is allowed a test of willpower to resist this power.

Barriers of the Realm (Cost 10)

Causes natural barriers, such as thorns, cliffs, rivers and divides to grow between intruding mortals and the spirit. The mortals must traverse three natural barriers for each 10 points expended on this power.

Guardians of the Realm (Cost 20)

Causes large fearsome animals that dwell within the spirit's domain, such as bears or cave lions, to descend on intruding mortals. For each 20 points spend three animals can be sent to attack and waylay the intruders. The animals will fight as if they are protecting young, and will block their way towards the spirit. If the mortals retreat or move away from the spirit, the animals will not pursue.



The Dead & Undead

*That grey king, whose name, a ghost,
Streams like a cloud, man-shaped, from
mountain-peak
And cleaves to cairn and cromlech still*

TENNYSON

Within each person resides an essence that is more real than the solid and clayey stuff of flesh: a divine spark that is manifested in several ways. Each living person has within them a 'Breath of Life', the soul. The soul is the aspect of the self that is so insubstantial that it is sometimes called one's shadow or reflection. It is memory, belief, hope, emotion all bundled together.

Upon death a soul leaves the body and enters the spirit-world. The spirit-world exists alongside the mortal world, though it is invisible to all living except for those few gifted one's men call Seers. The Spirit-world is a strange, cold place. Most souls awaken to it only to begin immediately to fade, to forget who they once were, what they looked like. For once a soul has forgotten all they once knew there remains nothing to hold it together, and it will quite literally dissolve away - returning to the great pool of essence that feeds all life, dripping spirit-stuff into the newborn mind.

Animal Spirits

The spirits of animals vary in power, intelligence and complexity but are generally considerably less capable of lingering for long on the mortal earth than the spirits of dead men. Most animal spirits immediately depart the mortal world and linger for a while in the gardens of the gods before returning to the world of nature through an eternal cycle of rebirth. However, an animal spirit that has significant reason to remain on the

mortal earth, either to seek revenge for its death or protect cubs or young will sometimes have the willpower to do so and become a Wraith.

Undeath

In Wayfarer's Song any corpse that walks, any wraith any restless ghost or spirit of the slain is called the Undead. Undeath is a thing intimately intertwined with magic and in particular dark magic, that with malign and vengeful intent. Dark magic can seep into the earth and water. Rituals of black sorcery may leave a place tainted and graves and barrows that become strong in dark magic become spirit-haunted by virtue of that force. The undead do not however begin and end at black sorcery. There are many ways in which a shade may become unquiet and many ways in which a body may wither but not die, continuing in a tortured half-life.

To Rest not in Death

Undead may come into being in many ways. A spirit may be drawn back into the mortal world may by dark magic that seeps into its grave or barrow or haunted ruin. Men may be enthralled by an enchanted relic, a thing of magic that has a will more powerful than that of the owner. Often such relics will not let their bearer die and instead replace his life and blood with a flow of magic making them walking corpses or weird phantoms that haunt the shadows.



Part Three: Relics of Enchantment

Relics can gather magic about them through any number of ways. An object left too long in a place rich with magic will sop 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 through the crafter working a little of the magic of their own love, lust, hate or anger into the object.

Arms and Armour

This weapon, named Hrunting, was made of brass, dyed with drops of poison, and dipped in blood. Hrunting had never failed its wielder, yet Unferth did not have the courage to wield it himself, but gave it to Beowulf.

Beowulf

N. L. GOODRIDGE'S Translation

In Wayfarer's Song, the power of enchanted weapons and armour is measured on the same scale as all other magic. Weapons of Least Enchantment are the least powerful, while Weapons of High Enchantment are the most powerful.

Use the following rule to determine the advantage of a weapon or armour of enchanted quality:

- Armour of lesser enchantment does not protect against weapons of greater enchantment.
- A weapon and armour of equal enchantment negate one another's magic.
- Armour of greater enchantment cannot be penetrated by weapons of lesser enchantment.

Thus, a sword of Greater Enchantment with a menace of 8 when used against chain mail of...

No Enchantment	Provides no protection at all. The menace remains 8.
Least Enchantment	Provides no protection at all. The menace remains 8.

Lesser Enchantment	Provides no protection at all. The menace remains 8.
Greater Enchantment	Provides normal protection. The menace is now 5.
Grander Enchantment	Provides complete protection – the sword cannot cut through.
High Enchantment	Provides complete protection – the sword cannot cut through.

Wielding a Relic

By using an enchanted relic in earnest a character is said to be wielding it. Whenever a character uses a relic they open themselves up to the power of the magic that dwells therein. Such magic is both corrupting and addictive and for those of weak will it may be that the relic dominates them and not the other way around.

Potency of Relic	Requires Test of Will only if...
Least Enchantment	If a character with willpower 2 or less wields it
Lesser Enchantment	If a character with willpower 4 or less wields it
Greater Enchantment	If a character with willpower 6 or less wields it
Grander Enchantment	If a character with willpower 8 or less wields it
High Enchantment	Whenever it is wielded by any character

Addiction

Each time a character wields an Enchanted Relic and fails their Test of Willpower she progresses further into a deluded state of fear and lust centred on the artefact in question. The ranks are cumulative beginning with slight anxiety and ending with a state of obsession in which the will of the relic itself becomes all important in the characters mind. In effect a character that reaches *Stage Five* in this process has lost so much of their free will that they are no longer



playable and should be retired as surly as if a dragon had devoured him.

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 your *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 your 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.

Is every relic cursed?

Yes and no. A theme running through Wayfarer's Song is that magic will eventually overpower and corrupt those who try to tame it – especially those who are overcome by greed or have a weak will. Having said that remember that a character with a strong enough Willpower is immune to the affects of all but a Relic of High Enchantment.

Acorn of the Elderwood

Relic of Lesser Enchantment

Crafted by aeflan 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.

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.

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.

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.

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.

Rank Two

Task: Use Brightsorrow and Brightsorrow only in three battles.
Add a temporary level to all your combat skills when using Brightsorrow.

Rank Three

Task: Use Brightsorrow to coldly execute one or more foemen.
You always have the advantage when using Brightsorrow, even if outnumbered or outmatched by a powerful foe.

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. Survive this battle.
Brightsorrow will now break the magic and metal of any weapon up to the power of Lesser Enchantment that is used to parry it.

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.

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.

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 lose 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 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.

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.

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 paltry magic a person may still 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.

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.

Rank One

Task: None

An Oathsword gives the normal benefits of a Weapon of Lesser enchantment. 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 Runesword increases in potency one rank though the willpower of the wielder is still tested as if it were of Least Enchantment.

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 keep 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.

Ring of Small Magic

Relic of Greater Enchantment

The least of 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.

Ring of the Unseen

A Ring of the Unseen will make a person and all that they wear invisible. The worst downside is



that if they are holding a light that light will still shine brightly betraying their presence.

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.

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 gains the benefits of a weapon of least enchantment.

Ring of Light

Rings of Light were wrought with the light of sun and moon twinned with the pale gold. When wielded a Ring of Light casts a wide pool of light as bright as the light of a midsummer's day.

Rank One

Task: None

You can use the ring once per day. Its effects last one minute.

Rank Two

Task: discover the culture, race or folk who made the ring.

You can use the ring twice per day. Its effects last two minutes.

Rank Three

Task: discover the name of the original forger of the ring.

You can use the ring three times per day. Its effects last three minutes.

Rank Four

Task: discover the name of the first user of the ring who was not the maker.

You can use the ring four times per day. Its effects last four minutes.

Rank Five

Task: discover the name of every owner of the ring.

You can use the ring five times per day. Its effects last five minutes.

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.

Rings of Power

Relic of Grander Enchantment

The Rings of Power have always been few and rare. They were forged by sorcerer-kings long ago to grace their hands in ancient days. Little can be said about the Rings of Power as a whole. Some were made to rule over other relics, to bind those other power and whomsoever wields the lesser relics to the will of the master of the Greater Ring. Others had many charms woven into them, a different spell for each different finger of each hand the ring is placed on. Others ruled spirits, ghastrs of dead sorcerers or spirits of nature and wild. Only one thing can be said for certain about any of the Rings of Greater Power, for a person weak of will to wield one is to give himself over to the power of the ring for it will be hungry and greedy to master all about it.

Ring of the Binding

A Ring of Binding can be used to gain command over an enchanted relic. The bearer of the ring no longer has to make Willpower tests against any other relic he carries - but - must still make a test of Willpower against the ring every time he puts it on.

Ring of the Wraith-Lord

A ring of the Wraith-Lord allows a character to command wraiths of least power without a Test of Willpower, and wraiths of lesser, greater, grander or high power upon winning a Contest of Willpower. A wraith defeated in this way becomes 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 wouldbe master.



Ring of Healing

Allows the bearer to heal all wounds upon the body of an injured person by touch.

Ring of Hellfire

Allows the bearer to target one creature or person with Hellfire (Menace 8). The hellfire counts as an enchanted attack and negates all non-enchanted armour.

Rank One

Task: None

You can use the ring once per day.

Rank Two

Task: discover the culture, race or folk who made the ring.

You can use the ring twice per day.

Rank Three

Task: discover the name of the original forger of the ring.

You can use the ring three times per day.

Rank Four

Task: discover the name of the first user of the ring who was not the maker.

You can use the ring four times per day.

Rank Five

Task: discover the name of every owner of the ring.

You can use the ring five times per day.

Will of a Greater Ring

More than any other thing the Rings of Greater power are burdened with the spirit of the Sorcerer-King who first wore it and probably died with it on a finger. They are thus often cursed things, with a spirit dwelling over them that will haunt the wielder's dreams at night and in daytime enter his vision in fires and reflections. Each time a person wields a Ring of Power and lets their will fail against it a little more of the Sorcerer-King will work its way into their wielder's soul. Their spirit will be corrupted with thoughts of revenge and power and lordship over all they see. The power of the greater rings is also such that it can keep a person bound up in dreadful half-life as long as it suits the ring's will. Some rings will allow a person to wither under its power and become like a walking corpse, others will strip their flesh and make him a wraith of grey shadows. Those very few wrought with magic to heal and cure will keep

the body somewhat more preserved, life-like in seeming if not in truth.

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 a Weapon of Grander Enchantment 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 minor wound automatically scales up to a deep wound. It can also be used to automatically parry one attack during a battle.

Rank Three

Task: Answer three please for help.

Rosethorn will automatically parry three times in a battle instead of once.

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.

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.

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.

Rank One

Task: None

A Serpent's Tooth gives the normal advantages of a Weapon of Lesser Enchantment.

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 blood-stream. For nine days after being bitten a victim of a Serpent's Tooth must pass a Test of Fortitude each night or permanently loose a rank of Fortitude. If Fortitude reaches zero the victim dies.

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.

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.

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 you 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 loose 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.

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.

Stave of the Healer

Relic of Lesser Enchantment

Stave's of the Healers were relics are by tradition crafted by the Sages of High Summer at times of great need or peril. Each stave was crafted to help the wounded, and those unfortunates that stand in the way of the powers that war and rage. A Stave of the Healer's is always a plain ash-wood staff twined with carved ivy and weighted with a head of intricately tooled silver. Seven are known to have been crafted and three of these have definitely been destroyed over past centuries.

Rank One

Task: None

While holding the Stave in one hand you can heal injuries one rank of severity by concentration and touch. The process costs you one level of fatigue.

Rank Two

Task: Master the chant of healing to Rank 2.

You can heal any wound up to Severe by touch. In doing so however a Minor wound appears on your body mimicking the wound you have healed.

Rank Three

Task: Master the chant of healing to Rank 3

As Rank two except that you can heal Grave Wounds and do not suffer any sympathetic minor wounding in return.

The Will of the Staves

Druids of the order of Eordar will never have to make a test of Willpower against a Stave of the Healers when they wield it. Others who wield the stave will feel a kind, warm and stubborn will flow from it. Its purpose is to heal, to care and to mend and carrying the stave will make it increasing difficult to take up arms even in dire situations. Eventually the bearer of a Stave of Healers will feel that they can only defend their own life for the sake of the stave itself and the good that can be done with it. A stave of healing will keep its bearer in good health but in an old and weary life long after they should have passed into the next world. The bearer will grow elderly but his hair will seem more silver than grey and his eyes will flicker with an inner light. In the final stage of obsession the stave will heal the injuries of its bearer faster than the flesh can be cut keeping him in an almost immortal state of existence and forcing them to wander the land healing and curing disease as he goes.

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.

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 a weapon of Least Enchantment. As long as a sorcerer holds the staff he does not have to make Tests of Willpower to successfully cast spells of sorcery.



You can also cast spells through the staff by touch as if it were your tradition's 'native wood'

Rank Two

Task: Successfully cast ten spells while holding the staff.

The staff gains the benefits of a Weapon of Lesser Enchantment. It can be used like a quarterstaff and when used to parry is automatically successful versus non-enchanted weapons.

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.

The Will of Stave of Many Woods

The Will of Stave of Many Woods is small and weak and unlikely to entrap and overwhelm any sorcerer that wields it. 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 Words of Power and lore. The Stave has some small power to keep a man preserved passed his time but only in the most withered and weakest of bodies.

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.

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 skills.

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 skills. Anyone hearing the flute must make a Test of Willpower 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 or become connived 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.

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.



Part Four: Potions and Poisons

In any game there will almost certainly be one or more characters with skills that should allow them some recourse to the great trove of wisdom and power that is inherent in an understanding of the herbs and worts of the natural world.

Wayfarer's Song takes the point of view that a green herb in and of itself is of little use to a healer. Thus the following does not treat herbs as individual items but as ingredients in a whole. The difficulty of brewing a given potion may be dramatically increased by the rarity of just one ingredient. The following is an explanation of the terms used to describe given concoctions, poisons broths and salves.

Price

This is the average price that will be asked by a cunning woman or herbman to sell a given herbal remedy. The price may of course vary and should be subject to haggling.

Rarity

This is a measure of both the scarcity of a ingredients and how easily the herb may be cultivated in a garden. A **Common** ingredient can be found with a little hunting in almost any suitable landscape. About an hour's hunting is needed to collect enough of a common ingredient to made one dose of a potion or salve. **Uncommon** ingredients are either more scarce or must be collected under certain ritual circumstances. About seven hours spread over a week is needed to collect an uncommon ingredient. **Rare** ingredients are even more difficult to obtain. These, you may need to purchase for there may be either very rigorous rituals involved - such as you may need mistletoe that must be cut with a golden sickle under a full moon - or the ingredient may only be findable at certain times of the year - flowers which bloom briefly are an example. You will almost certainly need to pay for rare ingredients. **Exotic** ingredients grow nowhere in the known lands and come from merchants who plying the distant seas bring back all manner of spices and arcane curiosities. Expect to pay a great deal for these.

Preparation

This represents the difficulty of preparing the green ingredients to make a useful potion, salve or poison. More tricky and elaborate preparations carry a higher level of difficulty. An assumption is made that the herbalist has on hand a fire, cauldron, bowls, knives and anything else appropriate. The difficulty should be tested against whichever skill the player deems relevant, but once set by the player this skill cannot change. Herb-lore, Herbalism, Folk Remedies or Poison-Lore are good example for potential names for an appropriate skill. Alternatively you can use a Discipline such as 'Nostrum Charms' given on the next page.

Nostrum Charms (Discipline)

You have learnt the earthy, charmed art of brewing potions and mulched up poultice's and poisons, and banes, and cures, and elixirs and mystic herbal remedies of every sort.

Aspects

See Part Four: Potions and Poisons for a more detailed description of the Nostrum Charms.

Rank One

You know how to prepare two of the potions or poisons from Part Four: Potions and Poisons. You can use any ready-made potion or poison that you purchase.

Rank Two

You know how to prepare four of the potions or poisons from Part Four: Potions and Poisons. You can use any ready-made potion or poison that you purchase.

Rank Three

You know how to prepare six of the potions or poisons from Part Four: Potions and Poisons. You can use any ready-made potion or poison that you purchase.

Rank Four

You know how to prepare eight of the potions or poisons from Part Four: Potions and Poisons. You can use any ready-made potion or poison that you purchase.



Rank Five

You know how to prepare ten of the potions or poisons from Part Four: Potions and Poisons. You can use any ready-made potion or poison that you purchase.

Designer Notes

Some of this section has been based on traditional beliefs and a few real plants are mentioned in the text. I hope this is an unnecessary warning, but many of the 'herbs' in this section are **poisonous**. Please don't try this at home.

Allhallow Salve**Middling Medicinal****Cost: 70****Rarity: Exotic****Preparation: Advanced**

The grey powder of acorns taken from a hallowed tree, moss scraped from the gravestone of a king or queen all boiled and mixed with water from a healing well and chanted over with prayers. The broth may then be applied as a salve. With miraculous power the salve when applied to a person on the verge of dying can call back a soul from the very gateway to the otherworld, knitting wounds and healing injuries with remarkable potency. Allhallow Salve can save a character who would otherwise suffer death in minutes from a wound.

Bedstraw Salve**Middling Medicinal****Cost: 5****Rarity: Uncommon****Preparation: Basic**

The stem and leaves of Northern Bedstraw can be crushed into a salve and applied to a wound to stanch bleeding. The same salve is highly effective for the healing of burns or scalds. If applied soon after receiving a wound Bedstraw Salve can protect a person from wounds of a 'death in half an hour' severity.

Birch Oil Salve**Weak Medicinal****Cost: 2****Rarity: Common****Preparation: Rudimentary**

Birch oil, which is bruised from the twigs or branches of the birch is useful for easing pain when rubbed into skin.

Bittersweet Poultice**Strong Medicinal****Cost: 5****Rarity: Common****Preparation: Basic**

To cleanse a wound that has mortified with infection wash the gash in a solution of rosemary, and garlic in vinegar and poultice thrice daily with freshly bruised comfrey leaves. This process stings horribly but will save the life of a sickened character.

Blackthorn Stain**Strong Poison****Cost: 25****Rarity: Rare****Preparation: Average**

A potion brewed from the leaves of blackthorn, elder and wolfsbane has a most useful and unusual effect. When smeared on a weapon the object gains the power to strike enchanted spirits, and other creatures that could usually only be harmed by sorcery. The affect last one hour and take one measure to fully cover a dagger. A shortsword takes two measures. A longsword takes three.

Blainfern**Strong Medicinal****Cost: 10****Rarity: Common****Preparation: Average**

The roots of the Blainfern when brewed into a tea and drunk by a woman act as a preventative contraceptive. One measure is enough to make a woman infertile for a week.

Briar Rose Draught**Strong Medicinal****Cost: 50****Rarity: Exotic****Preparation: Adept**

The petals of a briar rose picked from an elvish realm, crushed, dried and mixed with spiced wine will act as a week poison that when imbibed will cause the drinker to succumb to a semi-conscious stupor. A person in this state becomes very open to suggestion and must make a Test of Willpower not to believe anything they are told and continue believing such well past the hour that this state lasts.

Crag-Star Flower**Middling Medicinal****Cost: 200**

Rarity: Exotic**Preparation: Penultimate**

This small silvery flower has only one function. To be brewed into a potion that serves as an antidote to Honeyblack Wine. A single measure when imbibed causes all the affects of Honeyblack Wine to be alleviated and the character's attributes return to normal.

Crone's Black Tea**Middling Medicinal****Cost: 15****Rarity: Common****Preparation: Average**

Crone's black tea, brewed from powdered mandrake, and elderberry, poor-man's-rose petals, and blackroot increases mental faculties for a time after drinking. For an hour after consumption Perception gains a bonus +1.

Elderberry Brew**Middling Medicinal****Cost: 5****Rarity: Common****Preparation: Rudimentary**

A tea of dandelion and burdock mixed with ground elderberry drunk hot helps to cleanse the blood of infection caused by a mortified wound. The draught gives a bonus (at Storyteller's discretion) to rolls made to resist the spread of an infection or disease once drunk.

Fallow Greyflower**Weak Antidote****Cost: 2****Rarity: Common****Preparation: Rudimentary**

Fallow Greyflower can be brewed with water and milk into an antidote that will alleviate the symptoms of weak poisons.

Feverfew Broth**Strong Medicinal****Cost: 2****Rarity: Common****Preparation: Rudimentary**

A brew made from the bark of a white willow tree and mixed with crushed feverfew will calm a burning fever and infuses some minor healing and pain relieving properties.

Ground-Ivy Draught**Middling Medicinal****Cost: 5****Rarity: Common****Preparation: Basic**

Bull-rush roots and ground-ivy leaves boiled and mixed with mint can be brewed into an anesthetic. The leaves of ground-ivy are also used to relive various ills of eyes and ears.

Hag's Cureall**Middling Medicinal****Cost: 5****Rarity: Common****Preparation: Rudimentary**

The root of the tarnwort bush when crushed and boiled can be used as a cure against fever, colic and coughs. Taken in large doses and prepared correctly the plant is also a mild narcotic.

Hallow-of-Incense**Middling Medicinal****Cost: 15****Rarity: Uncommon****Preparation: Average**

A small fire of pine, juniper, and cedar scattered over hot ashes helps to cleanse the air of spirits and the residual taints of magic. The smoke repels spirits, and the mixture is often used at shrines or consecrated sites or as protection before utilizing magic that might attract the attentions of powerful spirits. Any person breathing in the smoke of a hallowed fire looses up to two ranks of Soulburn.

Hawthorn Salve**Strong Medicinal****Cost: 5****Rarity: Common****Preparation: Basic**

The brilliant red blossoms of the hawthorn tree crushed and simmered are often used to relive pain. This broth mixed with the sap of the same tree is also applied as a salve to draw out thorns, splinters and small slivers. When smeared over a venomous bite the salve acts as an antidote, drawing out the poison.

Healing Draught**Middling Medicinal****Cost: 10****Rarity: Common****Preparation: Average**

Various minor and largely interchangeable healing herbs are usually infused into a strong, spiced liquor. If drunk regularly over a period of rest a wounded character takes half the usually number of days to fully heal their wounds.



Hemlock**Strong Poison****Cost: 15****Rarity: Uncommon****Preparation: Basic**

A particularly poisonous plant Hemlock crushed into a broth and drunk is often used to commit suicide or poison the unsuspecting through tainting food or wine. Hemlock affects the extremities first inducing a cold, numbness that gradually spreads through the body eventually dragging a person down into eternal sleep.

Honeyblack Wine**Strong Poison****Cost: 70****Rarity: Exotic****Preparation: Advanced**

This potent herbal wine brewed from the leaves of a rare forest orchid mixed with grapes and foxberries has a seemingly powerful curative affect when first imbibed. Drinking a measure causes the drinker's attributes to all gain a temporary +2 bonus. But, if the drinker does not take another drink within twenty-four hours then the attributes all loose one point, then the next day another, and another. When the first attribute reaches zero the character dies. Drinking another measure of Honeyblack Wine during withdrawal returns the Attribute to +2 above normal immediately. Normal antidotes have no affect on the terrible cravings and evil withering of Honeyblack Wine. There is only one known antidote - the flower of a rare mountain flower - the Crag Star.

Juniper Weed**Strong Medicinal****Cost: 10****Rarity: Exotic****Preparation: Basic**

Juniper Weed is an unusual herb. Sought after by laymen to stuff their pipes, this aromatic, slightly addictive, mildly narcotic herb has another affect entirely and one that makes it far more valuable to certain persons. A full measure when smoked in a calm, relaxed state of mind allows the imbiber to literally let go of their Soulburn reducing it to zero. Thus this otherwise unassuming pipe-filler is highly sought after by sorcerers who are well known for the thick halos of aromatic smoke and their constant puffing on pipes.

Mead of Red Honey**Strong Medicinal****Cost: 75****Rarity: Exotic****Preparation: Advanced**

The petals of a briar rose taken from an aelfan forest stirred into a brew of red honey, certain exotic herbs and sweet sap from the birch tree and then left to ferment for a year and a day to form a thick, sweet mead. Once drunk the Mead has a powerful soporific effect. But, more than this it is a powerful Brutal Poison that if not resisted results in an eventual and constant sense of craving and hungering for more the red mead. It is said that there have been kings who have sold away their kingdom coin by coin for just one more sip of the Mead of red Honey.

Milkwort Salve**Middling Medicinal****Cost: 2****Rarity: Common****Preparation: Rudimentary**

The milky white juice from the stem of this plant is a common folk remedy to relieve the pain caused by stinging nettles and common insect bites.

Moor-Heather**Strong Antidote****Cost: 50****Rarity: Rare****Preparation: Advanced**

The small unassuming moor-heather flower is among the strongest known antidotes, but it has a dangerous side effect. Any overdosing means the extra measures works like a poison on the user. One measure is enough to remedy a Brutal Poison. If used on a Strong or Weak poison the Moor-heather itself acts as a Strong Poison causing fevers, halucinations and sweats.

Oaf's Draught**Weak Poison****Cost: 30****Rarity: Rare****Preparation: Fair**

A brew of cow-wheat and darnel makes for a poison that affects an imbiber's general senses, alertness and sharpness of mind. For each measure imbibed the victim suffers a -1 to Willpower, Perception and Dexterity. The effects last no more than twenty-four hours.

Poisonwort Draught**Middling Antidote****Cost: 15****Rarity: Uncommon****Preparation: Average**

A draught brewed from adderroot, grey moss and fen plister acts as a antidote reliving the affects of both weak and strong poisons if administered soon after the poison has been taken.

Pondspur Reeds**Middling Poison****Cost: 20****Rarity: Common****Preparation: Average**

A brew of Pondspur Reeds makes for a poison that affects an imbiber's sense of vision. One measure will leave a victim partially blind after several hours of weakening vision. Two doses is enough to completely blind a person over the same period. AN antidote must be administered within an hour of consuming the poison.

Potion of Mandrake**Strong Medicinal****Cost: 20****Rarity: Uncommon****Preparation: Fair**

A potion brewed from mandrake dug in the dark, and rare spices and distilled essence of juniper berries makes for a potent aid for sorcery. Any sorcerer who needs to make a Test of Willpower to work magic gains a temporary +2 to Willpower after having drunk this potion. The affect of drinking more measures of the potion is not cumulative.

Potion of Yarrow**Strong Medicinal****Cost: 40****Rarity: Rare****Preparation: Average**

A tea of rosemary, thyme and yarrow brewed in a cauldron and drank opens the mind to the spirit-world world that remains hidden to the mortal eye. In effect anyone who imbibes such a potion gains the Second Sight discipline (rank one) for an hour - but at the close of this time must succumb to a fitful and restless sleep to recover. Adding extra doses increases the rank of Second Sight gained , but is dangerous as too much Potion of Yarrow acts as a poison. For each extra dose added increase the rank of second sight by 1, but also treat the brew as a

cumulative +1 poison that results in convulsions and vomited.

Potion of Chimedon**Strong Medicinal****Cost: 40****Rarity: Rare****Preparation: Average**

A brew of chimedon, forget-me-not, firethorn sap and rose petals makes for a Strong Poison that if not resisted not only puts a person into a deep sleep but causes them also to speak in their sleep answering questions truthfully - if in a rambling fashion.

Potion of Valerian**Strong Medicinal****Cost: 50****Rarity: Exotic****Preparation: Advanced**

Brewed over a fire of dying embers measured amounts of wolfsbane, witch-hazel nuts, valerian and mistletoe are crumpled into a cauldron of simmering water and boiled down to a thick potion. The potion gives the power of fevered visions in which may be seen glimpses of the future, past and present. An imbiber may concentrate on what they wish to see although the visions are difficult to control. Upon drinking the potion a character must make a cumulative Test of Willpower to control the visions. The Storyteller describes the results according to the following guidelines...

No Passes: Fragmented and possibly false visions. One Pass: True, though confused visions. Two passes: True and clear visions. Three passes: True and very important, possibly life-threatening or changing visions.

Rosemary Powder**Strong Antidote****Cost: 5****Rarity: Common****Preparation: Basic**

Rosemary, adderroot and the petals of certain wildflowers dried and crushed into a fine powder make a powerful antidote to poisons - but with one problematic trick. The powder neutralises any poison it is sprinkled on or into but has no power to help a victim who has already consumed a poison.

Sage-Thistle Draught**Strong Medicinal****Cost: 5**

Rarity: Common**Preparation: Basic**

When brewed into a draught and drunken the leaves of the Sage-Thistle have a wonderfully refreshing affect on the imbiber and remove all fatigue that has been accumulated. However the drug cannot completely remove the need for sleep and after ten hours of remarkable alertness and vigour the imbiber will feel themselves suddenly and powerfully falling into a deep slumber.

Sleeping Draught**Strong Medicinal****Cost: 30****Rarity: Rare****Preparation: Advanced**

A tea made from the crushed and dried leaves of the birch tree, forget-me-not and the fruit of the foxberry can be brewed into a drug that puts the drinker into a gentle healing sleep untroubled by dreams. While asleep a character is allowed a Test of Fortitude every two hours. For each successful Test of Fortitude any wounds the character has heal one level of severity. If an imbiber wishes to resist falling asleep then treat this as a Weak Poison.

Snowberry Poison**Strong Poison****Cost: 50****Rarity: Exotic****Preparation: Advanced**

This poison is made from the juices of the highly poisonous white snowberry. It is used mostly by the hunters of the north to tip their hunting arrows. If used in varying concentrations it can induce a stupor like condition right through to killing an animal as large as a horse by shutting down the central nervous system. One measure is enough to cause a man or deer to feel drowsy and become clumsy. Two measures will cause temporary paralysis. Three measures in enough to result in slow prolonged death.

Wode Tallow**Middling Medicinal****Cost: 20****Rarity: Uncommon****Preparation: Fair**

When crushed and mixed with tallow and blue wode, and swine root the mixture two potent effects. When smeared on skin it masks body scent and makes a person almost impossible to track with dogs. But, also has a powerful

refreshing affect on muscles and adds +1 to Fortitude for an hour after fresh painting over the skin. Applying extra measures has no cumulative affect.

Wineberry Salve**Strong Medicinal****Cost: 5****Rarity: Common****Preparation: Average**

Crushed wineberries, daffodil root and woundwort into a salve and smeared on a wound within a few minutes causes the wound to reduce one rank of severity. Applying extra measures of the salve to the same wound causes no additional benefits. The salve is potent enough to save a person from a wound that would normally cause death in half an hour.

Wildflower Salve**Strong Medicinal****Cost: 5****Rarity: Common****Preparation: Basic**

An essential oil of crushed wildflowers, dried cow urine, and a very strong pure liquor called fire-water can be dried into a balsam which when applied helps in the healing of an open wound. When a wildflower salve causes a cut, gash or burn to heal in half the usual days and prevents infection.

Willow-Thief Brew**Strong Medicinal****Cost: 35****Rarity: Uncommon****Preparation: Average**

once distilled if drank washes clean the mind of all memories of the past. The broth is slow to effect and a person who takes of it will at first feel dizzy then faint. Over the next twelve days their memories drift from their mind the least important memories vanishing first. In the end they will even forget who they are and succumb to complete amnesia.

Wizard's Shackle**Strong Medicinal****Cost: 50****Rarity: Rare****Preparation: Advanced**

A potion brewed from Rowan, and lesser parts of elder and mistletoe makes for a potent defence against magic. A character who imbibes the potion is assumed to be immune from any and all



sorcerers or charms that would otherwise affect him directly. A sorcerer who drinks a measure of Wizard's Shackle will find himself unable to cast spells. Both affects last about one hour.

Wormwood Draught

Strong Medicinal

Cost: 10

Rarity: Uncommon

Preparation: Average

A mixture of rare aromatic and dried leaves crushed and mixed with henbane and wormwood may be imbibed as a dangerous way to improve one's proficiency in the magical arts. Doses are cumulative: one measure gives a +1 bonus to Willpower but also acts as a week Poison that will cause headaches resulting in a permanent loss of one willpower point. Two measures gives +2 to Willpower but acts as a Strong Poison. Three doses gives a +3 but acts as a Brutal Poison.

Wolfsbane

Strong Poison

Cost: 5

Rarity: Common

Preparation: Basic

The berries and leaves of the Wolfsbane are highly poisonous. When cooked with meat wolfsbane makes an effective trap for wolves, foxes bears and other meat-eating beasts. If ingested it acts as a Brutal Poison that results in convulsions, vomiting and eventually death. One measure is enough to kill a wolf. Two would be needed for a bear. Three or more for larger and more magical creatures. Five measures would be enough to kill an adult dragon.

Yellow Tongue

Strong Medicinal

Cost: 20

Rarity: Rare

Preparation: Basic

Yellow Tongue is usually mixed with a poison to dull the taste of strong or obvious flavours. The plant numbs the senses so other things consumed thereafter have little taste or smell. It also however turns the tongue and inside of the mouth a dull yellow - thereby being a fairly powerful clue that poison may have been mixed with the food or drink too.