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Wayfarer's Song

Flesh of Clay

Being the Kith-Book of Mortal Men

As described by Christopher Johnstone

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Mythosystem

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Part One - The Ways of Men

Dawn broke over the hills in a myriad of scattered rays of light. Slanting into the valley below, the glow limned everything with gold, and made it all unreal with beauty: the stony bluffs, the corrugated river, the sleeping village with its ribbons of chimney smoke. Gazing at it all, he sat high in the saddle on the wind swept hill, leaning forward, his fingers running over the rough wood of his spear. Gazing at the past. At memory.

He had been away a long toll of years. Too many. Closing his eyes, he remembered a child's laughter. His laughter. Would his mother recognise him? Might she have died while he was away on his wandering journeys? Would others know him, or wonder at the stranger who would soon ride so boldly into their village? There was fire in his eyes now. And sorcery in his heart. And a necklet of dragon teeth upon his chest. He had been away a long time, and he some tales to tell. His mouth curved with a wry smile. By the gods of old, did he have some tales to tell...

Introduction

The mortal human in Wayfarer's Song is no mere creature, no small and humble thing. For the men and woman of Mithgerd are as mythic as any other of the folk who dwell beside them. Theirs is the hand heroic that holds the swords of fire, theirs is the sorcery that raises kings from kitchen-hands and puts ruin to realms. For the folk of Mithgerd all have a little myth in their blood, and the leaders of men have more than a little of the old, slain gods in their blood too.

Designer Notes

This is the first Kithbook in the Wayfarer's Song series. You need both the **Core Rules** and at least one **Kithbook** to run a game of Wayfarer's Song. There are four planned kithbooks for four player races: Mortal Men, Duergar, Aelfan Folk, and Ettin.

A note on 'mixed parties': I do not envision a party of mixed kith being very easy to manage in Wayfarer's Song, but should the urge take you Mortal Men and Duergar are certainly the easiest two races to convince to work together. Although mortals find Aelfan quite fascinating, the Aelfan folk see mortals as at best childish and at worst pawns to be played with. Mortal men have few good memories of Ettin, and these two folk have often been at war with one another.

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.



Of the Origin of Men

It is said, by the oldest, the wisest, that in a distant age men had little more wits than the beasts, and were truly one with the earth and wilds. In that distant age mortal men spoke the language of birds, foxes and wolves. They were closer to the wild things, and also closer to the spirits and the magic of nature. But mortal men outgrew their humble beginnings, and found for themselves that there was magic in the world that defied the natural order. Magic called fire. Magic called iron. Magic called crops, and houses, and axes.

With this new magic mortals spread across the earth. They came out of the distant east and south and settled in the lands of Mithgerd, in a land that had never known the hand of man, that had been ever the world of beasts and trees and gods. Out of these murky beginnings the races of men descended, making for themselves new homes, new realms, and by force of will taming the wild earth and shaping it to their liking.

The Godslayers

Though men were as clever as the wolf and the bear, they were not as powerful in body. Men did not have the tooth of the wolf, or the claw of the bear, so instead they sharpened their wits and made tooth and claw from wood and stone. The gods of earth, water and sky saw the arts of men and grew both jealous and afraid of this new magic.

So it was that the gods made for themselves terrible, proud, beautiful bodies and went among the clans and tribes of men to make men their servants, and make the new magic their own to command. The mortal men quailed and did serve the gods, for the gods were terrible, proud and beautiful.

But the gods were not kind masters. They made playthings and slaves of mortals. In time, there was war between men and gods.

The gods were strong, but mortals were by far the more numerous, and the magic of iron and fire had a power that the gods could not fathom. When the first mortal found that he could steal the magic of the gods by drinking the blood of those spirits, the end was sealed.

Now the gods are a distant memory, only their lesser brethren the less powerful wights of woods and snows and waters survive. Among men the magic of the gods still flows strong in some families and the heirs of the god-magic are

called sorcerers and wizards for they are able to work great wonders and miracles.

Culture

The ties of life in Mithgerd are few and simple and do not closely resemble the concept of a modern or even a medieval society. The strongest ties are to kinship, family, clan and fellows. Loyalty to a lord is to the person, not the station, and derives from friendship or blood-relation, not a sense of obligation or hierarchy. There is little in the way of bureaucracy, and no concept of the hereditary title – lands, belongings and wealth may be inherited but not honour.

Societies

Within Kingdoms three broad social strata exist: Thrall, Churl, and Thane. A Thrall is in effect a slave, sometimes born a slave by birth, sometimes taken while raiding. A Churl is a free man, who may have any number of various trades, be it fisherman, farmer or craftsman. A Thane includes landowners and professional warriors, those who live off taxes, but are also expected to give up their lives to protect the community in times of war. A person born into one of the social castes can usually, but not always expect to live in it through life and die in it.

Women in Society

Although the society is highly patriarchal woman are not in as poor a position as one may imagine. A woman is entitled to own property, and she retains ownership of her dowry. Divorces are not unknown, and in such cases the woman takes her dowry with her – it is in effect on loan to the husband during this time. A woman unhappily married or abused is expected to be able to appeal to her blood relatives and gain from them both shelter and revenge on the abusive husband. Woman are also not generally seen as either weak of body and spirit, they have the right to rule kingdoms alone on the death of a husband, and there also exist certain warrior-cults, dedicated to the valkyre, that admit only woman.

Wergild

Because of the very strong ties of kin and kith, it is considered the absolute responsibility of family to exact revenge for the death of a family member. Bloody and fruitless feuds have



simmered in some corners of the world for centuries with the original cause being long forgotten. However, in many places the institute of Wergild has been invented to end the futile custom of revenge. Wergild sets a monetary price on the head of any member of human society according to personal wealth and social status. It can be used as a measure to both pay for deaths and for lesser crimes, thievery or assault. A man of higher social status could expect to be worth more of a Wergild if wronged, but the system works both ways. A thane who robbed a churl can expect to pay a higher Wergild than if another churl has been the thief.

The emphasis on social status has also led to an intriguing system of court. Often once a year, a meeting called a Thing will be held and any grievances are aired at this council. Disputes are settled by amassing the most number of persons of high status who are willing to swear to the character of the disputers. The assumption is that any man or woman of truthful character will be able to find enough upstanding people to swear to his case to win.

Thralldom

One could either be born into a life of enthrallment, or have the bad luck of being taken in a war or raid. Sometimes a person could become a thrall if unable to pay a fine, in rare cases families unable to feed a child will sell the child into thralldom to a local lord to ensure the child's survival.

To be born or made a Thrall although often, is not necessarily always for life. A person can earn their freedom, over time, doing work equal to their debt or value. Relatives can also ransom a thrall's freedom and often do. On occasion a particularly graceful and grateful lord may grant freedom to a loyal thrall at whim.

Foods and Feats

The most commonly cultivated crops are wheat, barley, oats and rye. A great deal of food is also foraged from wilds and woods: blueberries, blackberries, beechnuts and the sticky sweet sap of beech trees, wild honey and mushrooms are all welcome treats. At a feat is the only time a person will see many strange and exotic foods – pepper imported vast distances from lands where men are rumoured to have dog heads and cats as large as bears is so expensive a single pepper

corn can pay for the year's rent of a small cottage. Cheese, being a wasteful product is also seldom made and presented most often as a status symbol.

Crafts

It is the age of iron, in which the cheapest and most widely used materials are still bronze, and tin and leather and bone. Black iron is commonly available but expensive. Steel is the material of smith's delight. Steel, though known is uncommon, and outside the deep halls of the dwarven smith-folk, its making is a well kept secret. Steel is often called Dwarf-Silver, after its lustre and silvered appearance.

Sea ivory, precious stones, bone, antler, gold and silver are used to satisfy the northmen's penchant for ostentatious decoration – arms and armour, jewellery, spice boxes, are often covered in intricate spiral patterns, abstract animals, ivy scrolls and images of the gods and their mythic exploits.

War

Why? It was a question as good as any that had been put to him. There were those who fell to their knees and clasped their hands and begged for their life. Those who offered riches or secrets or alliances. But this was the first time one of the defeated had but asked him: why? He stood upon the hillock and surveyed the rows of many-coloured shields, the sun glinting from spear and helm, the banners like dragons on the wind, the bloodied heads at his feet. And he knew. War was his only sure power. He had nothing but waste and ruin at command, so waste and ruin he would work until his days were done.

Warfare amongst the folk of Mithgerd is still very much a personal affair. Warriors square off in battle and deal with one another on equal terms. Those clansmen who are known for ambush and sneak attacks, both considered dishonourable and treacherous for their tactics.

When raiding, mobility by longboat or by stealing horses is vital to a quick attack, loot and return home. Pitched battles are on the other hand more usually the result of two kings challenging one another in response to raiding, insult or simply out of a desire for conquest, and once a challenge is made it is considered highly dishonourable to continue raiding. Even these large pitched battles are often very ritualised; battlefields are agreed upon beforehand and sometimes marked out with stakes. Sometimes to



save pointless bloodshed battle between champions is agreed upon. Prolonged campaigns and sieges are uncommon.

Fate and Glory

Anyone raised in the culture of Mithgerd grows up in a world that glorifies not just war but the honour of dying in battle. Those who die proudly, valiantly are deemed be the blessed of the gods and are taken straight to the feasting halls of the dead. Those who die sick, or cowardly or even in elder age are doomed to the cold, lightless underworld ruled by frost-skinned half-decayed queen Hel. Also strongly ties to this is a belief in fate – that the destinies of men and gods alike are woven by the powerful Norn, who being a triple-goddess, young, motherly and elderly, determine the past, present and future on their woven works.

Ancestral Spirits

Most tribes hold the spirits of their own ancestors in a higher place of worship than any god or local spirit. It is after all these ancestors who have a vested interest in the welfare of a tribe. The inhuman spirits preside over war cannot give their favour to every side in battle. The spirits of the dead are believed to be constantly watching over their family. The ancestor spirits are seen to be such beings of power that in respect they are called Valtyr (slain-god), rather than wraith, which is a term used for wandering ghosts. It is the prerogative of the clan slain-gods not only to bring blessing on a family but also to punish those who transgress the laws of the family. Thus they are much feared as well as respected. In war the ancestor spirits are thought to travel and gave advice to seers who in turn advised their lords. Thus the spirits of powerful warriors and famed lords are often called on to bless and protect a war band. When battle comes the spirits join the fight as well, fighting invisible battles with the dead of the enemy and giving courage to the warriors of their family. Indeed fear itself is said to be caused by the baneful influence of a enemy spirits.

Names

The following is a list of personal names typical of those used by mortals in the world of Mithgerd. Along with a personal name most men and woman also acquire a byname, sometimes quite late in life. Bynames can be simply based

on parentage, such as in Osric son of Oswy, or on place of birth, Gytha of Oakenbode, or on profession, Wulfhere Fishmonger. Bynames may also be descriptive, and are not always necessarily positive. Often bynames are given rather than chosen so a fat man may be mockingly called 'the thin', or a talkative woman may have the byname magpie or chattermag. Some other ideas are: Singalday, Tricksleeve, Redcloak, Halfpint, Strongbow, Fair-o-fax, the Sly, Ne'er-do-well, Lameshanks.

The Magic of Mortals

The magic of mortals is a stolen magic. It is the

Male Names

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

Female Names

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

magic drunk from the blood of the slain gods, and now a part of the bloodlines of the descendents of the first godslayers. Magic is thus, also a hereditary power. A person who has no bloodline of magic in their past cannot learn the art of spellbinding, although a person may certainly be capable of great sorcery but without the proper tutelage never come to realize this.



Soulburn and Taint

The mortal body was never meant to channel the sort of god-stolen powers that sorcerer's wield. Mortal flesh and blood is frail, and changeful, and magic can do strange, unexpected things to that which is frail and changeful. Mortal sorcerers, in short, live with the constant threat of tainting themselves through the working of magic. A long life of working magic may leave a sorcerer as inhuman as any spirit or aelfan creature, and just as awful and frightening to the common man and woman.

Rules for Tribe Creation

Given the wide variation of creed and culture among the mortal folk you may wish to create new tribes for the setting. Tribe creation may either be a co-operative effort, especially when intended as a tribe that is open for player characters, or the realm of the Storyteller, when intended solely as a non-player race.

Concept

All tribes need some form of founding concept. The concept for the Morhorag tribe described in this book could be described as: a death-obsessed culture of fen-dwellers. The concept of the Asyneur could be written as: An over-proud clan that places importance in warrior principles and honour, and having little interest in the more peaceable magical arts. Allies of the Vanargan. A concept can usually be reduce to one or two sentences and should give a good initial sense of the primary features of the tribe.

Name

All tribes need a name. You can either invent a name or search for a suitable name in old languages such as Saxon, or Old Norse. Names are important for given a feel and mood to a tribe. A harsh, savage tribe needs an equally harsh, savage name. A gentle, musical folk need a gentle, musical name.

Disciplines

Of keen importance to the players will be what Disciplines the new tribe has access to. Disciplines are used to define the magic and supernatural powers of characters in Wayfarer's Song. Some tribes may be banned from learning a discipline that is otherwise open to all mortals. Perhaps no shape-shifting blood has ever run in the blood of your clan. Perhaps the tribesmen are superstitious and fearful of shape-shifters

because of this? Also a tribe should be the masters of at least one and no more than three unique Disciplines. These help make a clan feel more unique and on a cultural level represent the magic that is taught father to son, mother to daughter by the tribe and is unknown by other clans. You can either make up new Disciplines or take one of the open Disciplines in this book and make it specific to your new tribe.

The Details

A little history on a tribe, notes on what famous clan leaders, warlords, sorcerers or chieftains hail from the tribe, and perhaps maps of villages, hillforts and local tribal dominions are always useful to have on hand. The amount of detail you need to go into will vary according to the importance of the tribe in your campaign and your personal world building tastes.



Part Two - Characters

Flesh of Clay provides two methods to create new characters. An involved step-by-step system is outlined for those players who have the time and inclination to create a detailed, unique character. Second to that, an Archetype system is also provided to allow quicker and easier character creation. The simplified Archetype Method is outlined first. It is the system best suited to players new to the system.

Before reading this book you should at least flick through the Core Book, which explains something of the setting and rules of Wayfarer's Song. The rules provided here assume you have read and understood the core rules.

Simplified Character Creation

There are only two steps in the creation of a character using the simplified method of character creation...

- | | |
|-----------------|---------------------------|
| Step One | Choose an Archetype |
| Step Two | Resolve character details |

These two steps will define the majority of your characters abilities, skills powers and magic. An Archetype is a concept on which to a character can be based. The scope archetypes provide can be a bit limited, but that limitation can provide a good sense of boundaries for a new player.

Designer Notes

I have constructed each of the Archetypes used in the Simplified Character Creation method out of options in the Advanced Method. If you are more interested in using the Advanced Method then the Archetypes can be viewed as examples of the sort of characters you can create.

Step One: Choose an Archetype

An archetype is a recurrent character theme or motif in literature or mythology. The wise

wizard, the fallen king, the love lost hero, are all examples of common archetypes. To provide templates for simplified character creation the Archetypes need to be somewhat more general and cover a range of occupations and interests from the purely mundane and warlike through to the spiritual and magical.

Variations and Limitations

Always keep in mind that you can tweak odds and ends of any Archetype to create a character that you feel is closer to what you want. Swapping skills is the most obvious and easiest thing to do, but adding or dropping belongings, or even Disciplines is acceptable.

If you are using the Archetype system, however there will likely come a point for most players where each will decide that they have explored all the interesting Archetypes available. The Advanced step-by-step character generation opens up a whole new range of possibilities.

Designer Notes

Anyone familiar for role-playing will recognise the use of the concept of classes. Because these Archetypes are secondary to the advanced character creation system, I have not made much of an attempt to make the list exhaustive. But, at the same time I have tried to devise some interesting and unusual Archetypes that fit nicely into the world of Mithgerd.

Archetypes

- Chanter of Swords
- Charlatan
- Ember Sage
- Hexmonger
- Hero
- Hewer of Wood
- Huntsman
- Thief
- Soothsayer
- Squall Witch
- Wanderer
- Warrior-Poet
- Wizard of Ravens



Chanter of Swords

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

Concept

Clan chieftains, warrior-priests and heroes sometimes learn a little sorcery to help them on the field of battle or in the course of defending a tribe, clan or hallowed place. You have begun learning a little of this Hedge Magic - less powerful, but also less dangerous than Thaumaturgy.

Attributes

Dexterity: 3, Fortitude: 3, Perception: 3, Willpower: 3.

You have six points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Archery, Clever insults, Haggle, Family Histories, Forage, Laws of the Lands, Melee, Obscure Lore, Oratory, Sagas of the Gods and Storytelling.

Hedge Magic Magic (Discipline)

Hedge Magic is typically the class of magic studied by those who have spent some time and dedication to the art of sorcery, but without knowledge of affinities are able only to work sorcery through simple and highly ritualised chants. It is the magic of the war-wizard, a lord's chief sorcerer, a sorcerer-shaman.

Rank One

You master one Hedge Magic spell. To cast a Hedge Magic spell you must make a test of willpower and make a brief show of ritual gestures and mutterings. In casting a Hedge Magic spell you gain two Soulburn. To vary this Archetype you can replace the 'Cantrip of Toothless Swords' with any other Hedge Magic spell.

Cantrip of Toothless Swords

Causes the edged weapons of up to six enemies to loose one point of menace. The spell only

works on swords, axes, spears, and other edged melee weapons. Several lay-sorcerers casting the spell twice or more, does not cause cumulative loss of menace. Blades can only loose their edge once.

Belongings

One week's trail rations, Two sets of traveller's garb, Good leather or felt boots and gloves, embroidered cloak, belt pouch, backpack, flint and tinder, dagger (Menace 5), Iron tipped staff (Menace 4), and a coin purse holding 1 mark of silver.

Charlatan

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

Concept

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

Attributes

Dexterity: 3, Fortitude: 3, Perception: 3, Willpower: 3.

You have six points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Disguise, Eloquent Speech, Elvish Lore, Sagas of Sorcerers, Showmanship, Sleight of Hand, Oratory, Juggling, Lying, and Mimic Voice

Illusory Arts (Discipline)

A sign of some aelfan blood running in your veins, you have a talent for the shaping and conjuring of illusions - made up of the stuff that learned man call Glamour. You power, even at its most developed is that of a child to a master, when compared to the glammers that deeply elvish creatures can weave, but it is enough to



impress common mortals and get you out of tricky situations.

Aspects

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

Rank One

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

Any illusions you conjure vanish if removed more than five feet from your person. When you use this power make a Willpower based Test of Fatigue.

Belongings

One week's trail rations, Two sets of elaborate and embroidered garb, Good leather or felt boots and gloves, embroidered cloak, belt pouch, backpack, flint and tinder, dagger (Menace 5), and a coin purse holding 5 marks of silver.

Ember Sage

A sorcerer concentrating on spells of fire and light, ash and smoke and fizzgigery.

Concept

A Thaumaturge who has awakened to the affinity of storms: Your magic is flexible and powerful, and is worked through combination of affinities and rituals.

Attributes

Dexterity: 3, Fortitude: 3, Perception: 3, Willpower: 3.

You have six points to spread on Attributes. No Attributes can exceed 8.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Blow Smoke Rings, Eloquent Speech, Intimidation, Elvish Lore, Relic Lore, Runelore (Literacy), Sagas of Bygone Days (History), Sagas of Sorcerers, Spirit Lore and Wood Lore

Thaumaturgy (Discipline)

You area student of the elder magic of thaumaturgy. You cast spells by combining affinities which define the subject of a spell and rituals, which define the function of the magic and Runes.

Rank One

You awaken to one affinity. You may learn two rituals of thaumaturgy. You can cast spells of Lesser Enchantment. You can cast Spells of Least it Enchantment. Gain five Soulburn when you cast a spell.

Ritual: Ward of Protection

Affinity: Fire

Ward of Protection prevents you from being harmed by any source of fire, be it brought be it brought about naturally or unnaturally.

Ritual: Will of Command

Affinity: Fire

Will of Command allows you to roughly direct, master and change the course of a fire. You could cause a wildfire to dance, leap and surge or stop where it is and burn no closer. You cannot achieve anything fine or delicate, only gross changes of direction, force and power.

Soulburn

The maximum Soulburn you can take without suffering a taint is equal to your rank in Willpower. You will need to note this down as casting spells causes you to gain Soulburn and casting too many will cause tainting. You begin play with zero Soulburn.

Belongings

One week's trail rations, Rustic set of garb, Pig-leather boots, satchel, short cape, dagger (Menace 5), Staff of Firethorn (Menace 2) and a coin purse with 1 Silver Mark.

Hexmonger

The witch who crouches over smoking fire, gazes into the crystal, and works spells to blight, to bless to heal.



Concept

You are the earthiest of sorcerers, and also the least in power and status. Your sorcery is mostly derived from a devoted study of folk-magic, and the use of superstitions against those who believe in them.

Attributes

Dexterity: 3, Fortitude: 3, Perception: 3, Willpower: 3.

You have six points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Cookery, Flattery, Healing, Handcrafts, Riddle-Telling, Spirit-Lore, Story-Telling, Weather Watching

Folk Magic (Discipline)

Across Mithgerd, common folk believe in and use magical charms, blessings and curses. These small magical charms are termed Folk Magic.

Aspects

Folk magic spells last for either a day or the duration of a natural process, whichever is less. To increase the duration of a spell, a character can undergo preparation, and repetition of the ritual, over and over. By repeating the ritual for twelve minutes the duration can be extended one day (1 minute extends the spell 2 hours). Folk Magic can be used to achieve the following...

Charming: Speeding or augmenting a natural process. A charm could be used to cause a wound to knit over faster, cause crops to grow, ease childbirth, or mend a broken bone.

Dispelling: Compelling a supernatural force to flee, leaving a place or person alone, or to remove an enchantment from a target. Dispelling magic could be used to lift a rune-ward, or elf-enchantment or witch's curse. **Warding:** Prevent a supernatural force from harming a person, place or thing.

Rank One

When casting a Folk Magic spell roll 1d10. The spell is cast successfully if you roll a result equal to or under your Willpower score. The spell automatically fails if a 10 is rolled. At this level of power Folk magic can be used to influence

spirits or magic of least enchantment and to cause a natural process to be only marginally faster or easier.

Belongings

One week's trail rations, Rustic set of garb, Pig-leather boots, satchel, short cape, dagger (Menace 5), and a coin purse with 2 Silver Marks.

Hero

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

Concept

You are a wandering hero much like Beowulf or Sigfried in the old legends. You are motivated by glory, and to a lesser extent wealth. You have little interest in magic, and may find sorcery not merely distasteful but a dishonourable path to victory.

Attributes

Dexterity: 3, Fortitude: 3, Perception: 3, Willpower: 3.

You have six points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Ale Sculling, Boasting, Brawling, Clever Insults, Falconry, Intimidation, Game Hunting, Leadership, Melee and Sagas of the Heroes.

Haunted Heart (Discipline)

You have such a deep sense of a given passion, that in pursuing that passion you can enter a state of unfaltering devotion, continuing without rest and without any need for sustenance until you achieve your ends. Examples of passions include jealousy, revenge, greed, code of honour, or a true love for a person, place or thing.

Rank One

By making a Willpower based Test of Fatigue you can choose to enter a passionate fury, during



which time your skills temporarily gain an extra level of ranking. During this fury, you can do nothing except either pursue your passion, or gloat if you achieve a goal. Each round you exist in the fury you must make a Willpower based Test of Fatigue.

Belongings

One week's trail rations, two sets of well tailored garb, good leather or felt boots and gloves, fur trimmed cloak, belt pouch, backpack, flint and tinder, warhorn, shortsword (Menace 7) and scabbard, two throwing spears (Menace 6), leather tunic (Protection 1), round Targe Shield (Protection 3/Missile Cover +2) and a coin purse holding 3 Silver Marks.

Hewer of Wood

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

Concept

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

Attributes

Dexterity: 3, Fortitude: 3, Perception: 3, Willpower: 3.

You have six points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Ale Sculling, Axe Fighting, Cookery, Forage, Haggle, Herd and Farm, Riddle-Telling, Set Snares, Stealth and Wood Carving.

Uncommon Sense (Discipline)

You have an uncommon knack for the sort of earthy, good home-grown common sense that can keep one alive in a dangerous world.

Rank One

When you first meet a person you may make a test of perception. If you pass then you gain a good impression of whether the newly met

stranger is basically trustworthy, honourable, good-natured or on the other hand to be treated with suspicion.

Belongings

One week's trail rations, Two plain sets of garb, Good leather boots and gloves, cloak, belt pouch, backpack, flint and tinder, dagger (Menace 5), slashing scythe (Menace 6), bearded Axe (Menace 7), and a coin purse with 2 Silver Marks.

Huntsman

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

Concept

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

Attributes

Dexterity: 3, Fortitude: 3, Perception: 3, Willpower: 3.

You have six points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Forage, Haggle, Game Hunting, Melee, Set Snares, Skin and Dry Pelts, Stealth, Tracking and Woodcraft.

Ways of the Wilds (Discipline)

You have developed a supernatural understanding and empathy for the plants, animals and elements of the woods and waters wild.

Rank One

By spending time watching your natural surrounds you can gain insight as to whether there is any disturbance or if there are intruders



into a natural environment up to half a day's walk in any direction. Also you can change a failed attempt at a wilderness skill into a success by making a Willpower based Test of Fatigue. You still gain an experience notch for the failure.

Belongings

One week's trail rations, Two sets of traveller's garb, good leather or felt boots and gloves, fur trimmed cloak, belt pouch, backpack, flint and tinder, dagger (Menace 5), smallbow (Menace 5) and twelve good socketed arrows (Menace +1), Longknife (Menace 7), and a coin purse holding 1 mark of silver.

Thief

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

Concept

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

Attributes

Dexterity: 3, Fortitude: 3, Perception: 3, Willpower: 3.

You have six points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Appraise Goods, Cutpurse, Fast Talk, Haggle, Lock Pick, Melee, Pilfer and Run, Ropework and Stealth.

Serendipity (Discipline)

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

Rank One

You can suggest, once per game session, that something happen that would qualify as a stroke

of serendipity. For instance you may be sitting in a bar and suggest, that a friend just happens to walk, in or that a guard you are trying to get past, just happens to be a cousin. If the Storyteller declines your suggestion, your next suggestion cannot be declined unless *all* other players at the table do not agree that it is sensible.

Belongings

One week's trail rations, Two sets of traveller's garb, Good leather or felt boots and gloves, embroidered cloak, belt pouch, backpack, flint and tinder, dagger (Menace 5), thief's tools, hemp rope (20 ft.), torches (5), and a coin purse holding 1 mark of silver.

Soothsayer

A prophet, a seer of omens, one both blessed and troubled by visions and premonitions.

Concept

You suffer from periodic visions of the future or of distant people and places. You can see the spirit-world, and feel the course of all fate and living things. You can find work no doubt: there are always those willing to pay for a fortune told by candle-light, but how do the visions affect you? It must be troubling to a lens for fate.

Attributes

Dexterity: 3, Fortitude: 3, Perception: 3, Willpower: 3.

You have six points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Eloquent Speech, Elvish Lore, Empathy for Others, Forage, Frightening Speech, Haggle, Sagas of Bygone Days (History), Sagas of the Gods, Showmanship and Storytelling

Visions (Discipline)

Visions, especially in the early ranks, are as likely to be frightening as useful. The visions will come unbidden, often nightmarish in form, at potentially dangerous times for falling into a trance. Developing this talent will allow better control of when, and how the visions come, but not necessarily any control over the deeply



disturbing psychology of the visions – a nice thing for the storyteller to toy with.

Rank One

The vision only come when you sleep, in the form of dreams and nightmares. Once a night you may make a test of willpower and either choose to, or not to experience a vision. If you do experience a vision, you will wake, sweating, and wide-eyed from the dream. The storyteller rolls on the following chart and describes the vision.

1 to 2	True, clear and important vision
3 to 4	A vision that is true but cryptic and baffling
5 to 10	A false or misleading vision

Belongings

One week's trail rations, Rustic set of garb, Pig-leather boots, satchel, short cape, Focus for Visions (e.g. crystal, bowl and ink, rune stones), dagger (Menace 5), Walking Staff (Menace 2) and a coin purse with 1 Silver Mark.

Squall Witch

A sorcerer of storms, skies, winds and thunder, lightning and rains.

Concept

A Thaumaturge who has awakened to the affinity of storms: Your magic is flexible and powerful, and is worked through combination of affinities and rituals.

Attributes

Dexterity: 3, Fortitude: 3, Perception: 3, Willpower: 3.
You have six points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Elvish Lore, Forage, Healing, Relic Lore, Runelore (Literacy), Sagas of Bygone Days (History), Sagas of Sorcerers, Weather Watching and Woodcraft.

Thaumaturgy (Discipline)

You area student of the elder magic of thaumaturgy. You cast spells by combining affinities which define the subject of a spell and rituals, which define the function of the magic and Runes.

Rank One

You awaken to one affinity. You may learn two rituals of thaumaturgy. You can cast spells of Lesser Enchantment. You can cast Spells of Least it Enchantment. Gain five Soulburn when you cast a spell.

Soothe of Nature

Affinity: Storms

This ritual allows you to cause a natural turmoil of a storm to calm and vanish to nothing.

Summonings

Affinity: Storms

This ritual allows you to summon up a storm of out of the air. The force you summon will progress like any natural phenomenon and will remain out of your control unless you work further magic upon it.

Soulburn

The maximum Soulburn you can take without suffering a taint is equal to your rank Willpower. You will need to note this down as casting spells causes you to gain Soulburn and casting too many will cause tainting. You begin play with zero Soulburn.

Belongings

One week's trail rations, Two sets of traveller's garb, Good leather or felt boots and gloves, embroidered cloak, belt pouch, backpack, flint and tinder, dagger (Meance 5), Staff of Hawthorn (Menace 3) and a coin purse holding 2 marks of silver.

Wanderer

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

Concept

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



Attributes

Dexterity: 3, Fortitude: 3, Perception: 3, Willpower: 3.

You have six points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Brawling, Cajolery, Cookery, Flattery, Forage, Haggle, Riddle Telling, Melee, Weather-Watching, Whistling

Intuit Direction (Discipline)

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

Aspects

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

Rank One

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

Belongings

One week's trail rations, Two sets of traveller's garb, Good leather or felt boots and gloves, cloak, belt pouch, backpack, flint and tinder, three useful maps and a leather case, dirk (Menace 6), walking staff (Menace 2), and a coin purse holding 3 marks of silver.

Warrior-Poet

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

Concept

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

Attributes

Dexterity: 3, Fortitude: 3, Perception: 3, Willpower: 3.

You have six points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Ancient Lore, Archery, Balladry, Eloquent Speech, Harping, Incite Mob, Leadership, Melee, Sagas of Heroes, and Storytelling

Enchanted Voice (Discipline)

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

Rank One

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

Belongings

One week's trail rations, Two sets of traveller's garb, good leather or felt boots and gloves, embroidered cloak, belt pouch, backpack, flint and tinder, carven harp, dagger (Menace 5), short sword (Menace 7), and a coin purse holding 2 marks of silver.

Wizard of Ravens

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

Concept

A Thaumaturge who has awakened to the affinity of storms: Your magic is flexible and powerful, and is worked through combination of affinities and rituals. The Wizard of Ravens can easily be



adjusted by replacing ravens with any other animal.

Attributes

Dexterity: 3, Fortitude: 3, Perception: 3, Willpower: 3.
You have six points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Cajolery, Eloquent Speech, Intimidation, Poisons, Relic Lore, Runelore (Literacy), Sagas of Bygone Days (History), Sagas of Sorcerers, Sagas of the Underworld, Spirit Lore.

Thaumaturgy (Discipline)

You area student of the elder magic of thaumaturgy. You cast spells by combining affinities which define the subject of a spell and rituals, which define the function of the magic and Runes.

Rank One

You awaken to one affinity. You may learn two rituals of thaumaturgy. You can cast spells of Lesser Enchantment. You can cast Spells of Least it Enchantment. Gain five Soulburn when you cast a spell.

Tongues of the Wild

Affinity: Raven

This ritual allows you to speak the language of ravens.

Transformations

Affinity: Raven

Transformations allows you to change into the form of a raven.

Soulburn

The maximum Soulburn you can take without suffering a taint is equal to your rank Willpower. You will need to note this down as casting spells causes you to gain Soulburn and casting too many will cause tainting. You begin play with zero Soulburn.

Belongings

One week's trail rations, Two sets of traveller's garb, Good leather or felt boots and gloves, embroidered cloak, belt pouch, backpack, flint and tinder, dagger (Menace 5), Staff of Ash (Menace 3) and a coin purse holding 2 marks of silver.

Step Two: Resolve Details

Attributes

Attributes are only used in touch and go situations. All play varying roles in the game. Fortitude is important for combat-orientated characters. Willpower has an important role in casting and resisting magical spells.

Dexterity

Eye-hand co-ordination and reflexes.

Fortitude

Brute physical strength and stamina.

Perception

Wits, general awareness and agility of mind.

Willpower

Strength of mind and force of will.

Skills

Wayfarer's Song allows you to invent and define any skills you want for your character, within the bounds of common sense and at your Storyteller's discretion. The lists provided are to be treated as suggestions, and do not have definitions for that reason. Only those skills associated with common day-to-day life are defined. Note that skills of any sort are always mundane: No 'magical skills' are used in Wayfarer's Song. Magic is always defined by Disciplines.

Common skills are basic skills that all characters begin play knowing at Rudimentary Rank. Be aware that inventing a skill that mimics one of the Common Skills is somewhat pointless. The common skills are...



Awareness	General alertness
Climb	Scaling trees and ropes
Dodging	Evading missiles and attacks
Folklore	General knowledge
Hide	Hiding from others
Ride	Riding a horse or pony
Swim	Keeping afloat in water

Ideas for Skills

The following is a list of ideas for skills and should be treated as a rough guide only.

Combat

Archery (bows and arrows), Brawling (hand-to-hand combat), First Aid, Melee (close-combat), Missile (thrown weapons), Set Ambush, Sling-shooting, Strategy.

Crafts

Begging, Blacksmith, Boating, Bone-Carving, Dancing, Engraving, Falconry, Gemcutter, Healers Arts, Herd and Farm, Juggling, Leatherwork, Minstrelsy, Poetry, Singing, Scribe (Literacy in one language), Stonecutting, Storytelling, Tumbling, Weaving, Wood-Carving.

Learning

Ancient History, Arcane Lore, Bestiary Lore (animals), Gem and Mineral Lore, Relic Lore, Scribe (literacy in one language)

Sacral

Duties of Priesthood, Rituals of Worship, Sagas of the Gods, Sacred Sites, Stories of Miracles.

Social

Begging, Cajole, Carouse, Etiquette, Fast Talk, Flattery, Haggle, Incite Riot, Intimidation, Instruction (teaching), Leadership, Oratory (Public Speaking), Riddle-Telling, Seduction

Subterfuge

Burglary, Disguise, Pick Lock, Pick-Pocket, Pilfer (shop-lift), Set Ambush, Spider Climbing, Stealth, Traceless Walking

Wilderness

Archery (Bow and arrow), Falconry, Forage for Food, Hunting (combat using hunting weapons), Knot-Work Tracking, Poisons Lore, Set Snares, Skin and Dry Pelt, Weather-Watching, Woodcraft.

Disciplines

Unusual magical abilities are termed Disciplines. These innate magical powers include: Folk-Magic (Hearth-Witch), Haunted Heart (Hero) Illusory Arts (Charlatan), Intuit Direction (Wanderer), Enchanted Voice (Warrior-Poet), Serendipity (Thief), Sorcery (Autumn Sage), Visions (Soothsayer) and Ways of the Wilds (Huntsman).

Write any Disciplines you have on your character sheet and mark them at Rank One.

Sorcery

This is the most complex aspect of characters and even at this simplified level you should probably refer to the Advanced Character Creation section on Sorcery.

Paradigm of Sorcery

The magic of Wayfarer's Song is of an earthy sort, in mood and power and effect it is highly naturalistic. Sorcerers receive their power from an understanding of the nature of the world – that there is power in names and symbols, and that natural forces once understood can be commanded. There are those who take power from evil spirits and their own malignant will, and others who have a power that is from a something – a temperament that is born in him or her.

Soulburn

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

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

This effect is called *Soulburn* by Sorcerers, and its effects vary depending upon the type of magical energy that is being channelled. Healing and protective magic tends to do little damage to the caster. Magic meant to neither hurt nor heal is of a middling sort and sometimes becomes destructive but is usually not. Magic channelled to destroy causes the worst *Soulburn* and can leave a Sorcerer bloodied and ruined.



Loosing Soulburn

The news isn't all bad however. Sorcerers naturally loose Soulburn while sleeping: one level of Soulburn is lost per two hours of sleep. Sorcerers may also rely on smoking a pipeful of Juniper Leaf an expensive but sometimes necessary way to reduce one's Soulburn.

Taints

Taints are normally rolled on a table of ten options that are specific to various traditions of sorcery. But, as the Storyteller remember that the table is a list of suggestions only and should be treated as such. Feel free to interpret a given taint how you like and to invent new taints that are in theme with the magic that has caused them.

Advanced Character Creation

Creating a character by the Advanced method allows you to mould, carve and chisel each detail of your character. The options becomes myriad, the graduations of variation multiply with each step. But, I issue a fair warning: this is also a fairly protracted system of character creation, and each character may take around an hour to create.

Step One: Envision a Character

In Wayfarer's Song you create a character by detailing a background for her, and then extrapolating skills, abilities, life advantages and complications from the background. Before starting however, you need to envision a character.

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

At this point you will want to give your character a name, a gender, and perhaps a few distinguishing characteristics, likes and dislikes, or even just a basic appearance to work with.

Step-by-Step

Step One	Envision a character
Step Two	Choose a Tribe
Step Three	Legacy
Step Four	Attributes
Step Five	Skills
Step Six	Disciplines
Step Seven	Background Options
Step Eight	Wealth

Example: Gilfea

We are going to create a character, a woman named Gilfea. Gilfea is at home in the woodlands and wilds. Perhaps she will have some magic that relates to forest birds or animals, but we are not sure yet what these will be. We want her to be quick, and aware of her surroundings, a fiery, strong willed person who has survived hard times, but who relies more on stealth and wits than on sheer strength to survive.

Example: Step Two

Looking at the tribes it seems that the Laukar, the woodlanders, are the most likely choice for a wild lady of the forest. So Gilfea now belongs to the Laukar. We make a note of this on her character sheet.

Step Two: Choose a Tribe

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

Asyneur	Fiery tempered warriors and sorcerers
Beorga	Barbarians, raiders and hunter-gatherers
Morhorag	Fenlanders obsessed with a cult of the dead
Laukar	Woodlanders, hunters and wildwood gatherers
Skaldean	Wandering minstrels, gypsies and thieves
Vanargan	Healers, farmers, seers and prophets



Asyneur

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

Creed

The Asyneur are warriors, sages, and sorcerers above all else. They have discovered the secret of iron, and make for themselves weapons and helms of this polished black metal. They are also renowned for their fiery nature, and unstable, sometimes vicious tempers. In the years before the Snow Queen came out of the north, the Asyneur went to war against the Vanargan. The Vanargan were forewarned by virtue of their own magic, and were prepared. The war was long, and both sides wrought terrible waste upon the others lands. Eventually both sides conceded that neither could win, hostages were exchanged, and an alliance was formed between the two tribes. An alliance that though sometimes tense, still survives today.

Appearance

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

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

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

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

Skaldean: Thieves. When the Skaldean come to town give them rings of gold and trinkets for their stories and songs, for those who ill pay the Skaldean 'loose' far more.

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

Unique Disciplines

Only available to the tribe Asyneur:

Valraven Warriress, Word of Binding

Strong Disciplines

Gain a bonus rank if you buy:

Chanter at the Forge, Warrior Blest, Will over Self

Open Disciplines

Open to tribe Asyneur:

Animal Tongues, Hedge Magic, Folk Magic, Geas, Haunted Heart, Intuit Direction, Piercing Gaze, Premonitions, Scrying, Second-Sight, Serendipity, Talismanic Arts, Thaumaturgy, Uncommon Sense, Visions, Ways of the Wilds, Wyrd



Beorgar

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

Creed

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

Appearance

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

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

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

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

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

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

Unique Disciplines

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

Strong Disciplines

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

Open Disciplines

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



Laukar

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

Creed

The Laukar dwell in a world where man is often at the mercy of the forces of nature. They have developed a reverence for spirits of the wild, for elementals in part, but also for several powerful Wild Folk whom they credit with bringing bounty, and fecundity to their lands. They are protective of their small gods, and suspicious of strangers - knowing well enough that many would seek out the Wild Folk to kill them and steal their magic.

Appearance

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

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

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

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

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

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

Unique Disciplines

Only available to the tribe Laukar:

Brotherhood of the Hunt, Wood Haunter

Strong Disciplines

Gain a bonus rank if you buy:

Animal Tongues, Intuit Direction, Ways of the Wilds,

Open Disciplines

Open to tribe Laukar:

Animal Tongues, Hedge Magic, Folk Magic, Geas, Haunted Heart, Healing Touch, Illusionary Arts, Intuit Direction, Piercing Gaze, Premonitions, Purifying Touch, Scrying, Second-Sight, Serendipity, Talismanic Arts, Thaumaturgy, Uncommon Sense, Visions, Ways of the Wilds, Will over Self, Witch-Lore, Wyrde



Morhorag

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

Creed

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

Appearance

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

Asyneaur: Fools who crave death in battle, but do not understand the dead.

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

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

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

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

Unique Disciplines

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

Strong Disciplines

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

Open Disciplines

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



Skaldean

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

Creed

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

Appearance

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

Birthrights

Asyneaur: Rich lords, and proud warriors make for treasures of gold and red, red gems. Avoid their fists. Insult no their ancestors. And wait until they are all asleep with mead. The pickings are rich.

Beorgar: A folk who could pay with bone and teeth and wood. Not for that would I weave my charms and sing my songs.

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

Laukar: Good enough folk. Pleasant but not rich.

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

Unique Disciplines

Only available to the tribe Skaldean:

Enchanted Voice, Luck of the Traveller

Strong Disciplines

Gain a bonus rank if you buy:

Geas, Illusionary Arts, Serendipity

Open Disciplines

Open to tribe Skaldean:

Animal Tongues, Hedge Magic, Folk Magic, Haunted Heart, Healing Touch, Intuit Direction, Piercing Gaze, Premonitions, Purifying Touch, Scrying, Second-Sight, Talismanic Arts, Thaumaturgy, Uncommon Sense, Visions, Ways of the Wilds, Will over Self, Witch-Lore, Wyrde



Vanargan

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

Creed

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

Appearance

Typically slender, with pale skin, and hair that appears more silvery than blonde, the Vanargan are known for their beauty. The Vanargan, men and woman both, prefer to wear the robes of sages, and seldom don themselves in rich gold or silver. They have more love for organic beauty, and decorate themselves with painted teeth, colourful feathers, or intricately carved bone or precious woods.

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

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

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

Laukar: Humble folk, and kind. Always kind.

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

Unique Disciplines

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

Strong Disciplines

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

Open Disciplines

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



Step Three: Legacy

Your character's Legacy is a simple measure of how famous, renowned, and powerful she is at the inception. You will need to discuss with your Storyteller what levels of legacy she is willing to accept. She may want everyone in the game to be playing characters of a similar Legacy so that no one hogs the limelight. Alternatively, she may want a variety of differing levels of power in the group, for a more literary feel.

There are five levels of Legacy, Inexperienced being the least powerful, and God-Like being the most.

Inexperienced	Freebee Points: 10
Competent	Freebee Points: 15
Heroic	Freebee Points: 20
Legendary	Freebee Points: 25
God-like	Freebee Points: 30

Freebee Points

Freebee points are used to either buy extra skills, increase the level of your attributes, or gain the use of magical powers for your character. Magical disciplines can only be bought using freebee points, so you may want to save them for that use.

Summary of Freebee Point Costs

Attributes

Increase one Attribute one rank

Skills

Gain a new skill at rudimentary
Increase a skill one rank

Disciplines

Gain a Discipline at Rank One
Gain a Discipline at Rank Two
Gain a Discipline at Rank Three
Gain a Discipline at Rank Four
Gain a Discipline at Rank Five

Example: Step Three

Gilfea's player confers with her Storyteller. The Storyteller has in mind a game that would require characters that are capable of surviving on their own against harsh odds, but who are not overly powerful. She would consider either Competent or Heroic Characters.

Gilfea's player doesn't envision the character as a hero, yet, so opts for Competent. This gives her 15 freebee points to spend on skills, attributes and disciplines.

Step Four: Age

Flesh of Clay uses four arbitrary ages, termed passages of life, that a character can begin play at. The ages are not intended to reflect actual recognised ages within a culture, but are convenient ways to divide up a life. The passages of life are as follows.

First Passage	Childhood
Second Passage	Coming of Age
Third Passage	Adulthood
Fourth Passage	Old Age

Child

You are still young and lively and full of the ~~Cost One~~ ^{Cost One} of youth. Little more than a whelp out of the crib.

Cost ~~One~~ ^{Two}
Base Attributes: Dext 3, Fort 3, Perc 3, Will 3

Coming of Age

You are passing into the world of adulthood. ~~Cost One~~ ^{Cost One} You are considered to have responsibilities now, ~~Cost Two~~ ^{Cost Two} and are subject to any and all laws pertaining to ~~Cost Four~~ ^{Cost Four} the adults of a realm.

Cost ~~Eight~~ ^{Five}
Base Attributes: Dext 3, Fort 3, Perc 3, Will 3

Middle Aged

You are beginning to feel you age in a world where few live to be elderly. Your joints ache a little, and there are a few traces of grey in your hair.

Skills: 4 at Rudimentary, 2 at Basic, 2 at Simple



Old Age

Wrinkles web your face, and your eyes are not as bright as they used to be. Age is upon you, though you are not invalid by any measure of things, you certainly feel that you have lived through better days.

Skills: 4 at Basic, 4 at Simple, 2 at Fair

Example: Step Four

Gilfea's player wants her to be young, to have experienced some of life, but does not want her to be a child.

Looking at the list of ages, we decide that Coming of age is a reasonable choice.

Step Five: Attributes

Child	Dex 2, Fort: 2, Per 2, Will 2,
Coming of Age	Dex 3, Fort: 4, Per 3, Will 3,
Middle Age	Dex 3, Fort: 4, Per 3, Will 3,
Old Age	Dex 2, Fort: 2, Per 3, Will 3,

Each character has a set of base attributes as determined by their age. To these you can allocate three freebee points as you see fit. Remember that it costs you one freebee point to increase one Attribute one level. All Attributes have an upward limit of Rank 8.

Dexterity

Eye-hand co-ordination and reflexes.

Fortitude

Brute physical strength and stamina.

Perception

Wits, general awareness and agility of mind.

Willpower

Strength of mind and force of will.

Example: Step Five

Step five requires you to distribute points over your character's Attributes. We want to leave some points for skills and Disciplines, so decide to only spend six points (leaving 9). Gilfea's player decides that she is a fairly lithe woman, so adds three points to Dexterity. Also perceptive and strong willed, but not very powerfully built, she decides to add two points to Perception, and one to Willpower.

Her Attributes...

Dexterity	3 + 3	6
Fortitude	4 + 0	4
Perception	3 + 2	5
Willpower	3 + 1	4



Step Five: Skills

Wayfarer's Song allows you to invent and define any skill you want for your character, within the bounds of common sense and at your Storyteller's discretion. The lists provided are to be treated as suggestions, and do not have definitions for that reason. Only those skills associated with common day-to-day life are defined. Note that skills of any sort are always mundane: No 'magical skills' are used in Wayfarer's Song. Magic is always defined by Disciplines.

Buying and Increasing Skills

You use freebee points to buy and increase skills for your character. To buy a skill at Rudimentary spend one freebee point. To increase a skill one rank, spend two Freebee points.

Common Skills

Looking over your character you will find a list of seven Common Skills. These are basic skills that for reasons of common sense, and game play all characters know at Rudimentary Rank. Be aware that inventing a skill that mimics one of the Common Skills is pointless. The common skills are...

Awareness	General alertness
Climb	Scaling trees and ropes
Dodge	Evading and dodging
Folklore	General knowledge
Hide	Hiding from others
Ride	Riding a horse or pony
Swim	Keeping afloat in water

Aptitude Ranks

Aptitude ranks increase during gameplay through skill-use. The more often you use a skill, the more likely it is to increase in rank.

Rudimentary

You have a very limited understanding of the skill.

Basic

You understand a few basic principles, but don't have any real depth of knowledge.

Average

You have the level of understanding achieved by those who pursue a skill for some years.

Fair

You've enough of a skill to impress the average layman.

Advanced

You have a good all-round knowledge and more than one trick up your sleeve.

Penultimate

Your name is used as a byword for a master of your craft.

Paramount

You are a paragon of skill.

Example: Step Five

We've set upon a woodland, and wilds concept for Gilfea. Thus we want some outdoor skills for her. We do not want Gilfea to be particularly magical, but would like her to have some sort of minor wild magic. We will only leave one point for disciplines, leaving eight to spend on skills.

Archery	Basic	Cost 3
Forge	Rudimentary	Cost 1
Lore of Beasts	Rudimentary	Cost 1
Melee	Rudimentary	Cost 1
Tracking	Rudimentary	Cost 1
Wood-Carving	Rudimentary	Cost 1



Ideas for Skills

The following is a list of ideas for skills and should be treated as a rough guide only.

Combat

Archery (bows and arrows), Brawling (hand-to-hand combat), First Aid, Melee (close-combat), Missile (thrown weapons), Set Ambush, Sling-shooting, Strategy.

Crafts

Begging, Blacksmith, Boating, Bone-Carving, Dancing, Engraving, Falconry, Gemcutter, Healers Arts, Herd and Farm, Juggling, Leatherwork, Minstrelsy, Poetry, Singing, Scribe (Literacy in one language), Stonecutting, Storytelling, Tumbling, Weaving, Wood-Carving.

Learning

Ancient History, Arcane Lore, Bestiary Lore (animals), Gem and Mineral Lore, Relic Lore, Scribe (literacy in one language)

Sacral

Duties of Priesthood, Rituals of Worship, Sagas of the Gods, Sacred Sites, Stories of Miracles.

Social

Begging, Cajole, Carouse, Etiquette, Fast Talk, Flattery, Haggle, Incite Riot, Intimidation, Instruction (teaching), Leadership, Oratory (Public Speaking), Riddle-Telling, Seduction

Subterfuge

Burglary, Disguise, Pick Lock, Pick-Pocket, Pilfer (shop-lift), Set Ambush, Spider Climbing, Stealth, Traceless Walking

Wilderness

Archery (Bow and arrow), Falconry, Forage for Food, Hunting (combat using hunting weapons), Knot-Work Tracking, Poisons Lore, Set Snares, Skin and Dry Pelt, Weather-Watching, Woodcraft.

Languages

Each character is allotted two languages. The first, their Cradle-Tongue is set at Rank 4 (Fluent). The second is a foreign language of the player's choice and is set at Rank 3 (Accented). Treat each Tribe as having its own language.

Language Ranks

Rank 1 <i>Scant</i>	You can say a few simple words.
Rank 2 <i>Halting</i>	You can string simple sentences together.
Rank 3 <i>Accented</i>	You speak well but with a heavy accent.
Rank 4 <i>Fluent</i>	You speak like a native born of the tongue.
Rank 5 <i>Poetic</i>	You have a deep and versed talent for words.



Step Six: Disciplines

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

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

Insight

You will also want to take note of your 'insight'. Insight is an advancement stat. Each discipline has a level of insight, which may vary during gameplay, but always starts at level one. During play you can decide to try and advance your understanding of a discipline by sheer focus of willpower mingled with a sense of urgency. Disciplines are internal powers and improving them is a function of attaining a deeper individual understanding of the power.

When your character attempts to plumb new depths of power, you roll a d10. If you roll equal to or lower than your insight the Discipline advances a rank and insight returns to 1. If your roll higher than your insight, then insight increases one level. Failure also implies a loss of faith in oneself and a character who fails an insight check should refrain from using the discipline in question for at least some few hours or days depending on the depth of despair caused.

Example: Step Six

Gilfea has just one point left, so can only buy a Discipline at Rank One. Looking over the list her player decides that the ability to talk to animals is appealing, so Gildea takes the Discipline 'Animal Tongues' at Rank One. According to the rules for Animal Tongues, Gildea's perception of 4 means she can speak the language of birds. We note this on her character sheet.

Disciplines	Tribe
Animal Tongues	Open
Brotherhood of the Hunt	Laukar
Chant at the Forge	Open
Charmed Life	Open
Clear Sight	Open
Deathspeaker Seer	Morhorag
Enchanted Voice	Skaldean
Fetch-Souled	Open
Folk Magic	Open
Geas	Open
Haunted Heart	Open
Healers of Idis	Vanargan
Healing Touch	Open
Hedge Magic	Open
Illusory Arts	Open
Intuit Direction	Open
Lore of Heid	Vanargan
Luck of the Traveller	Skaldean
Nostrum Arts	Open
Piercing Gaze	Open
Premonitions	Open
Purifying Touch	Open
Srying	Open
Second-Sight	Open
Serendipity	Open
Shaman Craft	Open
Skin-Changer	Open
Spellbinder's Art	Open
Spirit Hunter	Morhorag
Talismanic Arts	Open
Thaumaturgy	Open
Uncommon Sense	Open
ValravenWarrioreess	Asyneaur
Visions	Open
Warrior Blest	Asyneaur
Warrior Shaman	Beorgar
Ways of the Wilds	Open
Will over Self	Open
Witch-Lore	Open
Wolf-Blooded	Beorgar
Wood Huanter	Laukar
Word of Binding	Asyneaur
Wyrde	Open



Animal Tongues

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

Perception: 1 to 3

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

Perception: 4 to 6

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

Perception: 7 to 9

You understand the language that the wolf uses to speak to the deer and the fox uses to speak to the crow, it is the most primal language, a common tongue for all animals. Animals do not often use this tongue amongst their own kind but

Rank Four

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

Rank Five

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

Brotherhood of the Hunt

You are a one of the stag-warriors, a cult dedicated to the spirits of the wild and woodland, and the strength and grace of deer. You are known for your stealth, and mastery of the bow of hunting and war. You are trained also in skills of spying and survival and make a masterful scout.

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

if you address them they will understand you and reply in a way that you will hear as an echo of words

Aspects

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

Rank One

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

Rank Two

You can understand many and complex voices all at once on any successful test of Willpower. You can speak a few halting words and be understood.

Rank Three

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

Rank One

You can take an hour to bless an arrow made from mistletoe, so that when you shoot it, it cannot miss its mark. You can only own one blessed arrow at a time.

Rank Two

As long as you are moving through woodland, or natural surrounds a test of perception is needed to see you at a distance of more than ten feet.

Rank Three

Whenever you pass a test of a woodland survival skill to find food, (forage or hunting), you find enough food to feed three people for one day. Any arrow that you make by your own hands gains a +1 menace and can hit targets normally only subject to injury by magic.

Rank Four

Lights and shadows seem to fall across you, making you merge into natural backgrounds. As long as you are moving through woodland, or natural surrounds a test of perception is needed to see you at any distance. Any arrow that you make by your own hands gains a +2 menace and



can hit targets normally only subject to injury by magic.

Rank Five

You can move through forest at a rate that most people could run over a field. You do not need sleep, and you gain second-sight (see Awakenings above), as long as you are in natural surrounds. Any arrow that you make by your own hands gains a +3 menace and can hit targets normally only subject to injury by magic.

Chanter at the Forge

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

Aspects

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

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

Special thanks to 'Balbinus' for suggesting this Discipline and 'Dimensional' for suggesting a refinement. The power of Mortal Craftsmen is highly limited, because the crafting of powerful relics is the realm of the Duergar.

Rank One

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

Rank Two

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

Rank Three

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

Rank Four

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

Rank Five

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

Charmed Life

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

Aspects

In game-play, Charmed Life allows you to change failed rolls of the dice to successes, simply by saying so. If for instance you fail a Test of Skill, and would rather have passed, you may state so have pass the attempt. In doing so you still gain the experience otherwise allocated for failing Tests of Skill.

Rank One

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

Rank Two

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

Rank Three

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

Rank Four

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

Rank Five

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

Clear Sight

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

Rank One

You can see through a light fog and in twilight as if it were clear air. A test of Awareness is



required to see through anything thicker or of a pitcher dark.

Rank Two

You can see through any natural fog or mist, and through the half-light of a starry night. A test of Awareness is required to see through anything thicker or of a pitcher dark.

Rank Three

You can see through any natural fog or mist, and through the darkness of a moonless and cloudy night. A test of Awareness is required to see through enchanted mists or pitch darkness.

Rank Four

You can see through magical and enchanted mists, and through the utter darkness of a cave. A test of Awareness is required to see through enchanted darkness.

Rank Five

You can see through all mists and dark airs irrespective of whether they are natural or otherwise. You can also make a test of awareness when studying an object or person to see through any illusions that may have been woven over the him, her or it.

Deathspeaker Seer

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

Aspects

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

To work a ritual to summon the dead back to the mortal world a character must undergo a ritual performance, usually in private and for at least ten minutes. The character must make a Test of Willpower or the ritual is deemed to have failed. For each ten minutes in addition to the first spent in ritual gives a -1 bonus to the Willpower Test. Whether or not the ritual succeeds the Characters takes at least one Soulburn for each ritual attempted.

Rank One

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

Rank Two

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

Rank Three

You can summon back the wraith of a person dead no longer than a year. The wraith remains in your presence for ten minutes and is bound to do your bidding or answer questions dutifully. Treat it as a wraith of least power. You may also allow yourself to be possessed by a wraith for a limit of five minutes so that the dead may speak to the living through you. Gain three Soulburn when you attempt to invoke the dark arts at this level.

Rank Four

You can summon back the wraith of a person dead no longer than a century. The wraith is bound to do your bidding until the next full moon. Treat it as a wraith of lesser power. You may also allow yourself to be possessed by a wraith for a limit of ten minutes so that the dead may speak to the living through you. Gain four Soulburn when you attempt to invoke the dark arts at this level.

Rank Five

You can summon back the wraith of a person dead no longer than a century. The wraith is bound to do your bidding until the next full moon. Treat it as a wight of greater power. You may also allow yourself to be possessed by a wraith for a limit of twenty minutes so that the dead may speak to the living through you. Gain five Soulburn when you attempt to invoke the dark arts at this level.

Enchanted Voice

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



Rank One

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

Rank Two

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

Rank Three

You make cause a specific person to stop all actions to the exclusion of listening to your voice. You can not give commands or orders, and the person may in fact become quite angry but they can do nothing but listen to the charm of your voice.

Rank Four

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

Rank Five

By spending a number of days with a person equal to that person's Willpower, and on the evening of the last day, by winning a contest of Willpower, you can put the target completely under your control. Suggestions you make will be believed, and the enthralled will believe you over any other voice of reason. He or she, will also act to help and defend you even if it means endangering their own life.

Fetch-Souled

Every person has what the Norse called a Fylgjur, from what we now have the word Fetch. A Fetch is a protective spirit, that is at once a part of you and distinct from you – somewhat like a Familiar spirit, but rather than protecting a family, the Fetch attaches itself directly to your soul, it is highly personal, and often hidden deep within you.

Aspects

If your fetch 'dies' then you must make a test of Willpower or dies immediately from the shock.

If you live, you have a few days to linger in a horrible sorrowed and sickened state, before finally succumbing and dying.

Rank One

Your fetch is only visible at times of crises, both awaking and asleep. It takes the form of an animal – if you have not yet reached puberty, then the animal form can change according to your mood, if you are an adult then it is set and reflects your personality. You also need to choose a name for your fetch. Primarily the fetch will appear to you as a warning – perhaps covered in blood if you are in mortal danger, or sometimes speaking a few words of warning.

Rank Two

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

Rank Three

Your fetch appears when you fall asleep, in the form of a glowing phantom animal and guards you until you awaken. It can not be hurt except by enchanted weapons or sorcery and if forced to defend you will make noise to awaken you and fight with tooth and claw. Gain a skill Fetch-Fighting at Rudimentary. If your fetch strikes an opponent, treat its claws as weapons of least enchantment with Menace 6. The fetch will linger for a few minutes after you awaken.

Rank Four

By making a test of willpower you can summon your fetch once per day for a number of minutes equal to your willpower. The fetch appears in dream shape, as in Rank Three, and will do what it can to help you, although it can never move more than ten feet from you.

Rank Five

Your fetch appears and stays with you as you please for as long as you please. The shape is similar to the dream-form, but with only glowing eyes, and a more substantial appearance. In combat it has similar properties to Rank Three, except that it has Protection 3, and Menace 8.

Folk Magic

Across Mithgerd, common folk believe in and use magical charms, blessings and curses. These



small magical practises are of the sort that a family might use to protect a home from evil spirits, or a clan chief might use in exorcising a ghost, or blessing a child. They are always subtle, and generally inoffensive. The gift of sorcerous blood runs in your veins and from this you have the power to learn the subtle art of Folk magic.

In a way Folk-Magic can be seen as the conscious flip side to superstition. Whereas superstitions may cause subtle magical effects through unconscious belief, Folk-magic is the conscious attempt to perform a small magical rite.

Magic for the Ungifted

Practitioners of folk-magic do not have an understanding of how these small charms work. Though not as powerful as a spell of runic sorcery or witchcraft, folk magic is used by many people regularly, and can have a significant influence on a game. The power of folk magic is based on understanding a little about the supernatural world, but is given real power by the strength of a person's belief in the magic. The magic can be used to speed or alter a natural process, or provide protection from harm.

Aspects

Folk magic spells last for either a day or the duration of a natural process, whichever is less. To increase the duration of a spell, a character can undergo preparation, and repetition of the ritual, over and over. By repeating the ritual for ten minutes the duration can be extended one day (1 minute extends the spell 2 hours).

Any spell cast using Folk Magic causes the sorcerer to gain one rank of Soulburn. Folk Magic can be used to achieve the following...

Charming

Speeding or augmenting a natural process. A charm could be used to cause a wound to knit over faster, cause crops to grow, ease childbirth, or mend a broken bone.

Dispelling

Compelling a supernatural force to flee, leaving a place or person alone, or to remove an enchantment from a target. Dispelling magic could be used to lift a rune-ward, or elf-enchantment or witch's curse.

Warding

Prevent a supernatural force from harming a person, place or thing.

Rank One

When casting a Folk Magic spell roll 1d10. The spell is cast successfully if you roll a result equal to or under your Willpower score. The spell automatically fails if a 10 is rolled. At this level of power Folk magic can be used to influence spirits or magic of least enchantment and to cause a natural process to be only marginally faster or easier.

Rank Two

As Rank one. But, at this level of power Folk magic can be used to influence spirits or magic of lesser enchantment and to cause a natural process to take half the time expected.

Rank Three

As Rank one. But, at this level of power Folk magic can be used to influence spirits or magic of greater enchantment and to cause a natural process to take a third of the time expected.

Rank Four

As Rank one. But, at this level of power Folk magic can be used to influence spirits or magic of grander enchantment and to cause a natural process to take a quarter of the time expected.

Rank Five

As Rank one. But, at this level of power Folk magic can be used to influence spirits or magic of high enchantment and to cause a natural process to take a tenth of the time expected.

Geas

You have learnt through force of will and devotion to the weavers of all lives to manipulate fate itself into a form of conditional witchcraft called Geas.

Aspects

Geas only become active when you tells the subject of the spell, the condition and consequence. At each rank of proficiency you can only have a given number of Geas active. If at rank two for instance, you already have two geas set on subjects and want to work a third, you must cancel one of the other Geas. Geas automatically cancel when the said attempt comes to pass.

Rank One

You can state an event that is unlikely to happen to the subject and an effect of minimal



importance that will occur, should the event come to pass. For instance: should you ever meet the king and queen your breath shall smell sweat that day. You can have one Geas active at any one time.

Rank Two

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

Rank Three

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

Rank Four

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

Rank Five

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

Haunted Heart

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

Aspects

Examples of passions include jealousy, revenge, greed, code of honour, or a true love for a person, place or thing. For example a man who

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

Rank One

By making a Willpower based Test of Fatigue you can choose to enter a passionate fury, during which time your skills temporarily gain an extra level of ranking. During this fury, you can do nothing except either pursue your passion, or gloat if you achieve a goal. Each round you exist in the fury you must make a Willpower based Test of Fatigue.

Rank Two

As above except that you can enter a state of fury for one round without invoking a Willpower based Test of Fatigue.

Rank Three

As above except that you can enter a state of fury for two rounds without invoking a Willpower based Test of Fatigue.

Rank Four

As above except that you can enter a state of fury for three rounds without invoking a Willpower based Test of Fatigue.

Rank Five

As above except that you can enter a state of fury for four rounds without invoking a Willpower based Test of Fatigue.

Healers of Idis

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

The highest tradition of the priestesses of the Idis is pacifist life, without any need or urge to do harm to any other. They will not eat meat, or drink ferment of hops or grapes or honey. The



cult also only admits virgin woman, and does not permit its members to have sex.

Aspects

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

Rank One

You can heal minor wounds by performing a short ritual over the subject and making a Willpower Based Test of Fatigue. You can use this magic only on women and children, or on men who are either elderly or lead pacifist lives.

Rank Two

You can heal deep wounds, or cure non-life threatening diseases by performing a short ritual over the subject and making a Willpower Based Test of Fatigue. You can use this magic only on women and children, or on men who are either elderly or lead pacifist lives.

Rank Three

You can heal severe wounds, or cure any disease, by performing a short ritual over the subject and making a Willpower Based Test of Fatigue. You can use this magic only on women and children, or on men who are either elderly or lead pacifist lives.

Rank Four

You can heal grave wounds, or cure infertility, by performing a short ritual over the subject and making a Willpower Based Test of Fatigue. You can use this magic only on women and children, or on men who are either elderly or lead pacifist lives.

Rank Five

You can heal mortal wounds, or cure afflictions of site, hearing or deformity by performing a short ritual over the subject and making a Willpower Based Test of Fatigue. You can use this magic only on women and children, or on men who are either elderly or lead pacifist lives.

Healing Touch

You have the healing touch: that power said to be descended from the kings of old and heightened in to a potent force in the true heir of a throne. From your hands warmth and light in a glow of life energy emanates and flickers causes blood to staunch and wounds to knit and mend.

Aspects

You have the power to channel your own life force into the healing of others. To do so you must lay hands on a wounded individual and without disturbance concentrate and chant. If you heal a wound a minor wound of a similar shape appears at a similar point on your body. Minor wounds pose no threat of death and the effect although painful for you and troubling for others is not life threatening.

Rank One

Allows you to heal a minor wound by touch. Wounds will heal overnight. When you use this power make a Willpower based Test of Fatigue.

Rank Two

Allows you to heal a deep wound by touch. Wounds will heal overnight. When you use this power make a Willpower based Test of Fatigue.

Rank Three

Allows you to heal a severe wound by touch. Wounds will heal in a few days. When you use this power make a Willpower based Test of Fatigue.

Rank Four

Allows you to heal a grave wound by touch. Wounds immediately staunch preventing any risk of death, and heal completely within a week. When you use this power make a Willpower based Test of Fatigue.

Rank Five

Allows you to heal a mortal wound by touch. Wounds immediately staunch preventing any risk of death, and heal completely within a month. When you use this power make a Willpower based Test of Fatigue.

Hedge Magic

Hedge Magic is typically the class of magic studied by those who have spent some time and dedication to the art of sorcery, but without knowledge of affinities are able only to work sorcery through simple and highly ritualised chants. It is the magic of the war-wizard, a lord's chief sorcerer, a sorcerer-priest or the wandering sorcerer-bard.

Aspects

Hedge Magic encompasses eighteen chants of power. These are similar to the rituals used by Thaumaturges, but are less powerful and have



highly specific magical effects. The advantage of hedge magic is that it always causes just two Soulburn - which can be reduced to one by a staff of ages - and it is very quick to work - only requiring a momentary show of ritual.

Refer to **Part Three: Hedge Magic** for a more detailed discussion of this form of sorcery.

Rank One

You master one Hedge Magic spell. To cast a Hedge Magic spell you must make a test of willpower and make a brief show of ritual gestures and mutterings. In casting a Hedge Magic spell you gain two Soulburn.

Rank Two

As rank one but you now master two Hedge Magic spell.

Rank Three

As rank one but you now master three Hedge Magic spell.

Rank Four

As rank one but you now master four Hedge Magic spell.

Rank Five

As rank one but you now master five Hedge Magic spell.

Illusory Arts

A sign of some elvish blood running in your veins, you have a talent for the shaping and conjuring of illusions – made up of the stuff that learned man call Glamour. Your power, even at its most developed is that of a child to a master, when compared to the glammers that deeply elvish creatures can weave, but it is enough to impress common mortals and get you out of tricky situations.

Laws of Illusion

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

Never Perfect

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

Mirrors Never Lie

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

Cast no Shadows

Illusions never cast shadows and creating a shadow with illusion is impossible.

No taste nor Smell

At your humble level of power neither tastes nor smells can accompany an illusion. You can make a rotten apple look but not taste whole.

Aspects

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

Rank One

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

Any illusions you conjure vanish if removed more than five feet from your person. When you use this power make a Willpower based Test of Fatigue.

Rank Two

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

Any illusions you conjure vanish if removed more than ten feet from your person. When you use this power make a Willpower based Test of Fatigue.

Rank Three

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

Any illusions you conjure vanish if removed more than fifteen feet from your person. When you use this power make a Willpower based Test of Fatigue.



Rank Four

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

Any illusions you conjure vanish if removed more than twenty feet from your person. When you use this power make a Willpower based Test of Fatigue.

Rank Five

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

Any illusions you conjure vanish if removed more than twenty-five feet from your person. When you use this power make a Willpower based Test of Fatigue.

Intuit Direction

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

Aspects

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

Rank One

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

Rank Two

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

using hair or clothing from a person, you can find that person.

Rank Three

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

Rank Four

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

Rank Five

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

Lore of Heid

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

Aspects

As a practitioner of the Lore of Heid you will use ritual to root out secrets. You may wish to choose a signature ritual or whatever feels appropriate at the time. Some ideas: Casting or drawing rune stones, bones or sticks. Examining the entrails of sacrificial animals – traditionally such animals had to be pure white. Examining the patterns in the flight of birds, or in the walk of horses. Studying the pattern of lines on a person's palm. Creating and examining patterns in dust or earth. Reading tarot or playing cards. Interpreting dreams, or omens in natural phenomena. Reading lines out of a book of religious or occult significance. Studying the stars and the celestial sphere.

Rank One

You can carry out a ritual and ask a simply yes/no answer. The Storyteller rolls on the following chart and tells you an answer accordingly. When you use this power make a Willpower Based Test of Fatigue.

- 1 – 2 Answer is incorrect
3 – 5 Answer is unclear



6 – 10 Answer is correct

Rank Two

As above but using the following chart...

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

Rank Three

As above but using the following chart...

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

Rank Four

As above but the answer is always correct.

Rank Five

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

Luck of the Traveller

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

Aspects

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

Rank One

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

Rank Two

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

Rank Three

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

Rank Four

People begin to take a liking to you as soon as they make your acquaintance. Any price offered to you for the purchase lodgings, food or drink

will always be less perhaps even as much as half that offered to others.

Rank Five

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

Piercing Gaze

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

Aspects

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

Rank One

You can use the talent on only one person at a time. Your gaze will make a person with a guilty conscious feel uneasy interfering with their ability to concentrate. When you lock gazes the person must make a test of willpower or temporarily loose a level of skill from any subterfuge or deceptive skills he tries to use against you.

Rank Two

As above but when you lock gazes the guilty person must make a test of willpower or temporarily loose a level of skill from all of their skills.

Rank Three

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

Rank Four

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



Rank Five

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

Premonitions

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

Rank One

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

Rank Two

You can attempt to actively sense if a situation is dangerous to you by concentration. Make a Willpower based Test of Fatigue, if you pass and if you are in genuine danger, then you will feel your intuition assert itself.

Rank Three

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

Rank Four

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

Rank Five

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

Purifying Touch

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

Rank One

Allows you to cause a minor natural illness, such as a cold or sniffles to be cured. Your touch also eases pain and minor aches. You cannot use this

power on yourself, but you are also immune to all natural diseases. When you use this power make a Willpower based Test of Fatigue.

Rank Two

As above but, the power allows you cause a serious natural illness, such as influenza or pox to be cured. Sicknesses take a week to cure. Your touch also eases serious pain, or can encourage an easy childbirth. When you use this power make a Willpower based Test of Fatigue.

Rank Three

As above but, the power allows you to cause a deadly natural illness, such as plague to be cured. Sicknesses take a week to cure. When you use this power make a Willpower based Test of Fatigue.

Rank Four

As above but, partial loss of sight or hearing can be cured by your touch. Lameness, arthritis, and minor deformities can be corrected over the course of a month. When you use this power make a Willpower based Test of Fatigue.

Rank Five

As above but, complete loss of sight or hearing can be cured by your touch. Serious inherent conditions, such as deformities or haemophilia, as well as magical curses can be 'cured' over the course of a month. When you use this power make a Willpower based Test of Fatigue.

Scrying

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

Aspects

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

Rank One

You can summon a vision of either people you feel very close to, or places you know very



intimately. When you use this power make a Willpower based Test of Fatigue.

Rank Two

You can summon a vision of places you know reasonably well, things you have once owned, or people you have spent more than a week with. When you use this power make a Willpower based Test of Fatigue.

Rank Three

You can summon a vision of things you have held, people you have met but once, and places you have passed through. When you use this power make a Willpower based Test of Fatigue.

Rank Four

You can summon a vision of anything by holding something with an association – for instance you can scry out a person if you have a lock of their hair, or a dagger they once owned. When you use this power make a Willpower based Test of Fatigue.

Rank Five

You can summon a vision anything simply by knowing the birth-name of a person, the basic appearing of a thing, and the name of the last owner, and three names by which a place is know by. When you use this power make a Willpower based Test of Fatigue.

Second-Sight

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

Aspects

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

Rank One

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

Rank Two

You can summon the second sight by a Willpower based Test of Fatigue, and with it you can see all invisible spirits, and also the magical auras created by spells and enchanted relics.

Rank Three

As with rank two, but you can shift you vision in and out of the second-sight at will – no test of Willpower is needed.

Rank Four

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

Rank Five

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

Serendipity

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

Rank One

You can suggest, once per game session, that something happen that would qualify as a stroke of serendipity. For instance you may be sitting in a bar and suggest, that a friend just happens to walk, in or that a guard you are trying to get past, just happens to be a cousin. If the Storyteller declines your suggestion, your next suggestion cannot be declined unless *all* other players at the table do not agree that it is sensible.

Rank Two

As above except, that you can make up to two suggestions per game session.

Rank Three

As above, except that you can make up to three suggestions per game session.



Rank Four

As above, except that you can make up to four suggestions per game session.

Rank Five

As above, except that you can make up to five suggestions per game session.

Shaman Craft

The arts of the shaman are both spiritual and sorcerous. For they are the last of the old religions, those who worship the spirits in the earth, the air and the water and through that worship and devotion achieve charmed powers.

Aspects

A shaman gains her power by binding to herself, and commanding the Elemental spirits of the earth. For more information on Elementals see **Book 1: The Setting**. A Shaman is able to sense the presence of, but not clearly see wild elementals within about twenty paces. A shaman can however attempt to bind an elemental that she can sense. Once bound elementals become visible and hover near the shaman, unless told to do otherwise.

Rank One

You can bind Elementals of Least power to yourself. To do this you must win a Contest of Willpower with the elemental. You cannot try to steal an elemental bound to another shaman. Once bound an elemental obeys all your commands, regardless of the danger to itself, but cannot move more than twenty paces from your being.

Rank Two

As above except that you can now attempt to bind Elementals of Lesser power, and spirits, once bound, can move forty paces from your being.

Rank Three

As above except that you can now attempt to bind Elementals of Greater power, and spirits, once bound, can move sixty paces from your being.

Rank Four

As above except that you can now attempt to bind Elementals of Grander power, and spirits, once bound, can move eighty paces from your being.

Rank Five

As above except that you can now attempt to bind Elementals of High power, and spirits, once bound, can move one hundred paces from your being.

Skin-Changer

There are some who it is said walk as beasts or fly as birds when the mood takes them. It is a thing that passes in family lines, perhaps because of magic worked long ago by a sorcerer ancestor or maybe the blood of furry beast or feathered bird does indeed run in your veins.

Fortitude: 1 to 3

Your chosen animal-other may be a reptile, bird or mammal no larger than a badger or swan.

Fortitude: 4 to 6

Your chosen animal-other animal may be of any size smaller than, or of equal weight of, a wolf.

Fortitude: 7 to 9

Your chosen animal-other can be anything of either a normal or unusually large size up to the weight of an adult bear.

Aspects

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

Rank One

You can take on the form of your animal only by stripping naked and adorning yourself a cloak made from pelts of your soul animal. You must then make a Willpower based Test of Fatigue to change into and out of your animal form.



Rank Two

As Rank One except that entering the animal form does not require a Test of Fatigue. However, changing back still does.

Rank Three

As Rank Two, but you no longer need a pelt to change into your animal form. Also, if you are angered you must make a willpower based Test of Fatigue to avoid, turning into your animal form on the spot.

Rank Four

As Rank Three, but that you no longer need to make Willpower checks to change into or out of your form, or to avoid changing at an unwanted time.

Rank Five

As Rank Four, but that, natural animals of your soul-form, view you as a natural leader when in their form. When you speak they listen, when you lead they follow.

Spellbinder's Art

The beautiful, ageless witch-maiden who lurks at the heart of a pathless forest and is the master of all the birds and beasts within. The sorcerer who gathers about himself relics of power, each fiery charm subverted to his will. The frost-bearded trolde who haunts the high mountains and can summon the magic of the ice and snows themselves to waylaid his foes. These are all forms of Spellbinders...

Spellbinding is a particular method of working magic that takes advantage of already existing enchantment in the world. A Spellbinder develops a talent that allows him to masters enchanted objects, places or spirits – a talent reflected in game-play by the Spellbinder's Will discipline.

Aspects

Enchanted objects, places or spirits can be dominated and subverted to the mastery of those characters who posses the Spellbinder's Art discipline. This discipline allows a character to enter into a contest of Willpower with an enchanted object, creature or place and attempt to dominate it into submission and service. Entering such a contest of Willpower is both gruelling and protracted. For each round that a character is engaged in a contest of Willpower he tires by one level of fatigue. Also, neither Spellbinder nor the enchanted relic, place or

creature can take any other actions while the contest of Willpower is ongoing. Any outside interference, (i.e. another character attacking the Spellbinder) breaks the contest.

Rank One

You can attempt to bind relics, places or spirits of Least Power to your will.

Rank Two

You can attempt to bind relics, places or spirits of Lesser Power to your will.

Rank Three

You can attempt to bind relics, places or spirits of Greater Power to your will.

Rank Four

You can attempt to bind relics, places or spirits of Grander Power to your will.

Rank Five

You can attempt to bind relics, places or spirits of High Power to your will.

If an attempt to dominate the enchantment succeeds - that is if the spellbinder wins the Contest of Willpower – then the enchantment temporarily loses one rank of Willpower and the battle renews. If at any point the Contest of Willpower is broken off the object recovers all lost Willpower.

If an attempt to dominate the enchantment fails - that is if the enchantment wins the Contest of Willpower – then the Spellbinder temporarily loses one rank of Willpower and the battle renews. If the Spellbinder's Willpower is reduced to zero then he is completely overwhelmed by the enchantment's influence and he passes into the service of the enchantment.

Least Enchantment	Willpower of 5
Lesser Enchantment	Willpower of 6
Greater Enchantment	Willpower of 7
Grander Enchantment	Willpower of 8
High Enchantment	Willpower of 9

An enchanted spirit, object or place that has been completely dominated by a Spellbinder becomes submissive to the whims and words of the master. An enchantment remains locked into a state of submission until either the Spellbinder dies or voluntarily, and of his own free will, releases it.



By default any person or creature entrapped by the enchantment also passes into the control of the Spellbinder, if only through a proxy intermediary. An enchantment which is already 'bound' cannot be stolen by another Spellbinder. Once bound a Spellbinder also gains a mental link to the enchantment and will always be aware of where it is.

Designer Note

You can think of Spellbinders as a somewhat dubious sort of Sorcerer who does not weave his own spells but rather steals them from the world. Alternatively Spellbinding makes a nice secondary power to augment a sorcerous character.

Spirit Hunter

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

Traditions

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

Discipline

Ritual Object: Cloak of black cat skin

You find daylight uncomfortable but not unbearable. Any spells or relics charmed against the dead will affect you, and if seen with second sight you will appear shrunken, hollow-cheeked and milky eyed.

Rank One

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

Rank Two

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

see you. This is a passive ability and is always with you.

Rank Three

Ghastly Shriek: When you scream a war cry it chills the most hardened warrior's to the bone. In your voice is all the sounds of death and the cries of the damned. Anyone who is not of the Managarm who hears your cry must make a test of Willpower or feel sudden and deep fear of you. To make a Ghastly Shriek you must make a Fortitude based Test of Fatigue. Also, any mortal you slay raises as a Wraith of Least Power in your service.

Rank Four

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

Rank Five

Shape of the Shadow: You can turn yourself into a wraith-like being. For each minute you spend in the shape of the shadow you must make a Fortitude based Test of Fatigue. In this form, you can only be harmed by enchanted weapons or magic and any weapons you wield are treated as weapons of least enchantment. Also, any mortal you slay raises as a Wraith of Greater Power in your service.

Talismanic Arts

You have inherited the ancient secrets of the crafters of talismans, charms and protective pendants. You can use these mystic arts to work such things as the skins, bones and teeth of magical creatures into powerful charms.

Aspects

In game terms this allows a character to craft any of the Talismans discussed in the Core Rules book for Wayfarer's Song. Talismans are made from the body parts of magical creatures - a skin of a dire wolf could be turned into a cloak that gives hunting bonuses. The teeth of a dragon can be made into a necklace that makes a person fearless and proud in battle.

Note that Talismans are a sub-class of enchanted artefacts which as a general group are termed



Relics. The ability to craft Talismans does not entitle a character to create any manner of relic.

Rank One

With the appropriate tools (at Storytellers discretion), you can craft one talisman over ten days.

Rank Two

With the appropriate tools (at Storytellers discretion), you can craft one talisman over eight days.

Rank Three

With the appropriate tools (at Storytellers discretion), you can craft one talisman over six days.

Rank Four

With the appropriate tools (at Storytellers discretion), you can craft one talisman over four days.

Rank Five

With the appropriate tools (at Storytellers discretion), you can craft one talisman over two days.

Thaumaturgy

The wizard of ravens. The sorceress of snow and ice. The witch of summer and healing waters. These are Thaumaturges, those sorcerers who have awakened to an affinity with the magic of seasons, hours, birds, beasts and the forces of nature and draw there magic from.

Aspects

See **Part Three: Sorcery** for a more detailed discussion of the Thaumaturgy Discipline.

Rank One

You awaken to one affinity. You may learn two rituals of thaumaturgy. You can cast spells of Lesser Enchantment. Whenever you cast a Thaumaturgic spell you gain five Soulburn.

Rank Two

You may either: awaken to a new affinity and learn one ritual of thaumaturgy, or learn two rituals of thaumaturgy based on affinities you are already awakened to. You can cast spells of Lesser Enchantment. Whenever you cast a Thaumaturgic spell you gain four Soulburn.

Rank Three

You may either: awaken to a new affinity and learn one ritual of thaumaturgy, or learn two rituals of thaumaturgy based on affinities you are already awakened to. You can cast spells of Greater Enchantment. Whenever you cast a Thaumaturgic spell you gain three Soulburn.

Rank Four

You may either: awaken to a new affinity and learn one ritual of thaumaturgy, or learn two rituals of thaumaturgy based on affinities you are already awakened to. You can cast spells of Grander Enchantment. Whenever you cast a Thaumaturgic spell you gain two Soulburn.

Rank Five

You may either: awaken to a new affinity and learn one ritual of thaumaturgy, or learn two rituals of thaumaturgy based on affinities you are already awakened to. You can cast spells of High Enchantment. Whenever you cast a Thaumaturgic spell you gain one Soulburn.

Uncommon Sense

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

Rank One

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

Rank Two

Calm is Calm: When confronted with sudden, unlikely or horrifying danger you may make a test of willpower to remain absolutely rational and in control of your full faculties.

Rank Three

As with Rank Two, but when you pass anyone you speak directly to is allowed a test of willpower to either prevent panic or calm down from panic.



Rank Four

You may make a test of Perception whenever you suspect you are being lied to. A pass allows you to gain a strong sense of whether the person you are speaking to truly believes his or her own words.

Rank Five

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

Valraven Warrioreess

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

Traditions

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

Discipline

Ritual Object: Raven feather cloak

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

Rank One

Whenever you enter battle you may make a test of willpower to enter a deadly trance. In this state you do not feel pain, and become aware of the actions of any enemy within twenty feet even if you cannot see them. Also, while entranced become stunningly beautiful. When you use this power make a Willpower based Test of Fatigue.

Rank Two

As above, but when entranced your eyes turn gold and red and your beauty is of an elvish, enchanted quality. Any weapon you wield glows and flickers and has an extra point of menace to a limit of nine. When you use this power make a Willpower based Test of Fatigue.

Rank Three

As above but, when entranced your beauty becomes impossible for even the dead to ignore. Any weapon you wield gains two extra points of menace to a limit of nine. When you use this power make a Willpower based Test of Fatigue.

Rank Four

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

Rank Five

As above but, when entranced your beauty is all but goddess like. Any weapon you wield gains four extra points of menace to a limit of nine. Male enemies who are not enraged or entranced themselves must make a test of willpower to attack you rather than fall to their knees and beg you to love them. When you use this power make a Willpower based Test of Fatigue.

Visions

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

Aspects

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

Rank One

The vision only come when you sleep, in the form of dreams and nightmares. Once a night you may make a test of willpower and either choose to, or not to experience a vision. If you do experience a vision, you will wake, sweating, and wide-eyed from the dream. The storyteller



rolls on the following chart and describes the vision.

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

Rank Two

You can enter a trance by staring at a foci, for instance a crystal, or bowl or water or ink. You can meditate on a person, place or thing and the Storyteller rolls on the following chart and describes a vision as results. When you use this power make a Willpower based Test of Fatigue.

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

Rank Three

As above except that visions will come unheeded whenever someone or something you love but which is far away is in danger. You must make a Willpower based Test of Fatigue to avoid slipping into a trance when this happens, but when it does the vision is always true and clear.

Rank Four

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

Rank Five

As above except that the Story-tellers rolls on the following chart when a vision is sought.

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

Ways of the Wilds

You have developed a supernatural understanding and empathy for the plants, animals and elements of the woods and waters wild.

Rank One

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

by making a Willpower based Test of Fatigue. You still gain an experience notch for the failure.

Rank Two

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

Rank Three

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

Rank Four

As above except that you now gain two experience notches every time you fail a wilderness skill.

Rank Five

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

Warrior Blest

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

Aspects

This Discipline can be considered the result of a baby being successfully blessed by the 'War Blest' Hedge Cantrip. Special thanks to 'Balbinus' for suggesting this Discipline.

Rank One

As long as you show courage in battle and refuse to don armour or a shield you gain a charmed rank one protection from damage. This protection works against weapons of least enchantment.

Rank Two

Gain a charmed +1 bonus to the Menace of any weapon you use. You can now strike creatures of Least or Lesser Enchantment.

Rank Three

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



protection works against weapons of lesser enchantment.

Rank Four

You may counter-spell by choosing to take a given number of Soulburn ranks. If the sorcerer does not also take that number of Soulburn ranks plus three her spell fails. Also you are completely immune to spells of lesser enchantment.

Rank Five

Gain a charmed +2 bonus to the Menace of any weapon you use. You can now strike creatures of Greater, Grander or High Enchantment. Also, you may change a failed test of any combat skill to a success by making a Fortitude based Test of Fatigue.

Warrior Shaman

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

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

Aspects

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

Rank One

Eye of the Bear: You can pass into a berserker rage by donning a bear or wolf skin and carrying out a small ritual. A Willpower based Test of Fatigue is needed to come out of the rage. While in a rage you gain Second-Sight (see Disciplines above).

Rank Two

Strike of the Bear: As rank one, except also while enraged, your weapons acquire a little enchantment of their own, and can hit otherwise untouchable enemies such as spirits or wraiths.

Treat your weapons as weapons of least enchantment.

Rank Three

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

Rank Four

Might of the Bear: While in a rage you may choose to increase the severity of a wound you inflict, by one rank, by giving yourself a level of Fatigue.

Rank Five

Rage of Toothless Swords: When enraged you can only be hurt by magic, natural dangers (i.e. falling boulders, wolf teeth), bare hands (brawling) or enchanted weapons. Any injuries you do take are stepped down one rank of wound severity. Gain a level of Fatigue for each combat round you remain in a berserker trance.

Will Over Self

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

Aspects

You may choose to resist a spell of sorcery as if you were a sorcerer familiar with counter-spelling even though you may have no experience in the magical arts. Also, at higher levels of power you become entirely immune to certain magical spells.

Rank One

You may counter-spell by choosing to take a given number of Soulburn ranks. If the spell caster does not also take that number of Soulburn ranks her spell fails.

Rank Two

You may counter-spell by choosing to take a given number of Soulburn ranks. If the sorcerer does not also take that number of Soulburn ranks plus one her spell fails.

Rank Three

You may counter-spell by choosing to take a given number of Soulburn ranks. If the sorcerer does not also take that number of Soulburn ranks plus two her spell fails. Also you are completely immune to spells of least enchantment.



Rank Four

You may counter-spell by choosing to take a given number of Soulburn ranks. If the sorcerer does not also take that number of Soulburn ranks plus three her spell fails. Also you are completely immune to spells of lesser enchantment.

Rank Five

You may counter-spell by choosing to take a given number of Soulburn ranks. If the sorcerer does not also take that number of Soulburn ranks plus three her spell fails. Also you are completely immune to spells of greater enchantment.

Witch-lore

The magic of the hedge-witch is a most naturalistic and subtle of arts. Witchlore allows you to manipulate natural elements, forces, animals or plants. Storms can be summoned, cows made to dry up, winds changed, rains sent away, or fish chased from the sea.

Aspects

Witchlore is highly ritualised and requires sympathetic objects to work with. Several animals skulls, a skin of a wolf, a straw doll, bundles of wheat, stones painted with symbolic art are typical examples of the sort of objects used in elaborate rituals that may last up to an hour.

To work a bewitchment a character must undergo a ritual performance, usually in private and for at least ten minutes. The character must make a Test of Willpower or the ritual is deemed to have failed. For each ten minutes in addition to the first spent in ritual gives a -1 bonus to the Willpower Test. Whether or not the ritual succeeds the Character takes at least one Soulburn for each ritual attempted.

Rank One

Witchlore will affect one animal in a way that might be mistaken for natural event. A cow can be made to dry up, or be led out of its paddock. A wolf could be made to go away, and leave a town alone. Corn could be made to give a unusually bountiful harvest, or apples might be turned sour. Take one Soulburn when you attempt to invoke Witchlore at this level.

Rank Two

Witchlore will affect weather in a way that might be mistaken for natural event. Rains could be

summoned or sent away. Hail could be turned to snow, or blue skies into storm clouds. A fair wind could be called to send a ship the right direction. Take two Soulburn when you attempt to invoke Witchlore at this level.

Rank Three

A large group of small animals, such as rats, insects, or snakes, or a small grouper of larger animals can be made to act in an unnatural way. A herd of horses could be made to become crazed and attack anyone who comes near. A pack of rats or swarm of snakes could be summoned to crawl through a town. Take three Soulburn when you attempt to invoke Witchlore at this level.

Rank Four

You can cause weather to undergo sudden, and suspiciously unnatural changes. Once the spell is cast you could cause winds to howl or die to nothing, or clouds to come out of nowhere, or lightning bolts to explode from blue skies. You can also cause huge swarms of small animals or groups of anything larger than a dog to act in sudden, strange and unnerving ways. Take four Soulburn when you attempt to invoke Witchlore at this level.

Rank Five

A major natural phenomena can be made to appear reversed or thrown into disarray. You can make a day as pitch black as night, or a night as bright as day, and winter seem summer and spring seem to be autumn. You can stop rain from ever falling, or cause all the trees in an orchard to burst into fruit overnight. Take five Soulburn when you attempt to invoke Witchlore at this level.

Wolf Blooded

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

Traditions

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

Discipline

Ritual Object: Wolf skin

While in a rage you must make a Test of Willpower to take any action that is not



combative. When you come out of a rage you will be exhausted to the point of collapse for twenty minutes. You can attempt to enter a rage only once per day.

Rank One

Aspect of the Wolf: For up to half an hour, you can acquire the senses of a wolf, heightened hearing and smell in particular. When you use this power make a Fortitude based Test of Fatigue.

Rank Two

Howl of the Wolf: You can cry and howl like a wolf. Any allies within range will know immediately that you need their aid, and how to reach you. Any enemies must make a test of willpower or view you with sudden fear. When you use this power make a Fortitude based Test of Fatigue.

Rank Three

Savage in War: You can enter into a frenzy in which your natural armour increases by -1 each time you are injured. You also temporarily grow claw like nails and fang like teeth, which are treated as weapons of least enchantment with a menace of 6. When you use this power make a Fortitude based Test of Fatigue.

Rank Four

Wolfish Form: When you enter a rage your features become distinctly lupine, you grow fur, and a wolf-like face, your eyes turn yellow and your teeth turn long and sharp. Although you still walk upright, you are so wolf-like in appearance, you may be mistaken be for a spirit or monstrous creature. Your claws and fangs are treated as weapons of lesser enchantment with a menace of 7. When you use this power make a Fortitude based Test of Fatigue.

Rank Five

Shape of the Wolf: While enraged you can choose to change into a massive wolf-like monster, with glowing eyes and shaggy fur. You walk on all fours, and loose some of your ability to think like a mortal human while in the shape of a wolf. Your claws and fangs are treated as weapons of greater enchantment with a menace of 8. You can only be harmed by magic or enchanted weapons in this form. When you use this power make a Fortitude based Test of Fatigue.

Wood Haunter

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

Aspects

Wood Haunter allows you to gain magical advantages by drawing on the spirit of dead birds and beasts. By donning the pelt or feathers of a given creature you can gain a particular power. You may gain cumulative bonuses by wearing several pelts at once.

Rank One

By donning a cloak or similar garment made from a deer pelt you can gain a little magic of stealth and swiftness. When wearing such a cloak you gain a -1 bonus to all stealth, hiding, running or dodging Tests of Skill - i.e. a natural roll of 7 is reduced to 6.

Rank Two

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

Rank Three

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

Rank Four

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

Rank Five

By donning armour or a cloak made from the scales of a dragon or wurm you gain a -2 bonus to all combat related Tests of skill. You also become immune to poison and injury by fire.

Word of Binding

You are both blessed and cursed after a fashion. Your very words, your very will has an element of magic to it. The spirits of the earth listen when you sear a vow. And they usually take you up on it. Binding, magical vows are termed Geas in Wayfarer's Song. If you make a vow that is



serious and of genuine difficulty to keep, then so long as you abide by it then you will receive a boon that you stipulate in return. For instance you may swear that you will always answer a challenge to fight - so long as you your sword will never break. Or you might swear never to eat the flesh of a dog - so that dogs are always friendly to you. Consider your vows carefully. If you break a vow then not only do you lose the boon, but you also lose a Fate Point. If you have no Fate to lose then you suffer an immediate and disastrous stroke of ill fortune.

Rank One

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

Rank Two

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

Rank Three

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

Rank Four

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

Rank Five

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

Wyrde

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

Aspects

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

A hindrance must be actively and directly in your path and preventing you from reaching fate for it to be moved aside. For instance if your fate

is to find the lost dragon slaying sword Wurumbane and die slaying Aslaug the Gildenwing, then a person who refuses to sell you Wurumbane can be considered a direct hindrance. A person who refuses to sell you a sword you think might be Wurumbane, or who refuses to sell you a sword that might help you kill more terrible foes and then find Wurumbane is not directed in your way, and would not be affected by fate. In effect anything that *might* be a hindrance is not considered one by fate. Hindrances have to be obvious and direct.

Rank One

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

Rank Two

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

Rank Three

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

Rank Four

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

Rank Five

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

Designer Note

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

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



Step Seven: Wealth

Human wealth lies more in the realm of useful, pragmatic things, though the mortal folk have some talent for the making of beautiful treasures. The amount of wealth and belongings your character begins play with are based on your character's age and legacy.

	Rank
Childhood	+0
Coming of Age	+1
Middle Aged	+2
Old Age	+3
Inexperienced	+1
Competent	+2
Heroic	+3
Legendary	+4
God-Like	+5

Rank One

Two day's rations, one set of ragged clothing, a tattered cloak or blanket, a sack, an eating knife, and a coin purse with 1 Silver Mark.

Rank Two

One week's trail rations, one plain set of garb, old leather boots and perhaps gloves, a worn cloak, belt pouch, backpack, flint and tinder, dagger and a coin purse with 5 Silver Marks. Plus choose one item of riches.

Rank Three

One week's trail rations, two sets of well-sewn garb, poor-man's armour, leather or felt boots and gloves in good repair, woollen cloak, belt pouch, backpack, flint and tinder, wineskin, menace 5 weapon, and a coin purse with 10 Silver Marks. Plus Choose two Riches **or** a Relic of Least Enchantment.

Rank Four

One week's trail rations, two sets of fine garb, patch-work armour, good leather or felt boots and gloves, sheepskin cloak, belt pouch, backpack, flint and tinder, plate & mug, leather, wineskin, menace 6 weapon, and a coin purse with 20 Silver Marks. Plus Choose four Riches **or** a Relic of Lesser Enchantment.

Rank Five

One week's trail rations, Two sets of embroidered or otherwise fine garb, skirmisher's armour, buckler (small shield), good leather or felt boots and gloves, fur trimmed cloak, belt pouch, backpack, small strong box, scroll case, flint and tinder, plate & mug, tin, wineskin, menace 7 weapon, and a coin purse with 30 Silver Marks. Plus Choose six Riches **or** a Relic of Greater Enchantment.

Example: Step Eight

Gilfea is Coming of Age, and Competent, giving her a total of +1 and +2... Rank Three. We'll choose to take two Riches rather than an enchanted relic. For Gilfea we choose: Shortbow and arrows (Menace 6) and a falcon and gear.

Riches - Some ideas

Battle Axe (Menace 7)
 Box of copper jewellery
 Bronze armband
 Bronze torc
 Craftsman's Tools
 Falcon and Gear
 Gem-inlaid dagger (Menace 5)
 Goblet of Pewter
 Heavy Silver ring
 Hound
 Iron Warhammer (Menace 7)
 Leather Sling (Menace 4)
 Musical instrument
 Necklace of amber
 Necklace of copper and topaz
 Necklace of silver
 Noble Armour
 Pipe, bone
 Pony or donkey and gear
 Rope, hemp, 30 feet
 Shortbow & Arrows (Menace 6)
 Shortsword (Menace 7)
 Satchel pipeweed
 Satchel Juniperweed
 Small gold ring
 Spear (Menace 6)
 Staff, Carven (Menace 2)
 Staff, Iron-Tipped (Menace 3)
 Targe (Medium shield)
 Thief's Tools
 Tooled Warhorn
 Wooden keepsake box
 Writing Tools



Riches

All riches are worth at least 20 Silver Marks. Treat the previous list (see previous page) as suggestions only, although the final decision as to whether an item of riches is allowable is at the discretion of your storyteller.

Relics

Counted among the chief and most valued of a life's long trove of wealth are those rare magical relics. If you choose to take a relic, then you will need to decide upon what manner of powers it has, and then check this with your Storyteller. You may wish to refer to the Core Rules and review the specifics regarding relics. Be aware, however, that the final decision as to what a given relic can and can not do lies with the Storyteller.

Congratulations, you now have a ready to play character.

Axes	Menace	Throwing Spears	Menace
Throwing Axe	6	Iron and unadorned	6
Woodman's Axe	6	Staves	Menace
Skeggox (Bearded Axe)	7	Light and short	2
Battle Axe	8	Long and heavy	3
		Iron Tipped	+1
Bludgeons	Menace	Swords	Menace
Stone Warhammer	7	Shortsword	7
Iron Warhammer	7	Longsword	8
Steel Warhammer	8		
Knives	Menace	Slings	Menace
Knife	5	Leathern Sling	4
Dagger	6		
Longknife	7	Bows	Menace
		Small Bow	6
		Long Bow	7

Range Steps	Close Range	Medium Range	Long Range
Difficulty	Basic	Fair	Penultimate
Sling	5 paces	10 paces	20 paces
Throwing Axe	5 paces	10 paces	20 paces
Spear	10 paces	20 paces	40 paces
Small Bow	10 paces	20 paces	40 paces
Long Bow	15 paces	30 paces	60 paces
War Bow	20 paces	40 paces	80 paces

Armour	Protection	
Patchwork Armour	1	
Poorman's Armour	2	
Skirmisher's Armour	3	
Noble Armour	4	
Shields	Protection	Cover
Buckler (Small Shield)	+1	2/10
Targe (Medium Shield)	+2	4/10
Tower Shield (Great Shield)	+2	7/10



Part Three: Hedge Magic

Hedge Magic is typically the class of magic studied by those who have spent some time and dedication to the art of sorcery, but without knowledge of affinities are able only to work sorcery through simple and highly ritualised chants. It is the magic of the war-wizard, a lord's chief sorcerer, a sorcerer-shaman or the wandering sorcerer-bard.

Aspects

Hedge Magic is encompassed by eighteen chants of power. These are similar to the rituals used by thaumaturges but are less powerful and have highly specific magical effects. The advantage of hedge magic is that it always causes just two Soulburn - which can be reduced to one by a staff of ages - and it is very quick to work - only requiring a momentary show of ritual.

Casting a Hedge Magic Spell

To cast a Hedge Magic Spell you must make a test of willpower and make a brief show of ritual gestures and mutterings. In casting a Hedge Magic spell you gain two Soulburn.

Hedge Magic spells can be cast on any subject within sight of the caster. Most have an instantaneous effect, occurring and fading within the same heartbeat unless otherwise stated in the spell description.

Designer Note

The spells described below are based on spells listed in the Old Norse saga Havamal, spoken by the god Odin. I have altered some words in the translation (Andy Orchard: Dictionary of Norse Myth and Legend. Cassell UK 1997), to create a more 'fantasy' feel, but otherwise the quotes are reasonable representations of what was evidently an actual system of belief.

Summary of Hedge Magic Spells

Cantrip of Help	Allows you to pass any one test of skill.
Cantrip of Healing	Allows you to heal one wound one level.
Cantrip of Toothless Swords	The edged weapons of up to six enemies lose one point of menace.
Cantrip of Shackles	Allows you to escape from any shackle, rope or binding.
Cantrip of Arrows	Causes a single arrow to stop in mid air and fall to the ground.
Cantrip of the Unwitched	Counters any spell of least or lesser power including other hedge spells.
Cantrip of Quenching	Causes normal fires up to the size of a camp fire to snuff out.
Cantrip of Kith & Kin	Charms to blood relatives into friendship. Can not be cast on self.
Cantrip of Quelling	Quietens winds and quells storms.
Cantrip of the Unelfed	Dispels troublesome spirits.
Cantrip of Shields	Enchants up to six allies giving an extra -1 to their full body armour.
Cantrip of the Dead	Summons a shade of the dead to speak with you.
Cantrip of the War Blest	Allows you to bless a baby so that he or she will be a great warrior.
Cantrip of Elder Lore	Allows you to know an answer to any questions about the gods.
Cantrip of Delling's Door	Allows the target to pass one attribute test.
Cantrip of Lust & Love	Causes the target to see you as the object of their heart's desire.
Cantrip of Loathing	Causes the target to find another character hateful and loathsome.
Cantrip of Oaths	Can cause a promise made to you supernaturally binding



Cantrip of Help

*I know those spells no noble wife knows,
Or any son of man.
One is called 'Help', and it will help you,
Against strife and sorrow and every grief.*

Allows you to pass any one test of skill, no matter the odds.

Cantrip of Healing

*I know another, that men's sons need
Who wish to live as healers.*

Allows you to heal one wound by one level. For instance you could use the Lay of healing to turn a deep wound (level 2) into a minor wound (level 1).

Cantrip of Toothless Swords

*I know a third, if I feel pressing need,
To hold those who hate me in check:
I blunt the blades of my enemies,
Their swords and axes won't bite.*

Causes the edged weapons of up to six enemies to loose one point of menace. The spell only works on swords, axes, spears, and other edged melee weapons. Several lay-sorcerers casting the spell twice or more, does not cause cumulative loss of menace. Blades can only loose their edge once.

Cantrip of Shackles

*I know a fourth, if men bring forward
Shackles for my limbs:
I utter the words, and I walk free;
The fetter springs from my leg,
The manacle from my arms.*

Much as the passage reads: this spell allows you to escape from any shackle, rope or binding.

Cantrip of Arrows

*I know a fifth if I see fly
An arrow in the midst of fighting-men.
It won't fly so straight that I can't stop it
If I can fix it in my sight*

Allows you to cause an arrow in flight to simply stop in mid air and fall to the ground. This spell can be cast as an interruption to another character's action during an Action Round.

Cantrip of the Unwitched

I know a sixth, if someone harms me,

*With the roots of a raw-green tree:
The the man who means to damage me, himself
gets the harm.*

Roots of a raw-green tree is an allusion to witchcraft. You can work this chant to counter any spell of least or lesser enchantment including any Lay Chant. You can only counter a spell that is being cast in your presence. For instance. If a enemy warrior is casting a Lay Chant to cause an arrow to stop in mid air and fall to the ground, you can interrupt his spell with the Lay of the Unwitched and cause the arrow to fly on. The Lay of the Unwitched can not be countered.

Cantrip of Quenching

*I know a seventh, if I see a high hall
Aflame above bench-companions;
It won't burn so briskly that I can't save it;
I know the charm to chant.*

Allows you to utterly and immediately snuff out any normal, non-magical fire.

Cantrip of Kith & Kin

*I know an eighth, that is useful
For everyone to learn.
When hatred grows between a chieftain's sons,
I can quickly cure it.*

Allows you to charm any two blood relatives into believing that they are, and have always been the best of friends from the day they first met to now. It can not be cast on yourself.

Cantrip of Quelling

*I know a ninth, if the need should arise,
To save my ship at sea.
I quell the wind upon the wave,
And soothe the face of the sea.*

Allows you to cause storms, and harsh weather to reduce and dissipate.

Cantrip of the Unelfed

*I know a tenth, if I see hag-riders
Stream across the sky.
I can cause them to wander,
Away from their proper forms,
Away from their proper minds.*

Allows you to try and swamp a spirit with magical energy and disrupt its physical form. For a spirit of least enchantment test your willpower at -1. Lesser: -2. Greater: -3. Grander -4. High -



5. If you pass the spirit dissipates, temporarily turning into a phantom entity unable to do you harm, or be harmed for an hour.

Cantrip of Shields

*I know an eleventh, if I must take,
Old friends to fight a battle:
I chant under shields, and they pass with power,
Safely into battle, safely out of battle,
Safely wherever they walk.*

Allows you to enchant up to six allies with an extra –1 to their full body armour. This spell can be used cumulatively by numerous lay-sorcerers. It lasts for the duration of one battle.

Cantrip of the Dead

*I know a twelfth, if I see in a tree,
A hanged corpse dangle;
I cut and colour certain runes,
So the man walks and talks with me.*

Allows you to summon the ghost of a mortal who has been dead for no longer than a month. The ghost will react to you as it might have in life. A stranger will be puzzled and potentially annoyed. An enemy will react bitterly. A friend will be happy and talkative. Treat the ghost as a wight of least power. It remains in the mortal world for a few minutes then dissipates, vanishing back to the world of the dead.

Cantrip of the War Blest

*I know a thirteenth, if it falls to me,
To sprinkle a young boy with water,
He will never fall when he walks to war,
The warrior will never sink under swords.*

Allows you to bless a baby, male or female, as follows: if the baby grows up to be a warrior, he or she can not be killed by swords, fire or axes. The blessed can however be injured by all three, and could sustain serious, horrendous injuries, but will simply keep living and will recover if he does not succumb to infection.

Cantrip of Elder Lore

*I know a fourteenth, if before a host
I have to give a tally of the gods;
I know something about all of the gods and
elves:
Few foolish men know the same*

Allows you to know an answer to any questions about the gods and spirits for up to five minutes.

You will, in effect, have temporarily gained God Lore and Spirit Lore skills of Paramount. When the spell passes you remember anything you learned and if you have either skill add an experience mark to it.

Cantrip of Delling's Door

*I know a fifteenth, that Thjodroerir the dwarf
Chanted before Delling's doors:
He chanted strength to the gods, success to the
elves,
Knowledge to Hroptatyr.*

Allows you to enchant any one subject so that the next attribute test he or she must make becomes an automatic pass.

Cantrip of Lust & Love

*I know a sixteenth, if I want,
All a wise girl's lust and love:
I can change the mind of a white-armed lass,
And totally turn her heart.*

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

Cantrip of Loathing

*I know a seventeenth, to make a young maid,
Slow and separate from me.
These spells, Loddafnir,
You will long be lacking,
Though they bring you good, if you get them,
Benefit, if you but learn them,
Profit, if you procure them.*

Allows you to cause the subject of the spell to see another person (not necessarily you), as the worst combination of all the things that he or she loathes. It's most useful function is to make a person fall out of love with another.

Cantrip of Oaths

*I know an eighteenth, which I never tell,
A maid or any man's wife:
Much better if only one is aware
(the last it is of my chants)
except only her my arms enfold,
or perhaps my sister*



The allusion to lover and sister is merely to trust. This spell allows you to make any promise made to you, binding by supernatural consequences if the promise is not fulfilled within the passing of a year. Thus, if a brash youth promises to bring you a dragon's heart, you may set a condition – such as that if he does not bring you the heart he

will lose his sight. The only thing that a condition cannot invoke is sudden death. Sickness or illness could be induced. The subject of the spell cannot be aware of the condition but must make the vow aloud, in seriousness and in your presence.

Part Four: Thaumaturgy

In Wayfarer's Song the art of weaving, binding and casting magical spells is termed Thaumaturgy. Thaumaturgy springs from an innate talent for magic inherited in bloodlines and not shared by all mortals. A gifted person however may easily pass through life without ever awakening to their true potential – and in fact many do. The long path of Thaumaturgy begins with an epiphany that is always highly personal and private - a sudden insight into the nature of the world, into magic, and the meaning in the patterns of leaves upon the wind, and the flight of ravens.

Terminology

Counterspell

Sorcerous spells in Wayfarer's Song cannot be resisted or dodged, but a spell can be countered by another sorcerer. Any sorcerer within sight of a spell being cast can attempt to interrupt it with a counterspell. The rules for doing so are discussed below.

Soulburn

Whenever a spell is cast, a magical charge called Soulburn builds up in the body and soul of the sorcerer. Building up too much Soulburn will result in the magical charge overloading and exploding through the body. This is termed a Soulblast and will result in the magic tainting the sorcerer – taints are always permanent, sometimes weird, sometimes horrifying, and seldom pleasant.

Spell

A magic spell is cast by channelling magic while focussing the mind with a personal ritual. Signature Spells are set effect spells that are powerful but inflexible. Freeform spells are much more flexible but are less powerful.

Taint

A Taint is a permanent curse that affects a sorcerer as a result of building up too much Soulburn. Taints tend to reflect the nature of the magic being used. Taints caused by channelling dark magic are gruesome, and potentially very painful or injurious, whereas taints caused by channelling too much healing magic are never hurtful, and occasionally may even heal or help the sorcerer.

Disciplines of Thaumaturgy

Thaumaturgy

thaumaturgy is the most powerful form of sorcery that a new character can learn and also the most dangerous. Thaumaturgy magic utilises set rituals linked to affinities with natural phenomena, creatures, elements and forces.

Arch Thaumaturgy

Arch Thaumaturgy is a refined form of Thaumaturgy in which a sorcerer's ability to devise and cast rituals improves to the point that he works magic so rapidly his sorcery to all intent and purposes becomes freeform.

Juniper Weed

There grows in a few rare places a particular sort of leafy herb called Juniper Weed after its fragrant smell when leaves are dried and burned. The weed has a slight intoxicating effect and is valued by laymen for this reason - but for sorcerers Juniper Weed has a second and potent use.

The smoking of Juniper Weed allows sorcerers to enter a state of mind in which they are able to let go of some of their Soulburn. A pipeful of weed is enough to lose all ranks of Soulburn and costs about 10 silver marks. The weed is cultivated by sorcerers and laymen, but being difficult to grow and inclined to particularly dry



and warm soils its price rises northern and colder climes.

Staffs of Sorcery

For a sorcerer a staff may indeed be more than merely a prop for old age. Staffs of Sorcery are carried both as badges of power by sorcerers and as a ritual object to focus the power of will upon when working magic. When you create a sorcerer character he is immediately allowed to own a staff of sorcery as a matter of grace.

- The staff will be made of a wood that has specific significance to the sorcerer.
- Holding a staff of sorcery he allows a sorcerer to take one less Soulburn than usual when working magic
- Magic can be cast through staffs as if by touch
- Staffs can have no metal adornments although leather bindings, feathers, or precious stones are common
- A staff can never be used as a common bludgeoning weapon or tool – if it is it loses its power

If a staff is lost or broken it can be replaced – but to replace it a sorcerer must handcraft a staff from the same type of wood his original staff was made of. For instance if the original staff was made of ash then a new staff must be made of ash. Oak for oak. Hawthorn for hawthorn.

Counter-Spelling

Wayfarer's Song assumes that counter-spelling is undertaken by a sorcerer forcing random and formless magical energy into direct opposition against a spell that is in the process of being cast. In effect the counter-spelling sorcerer creates static and swamps the spell. Note that counter-spelling only takes a force of concentration, it is an action that can be declared as an interruption to another sorcerer's spell casting.

Step One	Test of Willpower
Step Two	Counter-Speller nominates Soulburn
Step Three	Spell-Caster either matches the Soulburn or lets the spell fail

Step One

The counter-speller must pass a test of willpower.

Step Two

If the test of willpower succeeds the sorcerer nominates a number of Soulburn levels. The counter speller immediately gains that number of Soulburn ranks.

Step Three

Unless the sorcerer who is casting the spell has two choices: either gain the same number of levels in Soulburn or allow the spell to fail.

Sorcerous Taint

Your ancestors before you have long been weavers of spells and workers of charms. Their magic has worked its way into your blood and left both Taints and powers in its wake. Depending upon the extent of your forefather's dabblings you may seem slightly uncanny to disturbingly magical from an early age. Perhaps your eyes are a rich gold and shimmer in the sun, maybe you shed tears of blood or your hair has always been a dead white? This background also provides a way to create a character with a latent and as yet unrealised gift for magic.

Aspects

At its most basic function Sorcerous Taint allows a character to reserve the right to learn magic at a later date in a game. Anyone with second sight who meets a character with a sorcerous taint will know immediately that he has a latent power for magic. Trained sorcerers will notice on a test of Perception.

It takes a full season of dedicated study under the tutelage of a sorcerer with at least two Chants of Power of at least Rank three to learn the fundamentals of spell casting. At that point you two runes of power and the basic ranks in chants according to the tradition of sorcery you are being tutored in.



Thaumaturgy

The young man who sat cross-legged on the mossy grass understood no better than any of the others. He came hungering after power, after miraculous charms, and godlike magics. There was some sorcery stirring in his blood, some magic in his eyes. She could see that at least. But would that make him a good apprentice? She feared not. She had worshipped the earth and it had made her wise. She knew the whole earth through. Each leaf spoke to her. The eyes of the wood saw for her. The voices of the wild spoke to her. But would they speak to him? At her dismissive wave of the gnarled hand, he angrily, resentfully he got up and stalked away. Another year had passed and there would be no apprentice.

The wizard of ravens. The sorceress of snow and ice. The witch of summer and healing waters. These are Thaumaturges, those sorcerers who have awakened to an affinity with the magic of seasons, hours, birds, beasts and the forces of nature and draw there magic from

Rank One

You awaken to one affinity. You may learn two rituals of thaumaturgy. You can cast spells of Lesser Enchantment. Whenever you cast a Thaumaturgic spell you gain five Soulburn.

Rank Two

You may either: awaken to a new affinity and learn one ritual of thaumaturgy, or learn two rituals of thaumaturgy based on affinities you are already awakened to. You can cast spells of Lesser Enchantment. Whenever you cast a Thaumaturgic spell you gain four Soulburn.

Rank Three

You may either: awaken to a new affinity and learn one ritual of thaumaturgy, or learn two rituals of thaumaturgy based on affinities you are already awakened to. You can cast spells of Greater Enchantment. Whenever you cast a Thaumaturgic spell you gain three Soulburn.

Rank Four

You may either: awaken to a new affinity and learn one ritual of thaumaturgy, or learn two rituals of thaumaturgy based on affinities you are already awakened to. You can cast spells of Grander Enchantment. Whenever you cast a Thaumaturgic spell you gain two Soulburn.

Rank Five

You may either: awaken to a new affinity and learn one ritual of thaumaturgy, or learn two rituals of thaumaturgy based on affinities you are already awakened to. You can cast spells of High Enchantment. Whenever you cast a Thaumaturgic spell you gain one Soulburn.

Designer Notes

The object of this system is to allow for some flexibility in magic and character creation while encouraging thaumaturge characters to have a theme to their magic. Envision how a thaumaturge of autumn, fire and falcons might differ from a thaumaturge of winter, ice and snowy owls, or night, shadows and ravens...

Terminology

Affinity

Affinities represent an element of nature that you carry a sympathy for. You can only possess one affinity from each category. Once chosen an affinity cannot be altered. For instance if you chose your animal affinity as raven all your rituals that call for an animal affinity would apply to ravens. You cannot then later change your affinity to wolves.

Thaumaturge

A thaumaturge is a practitioner of subtle, unobtrusive, but limited form of magic associated with the devotion to and sympathy with aspects of nature. The word comes from Latin, meaning literally: miracle-worker.

Rituals

Ritual is the term used for spells of thaumaturgy. A ritual is loosely defined magical spell that is modified by your affinity. There is, for instance, a ritual that will allow a thaumaturge to speak to animals. The species of animal he can speak to then depends on his affinity. Taking more time to perform a ritual carefully makes it easier and less wearying to cast.

Affinities

Animals

Any natural animal species no larger than a bear.



Hours

The affinity of hours links either to day or night. Either day or night affinities can be used to work magic in the twilight of dawn or dusk.

Seasons

Any of the natural seasons: autumn, spring, summer, winter

Forces of Nature

Any destructive or powerful force of nature: storm-winds, earthquakes, fires, waves or floods, lightning, blizzards

Elements of Nature

Any solid, inanimate element of nature: earth, snow, stone, water, wood

Rituals**Bewitched-of-Flesh**

Affinity: Element

Bewitched-of-Flesh transforms a creature or person into an inanimate statue, seemingly perfectly crafted out of the element of your affinity. The element will appear natural but upon touch will be deathly cold and hard as steel. The unfortunate target remains in this form until the spell fades – at which point he, she or it return to flesh and blood, unharmed, and unaware of time passing. If a sorceress casts this spell on herself she can remain in a state of stone for as long as she wishes.

Blessed of Seasons

Affinity: Seasons

Turn of Seasons allows you to channel healing magic that varies somewhat according to your season. A spring sorcerer can cause a woman to have an easy and safe childbirth or cure babes of diseases. A summer sorcerer can cure any child or young man or woman of disease or illness. Likewise an autumn sorcerer can heal middle-aged men or woman of disease and ills. A winter sorcerer can ease the ills of old age – but not entirely cure them - and can make a person's last days of life in a sickbed restful and painless. Note that turn of Seasons cures only diseases, it has no power to heal wounds or injuries of mishap or war.

Blight of Sorcery

Affinity: Element

Blight of corruption causes a volume of element to decay, crumple, corrode, evaporate, or otherwise rapidly vanish away.

Caller of the Hunt

Affinity: Animal

The Call of Summoning ritual allows you to summon to your aid an animal of your affinity. The nearest animal of your affinity will answer the call and move as fast as it can to your aid. The animal will act friendly and helpful when it arrives but will not be directly under your control.

Cloak of Seasons

Affinity: Seasons

Cloak of Seasons allows you to cause a target to feel an eerie, but overwhelming and powerful sensation that varies according to your season. Spring sorcerers can cause a target to feel awake and unusually taken with thoughts of romance. Summer sorcerers can cause a person to feel warm and contented. Autumn sorcerers can cause a person to feel drowsy and weary – though cannot force the target to go to sleep. A Winter sorcerer can cause a target to shiver with frigid cold.

Enclave of the Hunted

Affinity: Animal

This ritual allows you to make an area of wilderness about the size of a small copse of woodland or a stretch of meadows or swamps into a sanctum for your animal of affinity. Local groups of your animal of affinity will be attracted to the enclave. Once they are dwelling within, they can no longer suffer from disease, only have to eat a fraction of a normal diet to remain full and contented, and gain the abilities to sense and avoid snares hunters.

Ensorcelled Claw

Affinity: Animal

Ensorcelled Claw charms an animal of your affinity so that it can harm enchanted creatures, spirits or beings that can usually only be harmed by sorcery or enchanted weapons. The animal does not appear to change outwardly to the natural eye, but if viewed with second sight it will appear to gain a flickering elfish fiery aura.

Eyes in the Dark

Affinity: Animal

Eyes in the Dark summons a spectral spirit animal. The animal moves silently and swiftly



and in dark or murky light will be difficult to see with natural eyesight. It will however show up as a blaze of enchanted light to anyone with second sight. You can direct the spectre to move, explore or move away from you. You gain an eerie second feeling of what the spirit is seeing, healing and touching as long as the spell persists. The spirit is unable to attack or be attacked by anything other than similar incorporeal spirits.

Foreseer of Harm

Affinity: Hour

You can only work this ritual during the hour of your affinity. Its power fades as soon as the hour passes. Foreseer of Harm warns you against danger lurking in the immediate future. When you enter a new place, meet a new person or even hear of a name you sense a distinct needle of cold run up your spine if said thing, place, person, or creature intends you harm. Likewise if you walk into a trap or ambush or are told an outright lie you experience the same sensation.

Forge of Sorcery

Affinity: Element

This ritual causes a volume of your element to smoothen and harden to the strength of iron. It can be cast upon element that has already been altered by a ritual such as sculpting. Most elements will not appear to change outwardly, but those more fluid elements, water, snow, mud, and the like 'freeze' into a magical and icy form before hardening.

Freeze or Thaw

Affinity: Season

This ritual can be used to either freeze or thaw a body of water. A larger area effect is needed to increase the amount of water frozen or thawed. Spring and Summer thaumaturges can thaw water. Autumn and Winter Thaumaturges can freeze it.

Fury of Nature

Affinity: Force

This ritual allows you to direct, craft and form your force into a roughly animal apparition. If you have an affinity with fire you can create a beautiful creature out of a leaping fire. If you have an affinity with storms you could create a monster out of howling winds and shards of sleet. You can choose the animal form the ritual creates but if you have an animal affinity the form should reflect it. The animation moves only slowly, at best only a few feet a round but it is

able to attack or be attacked. For the purposes of this gain a 'Fury of Nature' skill to use as a Melee skill for your apparition. This skill starts at Rudimentary and the apparition's Menace is equal to 4 + your rank in Thaumaturgy. The apparition's Menace suffers from armour just as any mortal weapon. The apparition disintegrates back into formless chaos as soon as either you lose the concentration needed to control it, or it takes a Mortal Wound.

Garden of Seasons

Affinity: Season

Season of Mists transforms your immediate surroundings, earth, air, trees and plants - an area within fifty paces - into the deepest days of your season of affinity. If your season is winter then the air will suddenly grow colder and snow and ice will swirl from the sky. If your season is autumn then fruit will ripen and trees will turn red and gold. If spring you could summon spring growth, rains or mists. The effect lasts as long as you stay within the boundaries of the area affected and fade one hour after you leave the boundary.

Healer's Hour

Affinity: Hour

Healer's Hour allows you to heal the wounds of a person or animal but only during the hours of your affinity. For instance if you are a thaumaturge of the night you can only cast Healer's Hour at night. The spell will heal one wound one rank.

Passing of Seasons

Affinity: Season

When cast this ritual causes the earth and plants, but not the air, within five paces of the sorcerer to be laced with your season of affinity. If your season is winter then the plants and earth about your footsteps turn cold, and icy and lose their leaves. An autumn sorcerer would leave a trail of gold-red-amber leaves and ripe fruit. A spring sorcerer would cause everything to burst into new shoots and buds, a summer sorcerer into deep green leaves, bright flowers and new fruit.

Power of Speech

Affinity: Animal

Power of Speech causes an animal of your affinity to gain the ability to speak in one human language of your choice.



Rake of Thorns*Affinity: Element*

The ritual causes an area of a natural element about the size of an average blanket to burst into long, dagger-sharp thorns.

Salve of Slumber*Affinity: Hour*

You can only work this ritual during your hour of affinity. The ritual works to cure a patient of diseases or poisons. Salve of Slumber will cause a willing patient to slip into a deep and restful sleep. After a full sleep the target will awaken free of disease or poison.

Sculpting*Affinity: Element*

Nature's Craft allows you to command an element of the natural world to reshape itself or move. For instance if your element of affinity is water then you could command a stream to rise up into a wave, or part and allow you to walk across. If your element of affinity is stone then you could command a boulder to heave out of the ground or split in two.

Sight of the Wild*Affinity: Animal*

This ritual allows you to temporarily gain the power of sight, hearing vision and smell of your animal of affinity. Your senses only change if your animal's sense is more acute than yours. For instance if your animal is a wolf your hearing and smell would improve but your vision by daylight would remain much the same as human's have better vision than wolves.

Soothe of Nature*Affinity: Force*

This ritual allows you to cause a natural turmoil of your affinity to calm and vanish to nothing. If your affinity is to storms then you can cause storms to dissipate and fade away. If your affinity is fire then you can cause natural fires to sputter out and extinguish.

Sorcerous Sight*Affinity: Hour*

You can only work this ritual during your hour of affinity. Its power fades when the hour passes – whether or not the spell duration is exhausted. Sorcerous Sight allows you to see all things invisible, spirits, wraiths as well as the auras of living things and the invisible flickering light of magic and enchantment.

Spectral Guardian*Affinity: Animal*

This ritual summons up a ghostly apparition in the form of your animal of affinity. The spirit is not a ghost of your animal, but rather a form of protective or ancestral spirit that has assumed the animal's form. The spirit will immediately to help or protect you but cannot move more than ten paces from your side. It will be able to understand but not speak the language of mortals.

Split and Sunder*Affinity: Element*

This ritual allows you to cause a volume of your element to split, crack and fall to pieces with a thunderous crash. The element splits in a way it would naturally if struck with a tremendous force. Wood will splinter and split. Stone will turn to cracked and jagged rubble. Water will explode outwards in a wave.

Strength of the Hour*Affinity: Hour*

You can only work this ritual during the natural time of your hour of affinity. For instance if you have an affinity with Night then you can only work this ritual at night. The ritual charges you with raw power and strength, healing minor wounds and increasing your strength and ability to do damage in combat.

Suffuse of Hours*Affinity: Hour*

Suffuse of Hours causes the air within five paces of you to change to the light your hour of affinity. If your hour is day then the air becomes bright and sunny, if twilight then dusky and golden, if night, then shadowy or perhaps silvery and moonlit.

Summonings*Affinity: Force*

This ritual allows you to summon up a force of nature out of the earth. Rivers may flood, winds may storm, fires may burst from the earth or lightning from the sky. The force you summon will progress like any natural phenomenon and will remain out of your control unless you work further magic upon it.

Tongues of the Wild*Affinity: Animal*

Soulburn than usual when deciding on the time you will take to perform a ritual.

Spells of High Sorcery

Arch Thaumaturgy can achieve the following...

Abjuration

Acceleration or slowing down of a natural process such as healing, souring of milk, or decay of a corpse.

Command

Commanding natural forces, elements, or animals to act accordingly to your wishes. A ritual of command requires that the target acts in a natural way or at least a way that may be mistaken for a natural phenomenon. Commanding a wolf to run and attack an enemy is reasonably easy. Commanding a wolf to climb a tree like a squirrel is less feasible. Commanding a river to swell up into a huge tidal wave is plausible because it is an event that could occur in nature. Commanding a river to hover three feet off its bed of pebbles is not.

Commune

Speaking with animals, spirits, or humans of a foreign tongue are all arts quite achievable with thaumaturgy.

Transformation

Changing the form of a living creature either into another living creature or into a natural element such as stone. When the spell ends the transformed target returns to its natural form unharmed – even if in the transformed state the target was injured. If the transformed target is 'killed' or otherwise destroyed then it immediately returns to its natural form.

Scrying

Spying on a person, place, thing or creature that is removed by distance from the thaumaturge.

Suggestion

Although thaumaturgy cannot create illusions – that is the domain of the Aelfan Folks – it can put thoughts into the mind of a target, making him or her feel perhaps cold, happy, lonely, loving or weary.

Summoning

Either animals or spirits can be summoned, but only from the local environment. A flock of

crows can be summoned from a nearby tree – but – if there are no crows nearby then none can be summoned. There are also no extraneous dimensions in Wayfarer's Song from which spirits could be summoned. Nature spirits reside in nature and must be summoned from it.

Rules of Thaumaturgy

Power of Enchantment

Rituals can be cast at varying levels of power in game-play. Both Signature and Freeform rituals can be varied in this way. More powerful spells are able to overwhelm less powerful spells. For instance if two Thaumaturges cast opposing spells. The spell with a greater power of enchantment will overwhelm that with a lesser power. Opposing spells of equal power negate each other.

Duration

Some rituals are momentary in nature. A ritual that allows a Thaumaturge to heal one wound is an example of such a momentary magic. For most rituals, however, it is to the Thaumaturges advantage to keep the magic active for some time. A Thaumaturge can extend the duration of a ritual by concentration. While concentrating she cannot take any complex actions, and is limited to simple movements and defensive actions.

Range

Rituals of Thaumaturgy can be cast on any target that the sorcerer has a good view of.

Area and Targets

Area of effect and the number of targets a ritual may affect is discussed particular to each ritual.

Permanency of Sorcery

Any Spell of High enchantment can be made permanent by taking a taint during casting. A taint taken in this way is additional to any taints acquired due to normal gain of Soulburn. Once the taint, or taints, are resolved the characters Soulburn returns to zero and the spell becomes a permanent effect.

Designer Notes

Allowing Thaumaturges to work rituals without limits on duration or range may seem like quite a powerful concession. But because of a restriction to subtle magical effects, and the lack of any



aggressive combat magic, this seems to balance out without any serious problems. It also significantly streamlines a magic system, which would otherwise include complicated mechanics to determine range, number of targets, area of effects and duration.

Modus Operandi

As a player you may wish to adopt a distinctive form of ritual for your character to perform. The ritual itself has no inherent power, but it can be thought of as a means in which the mind is focused upon the task at hand. Some ideas for rituals include...

- Speaking words of power, reciting runes or invoking the names of gods.
- Singing songs of power, rhymes, poems or chants
- Dancing or otherwise making ritualistic gestures and movements

- Engraving sigils, words of power or runes upon a surface

It makes for more distinctive characters to choose a single method and elaborate upon it. Consider how the different forms of spell casting may reflect upon the character. The sort of character who would sing airy, nonsense songs might be quite different to that who would utter cryptic arcane names and different again to that who else might sway and sing a beautiful, romantic chant.



Part Five: The Crafts of Men

Having wealth is all very well, but most players will want the option to buy something with it. Assume that any belongings purchased are in good shape although not necessarily brand new.

Exchange

One Mark of Gold is worth six Marks of Silver. One Mark of Silver is worth Twelve Marks of Copper.

Bedroll	1 sm	Scabbard, Plain	4 sm
Backpack	6 cm	Scabbard, Tooled	8 sm
Belt pouch	2 cm	Scroll Case	6 sm
Blanket, Woollen	2 sm	Strongbox, Small	6 sm
Book, Bound, Plain	6 sm	Strongbox, Large	10 sm
Book, Bound, Tooled	15 sm	Torches, pitch (x 5)	2 sm
Boots, Felt	3 sm	Walking Staff, Plain	4 sm
Boots, Leathern	4 sm	Walking Staff, Carven	8 sm
Boots, Ironshod	6 sm	Walking Staff, Sorcerer's	15 sm
Bow String	2 cm	Warhorn, Plain	3 sm
Box, Tooled Leather	1 sm	Weapon Belt	1 sm
Candle, Tallow	5 cm	Wineskin, Empty	6 cm
Cauldron, Small Iron	1 sm	Woodsman's Axe	12 sm
Cauldron, Large Iron	6 sm	Quiver, Holds 24	4 sm
Dagger, Eating	6 sm		
Drinking Horn	1 cm	Portable Wealth	
Falconer's Gear	1 sm	Armband / Neckalce, Silver	10 sm
Flagon, Empty	2 cm	Armband / Neckalce Gold	25 sm
Fletcher's Tools	1 sm	Armband / Necklace Bejewelled	50 sm
Flint & Steel	1 sm	Belt, Tooled	10 sm
Gloves, Felt	2 sm	Cloak Clasp, Silver	10 sm
Gloves, Leathern	2 sm	Cloak Clasp, Gold	15 sm
Grapple, Iron	5 sm	Dagger, Bejewelled	25 sm
Hood & Mask	6 cm	Gilt Mirror	20 sm
Mallet, Wooden	2 cm	Girdle, wrought-bronze	10 sm
Musical Instrument	5 sm	Girdle, wrought-silver	25 sm
Oilskin Cloth	5 cm	Glass Bauble	5 sm
Oxblood Ink & Quill	1 sm	Pipe, Tooled Bone	10 sm
Parchment, Vellum	1 sm	Ring of Copper	1 sm
Pipe, Plain	2 sm	Ring of Silver	5 sm
Pelt, Fur, Average	6 sm	Dagger, Dwarf-Silver	100 sm
Pelt, Fur, Luxuriant	10 sm	Ring of Gold	10 sm
Pipeweed, Satchel	1 sm	Ring, Gem Set	15 sm
Plate & Mug, Leathern	2 cm	Scabbard, Tooled (Sword)	25 sm
Plate & Mug, Earthenware	4 cm	Sheath, Tooled (Dagger)	5 sm
Thieves Tools	1 sm	Sheath, Tooled (Dagger)	5 sm
Trencher, wooden	1 sm	Spices, Common, Satchel	5 sm
Rope, Hemp, 10 foot	3 sm	Spices, Rare, Satchel	10 sm
Rope, Horsehair, 10 foot	10 sm	Spices, Exotic, Satchel	20 sm
		Stone, Semi-Precious	10 sm
		Stone, Precious	25 sm



Arms and Armour

Price and Menace

The price shown in what you could expect to pay in a average blacksmith in a village, that is not too out of the way or remote. The Menace is a value representing how likely the weapon is to cause serious injury when it tears through flesh. A higher menace equals a better capacity to do damage. The figures provided in the charts are cumulative. Thus for the Swords chart (shown below), a Longsword that is edged with steel, and adorned and pattern welded has a price of 75 silver marks (50+25), and a menace of 9 (8+1).

Swords	Price	Menace
Shortsword	25 sm	7
Longsword	50 sm	8
Iron and Unadorned	+0	+0
Steel Edged	+5	+1
Steel and adorned	+10	+1
Pattern Welded	+25	+1

Axes

Small hand axes tend to be woodcutting axes pressed into battle. One particular type of axe, of special popularity is the 'skeggox' or bearded axe, with its elongated lower curve. Some warriors also use a small axe with a thick triangular section at the socket resulting in a very heavy blade. These are designed for throwing, and are popular among some armies that throw the axes on mass, and then while advancing pick up the axes and throw again. The broadaxe, or battle-axe, is a two handed weapon, probably evolved from the axes used to slaughter animals. Used mostly by wealthier, warriors and lords, these axes have a terrible reputation for hacking flesh and bone in two. A mattock is a heavy digging axe-like tool, with two blades, one turned horizontal, the other parallel, and these are often used as poor man's battle-axes.

Restrictions

The axe is a weapon good for attack but fairly poor for use in defence. At storytellers discretion: An axe-wielding character without a shield, who draws with a enemy (i.e. both challenger and defender pass the test of skill), in an opposed affray is liable to suffer a wound, as if the axe-man had failed the test of skill, and the enemy had passed. In effect First Strike always passes to your opponent if you are using an axe.

If two characters attack one another with axes, the mutual clumsiness cancels out.

There is no minimum fortitude to effectively use either a Hand-Axe or Skeggox. To use effectively a Skeggox you must have Fortitude of at least six. To effectively use a Battle Axe or Mattock you need Fortitude of seven.

Axes	Price	Menace
Hand-Axe	10 sm	6
Throwing Axe	10 sm	6
Skeggox (Bearded Axe)	15 sm	7
Mattock	20 sm	8
Battle Axe	25 sm	8
Iron and Unadorned	+0	+0
Steel Edged	+5	+1
Steel and adorned	+10	+1

Bludgeons

All manner of clubs, maces, hammers cudgels, threshing flails, and mattocks are used as weapons. Some are makeshift, a farmer's flail used as a weapon of desperation, others are more culturally significant. Some warriors use heavy, stone headed war-hammers as a sign of their dedication to the god of thunder.

Restrictions

Heavy, bludgeoning weapons have the same basic problem as axes – they are wonderful for causing horrendous injuries but next to useless as defensive weapons. No hacking or bludgeoning weapon can be used to parry a blow.

Bludgeons	Price	Menace
Wood or Bone	10	6
Stone War-Hammer	15	7
Iron and unadorned	15	7
Steel Wrought	20	8
Steel and adorned	30	8

Knives and Daggers

Knives, sometimes used in brawls or as a make-do weapon, are usually owned for other uses, to eat with, carve wood or as a general purpose tool. Knives with a blade of about 7 to 35 cm fall into this category and are termed 'hadseax'. Almost all warriors carry a knife for one other reason – they are useful to cleanly dispatch a mortally wounded but still living enemy. Larger single edged knives know as 'langseax', ranging from 55 to 75, are exclusively used as weapons



and although clumsy and unbalanced, can serve as a short sword to a poorer warrior.

Restrictions

There is no minimum fortitude to effectively use either a Hadseax or Scramseax. To use effectively a Lanseax you must have a Fortitude of at least five.

Knives	Price	Menace
Hadseax (Knife)	5 sm	5
Scramseax (Dirk)	10 sm	6
Langseax (Longknife)	15 sm	7
Iron and Unadorned	+0	+0
Steel Edged	+5	+1
Steel and adorned	+10	+1

Spears

Spears are the most commonly used weapon of war. Light, javelin like spears are used for throwing, heavier broader bladed spears can be used in melee. A 'Mail-Scraper', appears to be a unique weapon of the Norse, that did not survive into later centuries. As far as can be told a Scraper of Mail was a thrusting spear, with a blade long enough to resemble a short sword, but rectangular and tapering to a sharp point. The wooden shaft was completely clad in iron and an iron spike was driven through the socket. Hunting spears, are similar to Melee spears but often have an iron spike through the haft to prevent a wild boar or wolf from running up the haft.

Restrictions

To use effectively a throwing or melee spear you must have Fortitude of at least five. To use a mail-scraper you need Fortitude of 6.

Throwing Spears	Price	Menace
Iron and unadorned	10	6
Steel edged	15	7
Steel and adorned	20	7
Melee Spears	Price	Menace
Iron and unadorned	15	7
Steel edged	20	8
Steel and adorned	30	8
Mail-Scraper	Price	Menace
Iron and unadorned	25	8
Steel edged	50	9
Steel and adorned	75	9

Staves

Staves are the ubiquitous poor-man's-weapon. Generally a length of yew or ash, sometimes tipped with iron, staves have little ability to do more than trip or disarm an armoured opponent, although a swift crack to an unprotected skull can certainly cause some damage.

Restrictions

Staffs have such a low menace that they are their real use in combat to gather points of advantage and then use those points to trip, disarm or exhaust your opponent into submission. One powerful advantage of fighting with a staff, however is that they are highly defensive. Using a staff is treated like fighting with two weapons, one offensive, and one for parrying.

Staves	Price	Menace
Light and short	2 sm	2
Long and heavy	4 sm	3
Iron Tipped	+4 sm	+1

Swords

Swords are both the most highly prized weapons of war and the rarest. Their cost is increased by the arguable wasteful amount of iron that is used to make one, and their lack of any useful function outside of battle. Swords are often handed down through successive generations, or given as gifts from kings to lords, and from lords to champions.

The blade of a sword itself deserves some special mention – swords are often pattern welded, literally plaiting together from differing grades of steel and iron, adding a beautiful woven appearance to the blade. These highly treasured pattern welded blades often earn nicknames based on the shape of the intertwining ribbons of metal.

Restrictions

Swords vary from about 55 to 80 cm in length. Shorter 55 to 70 cm blades are termed brands or short swords. Longer, heavier 70 to 80 cm blades are termed longswords or broadswords. To wield a shortsword requires Fortitude of 5 or better. To wield a longsword requires Fortitude of 6 or better.

Swords	Price	Menace
Shortsword	25 sm	7
Longsword	50 sm	8



Iron and Unadorned	+0	+0
Steel Edged	+5	+1
Steel and adorned	+10	+1
Pattern Welded	+25	+1

Slings

Primarily used for hunting, and small game at that, slings can be used to some effect in war. Against armour they are all but ineffective, except in the lucky case of a slingshot striking the face. River or sea pebbles make up the primary ammunition. Lead shot, although not unheard of is less common.

Slings	Price	Menace
Leathern Sling	2 sm	4
Rounded Stone	0	+0
Lead Shot	1	+1

Bows

Bows are used throughout Mithgerd for hunting and to varying degrees also for war. The typical poor-man's-bow is made of hazelwood, and is about a pace in length. Larger, warbows made of yew, elm or ash. In some ancient legends bows made of carved and layered antler or sea-ivory (walrus tusks), are mentioned, and although unlikely weapons, exist as powerful weapons in mythic Mithgerd.

Restrictions

The major drawback of bows is that the warrior's armour and shields of Mithgerd are often quite enough to stop most arrows. Armour penetrating 'bodkin' arrows exist to overcome mail, but a simple shield of leather and linden wood will stop any arrow almost every time. In the Rules chapter, under Combat there are rules for hiding behind shields to avoid arrows.

To use a smallbow you need Fortitude 5; a Longbow Fortitude 6; a Warbow Fortitude 7.

Arrows tend to be broad headed iron tips, socketed if well made, or held in place by tangs if of poor quality. When retrieved arrows after a battle, many will have broken: socketed arrow has a 3 in 10 chance of breaking when fired. A cheep tanged arrow-head a 7 in 10 chance. A somewhat crueller trick is to purposely attach an arrowhead using beeswax, so that when it enters warm flesh the wax melts and the arrowhead detaches. Rubbing arrows in grim or filth to cause infection is also not unknown.

Bows	Price	Menace
Small Bow	5 sm	6
Long Bow	10 sm	7
War Bow	15 sm	8

Arrows	Price	Menace
Twelve Broadheads	1 sm	+0
Twelve Bodkins	3 sm	+1
Cheep Tanged	+0	+0
Good Socketed	+1	+0
Beeswax Attached	+1	+0

Range Table

Range	Close	Medium	Long
Difficulty	Basic	Fair	Penultimate
Throwing Axe	5 paces	10 paces	20 paces
Spear	10 paces	20 paces	40 paces
Small Bow	10 paces	20 paces	40 paces
Long Bow	15 paces	30 paces	60 paces
War Bow	20 paces	40 paces	80 paces

Weapons Strange & Unknown

There are numerous melee weapons that although familiar to many quasi-mediaeval games are missing here. The stirrup has not yet been introduced to mythic Mithgerd, so that to charge with a lance is suicidal to the point of being ridiculous. Likewise horses in general are considered to valuable to use in battle by most kings and clans. Thus the poleaxe and pike, being weapons of infantry defence against cavalry are unknown. The 'ball and chain' type of weapon is also unheard of – many remote blacksmiths have never seen an iron-linked chain let alone know how to make one. Shackles, incidentally tend to be made of rope and leather. Flails are always tethered with a cord of gut or leather. Crossbows, although not unheard of, are primitive and require about two minutes of work at a windlass to load. They are generally considered toys for eccentric kings, rather than effective weapons. Other, even more exotic weapons, such as scimitars, 'tiger-claws' and bolas will result not just in unwanted attention, but also the suspicion by locals that you are either an elvish creature or might be dealing in witchcraft.

Armour

There are five classes of armour that a person may wear to protect themselves from injury. The least protective are those made from lighter,



poorer quality materials, especially cloth and leather.

Patchwork Armour

Incomplete, rusted, poor quality armour, stitched together from makeshift pieces of boiled leather, iron, or chain make up what is termed Patchwork Armour.

Poorman's Armour

Light armour is commonly based on either hide or linked rings of iron as a base material. Sea raiders especially tend towards armour made of lighter hide, augmented by stitching two layers together, passed with moss or wool: a cheap, light and reasonably protective form of armour.

Skirmisher's Armour

An extra degree of protection can be afforded by stitching iron rings or small plates into a leather or cloth base. This somewhat stronger armour is often that worn by militia, the guards of impoverished lords, or road-wary travellers.

Warrior's Armour

Most men of the axe and sword rely on leather stitched with iron scales and perhaps a few patches of chainmail covering vital areas. A warrior's armour will also include a helm, usually of iron and leather, as well as bindings for the arms and legs.

Noble Armour

Chain mail is the armour of choice amongst lords and warriors. Mail shirts typically reach just below the knees and have short sleeves, but longer coats, called hauberks and sleeveless shirts, called vests, are known. Wearing a mail shirt requires you to also wear a padded undershirt, made either of linen or felt, and stuffed with fleece, raw wool or layers of woollen cloth: a gambeson. If you are not wearing an undershirt, the mail gives no protection at all versus blunt crushing weapons. The prices below assume the inclusion of a padded gambeson, either separate or stitched to the armour. A helm, greaves and occasionally good quality leather gauntlets will be included with a Noble Armour.

Kingly Armour

The finest weave of mail, linked with the utmost care, and gilt with gold, and riveted with silver. Armour fit for a king will be of superb quality

and will be matched by a helm, greaves, and possibly gauntlets of similarly richly adorned steel.

Shields

Shields as ubiquitous as they are useful. They can give the edge in battle, and provide protection from a rain of arrows or other missiles. Round shields, called 'targes' made from linden (lime) wood are the most common variety of shield. They are often reinforced with bands of metal, and thick leather riveted around the rim. Some are faced with leather or rawhide. Smaller shields useful only for parrying are termed bucklers. Larger, more expensive shields that extend downwards to cover the knee are termed long shields.

Shields also provide cover from both melee attacks and missile fire. A character taking cover behind a shield is not allowed to do anything except engage in defensive actions. When a blow or missile makes it past a sheltering character's active defences she is allowed a Test of Cover. A simple d10 test that is successful if a number equal to or below the shield's Cover is rolled. When successfully made a Test of Cover indicates the blow or missile has harmlessly struck the shield.

Armour	Price	Prot.
Patchwork Armour	15 sm	1
Poorman's Armour	50 sm	2
Skirmisher's Armour	100 sm	3
Warrior's Armour	200 sm	4
Kingly Armour	400 sm	5

Shields	Price	Prot.
	Cover	
Buckler (Small Shield)	10 sm	+1
Targe (Medium Shield)	30 sm	+2
Tower Shield (Great Shield)	75 sm	+2

Shields	Price	Cover
Buckler (Small Shield)	10	2/10
Targe (Medium Shield)	30	4/10
Tower Shield (Great Shield)	75	7/10

Designer Notes

Because of the fairly simple method in which injuries are resolved in Wayfarer's Song the benefits of armour also need to be kept reasonable simple. Thus, armour provides a basic full body protection - even though it may not strictly cover the full body. Because, however,



armour subtracts not from the final damage to a character, but from the potential of a weapon to do damage, I think the mechanic remains

sensible, if a little simple, when protection is viewed both as a function of the quality or the armour and the amount of body-surface it covers.

